

Converging Realities and Realms of Possibility

Annual Conference May 27-31



with **HOSTS**:

LaunchPad

Language Education Technology Competition

A live pitch competition to help impact the future of world language education with the next generation of technology entrepreneurship.

Friday, May 30, 2025 11:30-12:45 Theater @ Aztec Student Union San Diego State University



CALICO

More Info:



FINALISTS

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JONATHAN BECKER Chief Executive Officer





MENGTING HOU





VICTOR BRUNKO Founder & Chief Executive Officer







CALICO 2025

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CALICO 2025

Conference Officials

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Location

San Diego State University, San Diego, CA

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Newly Elected Executive Board Members

Lillian Jones University of California, Irvine

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CALICO 2025 OVERVIEW

Tuesday, May 27

8:00 a.m. - 4:30 p.m Registration Open for check in, Storm Hall 204 9:00 a.m. - 4:00 p.m. Preconference Workshops (Registration Required)

Wednesday, May 28

8:00 a.m. - 4:30 p.m. Registration Open for check in, Storm Hall 204
8:30 a.m. - 3:30 p.m. Preconference Workshops (Registration Required)

4:00 p.m. - 4:30 p.m. Newcomers Session, Storm Hall 216

4:00 p.m. - 4:30 p.m. Graduate Student Special Interest Group Meeting, Storm Hall 213 4:45 p.m. - 6:00 p.m. Opening Plenary Speaker: Rick Kern Storm Hall West 011

6:15 p.m. – 7:30 p.m. Opening Reception, Storm Hall Terrace

Thursday, May 29

8:00 a.m. - 5:00 p.m. Registration Open for check in, Storm Hall 204

8:00 a.m. - 4:00 p.m. Exhibits Open, Storm Hall 204

Beverage Break Items Available, Storm Hall 204

8:00 a.m. In Whova App, Asynchronous Presentations found at this time slot

8:30 a.m. - 12:30 p.m. Presentation Sessions, Storm Hall

Look for Special Interest Group Meetings concurrent with Presentations

12:30 a.m. - 1:30 p.m. Boxed Lunches

1:30 p.m.- 4:50 p.m. Presentation Sessions, Storm Hall

5:15 p.m. - 6:00 p.m. Mid-conference Plenary Speaker: Marta Gonzalez-Lloret Storm Hall West 011

6:15 p.m. - 7:45 p.m. Technology Showcase & Posters Session and Reception,

Conrad Prebys Aztec Student Union, Templo Mayor

Friday, May 30

8:00 a.m. - 3:00 p.m. Registration Open, Storm Hall 204 8:00 a.m. - 3:00 p.m. Exhibit Hall Open, Storm Hall 204

Beverage Break Items Available, Storm Hall 204

8:00 a.m. In Whova App, Asynchronous Presentations found at this time slot

8:30 a.m. - 11:10 a.m. Presentation Sessions, Storm Hall

11:30 a.m. - 12:45 p.m. LaunchPad Event, Conrad Prebys Aztec Student Union, Theatre

1:45 p.m. - 2:55 p.m. Presentation Sessions, Storm Hall

3:00 p.m. - 4:00 p.m. Annual Awards Ceremony and Member Meeting, Storm Hall 109 5:45 p.m. - 7:45 p.m. Conference Dinner, Speaker: Sean Hauze, SDSU (ticketed event),

Conrad Prebys Aztec Student Union, Montezuma Hall

Saturday, May 31

8:00 a.m. Beverage Break Items Available, Storm Hall 204

8:00 a.m. In Whova App, Asynchronous Presentations found at this time slot

8:30 a.m. - 12:30 p.m. Presentation Sessions, Storm Hall

12:30 p.m. - 1:00 p.m. Closing Plenary & Conference Wrap-up Storm Hall 205

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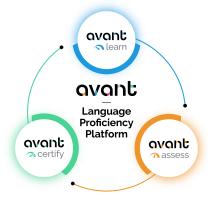


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EXHIBITORS

Thursday, May 29, 8:00am-4:00pm Friday, May 30, 8:00am-3:00pm

Exhibit Hall: Storm Hall Room 204

Avant Assessment

Phone: 541 338-9090

888 731-7887

Email: sales@avantassessment.com

Web: avantassessment.com

Cascade Reading

Email: cascadereading.com/contact-us/

Web: cascadereading.com

Immerse

Web: immerse.io

Contact: immerse.io/contact-us/

International Assocation for Language Learning Technology (IALLT)

Email: info@iallt.org
Web: www.iallt.org

The Language Flagship Technology Innovation Center and the LaunchPad Finalists

Email: tech.center@hawaii.edu Web: thelanguageflagship.tech

Huge thank you to our registration sponsor!!



CALICO 2025 5

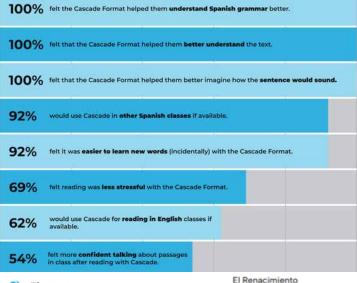


FOR LANGUAGE LEARNERS

A 2025 study in a university-level intermediate professional Spanish class revealed promising trends for Cascade Reading as a useful and user-friendly language learning tool.

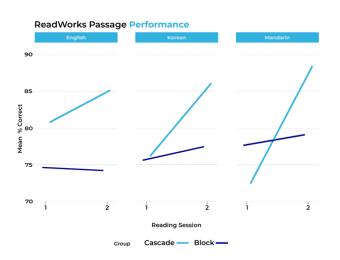
WHAT IS CASCADE READING?

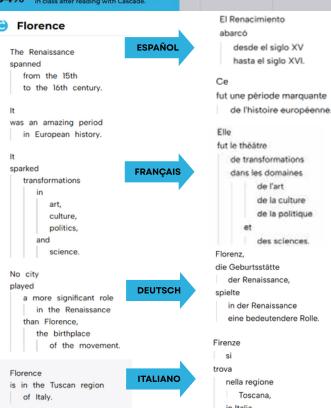
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FOR ESL READERS/LEARNERS

A recently published study showed that, after just two reading sessions, college students performed better on comprehension assessments when reading in the Cascade Format, especially for ESL readers.





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info@CascadeReading.com





TUESDAY, MAY 27: WORKSHOPS

Harnessing AI for Student Multimedia Projects: Enhancing Creativity and Efficiency

Half Day Workshop (\$50) 9:00am-12:00pm Location: Storm Hall 213

Conducted by: Evan Rubin and Emily Xu

Multimedia projects in language classrooms engage students with language and culture, incorporating all language modalities and learning standards. However, they can be time-consuming, detracting from actual language learning. This presentation explores how generative AI (genAI) can streamline multimedia project creation, saving time while maintaining student engagement, creativity, and research. It includes an overview of genAI in language teaching, handson practice sessions, demonstrations of genAI applications for creating multimedia products, and showcases of AI-enhanced project-based activities and student work.Harnessing AI and Digital Tools for Developing Custom Flipped Teaching Materials

Using Al-powered Tools to Generate Authentic Lessons for Language Classrooms

Half Day Workshop (\$50) 9:00am-12:00pm Location: Storm Hall 216 Conducted by: Zeynep Sinan

This half-day workshop aims to demonstrate the use of artificial intelligence to enable language teachers to develop and/or tailor authentic lesson content. This workshop is composed of three primary stages. Initially, the facilitator will introduce several Al-powered lesson design tools, including Diffit, Twee, and Magic School. Secondly, the attendees will have a chance to explore and utilize these tools to develop materials collaboratively. Finally, a feedback session in which the participants will share their insights on one another's lessons and the potential of these tools for assisting language teachers will be conducted.

Supercharged PBL for Language Learning: Leveraging AI to Amplify Student Creativity and Engagement

Half Day Workshop (\$50) 1:00pm-4:00pm Location: Storm Hall 213

Conducted by: Robert Elliott, Meryem Yalcin,

Dustin Robson, Jon Jaramillo, and Mansi Bajaj

Project based learning (PBL) is a well documented pedagogical approach that incorporates principles such as collaborative learning, authentic tasks, iterative design, and alternative assessment to actively engage students. PBL is a natural fit with CALL. Still emerging, though, is how teachers can use Artificial Intelligence (AI) tools to enhance PBL, taking student projects to new levels. This hands-on workshop will present a PBL framework, provide multiple examples of AI enhanced PBL projects and allow time for hands-on, guided exploration of potential AI projects participants can implement in their own language classrooms.

Implementing Cascade Reading for the Language Learning Classroom

Half Day Workshop (\$50) 1:00pm-4:00pm Location: Storm Hall 216 Conducted by: Jack Dempsey

Since languages express grammatical relationships differently, L2 learners would benefit from additional scaffolds as they learn and read. Cascade Reading's automated formatting visually cues the grammatical relationships between words and phrases in a sentence, aiding students in the development of their syntactic knowledge as they read. This workshop focuses on how Cascade Reading's free tools can be employed in the language learning classroom to help teach and instill grammatical concepts as students interact with increasingly complex texts, not just in English, but also in Spanish, French, Italian, and German. This workshop will emphasize implementation with specific classroom activities acted out.

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WEDNESDAY, MAY 28: WORKSHOPS

Leveraging AI to Design Engaging Language Games for Your Classroom

Half Day Workshop (\$50) 8:30am-11:30am Location: Storm Hall 213

Conducted by: Alfonso Sintjago and Phil Cameron

Imagine designing a language-learning game but lacking technical skills. Using AI, we've developed dozens of HTML-based games that integrate audio and interactive resources to meet diverse learner needs. This workshop showcases examples and guides you in creating custom games for your course. Learn to use tools like ChatGPT, Firefly, and Notepad++ to streamline development. Join us to explore essential design principles and the unique advantages of personalized games that align closely with your course objectives and learner needs.

Using H5P Content for Language Learning and Practice

Full Day Workshop (\$100) 8:30am-3:30pm Location: Storm Hall 216

Conducted by: Marta Giralt, Catherine Martin, and

Maria del Mar Palomares Marin

This full day workshop is based on the outputs of a transnational project, Al Write, co-funded by the European Erasmus+ programme on artificial intelligence (Al) in higher education writing instruction. The first part of the workshop introduces the Al-Write framework, in which the different writing stages are contextualised with Al literacies and tools. Examples of better practices are discussed with the participants and tools are presented to explore the use and interaction with Al in diverse writing settings. The second part of the workshop deals with the presentation of recently developed OER to support learners and instructors in the use of Al tools for Academic Writing.

Creating interactive Content with H5P and Artificial Intelligence: Enhancing Student Learning Experience

Half Day Workshop (\$50) 12:30pm-3:30pm Location: Storm Hall 109

Conducted by: Juan Carlos Casan-Nuñez

H5P is an educational technology tool that enables teachers to create, share and reuse more than sixty types of interactive multimedia content. H5P is available on e-learning platforms such as Moodle and Canvas. In this workshop, participants will learn to create H5P content to enhance the student's learning experience. The session will begin with an exploration of various H5P content types and a brief theoretical introduction. Participants will then learn to create H5P content independently and with the help of ChatGPT. Finally, some participants will be able to present their interactive content to the class.

Al-driven Teaching Strategies: Grade Smarter, Not Harder

Half Day Workshop (\$50) 12:30pm-3:30pm Location: Storm Hall 213

Conducted by: Agata Guskaroska and

Aleksandra Lazoroska

This hands-on workshop equips language educators to enhance assessment and feedback using AI tools like ChatGPT, Brisk Teaching, and Magicschool. Participants will explore how AI can streamline grading, create quiz questions, create rubrics, and provide feedback, reducing time on routine tasks. Designed for educators of all experience levels, the session combines prompt engineering with practical techniques to help teachers tailor AI for diverse learner needs. By the end, attendees will leave with classroom-ready resources and a stronger understanding of AI's role in creating efficient, adaptive assessment practices that enhance language learning outcomes.





WEDNESDAY, MAY 28: OPENING PLENARY

Grad Student SIG Meeting

Storm Hall 213 4:00pm - 4:30pm

Newcomers Meeting

Storm Hall 216 4:00pm - 4:30pm

Grad Student SIG Social Night 7:45pm - 10:00pm

Opening Reception

Storm Hall Terrace

6:00pm - 7:30pm All welcome

All welcome

Opening Plenary Speaker

Storm Hall West, 011 4:30pm - 5:45pm

We will meet, following the Opening Reception. (You are responsible for your own food and drink.)

Eureka! Restaurant 5140 College Avenue, Suite 111

San Diego, CA 92115

Please join us for a chill evening of casual conversations, good energy, and the chance to meet and connect with other grad students at the conference!

Rick Kern

On Borders, Boundaries, and Limits in Technology and **Language Education**

We are at a curious moment at which our development of effective technologically-mediated ways of teaching languages may risk the unintended consequence of gutting language departments in US higher education. Technology is often viewed in utopian terms, as something that eliminates or minimizes limitations and boundaries. However, the use of any given technology introduces new boundaries and limitations as well. This talk will encourage all of us to think clearly about the affordances and limitations of technology in language learning so that we can articulate a clear role for technology within a broader argument for the necessity of maintaining human-centered language education.

Rick Kern teaches courses in French linguistics, language, and foreign language pedagogy, and supervises graduate teaching assistants. His research interests include language acquisition, literacy, and relationships between language and technology. He is Associate Editor for Language Learning & Technology and Editor of the Teacher's Forum section of L2 Journal.



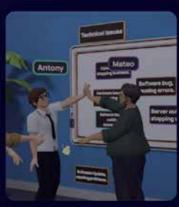
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RECORDED ASYNCHRONOUS SESSIONS

Videos for the following presentations may be found in the Whova, accessed through phone or computer until August 2025

"Let's shift gears:" Classroom Interactions in an Online Grade 4 Classroom Melanie Wong

"i love your russian memes": How Multilingual Couples Leverage Texting to Learn Each Other's Languages Kris Cook

Automated Corpus Analysis for L2 Acquisition Maura Cruz Enriquez, Robin Couture-Matte

Comparing the Vocabulary and Grammatical Structures of The Sims 4 with Those of the Evolve 5 Ashkan Habibi, Zhi Li

Collaborating Across the Atlantic: A French-American Virtual Collaboration Aimee Schoonmaker, Nadia Yassine-Diab, Christina Torres

Examining Teacher Agency and Practices Using Technology-mediated, Plurilingual/Pluricultural and Action-oriented Approaches

Geoff Lawrence, Aline Germain-Rutherford, José Luis Ortiz Soria

Generative AI as a Language Learning Partner in L2 Tasks: L2 Learners' Language Development through Learner-ChatGPT Interactions Soyeon Sim

GenAl Integration in HE: An Analysis of Current Trends & Application Farhana Ahmed. Chris Smith

"We Travel Through Each Story": Developing an Online Audio Storybook in an English Language Class Jill Landry

Enhancing EFL Productive Skills through AI: A Case Study of Self-Regulated Learning in Colombian Higher Education

Karen Villalba Ramos

E-Portfolios: Converging Academic and Professional Skills from Classroom to Career Aimee Schoonmaker, Nadia Yassine-Diab, Ana Bumber

Parlure Games: HVPT Technologies for Ecological Classrooms Rhonda Chung

The Effectiveness of Using ELSA App on Improving Saudi Students' English-Speaking Skills Raghad Almutairi

Eyetracking for Teacher Development Ursula Stickler

Adaptive Language Learning: A Pedagogical Framework for Supporting ADHD Learners with Whizzimo Kholoud Balata



RECORDED ASYNCHRONOUS SESSIONS

Using AI in Communicative Language Teaching: Putting Principles to Work Klaus Brandl

Exploring ChatGPT for Slavic Language Instruction: Innovative Approaches to Curriculum Design *Valentina Lukin*

Al Meets Pedagogy: Enhancing Language Classes Through Contextualized Materials Àlvaro González Alba

Self-Regulated Language Learning: A Comparative Study of Online and Face-to-Face Learners Christopher Hromalik

Al Writing Workshop:Prompt Engineering and Critical Thinking for Language Learners Aimee Schoonmaker, Daphnee Fuentevilla

Design-Based Research for Transforming Face-to-Face EFL Courses into Blended Learning Models in Higher Education

Ellkin Villanueva, Karen Villalba Ramos

From Isolation to Interaction: Integrating Real-World Tasks and Virtual Exchanges in LCTL Education An Sakach

Complex Language Learning Ecosystems: Examining the Integration of AI in Post-Secondary English Language Education

José Luis Ortiz Soria

Enhancing Online EAP Instruction Through Reflective Practices: A Community of Inquiry (CoI) Framework-Based Mixed Methods Study *Kris Johnston*

Re-assessing Instructor Feedback on Students' Oral Proficiency in a Tandem Spanish-English Virtual Exchange

Eliot Raynor, Cesar Romero Fernandez

Adventurous Language Learning: Discovering through VR and Al Denis Uebiyev, Valentina Lukin





Session 1	Thursday, May 29, 8:30am - 9:00am
Storm Hall 104	Artificial Intelligence Special Interest Group Meeting
Storm Hall 105	Single-Player Role Playing Games in the Language Classroom: A Comprehensive Review Kevin Wrobetz
Storm Hall 119	Online Teacher-Influencers and the Language Learning "Classroom" on Instagram Elizabeth King
Storm Hall 123	Virtual Immersive Teaching and Learning: How We Scaled Extended Realty Instruction 80+ Courses Sean Hauze
Storm Hall 213	Digital Storytelling as a Journey to Self-Exploration: A Multiliteraciies Practice with EFL High School Students Sy-Ying Lee, Fei-yu Wang
Storm Hall 216	Social Presence through Multimodal Expression in an ESL Writing Course Shayna Katz, Shamila Janakiraman
8:30am - 9:40am	Panel Presentation
Storm Hall 109	Equipping Early-Career Researchers: Navigating Research Methods in CALL Francesca Marino, Linda Molin-Karakoc, Bryan Smith, Oksana Vorobel, Greg Kessler
Session 2	Thursday, May 29, 9:10am - 9:40am
Storm Hall 104	Gaming Special Interest Group Meeting
Storm Hall 105	Feedback as Bridge between Digital and Analog Learning Environments Svea Wucherpfennig
Storm Hall 119	Practices of Virtual Exchange Revisited: A Systematic Review of Projects Using Synchronous Tools Yuka Akiyama, D. Joseph Cunningham, Kristina Schauhoff
Storm Hall 123	Enhancing Self-efficacy with Generative AI in a Mobile Language App Audrey Kittredge, Xiangying Jiang
Storm Hall 213	Automatic Essay Scoring of Arabic L2 Writing using Large Language Models Elsayed Issa
Session 3	Thursday, May 23, 10:00am - 10:30am
Storm Hall 104	Immersive Realities Special Interest Group Meeting
Storm Hall 105	Enhancing Language Learning with AI: Unlocking Interpersonal Speaking Skills through 'Language Buddy' Christiane Reves, Kristin Elwood



Thursday, May 29: Presentation Sessions

Storm Hall 113 Empowering ESL Students for Industry through Digital Literacy and Language

Learning: A Project-Based, Process-Oriented Evaluation Approach

Lin Zhou

Storm Hall 119 Think of the Possibilities: Using Avant Assessment for Program Evaluation,

Certification, and Research

Nick Gossett

Storm Hall 213 Cultural Identities as Outsiders: Collaborative Autoethnography

Saniye Deniz Gokcora

Storm Hall 216 Co-Authoring or Deferring? Empirical Results from a Study on Al-Assisted

Argumentative Writing in Secondary ELT

Can Küplüce

Storm Hall 221 Comparative Evaluation of Immersive Virtual Reality Apps for Second Language

Teaching and Learning: An Analysis of Presence, Immersion, and Interaction

Djibril Dieng, Sabrina Priego

10:00am - 11:10am Panel Presentation

Storm Hall 109 Transcending Educational Boundaries with Critical CALL: Insights from EAP

Classrooms

Nicole Ziegler, Daniel Holden, Alexandra Lee, Priscila Leal

Session 4 Thursday, May 23, 10:40am - 11:10am

Storm Hall 104 Teacher Education Special Interest Group Meeting

Storm Hall 105 Language Learning in WhatsApp: Task Type, Topic, and Motivation in L2 Spanish

Lillian Jones, Timothy Ashe

Storm Hall 119 Innovative Approaches to Technology Integration in Language Education: Highlights

from the Language Flagship Tech Center

Julio Rodriguez, Suzanne Freynik, Molly Godwin-Jones, Naiyi Xie Fincham,

Rachel Mamiya Hernandez, Richard Medina, Leeseul Park

Storm Hall 123 Virtual Bridges for Real Change: Al-Enhanced Learning and Youth Activism

Melinda Dooly

Storm Hall 213 Beyond Textbook Spanish: Exploring Colloquialisms Through Virtual Exchanges

in L2 Learning Cristina Pardo

Storm Hall 216 ChatGPT and Chinese L2 Writing: A Qualitative Study on Development, Motivation,

and Learner Perceptions

Wei Cai





Session 5	Thursday, May 29, 11:20am - 11:50am
Storm Hall 104	Entrepreneurship Special Interest Group Meeting
Storm Hall 105	Shifting Modes: A Review of CALL Research on Emojis in L2 Education Linda Molin-Karakoc, Francesca Marino
Storm Hall 113	Investigating the Effectiveness of Immersive VR on Developing Public Speaking Skills Naiyi Xie Fincham, Leeseul Park
Storm Hall 119	Mixed Reality in Language Education: Global Perspectives, Best Practices, and Future Directions Randall Sadler, Eda Yildirimer, Ogulcan Durmaz
Storm Hall 123	Can Language Educators Improve LLM Performance in Low-Resourced Languages? The Case of Urdu Nicholas Swinehart, Romeena Kureishy
Storm Hall 216	Can Writing Teachers Identify Assignments Written by Generative AI? Yejin Jung, Larissa Goulart
11:20am - 12:30pm	Panel Presentation
Storm Hall 109	Navigating and Overcoming Challenges in Language and Language Teacher Education with Virtual Exchange: A Panel with Three Case Studies Sina Werner, Shannon Sauro, Kelly Arispe
Session 6	Thursday, May 29, 12:00pm - 12:30pm
Session 6 Storm Hall 104	Thursday, May 29, 12:00pm - 12:30pm Language Teaching and Learning Technologies (LTLT) Special Interest Group Meeting
	Language Teaching and Learning Technologies (LTLT) Special Interest Group
Storm Hall 104	Language Teaching and Learning Technologies (LTLT) Special Interest Group Meeting Implementing Immersive Virtual Reality in Foreign Language Education: Evidence from a Teacher Training Course in the Context of Global and Digital Citizenship
Storm Hall 104	Language Teaching and Learning Technologies (LTLT) Special Interest Group Meeting Implementing Immersive Virtual Reality in Foreign Language Education: Evidence from a Teacher Training Course in the Context of Global and Digital Citizenship Education
Storm Hall 104 Storm Hall 105	Language Teaching and Learning Technologies (LTLT) Special Interest Group Meeting Implementing Immersive Virtual Reality in Foreign Language Education: Evidence from a Teacher Training Course in the Context of Global and Digital Citizenship Education Claudia Schnellboegl, Theresa Summer, Michelle Zirkel Building Your In-Game Avatar: Examining L2 Identity Through Multimodal Composing
Storm Hall 104 Storm Hall 105 Storm Hall 113	Language Teaching and Learning Technologies (LTLT) Special Interest Group Meeting Implementing Immersive Virtual Reality in Foreign Language Education: Evidence from a Teacher Training Course in the Context of Global and Digital Citizenship Education Claudia Schnellboegl, Theresa Summer, Michelle Zirkel Building Your In-Game Avatar: Examining L2 Identity Through Multimodal Composing Lincoln Bain IV Reactive-machine Al and Immersive Virtual Reality: An Investigation into Their Impact on Young Students' Language Learning and Experiences



Storm Hall 216 Al-Assisted Lesson Design: Bridging Technology and Human Knowledge Anastasiia Stroganova

Boxed Lunches
Pick up in Storm Hall Lobby
All Welcome
12:30pm - 1:30pm

Storm Hall 104
All Welcome
12:45pm - 1:15pm

Session 7	Thursday, May 29, 1:30pm - 2:00pm
Storm Hall 104	Second Language Acquisition and Technology (SLAT) Special Interest Group Meeting
Storm Hall 105	Transforming Language Learning with Al-Enhanced, Customizable Games Alfonso Sintjago, Phill Cameron
Storm Hall 113	A Comparison of VR and Role Play for Medical Interpreting Giovanni Zimotti
Storm Hall 119	Professional Teacher Development through Fanfiction and Digital Practices Iran Maria Razcon, Shannon Sauro
Storm Hall 123	Enhancing English Language Teachers' Al-Empowered TPACK for Corpus Technology and Their Professional Development through Online Collaborative Learning Qing Ma, Jiahao Yan
Storm Hall 216	Exploring ChatGPT as an Assistant Writing Tool in Improving Academic Writing Performance Mohamed Almahdi
Storm Hall 221	Hybrid Game-Based Language Learning through Oware: Exploring Lexical Awareness and Student Attitudes Bernard Brefo Cassie
1:30pm - 2:40pm	Panel Presentation
Storm Hall 109	Artificial Intelligence: Critical Lenses with a Creative Mind Lillian Jones, Emily Hellmich, Greg Kessler, Sophia Minnillo
Session 8	Thursday, May 29, 2:10pm - 2:40pm
Storm Hall 104	Self-directed Use of GenAl for Personalized Informal English Learning Chun Lai





Storm Hall 105	Platforms and Principles: How Our Technology Supports Learning Outcomes Hope Anderson, Robert Godwin-Jones, Linh Phung
Storm Hall 113	Language Teacher Education: Transforming Teaching Practices for Digital Literacies in Transcultural Communities Apasara Chinwonno
Storm Hall 119	Developing Al Language Learning Tools for Serious Games: Lessons Learned from Iterative Usability Research Jonathon Reinhardt, Deanna Terzian, Nicky Ramos-Beban
Storm Hall 123	Tracking L2 Noun Phrase Complexity Development: Insights from the NLP-based Noun Phrase Complexity Analyzer Daniel Dixon, Soyeon Sim
Storm Hall 213	Same-Script Bilingual Subtitles: Eye-Tracking Insights on Video Processing and Vocabulary Uptake Anastasia Pattemore
Storm Hall 216	Visualizing Syntax Across Languages with Cascade Reading Jack Dempsey
Storm Hall 221	English Teacher, Unity Developer: Building VR Info Gap Activities Peter Grzywacz
Session 9	Thursday, May 29, 3:00pm - 3:30pm
	marcaay, may 20, 0.00pm - 0.00pm
Storm Hall 104	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework Yamin Zheng
	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework
Storm Hall 104	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework Yamin Zheng Exploring the Role of High-Immersion Virtual Reality Games for Fostering Agency and Enjoyment
Storm Hall 104 Storm Hall 105	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework Yamin Zheng Exploring the Role of High-Immersion Virtual Reality Games for Fostering Agency and Enjoyment Regina Kaplan-Rakowski, Alice Gruber A Libre Software Conversational Agent for L2 English Research and Practice
Storm Hall 104 Storm Hall 105 Storm Hall 113	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework Yamin Zheng Exploring the Role of High-Immersion Virtual Reality Games for Fostering Agency and Enjoyment Regina Kaplan-Rakowski, Alice Gruber A Libre Software Conversational Agent for L2 English Research and Practice Emma Caputo Pragmatics Training for Educators: Evidence from a Mixed-Reality Intervention
Storm Hall 104 Storm Hall 105 Storm Hall 113 Storm Hall 119	Al-Enhanced Culturally Responsive Teaching in Dual Language Immersion: A Theory-Driven Framework Yamin Zheng Exploring the Role of High-Immersion Virtual Reality Games for Fostering Agency and Enjoyment Regina Kaplan-Rakowski, Alice Gruber A Libre Software Conversational Agent for L2 English Research and Practice Emma Caputo Pragmatics Training for Educators: Evidence from a Mixed-Reality Intervention Stephanie Knight From High-Tech to Low-Tech: Building Proficiency and Community through Podcasts



Storm Hall 221 Co-designing an Inclusive Language Learning App for Migrants Based on Generative

ΑI

Linda Bradley

3:00pm - 4:10pm Panel Presentation

Storm Hall 109 GenAl and the Future of Language Teaching: Professional Development for

In-service Teachers

Mari Ocando Finol, Philip Hubbard, Deborah Healey, Julio Rodriguez,

Mathias Schulze, Greg Kessler

Session 10 Thursday, May 29, 3:40pm - 4:10pm

Storm Hall 104 Comparative Analysis of Research Feedback: Human vs. Al ChatGPT - Identifying

Strengths and Weaknesses Abdurrazzag Alghammas

Storm Hall 105 Student Art on View: Interactions through Augmented Reality in the Art Museums

Nicole Mills

Storm Hall 113 Engaging Minds: Directed Motivational Currents among Japanese EFL Learners in

Gamified Vocabulary Learning

Jerrie Zhang

Storm Hall 119 Professionalizing (VR) Digital Competence in Teacher Education through

Collaborative Research

Melinda Dooly, Randall Sadler, Crystal Bonano

Storm Hall 123 Assessing the Impact of Immersive Al-powered Speaking Practice on Oral Proficiency

Outcomes

Tricia Thrasher, Maria Teodora Comsa, Curtis Maughan, Sung Hye Yang

Storm Hall 213 Integrating Computer-Based Multimodal Task in First-Year Chinese as a Foreign

Language Classroom Xiaomeng Zhang

Storm Hall 216 Leveraging AI for Advanced Language Mastery: Innovations in Teaching

Alla Encelewski

Storm Hall 221 Harnessing Virtual Worlds for At-Home Internationalization: New Dynamics in Global

Engagement

Christine Evain, Djibril Dieng

Session 11 Thursday, May 29, 4:20pm - 4:50pm

Storm Hall 104 Leveraging Technology for L2 Pragmatic Development: A Comparative Study of

Human vs. Al-Chatbot Interactions

Kimberly Morris





THURSDAY, MAY 29: PLENARY SPEAKER

Storm Hall 105 Al vs Humans: Unraveling the Impact of Chatbots and Human Instructors on Spanish

L2 Learners' Willingness to Communicate

Ye Yuan, Dorothy Chun

Storm Hall 113 Role-play in Immersive Virtual Reality: Working in a Sushi Restaurant

Samet Baydar, Kazumi Hatasa

Virtual Exchange and Pre-service Teacher Education: Where Are We Heading? Storm Hall 119

Zeynep Sinan, Isil Kaçar

Storm Hall 123 Virtual Reality in the Spanish Classroom: A Longitudinal Control-Experimental

Research Study

Tricia Thrasher, Randall Sadler, Elif Varlik, Kara Yarrington, Lorena Alarcon

Storm Hall 213 Mediating Online Reading: Instructors' vs. Al's Role in Sequenced L2 Literacy

Development

Saniye Deniz Gokcora, Yongluan Ye

Storm Hall 221 Leveraging AI and Corpus-Based Learning for Effective Collocation Acquisition

Ekaterina Shutenko

Plenary Speaker

Storm Hall West 011 5:15pm - 6:00pm

Marta Gonzalez-Lloret

Pragmatics & CALL: Learning, Adapting, Growing

This talk presents pragmatics and L2 pragmatics as subfields of Applied Linguistics, emphasizing their connections to technology-mediated language learning. I will highlight the importance of learning the pragmatics of an L2+ for successful interaction, particularly in digitized, global, and multicultural contexts. The presentation will explore existing research, materials, and practices that integrate CALL and L2 pragmatics, suggesting how technology and pragmatics can mutually influence each other — with technology fostering the growth of L2 pragmatics and pragmatics guiding technological developments, implementations, and research. Finally, I will underscore how the synergy between CALL and L2 pragmatics could help counter the decline in foreign language learning.

Marta González-Lloret is a Professor of Spanish and Applied Linguistics at the University of Hawai'i Mānoa. She is among the world's 2% most-cited researchers and among top 400 world linguists according to the 2023 Stanford University's ranking (Elsevier Data Repository). Her research focuses on technology-mediated language learning, Task-based Language Teaching, and L2 pragmatics and has been published in journals such as Foreign Language Annals, LL&T, CALICO, Language Teaching Research, Annual Review of Applied Linguistics, and TASK. She has given more than 80 invited talks and workshops, and 17 plenary/keynote talks all over the world. She is currently co-editor of the Task-based Language Teaching book series (John Benjamins), editor of the Pragmatics & Language Learning book series (NFLRC) and serves in multiple academic journals and advisory committees, such as the Advisory Committee for the new ACTFL Guidelines (2024). Marta has served as a CALICO board member (2014-2017) and President of CALICO (2020-2022).



THURSDAY, MAY 29: SHOWCASE & POSTERS

Technology Showcase and Poster Session Conrad Prebys Aztec Student Union, Templo Mayor 6:30pm - 7:45pm

A Comprehensive Guide for Language Teachers: Building Customized AI for Feedback Hannah Pitner

Developing Virtual Reality Information Gap Activities Peter Grzywacz

Beyond Borders: Revolutionizing Foreign Language Learning with Virtual Realities and Gen Al Dima Almoamin, Amany Nasser

Introducing CanAvenue.ca: An Online Platform for Independent English Learners Greg Kessler, Philip Hubbard, Deborah Healey

Meet Your Virtual Drill Sergeant Mun Kyung Jung

Examining Lexical Difference between ChatGPT-generated and Student-written Passages at a Specific Proficiency Level Fugiang Zhuo

Amplification for Multimodal Engagement in HyFlex Courses Jo Ann Arinder

Expanding Beyond the Classroom: Effective Communication in Spanish through ChatGPT, the Extempore Platform, and Virtual Immersion Experience (VIE) Carolina Palacios

Virtual Reality as a Pedagogical Tool for Enhancing Cultural Competence in Spanish Language Learners Stefania Herrera Leon

Al-Enhanced Scholarly Communication: Developing Graphical Abstracts with Al integration *Mukib Khan*

Harnessing YouTube Comments as EFL Materials to Teach Writing in Digital Contexts Bekti Febriarti

Practical Applications of VR for Cultural Learning Esther Airemionkhale

Identifying the Theoretical Frameworks, Outcomes, and Implications of Game-based Vocabulary Learning: A Meta-analysis Study

Alimin Adi Waloyo, Eka Rahayu

Grab your Sword and your Dictionary: Digital RPGs in Language Learning *Zachary Gilmore*





Thursday, May 29: Showcase & Posters

Balancing Support and Independence: The Impact of ChatGPT on Graduate ESL Students\' Academic English Writing Skills in an Era of Disruptive Al Technologies Qiyue Zhang

ChatGPT as a Feedback Tool for Beginner JFL Learners: An Engagement Perspective Jun Takahashi

Harnessing Technology: Enhancing Spanish Writing Skills Through Computer-Assisted Learning Tanya Chroman

Comparing Input Prompt Visuals Using Virtual Reality in L2 English Speaking Assessment Performance Yilin Zhana

Al-enhanced Virtual Reality for Informal Language Learning: Exploring the Role of Human Instructions Eunkyoung Cha, Zheying Zhu

Evaluating ChatGPT's Stance Classification in Academic Citation Practices Yaser Shamsi

Engaging Chinese Language Learners Through Kahoot: Interactive Approaches to Teaching Attributive Clauses Tingting Wang

Supporting Personalized Adaptive Language Learning with Al-Powered VR Yongluan Ye, Prerna Choubey, Eunkyoung Cha, Regina Kaplan-Rakowski

Innovating Second or Foreign Language Pronunciation Learning Through Al: A Systematic Review of Insights Angel Añorga

Can Artificial Intelligence Serve as a Teaching Assistant in an Asynchronous Language Course? Ayman Elbarbary

Exploring Al Capabilities amongst Adult English Language Learners Mary Wallace

Virtually Fluent: Investigating VR's Potential for Improving Fluency among Japanese Learners Henry Aberle

Al Reinforced Communicative Competence in Adult Military English Learners. Focusing on Conversation Skills (Listening/Speaking) and Multimodal Literacy in ROK (Republic of Korea)-US Alliance Members ManHi Lee



Thursday, May 29: Showcase & Posters

LaunchPad Finalists Appearing in Technology Showcase

The Mimir (mee-meer) Mengting Hou

Voccent Oracy & Emotions Victor Brunko

Luduan Jonathan Becker

Showcase Reception & Drinks
Conrad Prebys Aztec Student Union, Templo Mayor
All Welcome
6:15pm - 7:45pm





Session 12	Friday, May 30, 8:30am - 9:00am
Storm Hall 104	ChatGPT Literacy in Language Education: A Global Exploration and Comprehensive Framework <i>Qing Ma</i>
Storm Hall 105	Enhancing EFL Conversational Skills across Levels with AI-NPC Chatbots in VR Sangmin-Michelle Lee, Tae youn Ahn
Storm Hall 113	DIVE-L: Designing Immersive and Informal Virtual Environments for Language Learning Ogulcan Durmaz
Storm Hall 119	The U.S. Embassy School Election Project - Developing Competences of Democratic Culture in a Technology-Mediated TBLT Project Sina Werner
Storm Hall 123	Training AI for Pragmatics Assessment: A Preliminary Study on Chinese Routines Feng Xiao, Xuren Shen
Storm Hall 216	Examining the Effects of Writing with Generative AI on the Development of Writing Skills Glenn Stockwell, Yijen Wang
Storm Hall 221	Harnessing AI for Language Feedback: A State-of-the-Art Review of AI Tools in Second Language Acquisition Vicky Bouché
Session 13	Friday, May 30, 9:10am - 9:40am
Storm Hall 104	Turning Virtual Exchange on Its Ear: Doing it Differently Saniye Deniz Gokcora, Catherine Clements
Storm Hall 105	Imagining Re-Mixed-Realities: Mutual-appreciation & Reflexivity in the New Digital Era Christopher Daradics, Stephanie Knight
Storm Hall 113	From Wordsmiths to Visual Communicators: Al-Facilitated Intracultural Expression in Multimodal Language Learning <i>Wen-Chun Chen</i>
Storm Hall 119	Pedagogical Materials for AI: Exploring Impacts on Student and Instructor Digital Literacies Emily Hellmich, Kimberly Vinall
Storm Hall 123	Developing English Language Learners' Al Literacy through Critical Reflections on Al Assisted Feedback in Multimodal Writing Ellen Yeh
Storm Hall 213	From Classroom to Congress: How Language Professionals Can Advocate for Change Betty Rose Facer, Denis Uebiyev



Storm Hall 216 Immerse: An Authentic, Live VR Language Learning Platform

Tricia Thrasher, Misty Wilson

Storm Hall 221 Developing Functional and Critical Digital Literacy through Machine Translation in

Foreign Language Education

Hongying Xu

Session 14 Friday, May 30, 10:00am - 10:30am

Storm Hall 104 Exploring Student Perceptions of AI: A Case Study in a Semester-long Themed

Course on the Applications and the Use of GenAl in Higher Education

Gözde Durgut

Storm Hall 105 Enhancing Positive Attitudes through iVR: Activities for College Students Learning

Japanese

Akari Osumi, Samet Baydar

Storm Hall 113 Transforming Learning with Augmented Reality and Artificial Intelligence: Insights

from the DIMPE Project Stella Hadjistassou

Storm Hall 123 Al for Researchers or Everyone? Reassessing the Accuracy and Accessibility of GPT-

Based Essay Scoring

Jieun Kim, Daniel Holden

Storm Hall 213 Do Service-Provider Virtual Exchanges Boost Oral L2 Development? A First Look at

SPVEs Using Elicited Imitation Tests Inigo Yanguas, Luis Cerezo Ceballos

Storm Hall 221 Task Engagement with Different Types of Interlocutors: Humans vs. Al Interlocutors

Hadeel Arqbi

10:00am - 11:10am Panel Presentation

Storm Hall 109 Advances in CALL Research and Practice Book Series

Stephanie Link, Angelika Kraemer, Emma Britton, Hengyi Liu, Linda Jones,

Theresa Austin, Curtis Maughan, David Fredrick

Session 15 Friday, May 30, 10:40am - 11:10am

Storm Hall 105 The Development of 'ReaL2Chat', a GenAl TBLT Chatbot Platform: Prompt

Engineering for Tasks Designed with Communicative Goals and Effects on Learning

Outcomes

Daniel Dixon, Youngmeen Kim, Robin Cathey, Gustavo Soussumi

Storm Hall 113 Online IVR Environments for Cultivating Agentive EFL Learners

Meeiling Liaw

Storm Hall 119 Plugged into Culture: Tech Tools for Teaching CQ

Nataliya Spirydovich





Storm Hall 123 Empowering EFL Novice Researchers Through CBLP: Focusing on Literature Review

Writina

Jiahao Yan, Qing Ma

Storm Hall 213 Automatic Speech Recognition in Language Assessment: A Scoping Review

Kedi Mo

Storm Hall 216 Innovate or Perish: Disruptive and Sustaining Technologies in Teachers' Online

Classroom Language Policies

Michael Koslowski

Storm Hall 221 A Pilot Study on the Use of Immersive VR to Support Oral Production in B1-Level

French Learners Imane Harbi

LaunchPad Competition

Conrad Prebys Aztec Student Union, Theatre All Welcome 11:30am - 12:45pm

Lunch Time -- On Your Own 12:45pm - 1:40pm

Session 16	Friday, May 30, 1:45pm - 2:15pm
Storm Hall 104	Empirical Research on ChatGPT in Second Language Teaching, Learning, and Academic Writing: A Scoping Review John Gibbons, Min Yu, Meixiu Zhang
Storm Hall 105	Research-based Technology Integration Training for Critical Language Educators Gatanna Andrade, Meg Montee
Storm Hall 113	Making Sense of Place: The Design and Play of a Chinese as a Second Language Place-based Mobile Game Yang Liu
Storm Hall 119	Exploring Collaborative Knowledge Construction among ELT Teachers through Online Community of Inquiry Qing Ma, Fang Mei
Storm Hall 123	An Al-Powered Online English-Speaking Learning System for Korean EFL Students of Varying Levels Min-Chang Sung



Storm Hall 213 Investigating the Effectiveness of an LLM-based Conversational AI on EFL Learners'

Proficiency Growth in Speaking Naiyi Xie Fincham, Thi Tran

Storm Hall 216 Japanese EFL Learners' Perceptions of Spoken and Written Interaction with an Al

Tutoring System Michael Hofmeyr

Storm Hall 221 Al as a Collaborator in L2 Instruction

Razi Ahmad

1:45pm - 2:55pm Panel Presentation

Storm Hall 109 Interweaving Immersive Realities and Intercultural Competence in Language

Learning

Ebtehal Asiri, Regina Kaplan-Rakowski, Prerna Choubey

Session 17 Friday, May 30, 2:25pm - 2:55pm

Storm Hall 104 Inclusive and Equitable CALL Design for Multilingual Refugee Students: Experiences

from Two Formal Educational Settings

Alia Hadid, Linda Molin-Karakoc

Storm Hall 105 Methodological and Reporting Rigor of High-immersion Virtual Reality Research in

Applied Linguistics

Yulia Khoruzhaya, Nicole Ziegler

Storm Hall 119 Self-Determination and Autonomous Digital Language Learning in Mexico: An

Exploratory Case Study of Secondary EFL Students

Joe Terantino

Storm Hall 123 High Variability Phonetic Training: Insights and Implications from Artificial

Intelligence Models

Alif Silpachai

Storm Hall 213 Exploring L2 Epistemic Stance Markers through NLP: A Register-based Study

Dayoung Joo, Donggeun Yoo

Storm Hall 221 Classroom Language Learning but Make it Wild! : Interest-Driven Assignments for

Authentic Language Engagement

Rachel Floyd





Awards Ceremony and Business Meeting Storm Hall 119 3:00pm - 4:00pm

Conference Dinner

Invited Guest Speaker: Sean Hauze, San Diego State University Conrad Prebys Aztec Student Union, Montezuma Hall 5:45pm - 7:45pm







Teaching and Learning Resources

This collection highlights innovative teaching and learning resources designed to support language educators and learners across a variety of languages and proficiency levels through accessible, engaging, and pedagogically grounded materials. Featured resources include a shareable online course for Moroccan Arabic, a proficiency-based reading app for Russian, and an Al-powered podcast discovery system offering curated advanced-level content in four languages across diverse subjects.







This collection showcases professional learning resources designed to enhance instructional effectiveness, support ongoing language educator development, and promote effective technology integration, tailored to the needs of diverse audiences. Featured resources include targeted professional development modules for language tutors, guidance on teaching advanced-level professional skills in the target language, and best practices for integrating technology into language instruction.

Professional Learning Resources



THE LANGUAGE FLAGSHIP
Technology Innovation Center

DIGITAL RESOURCES for more info, go to **thelanguageflagship.tech**







SATURDAY, MAY 31: PRESENTATION SESSIONS

Session 18	Saturday, May 31, 8:30am - 9:00am
Storm Hall 104	Promoting Intercultural Dialogue in Collaborative Online International Learning Koki Motoi, Aya Fukuda
Storm Hall 113	Developing EFL Learners' Speaking Skills with Generative AI Chatbots Bin Zou
Storm Hall 119	Collaborative Language Teachers: Professional Development Series on Educational Technologies Onur Burns
Storm Hall 123	Elicited Imitation Revisited: An Open-sourced Package for Assessing L2 Speech Elsayed Issa
Storm Hall 213	From Rehearsal to Real-world Tasks: Insights for Technology-mediated Task Design and Implementation Andrea Olivares-Beltrán
Storm Hall 216	Multimodal Feedback in L2 Writing: Comparing Text-Based and Screencast Approaches for Japanese Learners Akari Osumi
Storm Hall 221	Al Technologies and Language Technologies: Considerations for Teachers Hani Albelihi
8:30am - 9:40am	Panel Presentation
8:30am - 9:40am Storm Hall 109	Panel Presentation Unmet Problems as Entrepreneurial Opportunities in Language Learning Will Jordan-Cooley, Matt Sussman, Hope Anderson, Stephanie Link
	Unmet Problems as Entrepreneurial Opportunities in Language Learning
Storm Hall 109	Unmet Problems as Entrepreneurial Opportunities in Language Learning Will Jordan-Cooley, Matt Sussman, Hope Anderson, Stephanie Link
Storm Hall 109 Session 19	Unmet Problems as Entrepreneurial Opportunities in Language Learning Will Jordan-Cooley, Matt Sussman, Hope Anderson, Stephanie Link Saturday, May 31, 9:10am - 9:40am Navigating VR and AR in Education: Insights into Implementation Challenges and Pedagogical Impact
Storm Hall 109 Session 19 Storm Hall 104	Unmet Problems as Entrepreneurial Opportunities in Language Learning Will Jordan-Cooley, Matt Sussman, Hope Anderson, Stephanie Link Saturday, May 31, 9:10am - 9:40am Navigating VR and AR in Education: Insights into Implementation Challenges and Pedagogical Impact Stella Hadjistassou Al Generative Tools for Student Practice in Medical Interpretation and Instructor Observation
Storm Hall 109 Session 19 Storm Hall 104 Storm Hall 113	Unmet Problems as Entrepreneurial Opportunities in Language Learning Will Jordan-Cooley, Matt Sussman, Hope Anderson, Stephanie Link Saturday, May 31, 9:10am - 9:40am Navigating VR and AR in Education: Insights into Implementation Challenges and Pedagogical Impact Stella Hadjistassou Al Generative Tools for Student Practice in Medical Interpretation and Instructor Observation Elsa Perez Illustrating Stories with Al: Using Leonardo Al to Enhance Narrative Writing in EFL



SATURDAY, MAY 31: PRESENTATION SESSIONS

Storm 216 A Universal Infrastructure for Learning Languages through Cultural Activities:

Vocabulary Development on the ENACT Web App

Müge Satar

Storm Hall 221 Applying Online Reading Comprehension Theory to Web-based Graded Reading:

Advancing University Students' Capabilities

Abdurrazzag Alghammas

Session 20 Saturday, May 31, 10:00am - 10:30am

Storm Hall 104 Enhancing L2 Pragmatic Competence Through Virtual Reality: A TEPBLL Approach

Using the Immerse Platform

Ebtehal Asiri

Storm Hall 113 Video Game-based Foreign Language Education: Japanese via Momotaro Dentetsu

as an Example of a Culturally Popular Format

Tetsu Aboshi, David Rutledge

Storm Hall 119 GenQuest: A Text Adventure Game for ESL Learners Using Large Language Models

Judy Wang, Michael Hofmeyr, Robert Swier

Storm Hall 123 Examining the Impact of GenAl-incorporated Tasks on English Proficiency

Improvement among Refugees: A Comparison with Human Tutoring

Ji-young Shin, Liz Coulson

Storm Hall 221 Bridging Virtual Classroom Learning with Practical Applications in Professional

Contexts

Jessica Morones, Lan Ma

10:00am - 11:10am Panel Presentation

Storm Hall 109 Innovation in Technology-Mediated Task-Based Language Teaching

Bryan Smith, Lara Bryfonski, Hoa Le, Meg Montee, Frederik Cornillie,

Nicole Ziegler, Marta Gonzalez-Lloret, Ana Oskoz

Session 21 Saturday, May 31, 10:40am - 11:10am

Storm Hall 104 Teacher Digital Literacy in Brazil: A Complexity Theory View on Continuous

Professional Development of English Language Teachers

Rafaela Sousa

Storm Hall 119 AR in Language Learning: Learners' and Teachers' Needs and User Experiences

Anke Berns, Alice Gruber, Tormod Aagaard

Storm Hall 123 Virtual Exchange for Global Competence in Language Education

Müge Satar

Storm Hall 221 Self-directed English Vocabulary Learning on Mobile Applications: A Baicizhan Case

Study

Congxin Li





Saturday, May 31: Presentation Sessions

Session 22	Saturday, May 31, 11:20am - 11:50am
Storm Hall 104	Al in the Room: New Modes of Communication and Language Learning Linh Phung, Will Jordan-Cooley
Storm Hall 113	Immersive Storytelling in VR: Exploring Intracultural Dynamics with Al-Imaging Wen-Chun Chen
Storm Hall 119	ChatGPT as a Tutor for Autonomous Written Assignments Revisions Anastasia Pattemore, Matthew Pattemore
Storm Hall 123	Is Duolingo Teaching Better Over the Years? Xiangying Jiang, Audrey Kittredge
Storm Hall 213	Enhancing L2 Literacy Development through Computational Thinking and Creative Learning Hsin-I Chen
Storm Hall 216	The Role of ChatGPT in Fostering Self-regulation in Novice L2 Writers Issam Rian
Session 23	Saturday, May 31, 12:00pm - 12:30pm
Storm Hall 104	Reflection, Metacognition and Learner Autonomy in CALL and Virtual Exchange Suzi Cavalari
Storm Hall 119	Al in EFL Teaching: Measuring Pre-service Teachers' Al Literacy and Teaching Practices in Underdeveloped, Frontier, and Outermost Areas in Indonesia Eugenie Mainake, Wenssy Nussy
Storm Hall 123	Enhancing L2 Spanish Sentence-level Production and Communicative Practice with an AI Chatbot: Students' Perspectives on ChatGPT-enhanced Learning Activities <i>Pablo Robles-García, Ji-young Shin</i>
Storm Hall 213	Using Technology to Support Student Agency: Promoting Critical Dialogue in the EAP Classroom Daniel Holden, Priscila Leal, Nicole Ziegler
Storm Hall 216	Using Immersive Virtual Reality as a Tool for Second-Language Pragmatics Instruction <i>Emilia Gracia</i>
Storm Hall 221	Student Prompting Patterns When Using AI to Read Bonnie Youngs

Closing Storm Hall 205 12:40pm - 1:00pm