Full-Time Studies   **Semester 1, 2**
SUMMER SCHOOL

Module 1 European Studies through Digital European Languages Policies

Lecture Plan No. 1

Topic 1: Digital Strategies for Language Teaching and Learning in Europe

1. General Information

- **Duration:** 90 minutes
- **Format:** Lecture + Practical Demonstration + Case Study Analysis
- **Target Audience:** Higher Education students, language educators, digital learning specialists
- **Required Materials:** Online language learning platforms, case studies, presentation slides, European Commission reports

2. Learning Objectives

By the end of the session, participants will be able to:

- Identify key digital tools used in language teaching and learning in Europe.
- Analyze the role of AI, gamification, and adaptive learning in language acquisition.
- Evaluate EU policies promoting digital education for multilingualism.
- Discuss challenges and best practices in digital language education.

3. Lecture Structure

Part 1: Digitalization in Language Education (20 min)

- The rise of digital platforms in language learning
- European Commission strategies for digital language education
- The role of AI and automation in language acquisition

Part 2: Key Digital Tools and Strategies (30 min)

- **Gamification and adaptive learning** (Duolingo, Babbel, Busuu)
- **AI-driven language tutoring** (Chatbots, virtual assistants, AI-powered assessments)
- **Open Educational Resources (OERs) and MOOCs** for multilingual education
- **Case study:** The European Language Grid's role in digital language resources

Part 3: Challenges and Ethical Considerations (20 min)

- Digital literacy and accessibility in language learning

- Data privacy in AI-driven language platforms
- The role of human interaction vs. AI in language acquisition
- **Case study:** Evaluating the impact of digital tools on language proficiency

Part 4: Practical Demonstration & Discussion (20 min)

- Hands-on session: Exploring digital language learning platforms
- Group discussion: The future of digital language education in Europe
- Policy recommendations for enhancing digital language teaching

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4. Assessment & Follow-up Activities

- **Digital Tool Analysis:** Participants review and compare two online language learning platforms.
- **Reflection Paper:** Students write about their experiences with digital language learning tools.
- **Recommended Reading & Resources:**
  - European Commission. (2023). Digital Education Action Plan.
  - Reports on AI and gamification in language learning.
  - Case studies on adaptive learning technologies in European education.
  - Open Language Learning Resources in the EU.

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5. Conclusion

This session explores digital strategies in language teaching, examining how AI, gamification, and adaptive learning shape multilingual education in Europe, while addressing challenges and ethical considerations in the field.

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