



Course Specification (Postgraduate)

Course Title: Technology-Enhanced Language Learning and Teaching

Course Code: *Enter Course Code*.

Program: Master of Arts in Applied Linguistics

Department: Languages and Translation

College: Humanities and Social Sciences

Institution: Northern Border University

Version: 2

Last Revision Date: 15/05/2024







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A. General information about the course:

1. Course Identification:

1. Credit hours: (3)

2. Course type					
Α.	University	□ College	🛛 Depa	artment	□Track
В.	⊠ Required □ Elective		ve		
3. Level/year at which this course is offered: (3)					

4. Course General Description:

This course explores the theory and practice of integrating technology tools into language teaching and learning. Students will examine key concepts in technologyenhanced language learning, evaluate digital tools and resources, and gain handson experience designing technology-based language learning activities and materials. The course covers topics such as multimedia learning, online collaboration, intelligent tutoring systems, and technology-enhanced assessment.

5. Pre-requirements for this course (if any):

N/A

6. Pre-requirements for this course (if any):

N/A

7. Course Main Objective(s):

By the end of this course, the student will be able to

- Understand theoretical principles and best practices in technology-enhanced language learning.
- Evaluate and select appropriate technology tools for language learning objectives.
- Design and develop digital language learning activities and materials.
- Reflect on technology integration practices for continuous improvement.





2. Teaching Mode: (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	45	100%
2	E-learning		
	Hybrid		
3	Traditional classroomE-learning		
4	Distance learning		

3. Contact Hours: (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	22.5
2.	Laboratory/Studio	
3.	Field	
4.	Tutorial	22.5
5.	Others (specify)	
	Total	45

B. Course Learning Outcomes (CLOs), Teaching Strategies and

Assessment Methods:

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and unders	standing		
1.1	Describe key theories and principles of technology- enhanced language learning (e.g., multimedia learning,	К1, К2	Class discussion Concept Maps Self-learning	Objective exams Presentations





Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
	interactive learning, adaptive learning).			
1.2	Identify best practices for integrating technology tools in language teaching, and the potential benefits and limitations of various language learning technologies.	КЗ, К4	Case Study Group discussion Investigation Concept maps	Reports Projects, presentation
2.0	Skills			
2.1	Develop engaging lesson plans and digital language learning materials that effectively incorporate technology tools and apply principles of instructional design.	S1, S3, s4	Problem-based learning Collaborative learning Peer learning	Portfolio Simulation / Roleplaying / Rubric / Presentations
2.2	Evaluate and select appropriate technology resources for specific learning objectives.	S1 Investigation Collaborative learning Observation		Reports
3.0	Values, autonomy, and	d responsibility		
3.1	Justify the potential of technology to enhance language learning experiences and its responsible and ethical use in educational settings.	V1	Class discussion Case Study Self-Questioning	Debate Discussions
3.2	Evaluate one's technology integration practices	V2, V4	Self-assessment Peer learning Case Study	Portfolio





Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
	for continuous improvement and the ongoing development of effective digital teaching strategies			

C. Course Content:

No	List of Topics	Contact Hours
1.	 Introduction to Technology-Enhanced Language Learning (TELL) Definition and scope of TELL Historical overview of technology in language education Key terms and concepts 	3
2.	 Theoretical Foundations Second language acquisition theories and TELL Multimedia learning principles Interaction and interactivity in language learning Learner autonomy and self-directed learning 	6
3.	 Language Learning Technology Tools Categories of language learning tools (e.g., tutorial CALL, computer-mediated communication) Evaluation criteria for language learning tools In-depth exploration of selected tools: Digital flashcards and vocabulary learning apps Language learning games and simulations Virtual reality and immersive environments 	6
4.	 Multimedia in Language Learning Audiovisual materials (e.g., podcasts, videos) Visual aids (e.g., infographics, concept maps) 	3





	 Design principles for multimedia learning materials 	
	Online Collaboration and Communication	
5.	 Asynchronous tools (e.g., forums, blogs, wikis) 	
	 Synchronous tools (e.g., video conferencing, text chat) 	3
	 Telecollaboration and virtual exchanges 	
	Learning Management Systems (LMS) and Online Course Design	
	• Features and functions of language learning LMS	
6.	 Designing and structuring an online language course 	3
	 Moodle workshop: Hands-on practice with a sample LMS 	
	Artificial Intelligence in Language Learning (3 hours)	
	 Overview of AI applications in language education 	
7.	 Intelligent tutoring systems and adaptive learning 	3
	 AI-powered language learning apps and chatbots 	
	Ethical considerations in AI-assisted language learning	
	Evaluating and Selecting Language Learning Technology Resources	
	Evaluation rubrics and checklists	
8.	 Aligning tools with learning objectives and pedagogical approaches 	3
	Considering learner needs and preferences	
	Creating Digital Language Learning Materials	
	Authoring tools and platforms	
9.	 Developing interactive exercises and quizzes 	6
	 Creating instructional videos and screencasts 	
	Hands-on workshop: Developing a digital learning activity	
	Technology-Enhanced Assessment and Feedback	
10.	 Formative and summative assessment with technology 	3
	Automatic speech recognition and pronunciation feedback	
	Online peer assessment and collaboration	
	Current Trends and Future Directions in TELL	
11.	 Mobile-assisted language learning (MALL) 	3
	 Gamification and game-based learning 	
	 Augmented reality and wearable technologies 	





	• Emerging research areas and innovations in TELL	
	Course Review and Reflection	
12.	• Synthesis of key concepts and themes	3
	Reflections on technology integration experiences	5
	 Setting goals for ongoing professional development in TELL 	
	Total	45

D. Students Assessment Activities:

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Quiz 1 (Written Test)	Week 3	20%
2.	Technology tool review (Written Report)	Mid-Term	20%
3.	Digital material development project (Group Project)	Continuous Assessment	30%
4.	Analysis of technology integration (Written Report)	Final week	30%
	Total		100%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

E. Learning Resources and Facilities:

1. References and Learning Resources:

	Chapelle, C. A., & Sauro, S. (Eds.). (2022). The handbook of
	technology and second language teaching and learning (2nd ed.).
Essential References	Wiley-Blackwell.
	Mompean, J. A., & Fouz-González, J. (Eds.). (2022). Emergent
	technologies and pedagogies in the curriculum. Springer.
	Bonner, E., & Reinders, H. (2022). Augmented reality in language
	teaching and learning: Designing digital immersive experiences.
	Palgrave Macmillan.
Supportive References	Derakhshan, A., & Kruk, M. (Eds.). (2022). Technology-assisted
Supportive References	language learning and teaching in diverse educational contexts.
	Routledge.
	Dodigovic, M. (Ed.). (2022). Artificial intelligence in second
	language learning and teaching. Palgrave Macmillan.





Electronic Materials	Flashcard App:	
	Anki. (2022). https://apps.ankiweb.net/	
	Synchronous Communication Tool:	
	Zoom Video Communications Inc. (2023). Zoom Meetings &	
	Chat. https://zoom.us	
	AI Tool for Language Learning:	
	Duolingo, Inc. (2023). Duolingo - The world's best way to learn a	
	language. https://www.duolingo.com	
	Learning Management System:	
	Moodle HQ. (2023). Moodle Open-Source Learning Platform.	
	https://moodle.org	
	Other Useful Tool:	
	Edpuzzle Inc. (2023). Edpuzzle - Interactive Video Lessons.	
	https://edpuzzle.com	
Other Learning Materials	Additional readings and case studies will be made available on the	
	course's Learning Management System (Blackboard). These will	
	include PDFs of important articles, sample material evaluations,	
	and examples of successful material designs from various contexts.	

2. Educational and Research Facilities and Equipment Required:

Items	Resources	
Facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	-Classroom with audio-visual equipment -Interactive Whiteboard or Smartboard -Language Labs	
Technology equipment (Projector, smart board, software)	-Wi-Fi -Digital Projector -Computers/Laptops or Tablet Devices	
Other equipment (Depending on the nature of the specialty)	-Printer/ Photocopier -Saudi Digital Library -Recording Equipment -Access to Online Journals and Databases	

F. Assessment of Course Quality:

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Program Leader, Students	Direct
Effectiveness of students assessment	Program Leader, Students	Direct
Quality of learning resources	Faculty, Program Leaders	Indirect
The extent to which CLOs have been achieved	Program Leaders; Peer Reviewer	Indirect
Other		

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify) Assessment Methods (Direct, Indirect)





G. Specification Approval Data:

COUNCIL /COMMITTEE	THE DEPARTMENT OF LANGUAGES AND TRANSLATION COUNCIL
REFERENCE NO.	
DATE	

