

Integrating AI, Art, and History in Language Learning and Culture

May George, PhD

Smith College, United States

ABSTRACT

Second language learning has always emphasized language learning development by using technology in language teaching as one of the tools that can contribute to learning and make it more interesting. Although the teachers used technology as a pedagogical tool, there have been concerns on how to use AI tools can be implemented teaching. To effectively utilize AI tools, teachers need to experiment and develop new AI-based language learning activities to assist students learning. Therefore, this study focuses on two projects that used AI tools in class in relation to culture. The first project focused on converting a text to a voice to demonstrate learners gains of the language abilities and knowledge. The AI tool that is used is the Micmonster, which is a free tool and learners can access it easily. The main goal of using the tool is to help students to use their own words to summarize a text in Arabic and elaborate on it. The second project focused on using “Autocad” software to design the project and using AI tools, like “Revisely” by drawing sketches related to the vocabulary used, “Quizlet” by asking questions, and “Storyboard”, by writing instructions step by step to utilize the language functions in a creative way. This study will present pedagogical implications and emerging themes in the future research of AI-based language learning methodology.

Keywords: AI, Language, Culture, Art