



EnetCollect WG3/WG5 Meeting, 24-25 October 2018

Venue: Gravensteen, Pieterskerkhof 6, 2311 SR Leiden, The Netherlands

Reimbursement information:

Participants that have been invited via e-cost can be reimbursed according to the COST Vademecum. However, in order to be fully eligible, each participant **must be a member of a Working Group (WG)** within enetCollect, i.e. either WG1, WG2, WG3, WG4 or WG5. This requires registering your e-mail address to one or more of the WGs in enetCollect (communication purposes) & registering in our enetCollect ILIAS repository platform (access to shared documents, communication). Kindly follow these steps listed [here](#) or visit <http://enetcollect.eurac.edu/joining-enetcollect/>.

Oral presentations:

Invited speakers get 45 minutes for their presentation, with an additional 10 minutes for questions and discussion. Presenters of oral presentations get 20 minutes with an additional 5 minutes for questions and discussion.

Poster session:

During the meeting a poster session is organized as well. The posters will be available during the whole time of the meeting. Presenters of a poster all get 10 minutes in the program for a short presentation or demonstration. There is no additional time assigned for questions and discussion as there will be plenty of time for that during the workshop's lunch and coffee breaks.

Proceedings:

Proceedings will be made. More information will be send later.

Program:

Wednesday October 24th

Chair morning session: Karën Fort

09:00 – 09:10 **(10 min.) Frieda Steurs**, Welcome

09:10 – 09:35 **(25 min., no discussion) Branisav Bedi**, Introduction

09:35 – 10:30 **(55 min., discussion included) Tony Veale**, From Funny Bones to Narrative Skeletons: Shallow and Deep approaches to Creative Dialogue

10:30 – 10:45 Coffee break

10:45 – 11:35 2 oral presentations

(25 min., discussion included) Katerina Zdravkova, Privacy of crowdsourcing educational platforms in the light of new EU regulation

(25 min., discussion included) Elzbieta Gajek, Strategic learner training to motivate learners to learn more effectively while using digital materials and also by creating a crowdsourced content

- 11:35 – 11:40 Mini break (5 min.)
- 11:40 – 12:30 2 oral presentations
- (25 min., discussion included) Tanneke Schoonheim/Peter Dekker**, Recognizing blends: first experiments with Pybossa
- (25 min., discussion included) Ji-Ung Lee/Christian M. Meyer/Iryna Gurevych**, Avoid playing learner and system off against each other
- 12:30 – 14:00 Lunch (Faculty Club, Rapenburg 73, 2201 CX Leiden)
- Chair afternoon session: Branislav Bedi**
- 14:00 – 14:55 **(55 min., discussion included) Jon Chamberlain/Massimo Poesio**, Making educational and crowdsourcing games more comparable
- 14:55 – 15:00 Mini break (5 min.)
- 15:00 – 15:30 3 posters
- (10 min., no discussion) Branislav Bedi/Anabela Barreiro**, Investigating the Role of Chatbots for LL Applications
- (10 min., no discussion) Christos Rodosthenous/Loizos Michael**, A Platform for Knowledge Acquisition Using Games with a Purpose (GWAPs)
- (10 min., no discussion) Rina Zviel-Girshin/Nathan Rosenberg/Branislav Bedi**, User Model for Intelligent Gamification of Crowdsourced LL Platforms
- 15.30 – 15:45 Coffee break (15 min.)
- 15:45 – 16:05 3 posters
- (10 min., no discussion) Julia Ostanina-Olszewska**, State of the art of LL platform in Europe: Application of classroom principles
- (10 min., no discussion) Michal Bodorik**, State of the art of LL platform in Europe: Efforts of teaching languages online
- (10 min., no discussion) Lari Kotilainen/Johanna Komppa**, Mall at Workplace, Deceloping APPLA – a Context-aware learning Application
- 16:15 – 16:20 Mini break (5 min.)
- 16:20 – 17:15 **(55 min., discussion included) Catia Cucchiarini/Helmer Strik**, Automatic speech recognition in CALL: Attractive features, motivation and crowdsourcing
- 17:15 – 17:30 **(15 min., discussion included) Lionel Nicolas/Verena Lyding**, Gathering data to prove that we can implicitly crowdsource language-related datasets from learners
- 19:00 – 22:00 Social dinner (Sociëteit De Burcht, Burgsteeg 14, 2312 JS Leiden)

Thursday October 25th

Chair morning session: Katerina Zdravkova

- 09:00 – 09:20 **(20 min., no discussion) Karën Fort/Branislav Bedi**, Gamification for ethics
- 09:20 – 10:30 3 oral presentations
- (20 min.) Manny Rayner/Cathy Chua**, The essential dishonesty of the current online community model: some case studies
- (20 min) Nikos Tsourakis, Manny Rayner, Hanieh Habibi, Pierre-Emmanuel Gallais, Cathy Chua, Matt Butterweck**, Alexa as a CALL platform for children
- (20 min.) Hanieh Habibi/Manny Rayner/Nikos Tsourakis**, Decentralizing power: how we want to keep CALLector ethical
- [with an added total of 10 minutes for discussion]**
- 10:30 – 10:45 Coffee break (15 min.)
- 10:45 – 11:35 **(55 min., discussion included) Frederik Cornillie**, Design issues in language learning based on crowdsourcing: the critical role of gameful corrective feedback
- NB This lecture is not to be recorded and no pictures can be taken**
- 11:35 – 11:40 Mini break (5 min.)
- 11:40 – 12:30 2 oral presentations
- (25 min., discussion included) Martin Benjamin**, Crowdsourcing and Gamification for Multilingual Linguistic Data
- (25 min., discussion included) Marta Giralt/Liam Murray**, Motivational, ethical and gamification issues in crowdsourcing
- 12:25 – 14:00 Lunch (Faculty Club, Rapenburg 73, 2201 CX Leiden)
- Chair afternoon session: Frieda Steurs**
- 14:00 – 14:55 **(55 min., discussion included) Umair ulHassan**, Motivation / retention behaviour in crowd-sourced platforms/applications
- 14:55 – 15:00 Mini break (5 min.)
- 15:00 – 15:30 3 posters
- (10 min., no discussion) Nina Gorovaia**, Behavior of users on the crowdsourcing platforms
- (10 min., no discussion) Silvia Pokrivcakova**, Possibilities of Crowdsourcing and Content Language Integrated Learning (CLIL)
- (10 min., no discussion) Roman Yangarber/Anisia Katinskaya**, The Revita language learning platform and implicit crowd-sourcing of educational data
- 15.30 – 15:45 Coffee break (15 min.)
- 15:45 – 16:35 2 oral presentations/posters
- (25 min., discussion included) Jean-Philippe Goldman**, Online training to improve discrimination and production of stress contrasts in L2

(25 min., discussion included) Tristan Dahl, Lingo Ludo - game for L2
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16:35 – 17.00 **(25 min.) Branislav Bedi/Katerina Zdravkova**, Wrap-up and Closing