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D294 Task 2

Create a proposal that includes your evaluation of three learning technology tools that could be used to achieve a specific learning goal by doing the following:

State the learning goal.

- English learners will demonstrate competence using pronunciation, vocabulary, and fluency in their language skills.

Identify and describe three learning technology tools.

Duolingo - <https://www.duolingo.com/>

- Duolingo is an app that used AI and interactive games to teach language skills. The focus is on microlearning, with smaller lessons that are more like a game than a course. The app focuses on memory and retention, communication, and life skills pertaining to language usage. Methods of learning offered by the app include in-person events, interactivity, and podcasts.

Mondly - <https://www.mondly.com/>

- Mondly is a language learning app by Pearson. It is available on iOS and Android. In addition, there is a kid's version, a VR version, and an AR version. Mondly offers compact, micro-learning on real-world lessons. The app uses machine learning and AI, allowing the student to evaluate and receive feedback on their learning of the language.

Memrise - <https://www.memrise.com/>

- Memrise is an app that offers videos, sample phrases, and games to teach the language. Like Mondly, this app also offers a chatbot. It also offers a customized learning plan and tells you how long to expect to learn topics based on a real-life scenario, such as dining, travel, and social interactions.

Discuss an element from *each* tool that could support the achievement of the learning goal.

One of the best features of Duolingo is an adaptive learning approach they call "implicit learning". This allows learners to identify patterns within the courses and change based on the pattern. I tested this out, and the concept is based on learning by identifying the photo or image first, then choosing the word for the image, and then writing the word. The lesson continues in this way as you progress, the concepts get a little harder.

The Mondly app includes a hands-free tool to allow cooking, shopping, and doing other tasks while still learning. This also allows you to talk to the built-in chatbot and practice having live conversations.

I like that the Memrise app has video examples. Not every learner will want games and such. The video element is aimed at learners who want a better understanding of how to pronounce a language such as French, Spanish, or Korean.

Discuss an element from each tool that could facilitate deep learning.

Duolingo has implemented an AI chatbot feature that lets users practice language skills. This could help users by allowing them to hear the language and participate in real-life conversations. The conversations focus on vocabulary, grammar, and situational experiences. For example, users could learn how to order takeout food, or make hotel reservations. The fun part is that Duolingo offers various avatars for the learner, and as the conversations get more advanced as they move forward in the learning.

The Mondly app has a learning-through-play feature that is unique in that it offers multiple games. One of the games I explored was drag and drop, where you drop the correct item or image unto the correct answer of meaning. Deeper learning is achieved through the various games that offer a variety of skills-based learning tests. For example, by attaching a memory method to the word or phrase, the learner has a new method of remembering. Or by playing a game that uses the language being learned, the user is challenged to use the language and apply it based on scenarios given during the games. This brings another learning method to the user.

For Memrise, deeper learning could come from creating a customized learning plan. This would allow learners to track progress, track milestones, and celebrate small achievements through the Streak feature, which offers daily goals, speed reviews, and daily progress reviews.

Discuss an element from each tool that could accommodate individual learning differences.

Duolingo for schools is an extension of Duolingo offered to schools that lets teachers create lesson plans and offers students a chance to check progress. This could allow a teacher to customize content and materials. The app offers a teacher kit and a Getting Started guide to help facilitate implementation.

Mondly is offered in multiple versions for iOS, Android, Kids, AR and VR. For children, language topics include animals, food, family, and sports, among others. For learners who prefer a more involved experience, Mondly AR offers an avatar teacher, to guide you around your surroundings. This allows the learner to use the environment around them as the class.

Memrise offers a feature for those called Listening Skills. I think this feature would be great for those who are slightly vision-impaired, but still want to learn another language. This audio-only helps with practice skills and allows the user to compare sounds and phrases through a series of prompts on the screen.

Discuss whether *each* tool integrates with a learning management system.

Duolingo is a learning app, while Duolingo for schools could be considered an LMS. However, Duolingo for schools does integrate with Google Classrooms, as it can import students from Google Classrooms. I did not find that Mondly supports LMS integration. Memrise does not offer LMS integration.

Based on your evaluation, recommend one of the three learning technology tools and provide your rationale.

Based on my reviews of the three tools, I would have to recommend Duolingo. While all three tools offer the same features such as gamification, leaderboards, and reviews, Duolingo offers LMS integration with Google Classrooms. While this is limited to a single LMS, the feature is useful as teachers can import and invite students already using the app at home. Also, Duolingo offers Duolingo for Schools, an LMS layer Duolingo for those who don't have an LMS. This provides a discussion board, an events page, friend requests, leaderboards, and podcast functionality. Teachers also can create courses, assignments, and track performance. The best part is that Duolingo is free, eliminating a barrier to equity and engagement in learning.

Works Cited

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