

Multimedia Tools-Augmented Reality And Virtual Reality In Learning English

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Abstract

English is spread all around the world which has also become authoritative language. English enjoys the same scope as other languages in India. Teaching English through technology has achieved protuberant place in classrooms of today's era. A greater change in applications to develop conversational skill has been made every day. Technology attached to mobile phones is greatly innovative to learn English. The changing and creative technology goes long way to make students speak good English. Everyday new word is added to the language. The reach of the new words is well enhanced through technology.

Multimedia is the combination of words, text, audio, video and animation. Multimedia can provide live experience for students by engaging themselves in active learning. Materials can be provides through storage electronic devices. It gives both explicit and implicit knowledge by multi-sensory perception among students. Multimedia provides motivation and creates interest to learn more in meaningful situation. Multimedia is sometimes used in synonym with CALL. Multimedia effect can be highly accomplished through CALL. Conventional materials like black board and chalk are now replaced by interactive board to engage students in active learning. The simulation provided through Multimedia help to provide better outcome in learning English language.

Keywords: *Multimedia, graphics, computer technology, simulated, Augmented Reality, Virtual Reality*

Introduction

Second Language Learners face a lot of challenges in their day to day life. New technology in Multimedia makes teaching interesting by attracting new learners in the field of English Language Teaching and learning. Traditional methods hinder reckless learning of English Language. Multimedia has been widely accepted as a tool for ELT around the world. Multimedia acts as a platform to explore new ideas in learning a language. Multimedia is not purely combining text, audio or video but merging excellent features to widen the experience of learning. Technology goes alongside with learning of English in all facets. Multimedia has enabled the growth of English Language to a great scope.

In today's changing world, there are many developing media novelties that will bring greater change in field of English education. Development of Artificial Intelligence in education will help change traditional classroom operations. There are many innovations in technology which delivers more collaborative and immersive learning environment in English classroom such as Mobile learning and Artificial Intelligence. Further stepladders have been reached through Augmented Reality and Virtual Reality. Augmented Reality and Virtual Reality are used in podia like laptop and smartphones with corresponding application. These Multimedia tools are best used in education, medicine, engineering and military services. These tools transform a blank area to an amusing learning area. Students transpire

themselves into the subject and travel around by sitting in their own places. Augmented Reality and Virtual Reality provides completely a new way of learning. It can be included in the curriculum of educational institutions in India to develop LSRW skills among students.

Augmented Reality provides a direct and live view of physical environment into real world environment where the components are augmented through audio, video and animation. It provides enriched version of reality with digital technology. AR is connected to mobile and application downloaded to view real world picture in front of the person. It provides excitement for the students to learn language in 3D reality image. Augmented Reality can be displayed on computer screen, mobile phones or any portable device. In English classroom, AR allows the teacher with remote support in learning context. Today every student has a mobile phone to access social platform. AR in English classroom helps students clasp the attention and motivate them to study with interest.

Steps in English classroom with Augmented Reality

- Teacher has to download the application in an android mobile.
- The students can scan the content of the book and receive text, audio or animation through mobile phone.
- Separate I pads can be used for specific group of students count around two to five in a group.
- In such a way, students can learn vocabulary in English book with real images.
- For example: If a word 'dog' is given, students can get the real image of the animal along with barking sound of the dog and physical features of the dog in 3D mode.
- Extra information such as images of literary contents can be provided with visual 3D models.
- English contents can be provided in a useful way which provides better communication for the students.
- Teacher can connect AR with computer and large screen depending upon the number of students. It provides
- AR helps students learn in practical environment. Instead of providing monotonous learning in classroom with black board or textbook, students learn and interact with their lessons through animation.
- "Learning Alive" is one of the app that provides lessons with words and pronunciation in Augmented Reality environment.

Virtual Reality is also referred to as immersive simulated multimedia Environment. Virtual Reality offers animated and artificial scenes through real world environment. Pictures and context can be photographed and it can explore through Virtual Reality app. It helps students to move through all directions. VR technology is a human to computer interface. It simulates the sensory perceptions of the students by providing 3D environment. VR can be best utilized in learning English Language. It transforms the way of student in learning the language. Students can interact with characters in real experience. Students can also walk like real-life situations. Steps in English classroom with Virtual Reality

- A VR 360 degree camera is used in English classroom by the teacher.
- It is provided with self-contained videos.
- Students observe the videos with real text, images and sounds.
- Teachers can ask questions from videos.
- English vocabulary questions, gap filling exercise, explaining the situation can be practiced.
- Teachers can provide different situations in videos to create interest among students and develop their skills of learning English language.
- Mondly app is best suited for VR learning in English

Advantages of AR and VR

- It provides practical learning by giving exposure to native English speakers.
- Audios and Videos in 3D model help students to overcome traditional dreary method of learning.
- It provides best simulation and interaction among students.
- It enhances memory and motivation for the students.
- It ensures collaboration among Second Language Learners.

Disadvantages of AR and VR

- Technology should be advanced to access AR and VR application.
- VR headsets are expensive.
- AR and VR apps cannot be used for large classroom.
- Teachers cannot cuddle with new technology.

AR and VR play an innovatory role that transforms entire language learning experience.

Conclusion:

Many VR tours can be introduced for students to make them participate actively in learning not only English but any language. Students get attracted to new learning easily. Motivation is the exhilaration of VR and AR in ESL learning. Students and teachers along with educational institution should motivate to use and participate in AR and VR application environment. Multimedia technology challenges are overcomes with passage of time which includes AR and VR application in its change. To enhance fast growth of Multimedia technology in English classroom, application should be easily accessible with affordable cost and ease of use. Educators should learn developments in AR and VR and Find a way to best use it in English classroom.

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