

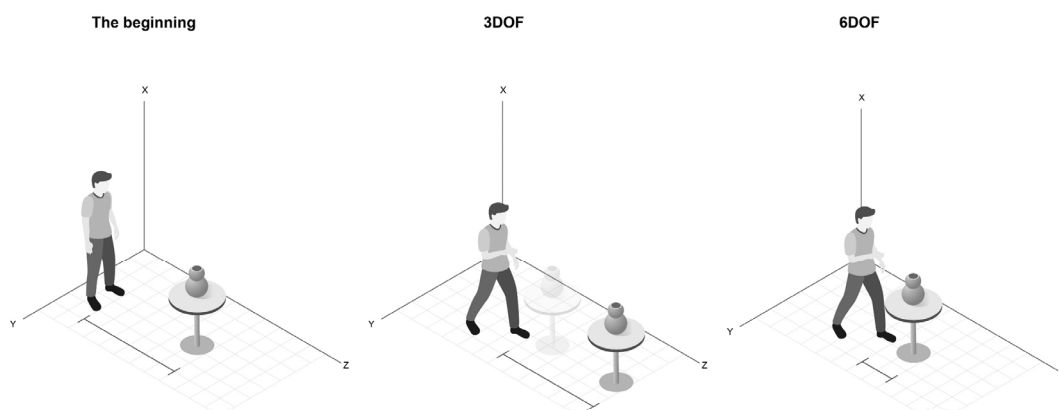
バチャル言語学習・ Virtual Reality and Language Learning



Name	OLEXA Robert Anthony	E-mail	olexa@hakodate-ct.ac.jp
Status	Associate Professor		
Affiliations	General Education English		
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Technical Support Skills	コーパスツール(LexTutor)を使って学習者コーパスの分析 Dartmouth X と IMT による C プログラミングの資格		

Research Contents

VR and Language Learning



My research focus is on the intersections of educational technology and language learning. Past projects have explored the microblogging of students in their second language, learner corpora, and use of web applications for vocabulary learning. Current projects include exploring the use of virtual reality (VR) for language learning and also using commercial home assistants as AI chatbots for language learning.

The technology used to facilitate VR is rapidly developing. Shown in the figure presented above, a most recent provision of 6 degrees of freedom in commercial VR allows for users to move freely in a virtual world as they would in the physical world. I am interested in the types of language and iconic gestures that learners use while engaged in VR experiences.

Available Facilities and Equipment

Multi-media laboratory	Oculus Go
CALL (language laboratory)	Google Nest Mini
Oculus Quest	
Oculus Quest 2	