







The interplay between nonverbal and verbal interaction in synthetic worlds which supports verbal participation and production in a foreign language.

Le rapport entre le verbal et le non verbal dans des mondes synthétiques et son rôle de soutien pour la production et la participation verbales en langue étrangère.

16 novembre 2012

Soutenance de thèse de Ciara R. Wigham

Membres du jury:

Jean-Claude BERTIN, Université du Havre
Thierry CHANIER, Université Blaise Pascal (Directeur)
Nicolas GUICHON, Université Lumière, Lyon 2
Marie-Noëlle LAMY, The Open University, Royaume-Uni
François MANGENOT, Université Stendhal
Marie-Françoise NARCY-COMBES, Université de Nantes
Randall SADLER, University of Illinois, Etats-Unis



Working language

- Jury member
- European Project

'Architectural and Design based Education and Practice through Content and Language Integrated Learning using Immersive Virtual Environments for 21st Century Skills'













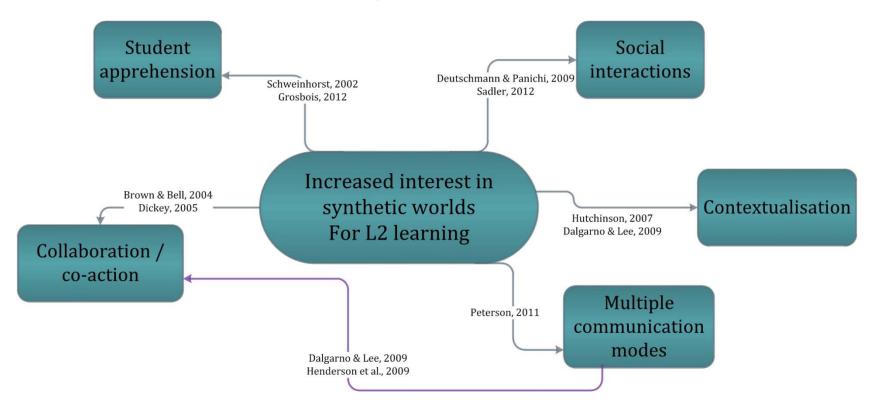
 Visibility of my research within professional communities: EuroCALL, CALL



Introduction



Research into synthetic worlds



- Application of classroom approaches in the virtual space (Zheng & Newgarden, 2012)
- Current research speculative, impressionistic nature, case-study approach



Scientific context for the research

- Increased attention to multimodality
 - Subject specific research (Halliday, 1994)
 - → inter-disciplinary collaboration
 - Social change developments in CMC (Jewitt, 2009)
- Role of nonverbal in face-to-face contexts (Stam & McCafferty, 2008; Tellier, 2009; Gullberg, 2012)
- Limited number of studies that explore multimodality in synthetic worlds
- Lack of established methodology



Research questions

Interplay between verbal and nonverbal modes	Role of nonverbal in identity construction	Interplay between textchat and voicechat modalities
1A: During a collaborative building activity, are nonverbal acts autonomous in the synthetic world or does interplay exist between the nonverbal and verbal modes?	2A: Do students construct inworld identities using the nonverbal mode?	3A: Is there the place for textchat to play a role in the communication in synthetic worlds or does the textchat act only in adjunct to the voicechat, considering it is equally in competition with several nonverbal modalities?
1B: Do nonverbal acts of communication play the same role as in face-to-face communication?	2B: Does interplay exist between the students' use of the nonverbal mode for inworld identity construction and their L2 verbal interaction and participation?	3B: What stance do the tutors adopt <i>vis-à-vis</i> the textchat? Do they accord importance to this modality, amongst the others, or not?
1C: How are nonverbal and verbal acts distributed during a collaborative building activity?		3C: What is the role that the textchat plays in terms of discourse functions?
		3D: Can the textchat serve for feedback provision?
Support for I	3E: If the textchat is used for feedback, what type of errors are corrected and what feedback strategies are used?	
participation and production		3F: Do students respond to feedback in the textchat? When, and in what modality, will responses occur?



Plan

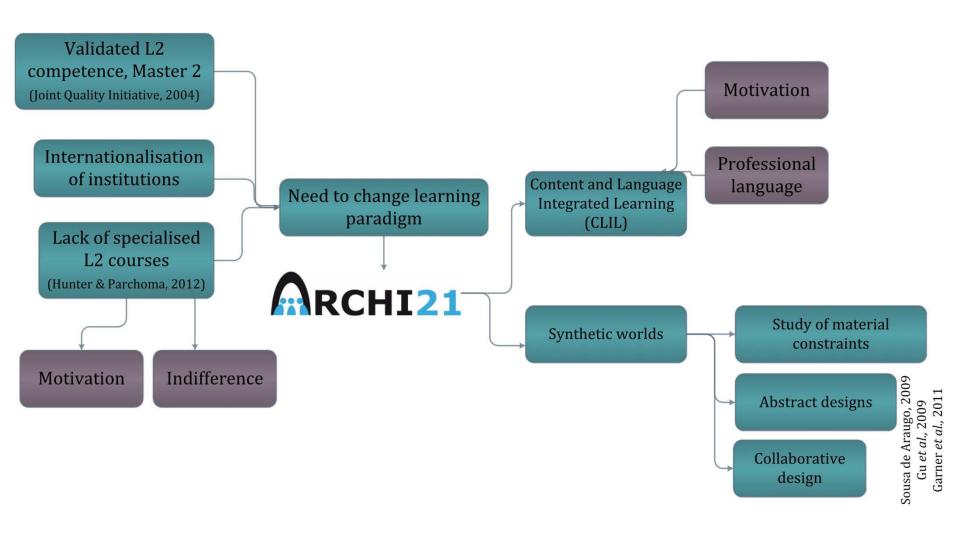
- 1. Pedagogical context of study
- 2. Pedagogical scenario design
- 3. Methodology
- 4. Two examples of analyses performed
 - 4.1 Nonverbal and verbal: proxemics
 - 4.2 Textchat and voicechat interaction: feedback
- 5. Thesis contributions
- 6. Perspectives



1. Pedagogical context of study



1 Language needs in architecture





2. Pedagogical scenario design



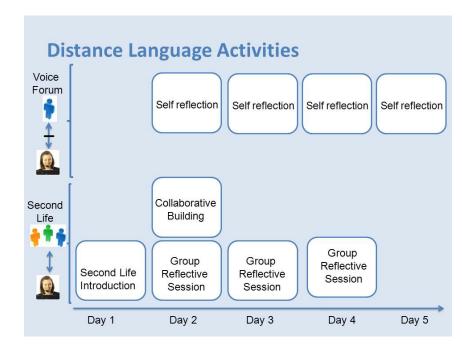
2.1 Chosen pedagogical approach

- Studio /workshop approach (cf. Geology domain & Perkins, 2012)
 - Learning-by-doing
 - Collaboration
 - Problem brief
 - Activities build on each other
 - Explore ideas, generate and evaluate alternatives (Gross & Do, 1998)
- Architecture teacher's role



2.2 Pedagogical Scenario

- Intensive five-day studio, Feb. 2011
- L2 learning integrated into existing studio pedagogical approach using CLIL
- Hybrid course
- Problem brief creation of an inworld model
- (FFL, A2-B1, EFL, B1-B2)





2.3 My personal contributions

- Design of CLIL activities L2 objectives
- Exploit Second Life affordances in activity design

	Activity	Architecture objectives	L2 objectives	SW affordances
$\left(\ \right)$	Introduction to Second Life	Introduce students to multimodal nature of SL	Establish a communication protocol	Multiple communication modes (Peterson, 2011)
	Collaborative building activity	Introduce students to building techniques to aid them develop their model	Develop L2 communication techniques concerning the referencing of objects	Learning by building (Lim, 2009) Collaboration (Dalgarno & Lee, 2009)
	Group reflective session	Develop critical thinking by negotiation Distinguish pertinent information for overall problem identification	Help students to skill-up their L2 Acquire domain-specific vocabulary	Social interactions (Deutschmann & Panichi, 2009)
l		in their design brief	Develop a professional discourse	

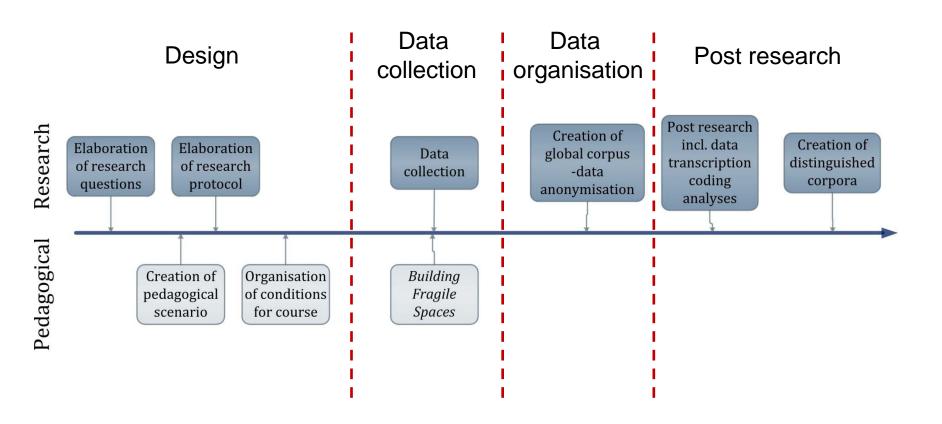
Visualisation of learning design using MotPlus



3. Methodology



3.1 Research protocol





3.2 Data collection and coverage

pre-course during course post-course

Data collected	Pre- questionnaires	Session data		Post questionnaires	Semi- directive interviews
Environ ment	Kwiksurveys	Second Life	VoiceForum	Kwiksurveys	Skype
Data type	Spreadsheet file	Video screen captures	Audio recordings	Spreadsheet file	Audio recordings
Quantity & coverage of data	17 student questionnaires	20 group sessions & 2 presentation sessions 19h40m	64 forum messages	16 student questionnaires	5 student interviews 2h30
Multimodal Transcription		7 sessions 5h15m 2238 verbal 2659 nonverbal			



- 3.3 Relationship between quantitative and qualitative approaches
 - Early stages of research into multimodal pedagogical communication in synthetic worlds
 - Steps in my approach
 - Qualitative review of data pertinence of research questions
 - Quantitative analysis to determine whether pedagogical contract met, whether scenario was 'acted'

precondition

qualitative /mixed methods in analysis



4. Analyses

- 4.1 Nonverbal and verbal: proxemics
- 4.2 Textchat and voicechat interaction: feedback



4.1 Interplay nonverbal & verbal

 1A: During a collaborative building activity, are nonverbal acts autonomous in the synthetic world or does interplay exist between the nonverbal and verbal modes?



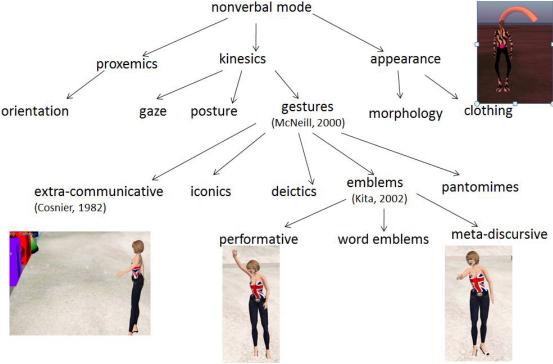


4.1.2 Characterisation of SL modalities

 Literature review of classifications of nonverbal mode used in SLA & CSCW domains

Classification of verbal & nonverbal modalities in Second

Life

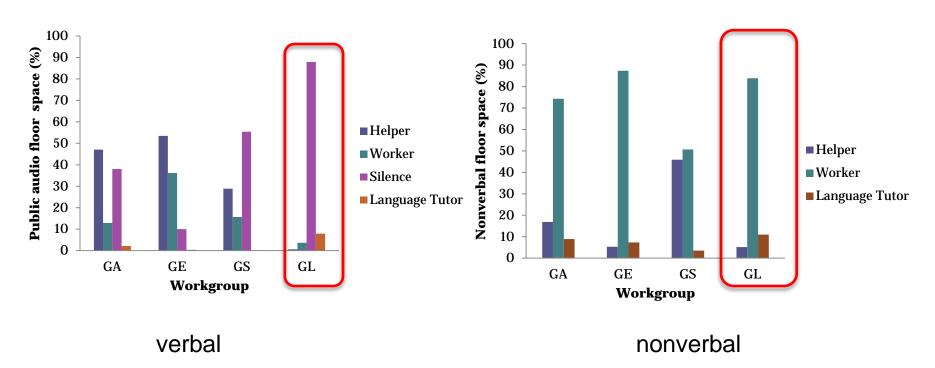


Elaboration of transcription methodology



4.1 Data coverage to answer RQ1.1

- 4 screen recordings
- Subgroups of the four workgroups (2 FFL, 2 EFL)
- 1h40m of screen recordings





4.1 Overview results proxemic modality

Non-transfer of proxemic norms



- Choice of verbal modality
 - Adapted to environment
 - Impact on building possibilities
- Quantity of verbal participation
- Change in verbal floor space dynamics
 - Verbal mode to manage proxemic organisation
- Impact on activity achievement & collaboration



4.2 Interplay textchat & voicechat

• 3D: Can the textchat serve for L2 feedback provision?



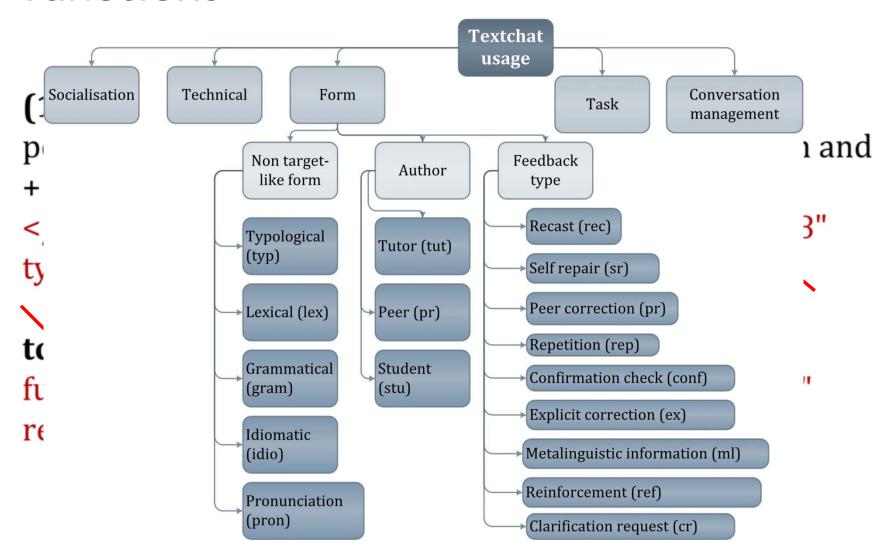


4.2 Interplay between textchat & voicechat

- Textchat modality acts in adjunct to the audio modality
 - e.g. technical problems exist, opening & closing sequences
 of sessions (Liddicoat, 2011; Palomeque, 2011)
- Monomodal textchat environments auto-correction, negotiation of meaning and corrective feedback
- Learner overload (Deutschmann & Panichi, 2009)
- Multimodal environments?



4.2 Characterisation of textchat functions

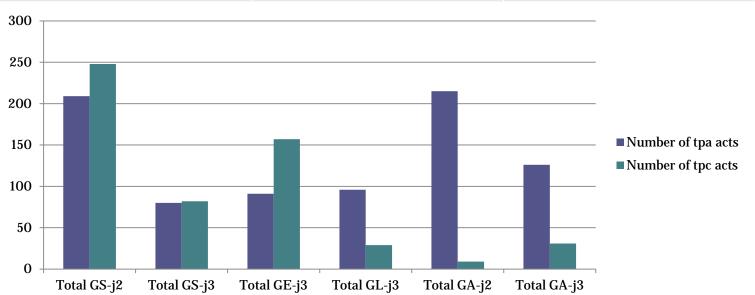




4.2 Data coverage

- 6 sessions (3 FFL, 3 EFL)
- 4h30m of screen recordings

Groups analysed	Audio acts	Textchat acts
EFL	450	423
FLE	386	64





4.2 Results of feedback in textchat

EFL	Technical	Socialisation	Conversation	Task	Form
Session			management		
Es-j3	3	7	9	41	17
Sc-j2	26	5	7	76	16
Sc-j3	2	9	4	36	16

- 17% of acts contain feedback (49 acts)
- Primarily concerns lexical and grammatical non targetlike forms (cf. Tudini, 2003)
- Predominant use of recasts (32/49 instances)



4.2 Sample interaction

Audio Textchat Quentinrez Tingrabu Tfrez2 Romeorez ok for me this it went too quickly presentation was think it was to become too fast < early because it's always or it was too yes, it's an the same in our early in the everyday lack of architectural school week? ~ too time we have not time and too quickly ok ' sorry and we can't do good images too quickly means because it's less you didn't have time euh I don't enough time know [...] and it's a big matter because we always talk about teleportation Student management of multiple [...] an everyday lack of time ok modalities thank you -Quentinrez and this High rate of response to feedback is very difficult [...]

Cross modality response to feedback

Peer feedback



4.2 Results of textchat feedback study

- EFL tutor's strategic choice to use textchat reduces cognitive load
 - Non expertise in content matter
- Language form Vs communicative meaning
 - Recasts as remain in textchat window
 - Recasts so as not to interrupt content communication
- Students' management of multiple modalities



5. Thesis contributions



5.1 Thesis contributions - Pedagogical leads

- Need to increase awareness of nonverbal mode:
- proxemic organisation increase verbal participation, aid collaboration
 - length of verbal acts
 - support during verbal difficulties (object orientation, position)
 to enhance collaboration
 - avatar personalisation aids verbal participation
 - Training to use textchat modality in parallel with audio:
 - tutors' attitude affects learners usage
 - participation equalisation learner preferences
 - importance to linguistic form and communicative meaning
- address imbalance between correcting content knowledge and language production in CLIL situations



5.2 Thesis contributions for future research

- Provided a framework from which to study multimodal pedagogical interaction within synthetic worlds
 - Typology of communication modes and modalities
 - Transcription methodology
 - Comparative studies
- LETEC corpora
 - Exploited only part of the data
 - Cumulative analyses
 - including by researchers external to project
 - richer view of multimodal pedagogical interactions



6. Perspectives



6. Perspectives

- 'Training Corpora' as open educational resources
 - Technical training concerning environment
 - Lack of pedagogical training
- Interplay between textchat and nonverbal mode
 - Role of nonverbal in lexical searches (trigger) (Kida & Faraco, 2003)
 - Structured data → facilitate cumulative analysis



Thank you!











Publications

Conference p	Articles / Book chapters			
2011	2012	in press		
Wigham, C.R. & T. Chanier (2011). Collaboration en langue étrangère dans une approche de type EMILE articulant modes verbaux et gestuels dans le monde virtuel Second Life. <i>EPAL</i> .	Wigham, C.R. & A. Bayle (2012). Enjeux, outils et méthodologie de constitution de corpus d'apprentissage. <i>COLDOC 2012</i> .	Wigham, C.R. & T. Chanier .A study of verbal and nonverbal communication in Second Life - the ARCHI21 experience. <i>ReCALL</i> 25(1).		
Wigham, C.R. & T. Chanier (2011). Object-focused collaboration in Second Life: the use of verbal and gestural modes for the establishment of common ground and in deictic referencing. <i>EuroCALL</i> .	Wigham, C.R. & T. Chanier (2012). Interactions between text chat and audio modalities for L2 communication in the synthetic world Second Life. 15th International CALL Research Conference.	Wigham, C.R. & Chanier, T. Architecture students' appropriation of avatars - relationships between avatar identity and L2 verbal participation and interaction, in Lamy, M-N. & Zourou, K. (Eds). Social Networking and Language Education. Palgrave MacMillan.		
Foucher, A.L., Chanier, T., Rodrigues, C., Fynn, J., Bayle, A. & C.R. Wigham (2011). What learning scenarios for virtual worlds and CLIL? <i>EuroCALL</i> .	Wigham, C.R. & T. Chanier (2012). Appropriation des avatars par des étudiants d'architecture et impact sur l'interaction. ACEDLE.	Rodrigues, C., Wigham, C.R., Foucher A-L., & Chanier, T. Architectural design and language learning in Second Life, in Gregory, S., Lee M.J.W., Dalgarno, B. & Tynan, B. (Eds.) Virtual Worlds in Online and Distance Education. Athabasca University Press.		
	Rodrigues, C. & C.R. Wigham (2012). Second Life et apprentissage d'une langue étrangère dans une approche Emile : quels apports d'un environnement synthétique pour l'apprentissage du vocabulaire ? ACEDLE			
Deposit of Corpora				
Chanier, T. & Wigham, C.R. (2011). (Dir.) Learning and Teaching Corpus (LETEC) of ARCHI21. Mulce.org : Clermont Université.	Wigham, C.R. & Chanier, T. (2012). (Dir.) Distinguished Corpus: Influence of nonverbal communication on verbal production in the Second Life Reflective Sessions. Mulce.org : Clermont Université.			