LANGUAGE LEARNING IN A 3D VIRTUAL ENVIRONMENT

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Abstract:

Objectives: Language teaching in an online virtual environment is currently one of the most progressive areas, because unlike other educational areas, it works primarily with the area of human communication, which does not necessarily require the presence of the learner in a traditional classroom or work with specific teaching aids (such as teaching physics, etc.). Language education in a virtual environment also benefits from the possibility of spatial and temporal contact between the learner and native speakers of the language. From a pedagogical point of view, however, it is necessary to investigate whether this way of teaching is a suitable educational tool, whether it does not lead to worse learning results than using traditional educational methods, and what are the attitudes of the learners themselves towards this type of language education. In the context of the problems in the learning process brought by the COVID-19 pandemic to education virtually all over the world last year, the emphasis on the need to use online learning has multiplied and become very topical.

Methods: Based on this, we have implemented a comparative research at Palacky University on the use of 3D virtual education in teaching mother tongue. 3D virtual and traditional methods of teaching mother tongue were compared (whereby traditional method of teaching is understood as classroom teaching with use of blackboards, classical textbooks, workbooks, electronic textbooks, and digital presentations).

Results: Based on the results of our research, it was found that especially in the case of the literary component of Czech language teaching, teaching using 3D visualization of educational objects allows easier memorization (verified by a subsequent didactic test in both, experimental and control groups) than in the case of teaching using traditional educational tools (textbooks).

Keywords: virtual classrooms, 3D virtual reality, multiuser virtual environment, online language teaching

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