

enetCollect: Combining Language Learning with Crowdsourcing Techniques



enetCollect

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Abstract

Crowdsourcing is a practice of collecting goods and services (e.g. information, ideas, financial resources, etc.), usually using the Internet, from an undefined network of people by publishing an open call. More recently, there has been a growing need to make more language materials available, leading to the launch of the European COST Action 16105: European Network for Combining Language Learning with Crowdsourcing Techniques (enetCollect) aimed at developing a network of more than a hundred stakeholders from Europe and beyond. The main tasks of this European initiative is to combine the well-established domain of language learning and teaching with the recent and successful crowdsourcing approaches. In an educational environment, crowdsourcing has significant implications on the development of practical experiences in learners, as well as on the exchange of acquired knowledge among teachers by means of creating educational content (textbooks, language materials). Crowdsourcing can be used to generate/annotate language learning materials, and thus does not need to be confound to only collecting/logging data from language learners. In the field of second and foreign language learning, crowdsourcing is overlapping with computer assisted language learning (CALL), which enables the use of technology in the creation, collection and evaluation of language materials and content by (non) native speakers, teachers, translators, and other interested professionals and institutions. The objective of enetCollect are pursued by five working groups: WG1 - Research and Innovation on Explicit Crowdsourcing for Language Learning material production, WG2 - Research and Innovation on Implicit Crowdsourcing for Language Learning material production, WG3 - User-oriented design strategies for a competitive solution, WG4 - Technology-oriented specifications for a flexible and robust solution, and WG5 - Application-oriented specifications for an ethical, legal and profitable solution. The aim of this poster is for the Croatian team of experts participating in the COST Action to present objectives of this international network.

Keywords: COST Action, crowdsourcing, enetCollect, language learning

Main Objective

The main objective of the enetCollect Action is to address the major European challenge of fostering the language skills of all citizens regardless of their diversified social, educational, and linguistic backgrounds. To this end, the Action is concerned with the domain of Language Learning and specifically focuses on enhancing the production of learning material in order to cope with the increasing demand for language learning material and the striking diversification of learner profiles.

Research-Coordination Objectives: Objectives related to the creation of knowledge

Objective 1: Creating a theoretical framework for achieving a shared understanding of the topic, ranging from very concrete aspects such as defining a common terminology, to higher-level aspects such as evaluating the potential and limits of related approaches. This objective is pursued by the Working Groups and focuses on transforming the tacit knowledge of members into a consensual and codified form, and on the creation of blueprints (design specifications) at any relevant level (technical, usability, ethical, etc.).

Objective 2: Gathering evaluation data for complementing the theoretical framework with factual information obtained from prototypical experiments and wide-ranging surveys in order to extend and root the theoretical framework and evaluate which aspects should be approached first.

Objective 3: Disseminating the knowledge created and the achievements obtained to any relevant audience.

Capacity-Building Objectives: Objectives related to creating and empowering a community

Objective 4: Creating a balanced interdisciplinary core community of active stakeholders (and a core crowd reachable through it). This objective will be pursued by steadily expanding the network while maintaining a balance of member characteristics), through the Working Groups and through innovative dissemination and exploitation activities devised to foster collaborations, with special focus on ECIs (Early Career Investigators).

Objective 5: Establishing communication channels. This objective aims to ensure that the created community has well-identified communication channels allowing to easily share information and reach relevant members or stakeholders.

Objective 6: Fostering new funded initiatives. This objective aims to foster new initiatives complementing the Action. This objective will be pursued by using the Action's achievements to plan parallel or follow-up projects and its indicator of completion will be the successful preparation of two large proposals for European follow-up projects as well as several proposals to different regional and national funding schemes.

Objective 7: Creating an association. This objective aims at creating an association with the purpose of continuing the work started in enetCollect and playing a driving role for the aforementioned community after the conclusion of the Action. This association will follow a long-term agenda, take over and maintain the outputs of the Action and handle subsequent editions of a recurrent scientific event. The indicator of completion for this objective will be the successful creation of a non-profit association and the number of its members.

Working Groups

[WG1] R&I on Explicit Crowdsourcing for Language Learning material production

WG1 aims at developing or adapting explicit crowdsourcing approaches for producing language learning materials.

Leader: Iztok Kosem

Vice-Leaders: Johannes Graën, Elena Volodina

[WG2] R&I on Implicit Crowdsourcing for Language Learning material production

WG2 aims at developing or adapting implicit crowdsourcing approaches for producing language learning materials and language-related data.

Leader: Lionel Nicolas

Vice-Leader: Claudia Borg

[WG3] User-oriented design strategies for a competitive solution

WG3 aims at creating design strategies fostering the user-orientation of an online language learning solution and ensuring its capacity to attract and retain a crowd.

Leader: Branislav Bédi

Vice-Leader: Frieda Steurs

[WG4] Technology-oriented specifications for a flexible and robust solution

WG4 aims at creating the technical specifications to support the functional demands of WG1, WG2, and WG3.

Leader: Toma Tasovac

Vice-Leader: Matthias Kunkel

[WG5] Application-oriented specifications for an ethical, legal and profitable solution

WG5 aims at devising the application-oriented part of the theoretical framework that relates to (1) ethical questions regarding the involvement of users and the collection of data, (2) legal regulations, and (3) opportunities and models for commercialization.

Leader: Karen Fort

Vice-Leader: Katerina Zdravkova