

LINGUACUISINE: Skills Development with Refugees, Migrants and Asylum Seekers Paul Seedhouse, Phil Heslop,

Ahmed Kharrufa, Rob Comber et al





Practice and Research-driven innovation



 First phase: French Digital Kitchen (June 2010-Feb 2012), supported by a grant from the Engineering and Physical Sciences Research Council



Second phase: European Digital Kitchen started in December 2011 and lasted for 3 years, supported by European Union Lifelong Learning Programme



 Fruit of a collaboration between applied linguists and computing science experts at Newcastle University in ilab:learn

Practice and Research-driven innovation



Third phase: Linguacuisine (Sept 2016-Nov 2018), supported by a grant from Erasmus Plus

Newcastle University Action Foundation in Newcastle The UK Workers Educational Association The Hellenic Open University, Greece The University of Modena and Reggio Emilia, Italy

Problems of well-being



Action Foundation in Newcastle Works with refugees, asylum seekers and migrants

The UK Workers Educational Association Works with UK adults with learning disadvantages

20 digitally marginalized project participants with little digital experience.

Problems of well-being

Erasmus+

The Linguacuisine project addresses the future of equality of access and participation in learning linked to two core skills gaps recognised by today's changing Europe: digital skills and language skills.

Objectives are:

- To produce a free downloadable tablet and smartphone app (android and iphone) which will enable users to be guided through cooking a recipe in 6 official EU languages. Further languages can easily be added using the authoring tool.
- To create an online community of practice with access via the apps.
- Participants will learn aspects of a foreign languages, cuisines and cultures by using the apps.

- The phone or tablet will speak to the users in the foreign language and offer multimedia help to users in terms of photos and videos.
- Users will be able to access different levels of help to support their language learning depending on their levels of competence.
- As no sensors are involved, users will let the phone or tablet know when they are ready to move to the next step.

- We worked with 40 participants (UK and Greece) who would like to improve their digital skills, including migrants, asylum seekers, refugees and people with learning disadvantages.
- We provided them with digital, transferable and language skills.
- We have co-designed the app and authoring tool with them, thus ensuring that the apps will be usable by most social groups in the EU.

Linguacuisine – learning digital skills. Working with AF/WEA students and staff



LinguaCuisine - Technology



Authoring Tool

- In previous projects such as Lancook, creating recipes was complicated and was mainly done by researchers.
- In Linguacuisine, we have been working with users who self-report as having "low digital literacy".
- We conducted 6 workshops (of 3 hours) with these users in order to co-design a tool that is accessible.
- Tool has been used by the same users to put their own recipes onto the app, which are now available to anyone.

Recipe Player

- The recipe player is the part of the project that most resembles the application designed for Lancook.
- It is a simple app available on phones, tablets and other devices.
- It "plays" a recipe, and allows users to get help when required, e.g. help with vocabulary, repeating steps etc.

Social Media Platform

- •This allows users to share their recipes with an online community.
- •Recipes can be downloaded onto the player to try at home.
- •Recipes can be rated so that popular recipes are more prominent.

Social Media Platform

- Recipes can be given a difficulty rating, so that users who want a challenge can choose harder recipes (and vice versa).
- Recipes can be downloaded into the authoring tool, so that modifications or new versions can be made.
- Recipes can be tagged to make searching easier, e.g. tagged as "Christmas".

- We enabled users to use the authoring tool to author their own multimedia social recipe for language learning.
- We have developed online communities of practice in 6 EU languages which bring people together in sharing and cooking the recipes.
- Dissemination activities will ensure that people across the EU will share and author social recipes themselves.

- Anyone anywhere who downloads the app software is able to write any recipe in any language and submit it for potential inclusion in the range of recipes available to play with the app.
- Anyone anywhere is able to gain access to the online community created by the project, which will provide feedback on contributions and exchange of ideas.
- <u>https://linguacuisine.com/</u>

Linguacuisine Project Outcomes

- For UK citizens, promoted active EU citizenship and mobility within the EU by familiarizing people with other countries and cultures.
- Promoted integration of migrants and refugees into the host culture.
- Allowed migrants and refugees to make their own language, culture and cuisine known using the app and online community.

Real-world Outcomes

- All participants have contributed to coauthoring the app.
- Participants now have an online recipe which they have produced and which can be tried by anyone around the world with internet access.
- Participants are taking part in the online community of practice.
- Participants have tried out recipes from other countries and languages.

Real-world Outcomes

- Pre-tests and post-tests of digital skills have shown clear gains
- Participants have each received a certification of their digital skills based on DIGCOMP 2.1
- Their recipes demonstrate the skills acquired
- They have reported changes in their attitudes towards technology, foreign cuisines and cultures

Real-world Outcomes

- The Linguacuisine app and recipe builder can be downloaded for free from 20 July 2018 at <u>https://linguacuisine.com/</u>
- The online community can be found on this site and anyone can join.
- The recipe builder can be used by anyone in any country for the integration of migrants, refugees and asylum seekers.

Recognition and impact









The French Digital Kitchen won the EU Language Label award for further education for 2012. The award recognises excellent language education initiatives.

The European Digital Kitchen was shortlisted for the elearning awards in the category of 'Most innovative new learning hardware or software product' for 2013.

The English Digital Kitchen was shortlisted by the British Council in the category of Digital Innovation for the ELTons 2014. This award recognises the innovative use of technology for English language teaching.

The English Digital Kitchen was shortlisted for the English Speaking Union's President Prize (HRH The Duke of Edinburgh) 2014. The award is for innovation and good design in the use of technology, for the teaching, learning and advancement of English as a first, second, or foreign language.

