LEARNING THROUGH SHARING :
OPEN RESOURCES, OPEN PRACTICES, OPEN COMMUNICATION

An augmented reality project for Spanish as a Foreign Language students using open resources: merging culture, language and technology.

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Abstract

One of the greatest challenges facing students of Spanish as a Foreign Language is recognizing the cultural references and contexts of the target language. This paper presents a small project on the life of Pablo Picasso that involves a proof of concept of its pedagogical design using open source software such as Layar and Timetoast.

The objective of this project is to allow students to navigate an "m-learning" program to consolidate cultural knowledge and foster their language learning. Moreover, the tasks that students have to do are thought to encourage their intercultural and digital skills, to foster their creativity and to develop research strategies to produce a video about a cultural topic.

The final product of the language-learning project is a video report on Picasso's relationship with the city of Barcelona that students produce for their school's YouTube channel. To understand this relationship in an interactive way, an in situ route is devised in a way that covers some of the most representative places in the old quarter of the city where Picasso lived, studied, worked or frequented in his youth. The personal, subjective, and dynamic experiences that the different activities provide in situ serve as a backdrop for students to record small videos that will be later compiled and edited into their final product.

This route is generated with mobile technology, specifically augmented reality and geolocalization (Layar), using mobile devices such as Android powered smartphones, iPhones, and tablets, which help students perform the learning activities in an interactive way. The main reason for using this technology is the motivation benefit that brings to the learning process since the open source applications and the mobile devices allow students a learning experience that transcends the limits of classroom walls.

This augmented reality project is in process of being evaluated.