

RYUDAI COIL POST

COIL HIGHLIGHTS AND INSIGHTS

MAY • JUNE 2021 | ISSUE 11

1 LEARNING ABOUT SECOND LANGUAGE ACQUISITION WITH INTERNATIONAL STUDENTS

#SYNCHRONOUS COIL #INTRODUCTION TO LINGUISTICS
#SECOND LANGUAGE ACQUISITION #PHILIPPINES
#MABALACAT CITY COLLEGE



The Project oversaw its largest-ever single session synchronous COIL through "Introduction to Linguistics", helmed by Associate Professor Tamiko Kondo of the Faculty of Global and Regional Studies. With assistance from project staff, Dr. Kondo built upon previous COIL experience to bring together 74 Japanese students, 22 students from Malabacat City College of the Philippines, as well as one student each from the University of Hawaii at Hilo and Kauai Community College. Two international students (Singapore and Thailand) currently studying at the University also attended the event.

The 100-strong session featured 25 breakout rooms where participants were divided into groups of 4-6 Japanese students. Each group featured one foreign student. Japanese students took turns to ask questions on how their foreign counterparts mastered a second language. Even as students faced difficulties in fully expressing themselves in English, they were able to engage in a 40-minute discussion on the advantages of learning a foreign language, gaining tips on effective study methods while chatting about common topics of interest.

The session was followed by an exchange of thank you letters via email between Japanese students and their international peers.

FOR MORE ABOUT OUR ACTIVITIES AND EVENTS, PLEASE VISIT OUR WEBSITE AND SOCIAL MEDIA PLATFORMS

ISSUED BY

THE INSTITUTE FOR GLOBAL EDUCATION,
UNIVERSITY OF THE RYUKYUS

EMAIL:
R-SEKATEN@ACS.
U-RYUKYU.AC.JP



INSTAGRAM



FACEBOOK

CONTEMPLATING SELF-ACCEPTANCE: ENGLISH STORYTELLING EVENT 2

#SYNCHRONOUS COIL #USJC #JASP #OIST #STORYTELLING #MIGRATION



Associate Professor Yasuko Kase of the Faculty of Global and Regional Studies conducted a COIL-based storytelling event for students of "College English (Class 21)", Spring 2021.

Storytelling is a means for sharing individual thoughts and experiences, a process that invites listeners to think about relevant themes related to speaker narratives. In response to an invitation by the Japanese American Storytelling Program (JASP) organized by the U.S.-Japan Council (USJC), students of Dr. Kase's class welcomed

Ms. Anna Nagamine of the Technology Development and Innovation Center at the Okinawa Institute of Science and Technology (OIST) to share her stories of family migration, her subsequent moves between the United States and Japan, as well as her experience receiving education in both countries.

Conducted synchronously via Zoom, Ms. Nagamine's storytelling event was titled "To Future Leaders: My Journey of Not Belonging and Self-Acceptance". Ms. Nagamine spoke of how she managed to construct her own identity despite the feeling of not truly belonging anywhere, as well as how she was able to leverage her experiences successfully in her present career.

The storytelling event was conducted wholly in English to a class of university freshmen, who said they enjoyed listening to Ms. Nagamine recount her life experiences. Despite varying levels of proficiency, students found Ms. Nagamine's well-paced English and presentation slides, which included many personal photographs, extremely helpful in aiding their understanding of session contents.

USJC is committed to creating opportunities through JASP to help university students in Japan examine themes that include diversity and inclusion. Faculty members who are interested in incorporating JASP into their class content may contact the Inter-University Exchange Project office for further information.



3 GAINING UNDERSTANDING ON SDGS WITH HIGH SCHOOL AND INTERNATIONAL STUDENTS THROUGH JOINT DEVELOPMENT OF RPG GAME

#SYNCHRONOUS COIL #SDGS #RPG #MIRO #GLOBAL INTERACTION #COMMUNITY INVOLVEMENT



SDGS RPG GAME JOINTLY CREATED BY JAPANESE AND INTERNATIONAL STUDENTS

"Seminar in Glocal Engagement" is a class comprising both Japanese and international students, who work collaboratively in planning and running projects that serve the community and boost global interactions. By cooperating with high school students and local residents of Nishihara Town (where the University is also located), this class has been successful in rendering a special "glocalized" perspective gleaned from both Japanese and global insight to problems and issues faced by the community, while serving as an avenue for innovative approaches to problem solving.

Jointly overseen by Naoki Arashiro (Global Education Institute), Professor Ryuji Ishikawa (Faculty of Global and Regional Studies) and Associate Professor Yoshino Yamamoto (Global Education Institute), "Seminar in Glocal Engagement I-IV" (Fall 2020) maximized the benefits of COIL in a joint project to develop an RPG (Role Playing Game) to deepen user learning experiences on the topic of SDGs.

Both Japanese and international students from the University worked closely with high school participants throughout the development process, drawing out SDG-related problems from each of the students' home countries as a backdrop for the RPG. Game storylines and contents were then built around problem awareness and resolution.

Actual game development was carried out by Mr. Arashiro, who has had prior experience creating game software for learning Japanese and other languages. Class meet-ups were held over Zoom, while the online whiteboard tool Miro was used to enhance remote team-based collaboration.

