



Sonja Camilla Lind
 Department of Education
 University of California, Irvine

slind@uci.edu
<http://sonjalind.wordpress.com>

Web 2.0, User-Created Content and Implications for the ESL Classroom

ABSTRACT

This poster session explores use of and trends in Web 2.0, as it relates to written language online. Specifically, it examines the potential effect of user-created content on user language.

WHAT IS “WEB 2.0”?

While Web 1.0 was about production, Web 2.0 is about collaboration and community (O'Reilly, 2005).

Web 2.0 relies on participatory, user-created content, prevalent at websites like Flickr, YouTube, Blogger and Odeo. Examples include co-authoring written content, sharing multimedia, and social networking.

TRENDS IN EDUCATIONAL TECHNOLOGY

- Blogs and wikis
- Video capture and sharing; vodcasting
- Audio capture and podcasting
- Mobile technologies
- Accessible, portable personal devices
- Social networking sites
- Massive multiplayer video and online games
- RSS and syndication
- Data “mashups”
- Geo-coding
- Smart, semantic-aware applications and hardware

(Anderson, 2007; 2008 Horizon Report; 2009 Horizon Report)



HOW CAN YOU USE WEB 2.0 IN YOUR TEACHING?

For the average ESL teacher:

- Create a class blog for student participation
- Students can create their own blogs
- Students can create a wiki about a grammatical or syntactic structure, or perhaps a content-based wiki page (e.g., how to act appropriately in a job interview, or how volcanoes erupt)
- Students can practice texting each other or you in English

For the more adventurous ESL teacher:

- You or your students can share narrated screencasting with each other on Jing
- Students can create simple data mashups with online slideshow creators such as Photobucket or Slideshow, mixing music, photos and some video
- Students can record themselves on video, then upload those videos to YouTube, Facebook or other video-hosting sites
- Students can record and edit audio files on Audacity or related programs, then podcast those files on Odeo or iTunes

For the most tech-savvy ESL teacher:

- You and your students can create Second Life or World of Warcraft characters and create a classroom space online
- Students can experiment with large data mashups by using editing software such as Photoshop or iMovie
- Students can work on scavenger hunts around campus or a local town and geo-cache certain locations, then present about those locations while presenting them on a geographical map (a bank, a florist shop, a video store)

REFERENCES

- Anderson, J. (2007). What is Web 2.0?: Ideas, technologies and implications for education. In *JISC Technology and Standards Watch*. Retrieved April 14, 2009, from <http://ioptimizer.com/Documents/What%20is%20Web%202.0%20-morebuyertraffic.pdf>
- Johnson, L. F., Levine, A., and Smith, R. S. (2008). *2008 Horizon Report*. Austin, TX: The New Media Consortium.
- Johnson, L. F., Levine, A., and Smith, R. S. (2009). *2009 Horizon Report*. Austin, TX: The New Media Consortium.
- O'Reilly, R. (2005, September 30). What is Web 2.0? In *O'Reilly Media*. Retrieved April 14, 2009, from <http://www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html>