

GAVIN DUDENEY

Plenary Talk The Case for Technology in the Classroom

While the world has changed around us - and our learners too - most of us have remained steadfastly inured to the lure, or usefulness, of technologies in the classroom. Whilst Prensky's 'digital natives' spend their lives hooked up to powerful mobile phones, iPods and gaming machines or interacting on social networking sites and playing online games, our approach to learning in the classroom has not changed significantly and, as a result, we are increasingly failing to engage with our learners. This talk looks at current views of the use of games, gaming technologies and new technologies in general in education - from Prensky's 'New Paradigm', through Gee's 'Passion Communities'. Taking a critical look at the way current education fails to consider new digital literacies and the learning needs of the 'digital native' we will consider why teachers should be looking at these approaches, and how they might set about acquiring the necessary skills and experience to implement them comfortably and successfully in the classroom.

Hands-On E-Growth Workshop Getting the Best out of the Net

Many of us have had training in, for example, how to use PowerPoint - but how many of us have had training in how to use PowerPoint in the classroom? There is often a large gap between our technical and pedagogical knowledge, and this workshop aims to plug a little of that gap by looking at why the web is a good resource for the classroom, and how to go about integrating it into our teaching. Starting with the basic skillset needed by a teacher, we will move on to experience a couple of web-based activities before considering how such activities are planned and delivered as part of a principled application of the web in class. We will finish by considering how the web might be integrated fully into the curriculum.

Hands-On E-Growth Twitter Works a Tweet!

Twitter is a micro-blogging tool which allows users to post brief messages (up to 140 characters long per message) and to share those messages with other users. Twitter users can 'follow' the messages posted by other users and thus build up vibrant online communities of people with similar interests, both personal and professional. Twitter has grown at a phenomenal rate over the past six months and is now used for marketing, professional development, research, and a variety of social ends. It has also taken conferences by storm, with 'twitterers' conveying presentation content to people who are unable to attend in person. This phenomenon has great implications both for teaching and for professional development and in this e-growth session I hope to explore those possibilities as well as go through the mechanics of getting started.



Bio

Gavin is author of 'The Internet & The Language Classroom' (CUP 2000, 2007) and co-author of the 'How To Teach English with Technology' (Longman 2007). The latter won the 2007 International House Ben Warren Trust Prize for the most outstanding work in the field of language teacher education. He is currently co-authoring a new book on blended learning to be published in 2009. Project Director of his own educational technology consultancy (www.theconsultants-e.com), his company was awarded a British Council ELTON award for its 'ICT in the Classroom' course in 2007. Gavin is a past Coordinator of the IATEFL Learning Technologies Special Interest Group and current Honorary Secretary of IATEFL. His current interests are in the fields of multi-user virtual environments and gaming technologies for teaching and teacher development.

