



Advanced Interactive Graphic Novels on Mobile Touchscreen Devices
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National testing reports



Advanced Interactive Graphic Novels on Mobile Touchscreen Devices

NATIONAL TESTING REPORT FOR LITHUANIA

<i>Project Title</i>	<i>Advanced Interactive Graphic Novels on Mobile Touchscreen Devices</i>
<i>Project Acronym</i>	<i>AGnovel</i>
<i>Reference Number</i>	<i>543284-LLP-1-2013-1-DE-KA2-KA2MP</i>

THE TESTING PHASE

Lithuanian University of Educational Sciences (Lithuania)

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Testing phase in Lithuania has involved 20 students and 22 teachers and has been implemented in 3 phases:

- Dissemination of future events to teachers and students;
- Teacher Training events;
- Dissemination event with the students.

Dissemination

Dissemination part was needed to attract most motivated teachers and students into testing events. Lithuanian language and culture centre, the department of university which represents the Agnovel project partner, was the key unit in organizing dissemination. Private Facebook messages, intranet posts, AGnovel posters on news board, presentations to teachers in weekly meetings and presentations to future teachers during lectures were chosen as the most effective tools for dissemination.

Teacher Training events

METHODOLOGY

The methodology for testing was selected to best represent the interests of the target group involved and provide as much experience as possible with the graphic novel. Since the Partner had only 1 license for AGNovel app, the one-one-one strategy was the most useful as teachers had personal attention and could try the application within own pace of learning. For teachers training the fourth module was chosen to be delivered as it focused on practical aspects and was the most innovative one, increasing the motivation of teachers to come to the training as well as increasing the possibilities that teachers will be using the app in their language classes as supplementary tool / method.

DESCRIPTION OF ACTIVITY

Teachers were invited to Lithuanian language and culture centre where the presentation was shown, more information about the project provided and each teacher could “play” with the AGnovel app, choosing different settings, tasks, languages, etc. The overall project story (stages of developing the story, defining characters, drawing) added emotional aspect during one-on-one session thus each teacher was literally amazed by the result.

Total of 10 language teachers (Lithuanian and English, delivering classes for university students and private classes for adults) got private sessions. 12 more future students were delivered the same training in small groups.

FEEDBACK

The teachers were mostly concerned about the following aspects in using Agnovel app in their language classes:

- Legal: Is it really free to use? Shouldn't we sign an agreement to have permission to use the product?
- Technical: How to get iPads for the whole class, as the students don't have iPads themselves? Could it work on other devices?
- The handbook is very explicit and useful

Besides that, the overall impression of teachers was “highly satisfied”. They also kept mentioning that teachers are both very busy and don't have that much IT skills in order to develop such advanced tools. In teachers' opinion, there was no doubt the novel would be a highly motivating tool in any language class.

Dissemination event with the students

METHODOLOGY

Testing with the students was carried out during Lithuanian language course for foreigners. The reasons why students were learning Lithuanian language varied from general interest into culture during Erasmus+ study exchange to serious plans in degree studies and potential careers. The knowledge of students was B1-, considering the difficulty of Lithuanian language.

DESCRIPTION OF ACTIVITY

The students were presented the project idea, its goals and the key deliverable – Agnovel app. While some students were researching the AGnovel App on iPad (just 1 for the whole group), the others got printscreens to get familiar with the story and discuss the grammar, structure of the sentences, particular words (which were chosen on purpose while translating the novel to Lithuanian language).

Total of 20 students were attending the class and got a chance to test the application. The students were from Belorussia, Spain, Germany, Greece, India.

FEEDBACK

The students were very much interested in the tool which was presented. Their feedback was as follows:

- The app could run on more devices please (phones), none of the students had own ipad;
- Intuitive design is questionable – the “back” button should always be in the same place and settings should be easier to reach to change the language; or
- Instant translation button could work
- The language is complicated for a B1 student, but that makes the story challenging enough, otherwise would be too boring.



The main conclusions of the testing are as follows:

- The story is challenging enough for B1 students;
- Language variety is very useful for understanding;
- Text vs. Voice is very useful for learning;
- “want to read til the end” – the story is motivating;
- Texts can be used to discuss grammar, not only to learn words.