UNIVERSITY OF EL SALVADOR

SCHOOL OF ARTS AND SCIENCES

DEPARTMENT OF FOREIGN LANGUAGES

TOPIC

THE IMPORTANCE OF TEACHING STUDENTS ABOUT ARTIFICIAL INTELLIGENCE AND ITS REAL-WORLD APPLICATIONS.

INFORME FINAL DE CURSO DE ESPECIALIZACION

ADMINISTRACIÓN DE AMBIENTES VIRTUALES PARA LA ENSEÑANZA Y APRENDIZAJE DE IDIOMAS EXTRANJEROS

PRESENTED BY:

SANDRA NOEMI VARGAS DE GOMEZ VD18007

TO OBTAIN THE DEGREE OF:

BACHELOR OF ARTS IN ENGLISH WITH A MAJOR OF LANGUAGE TEACHING

PRESENTED BY:

KARLA GUADALUPE VASQUEZ AGUILAR VA08030

DIXI LISSETH FIGUEROA DIAZ FD16003

TO OBTAIN THE DEGREE OF:

BACHELOR OF ARTS IN MODERN LANGUAGES WITH A MAJOR IN FRENCH AND ENGLISH

MEVA: SEY DANISIA NAJARRO DE ALVARADO

SPECIALIZATION PROFESSOR

LICENCIADO MIGUEL ÁNGEL CARRANZA CAMPOS, MsE.

GENERAL COORDINATOR OF THE GRADUATION PROCESS

CIUDAD UNIVERSITARIA, DR. FABIO CASTILLO FIGUEROA, SAN SALVADOR, EL SALVADOR, CENTRO AMÉRICA, SEPTEMBER 23rd, 2023

HEAD OF THE FOREIGN LANGUAGES DEPARTMENT

LICENCIADO MIGUEL ÁNGEL CARRANZA CAMPOS

GENERAL COORDINATOR OF THE GRADUATION PROCESS

LICENCIADO MIGUEL ÁNGEL CARRANZA CAMPOS

SPECIALIZATION PROFESSOR

AUTHORITIES OF THE UNIVERSITY OF EL SALVADOR

MAESTRO JUAN ROSA QUINTANILLA

RECTOR

DOCTORA EVELYN BEATRIZ FARFÁN MATA

ACADEMIC VICE-RECTOR

MAESTRO ROGER ARMANDO ARIAS ALVARADO

ADMINISTRATIVE VICE-RECTOR

LICENCIADO PEDRO ROSALÍO ESCOBAR CASTANEDA

GENERAL SECRETARY

AUTHORITIES OF THE SCHOOL OF ARTS AND SCIENCES

MAESTRO JULIO CÉSAR GRANDE RIVERA

DEAN

MAESTRA MARIA BLAS CRUZ JURADO

MAESTRA NATIVIDAD DE LAS MERCEDES TESHE PADILLA

SECRETARY

AUTHORITIES OF THE DEPARTMENT OF FOREIGN LANGUAGES

MAESTRO JOSE ISRAEL OLIVA

INDEX

ABSTRACT

This final document investigates the increasing importance of Artificial Intelligence (AI) in education, with a specific focus on its applications in foreign language teaching. The authors emphasize that AI has the potential to revolutionize educational environments by providing personalized learning experiences, improving student engagement, and automating administrative tasks. AI technologies, such as learning management systems (LMS), chatbots, and virtual classrooms, enable more dynamic and adaptable teaching methods that cater to individual student needs. By integrating AI into curricula, educators can prepare students for a technology-driven future. The research conducted is based on a Specialization Course on the Administration of Virtual Environments for Foreign Language Teaching and Learning. This course demonstrates how AI tools can be applied in virtual learning settings to improve teaching methodologies and learning outcomes. AI's ability to tailor educational content, provide real-time feedback, and automate repetitive tasks is highlighted as crucial in enhancing both teaching and learning processes. However, the ethical implications of AI, particularly regarding data privacy and the potential displacement of educators, are recognized as challenges that must be addressed in future educational strategies. Through three key modules, the research demonstrates how educators can effectively implement AI in teaching foreign languages. The first module focused on setting up online environments using tools like Google Classroom and LMSs to facilitate synchronous and asynchronous learning. The second module explores the use of educational applications, including tools like Kahoot, Nearpod, and Ed Puzzle, to make language learning interactive and engaging. The third

module emphasized creating didactic materials using multimedia tools such as podcasts and video content, to support diverse learning needs in virtual classrooms.

Keywords: artificial intelligence, feedback, educational strategies, learning processes, multimedia tools, teaching, content.

I INTRODUCTION

1.1 Introduction

The teaching-learning process requires perseverance, work, and a lot of motivation and interest. But being able to teach people a new language using the best tools such as AI is worth it all because effort and hard work have good results. Using AI to teach English is important because it can help to alleviate reading, listening, speaking, and writing skills. This Artificial Intelligence can evolve to allow an individual to produce and understand the language to communicate appropriately and effectively. This research paper emphasizes the importance of teaching students about Artificial Intelligence and how this can be applied to the real world to prepare students for future challenges.

The present research demonstrates that students can obtain important knowledge using Artificial Intelligence as a learning tool. As proof, this research contains detailed information about the Specialization Course in the Administration of Virtual Environments for Foreign Language Teaching and Learning. The course demonstrates how AI can be applied to the real world to have a better understanding to create conclusions that can explain how Artificial Intelligence helps the learning of students and facilitates the teaching process.

Artificial Intelligence is a field of study that uses technology to create machines that can mimic human intelligence. So, Artificial Intelligence (AI) can be easily combined with many disciplines, including mathematics, statistics, cognitive science, and computing. In our research, we found that Artificial Intelligence creates an open world so the teaching

and learning process can evolve and be more efficient since it lets students and teachers get into new knowledge not only when learning new languages but also to gain new information about different areas such as thinking skills and technology knowledge. All this knowledge can be applied to real-world scenarios so the students and teachers can be more objective and go beyond teaching-learning expectations.

II. OBJECTIVES

2.1 General Objective:

1. Understand the Importance of AI Education: To emphasize the significance of integrating artificial intelligence (AI) education into the class and to highlight how this knowledge prepares students for future challenges.

2.2 Specific Objectives:

1. Identify Real-World Applications of AI: To explore and provide examples of how AI is currently being used in various industries such as healthcare, finance, and transportation, and to illustrate its impact on daily life and job opportunities.
2. To analyze and implement educational technological tools such as gamified platforms to foster interactive learning experiences, promoting student participation and motivation in foreign acquisition through dynamic and engaging virtual content.
3. To integrate and apply the practical activities from each module, such as the creation of virtual classrooms, the use of interactive educational tools, and the development of multimedia resources, to reinforce student's hands-on learning and foster their ability to implement AI-driven technologies in real-world foreign language teaching scenarios.

III THEORETICAL FRAMEWORK

THE IMPORTANCE OF TEACHING STUDENTS ABOUT ARTIFICIAL INTELLIGENCE AND ITS REAL-WORLD APPLICATIONS.

3.1 INTRODUCTION

AI favors access to education, the performance of quality teaching-learning, teacher education and training, and the efficient administration of the educational system. Currently, the use of AI is extensive to all the surroundings, every academic institution has the responsibility of introducing those technologies that favor student learning and make the learning process more dynamic. Today's students are eager to utilize new technological tools and create dynamic processes inside and outside the classroom. Incorporating artificial intelligence into educational curricula equips students to navigate and contribute to a technology-driven world. This integration promotes critical thinking, enhances collaborative learning, and gives learners the necessary skills to apply AI in real-world scenarios.

3.2 INTRODUCTION TO ARTIFICIAL INTELLIGENCE (IA)

Artificial Intelligence (AI) refers to the replication of human intelligence in machines that are designed to carry out tasks usually requiring human cognitive abilities. These tasks encompass learning, reasoning, problem-solving, perception, and understanding language. (Russell & Norving, 2020). Artificial intelligence is therefore making remarkable changes and transformations in how people live, learn, and teach. AI personalizes learning experiences by adapting educational content to meet individual

student needs. It can analyze performance data to provide tailored feedback and recommendations, thus enhancing engagement and learning outcomes. (Duggal, 2024).

3.3 IMPORTANCE OF AI IN MODERN EDUCATION

The use of Artificial Intelligence continues to grow in the education sector. It is becoming increasingly clear to all that it offers many exciting possibilities for the learning outcomes of pupils/students and already promises important help in achieving modern educational goals. (Muresan, 2023). It is evident in the form of 24/7 student support chatbots, automation of administrative duties for teachers, and online learning platforms. Technology has commenced streamlining educational administration, improving the efficiency of learning management systems. Furthermore, AI enables real-time monitoring of student progress and the customization of curricula. To equip students for a technology-driven workforce, education systems must evolve by incorporating AI into their curricula. This swift progression underscores the necessity for educational institutions to introduce AI concepts to students, preparing them for the future.

Education is one of the most important aspects of human development. It empowers us to acquire knowledge, skills, and values that shape our lives and careers. However, traditional education methods often face challenges such as lack of resources, accessibility, and personalization. That’s where AI comes in. Nowadays, artificial intelligence is developing solutions to those traditional methods, providing a more precise and efficient way to teach and learn. Talk Pal AI on its digital page mentions a very precise example of how AI is evolving the world of learning when it mentions that

AI is developing solutions to assess reading fluency and accuracy in children with dyslexia, thus causing a positive impact on educational inclusion. (TalkpalAI).

3.4 REAL-WORLD APPLICATIONS OF AI

AI is transforming education by making it more personalized and accessible for everyone. Here are some ways AI enhances learning:

- Personalized Learning: AI can analyze a student's learning style and progress to customize educational content and pace, making learning more effective and enjoyable. Teddy AI is a valid example: by adapting to children's requirements, this conversational AI study buddy can support and guide students using games and real-life simulations. (Institute, 2023).
- Learning Management System (LMS): An LMS is a software platform that manages, delivers, and tracks educational content and training programs. It centralizes learning resources, simplifies administration, and enables online collaboration. LMSs improve educational experiences by providing tools for content creation, assessment, and data-driven insights for educators and learners. (Institute, 2023).
- Digital Human Teachers: AI is an innovative platform that uses AI-powered digital human teachers who can teach like real teachers. They can provide personalized and remote learning for the 21st century skills. (Institute, 2023).
- Virtual classrooms: AI enables the creation of virtual classrooms that break geographical barriers. These platforms facilitate real-time interactions between

students and teachers, allowing for a more immersive learning experience. AI can help identify each student's strengths and weaknesses, recommending tailored content to enhance engagement and understanding. (Alex, 2023).

- Automated Administrative Tasks: Artificial intelligence can grade assignments or handle schedules for routine and mundane tasks, allowing educators to spend more time teaching instead of dealing with administrative duties. To provide students with more immediate feedback: Automated scoring methods are used to grade multiple-choice questions and possibly short-written responses, powered by AI. At the same time, Dr. Anne Forbes of Macquarie University teaches that “students learn to identify an authentic problem that would benefit from an AI solution and understand the range of possible solutions”. They utilize design thinking and computational thinking processes, build data fluency, and understand how to make ethical decisions. (Forbes, s.f.).

- Gamification and Immersive Learning: Gamification uses AI and improves learning standards by making it an interactive and engaging way to learn. AI keeps things interesting by adding rewards, challenges, and game-like elements to the learning process, AI sustains user engagement and motivation. Even further, personalized and gamification learning include AI-powered systems that evaluate learning styles, strengths of the students, and weaknesses to make lesson plans tailored for them and resource recommendations based on their sectional needs. (Magazine, 2023).

3.5 EDUCATIONAL STRATEGIES FOR TEACHING AI.

Educational strategies for teaching AI must go beyond basic programming skills. According to Luckin et al. (2016), successful AI education should incorporate interdisciplinary approaches, combining computer science with ethics, social sciences, and real-world problem-solving. (Lucking & Holmes). Integrating artificial intelligence into classrooms has increased learning skills, setting each student up for a more successful future. For this reason, it is of utmost importance to adapt these IAs and seek strategies that allow both teachers and students to take advantage of their maximum potential. It is hoped that by implementing these technologies, students will be prepared to transform the future workforce and create better employment opportunities. In a recent article, Bill Gates predicted that “entire industries will reorient around artificial intelligence.” And given all the AI buzz of AI-powered products to enter the market over the last year, it seems he was right. The AI revolution is well underway, and it’s impacting nearly every sector including higher education. But Gates also hypothesized that “businesses will distinguish themselves by how well they use AI.” Given that AI is estimated to create 12 million more jobs by 2030 than it will replace and that AI could boost annual productivity by $4 trillion, there’s an incredible opportunity for those educational institutions that can leverage AI to its full extent. (Goreact, 2024).

3.5.1 PERSONALIZED LEARNING PLANS

One of the main educational strategies for teaching with AI is to personalize learning plans, that is, to adapt these plans to the educational needs of students, and to provide

a wide range of opportunities in terms of learning new language education. In addition, thanks to AI, it is possible to analyze the learning styles of each student, their individual and collective skills, and above all their strengths and weaknesses when learning.

Personalizing learning plans also includes adapting or adjusting student progress, identifying whether knowledge is being received through platforms, and providing effective and accurate feedback in real time. Thanks to AI, traditional administrative processes can be automated, making those tasks more efficient and focusing on the most important thing, which is the interaction with each student.

3.5.1 CONVERSATIONAL AI FOR SUPPORT

AI in education can personalize learning experiences, redefine teaching practices, offer real-time feedback, and support educators with advanced tools and insights, leading to more effective and engaging educational environments. In October 2023, Forbes Advisor surveyed 500 educators across the US to gather insights on their experiences with the cons and pros of AI in education, The results showed that more than half of the teachers feel AI in schools has positively impacted the teaching and learning process.

Over time, AI has evolved so much and so fast that today there is a variety of software and technological advances that allow a more modern and comprehensive education, the creation of Smart content for more convenient learning and teaching, and applications that help students perceive and receive information differently and efficiently. Teachers can create interactive and dynamic activities such as exercises, simulations, quizzes, interactive games, among many more, and all this always thinking about the needs of each student and the improvement of learning experiences.

3.6 DEFINITION OF KEY TERMS AND ACRONYMS

AI: AI in education is the process of integrating and applying Artificial Intelligence (AI) technologies within the classroom to enhance teaching and learning experiences (Dictionary, 2024).

Chatbots: A computer program designed to have a conversation with a human being, usually over the internet: (Dictionary, 2024).

Cognitive abilities: Cognitive abilities are skills your brain uses to complete essential day-to-day tasks like thinking, learning, reading, remembering, speaking, listening, and paying attention. (Team, 2024).

English Learning Process: It is acquiring knowledge or skill in English subject

through study, experience, and instruction. (Dictionary, 2024).

English Language Teaching: Refers to the process of teaching the English language to non-native speakers. This can include teaching grammar, vocabulary, pronunciation, and other language skills (Dictionary, 2024).

Gamification: The practice of making activities more like games to make them more interesting or enjoyable: (Dictionary, 2024).

Internet: This is a global network of interconnected computer networks that use standardized communication protocols to exchange information and data. In the context of education, the Internet can be used to provide access to a vast array of digital

resources, including online databases, educational software applications, and multimedia content. (Dictionary, 2024).

LMS: Learning Management System (Dictionary, 2024).

pupils/students: Both refer to learners intending to study and learn new academic lessons. However, 'pupil' refers to young learners under the age of 18 attending schools, whereas 'students' mainly refers to adult learners in universities, colleges, art classes, etc. Also, British speakers tend to use 'pupil' for young learners, while American speakers prefer 'students' for learners of any age. (Langeek).

Platform: The type of computer system or smartphone you are using, about the type of software (= computer programs) you can use on it: (Dictionary, 2024).

Software applications: Refer to computer programs that are designed to perform specific tasks or functions. In the context of education, software applications can include generic software, multimedia resources, and other digital tools that are used to support teaching and learning activities. (Dictionary, 2024).

Technological tool: It is an electronic, digital, or physical resource that can support teachers in the delivery and testing of content. (Dictionary, 2024).

Software: The instructions that control what a computer does; computer programs: (Dictionary, 2024).

IV DESCRIPTION OF ACTIVITIES

4.1 MODULE 1 “Online Foreign Languages Teaching”

This module was about the fundamentals of online education and its application in English Language Teaching. Mainly, we learned every Saturday the online approach to teaching such as LMS (Learning Management System) to set up virtual classrooms and develop asynchronous activities.

First, we studied learning theories such as Cognitivism, Connectivism, and Behaviorism in education. Also, we discovered the differences between asynchronous and synchronous learning. We were evaluated by using a forum to discuss the theories of learning to demonstrate the knowledge we gained.

Then, we got into the LMS, Learning Management System. This helped us to discover what it is about and how it helps the teaching-learning process. To prove our knowledge, we created an infographic about the topic.

After that, we were involved in how to use Google Classrooms. We learned how to add our students, and our materials, and set activities and quizzes in Google Classroom. Also, we design a class using this tool as an assignment.

Finally, we learned how to use Google Meet and Microsoft Teams to interact with students. Also, we developed a class using all the knowledge obtained from this first model.

4.2 MODULE 2 Educational Applications for Learning a Foreign Language

This module was about theoretical fundamentals and the use of technological tools for teaching a foreign language in a virtual modality. From the very beginning, the students used technological tools.

The students learned The TPACK Model which includes technological knowledge, pedagogical knowledge, and content knowledge was studied to understand that technology is only a part of a great teaching methodology. (TPACK.org) Also, there were classes full of new concepts as Gamification, practice with Kahoot, Padlet, Genially, Liveworksheets, nearpod, Powtoon.

Besides that, in this module of Educational Applications for Learning a Foreign Language, the students explored a wide range of technological tools aimed at enhancing the teaching and learning process in virtual environments. This module focuses on integrating educational technologies that promote interactive and engaging learning experiences for students.

Among the tools studied, Kahoot, a game-based learning platform, was used to introduce gamification into language instruction, fostering student motivation through quizzes and interactive games. Additionally, Nearpod was employed to create interactive presentations, enabling real-time engagement through polls, quizzes, and collaborative activities. Padlet was another key tool, allowing for the creation of interactive boards where students could post ideas and collaborate asynchronously.

The module also introduced Edpuzzle, a platform that allows educators to edit and enhance videos by embedding questions to monitor student understanding. This tool was particularly useful for creating multimedia-rich lessons that cater to different learning styles.

Through these tools, the students not only gained technical proficiency but also learned to apply pedagogical strategies that make language learning more dynamic, personalized, and student-centered. The integration of these applications fostered a deeper understanding of how technology can be used to create more effective and engaging virtual learning environments for foreign languages.

Spanning eight weeks, the course utilized various online resources, including reading, infographics, videos, tutorials, demonstrations, discussion questions, and multimedia materials. Furthermore, students explore the use of IA and its usage in the classes. It included Chat GPT, and other IA integrated with the latest technological tools.

By the end of this module, students presented a demo class using a technological tool, it included a demonstration of learning experiences about the knowledge acquired.

Teachers put into practice using tools like Site, Classroom, Kahoot, and Nearpod. Appendix 2 y 3

4.3 MODULE 3 Design of Didactic Materials for Virtual Environments 2024

This module was based on developing interactive, learner-centered resources that enhance engagement and support diverse learning needs in online educational settings.

In this module, the students create activities and tasks using different tools and web pages like Google Sites simultaneously as development activities in the classroom platform.

In module III the students studied and used different tools: Audacity, Soundcloud, Genially, Google Sites, Google Classroom, and Open Shot.

In the first part of this module, the professor introduced the topic and summarized the importance of multimedia resources in enhancing virtual learning for students. In this section, the students learned about the use and creation of podcasts using different tools like Audacity and SoundCloud. During the classes on this topic, the students analyzed and learned several advantages of using podcasts in online classes. Flexible learning, engagement and variety, reinforcement of key concepts, cost-effective and easy to produce, enhanced accessibility, and broad range applications.

Then the students learned about the fundamentals of image selection, using different tools like Genially. Imagen selection is crucial for creating engaging and meaningful content for digital platforms. There are some advantages to using interactive advantages for students. The students put teaching into practice using podcasts. Appendix 4

Engagement and motivation: when the teacher uses interactive images and encourages students to actively engage with the content and these images capture students´ attention.

Enhanced understanding: Interactive images make learning easier because the teacher can do a difficult topic into smaller, digestible pieces. And at the same time, these images provide clear new information and visual cues.

Teaching and learning a new language can be difficult but the use of interactive images can simulate real-world environments or common scenarios, helping students apply theoretical knowledge in a practical context.

After that, the professor taught about the fundamentals of creating presentations using Google Presentations, and how to use colors and letters. Presentations are crucial for teaching a new language because they can enhance the learning of the students and facilitate communication between the instructors and the students. Some advantages of using presentations are:

Clear organization about the content and the topics to teach focus on the most important points. Besides that, the presentations allow for the use of images, charts, diagrams, and videos and help the teacher explain topics more easily.

The students can learn better with the presentations because they can interact with the teacher with elements of quizzes, polls, links, and participation. Finally, with the presentations, the instructors can give feedback in real time during the classes promoting active learning and immediate understanding. The students put into practice teaching using presentations. Appendix 5

After working on presentations, the students learned how to create a website using the tool Google Sites. This tool is a user-friendly platform that allows us to create websites without needing advanced technical skills. It's a great tool for teachers to build

interactive modules for students, integrating various resources such as videos, text, images, and links. In the last week of the learning module, the students used Google Sites to organize lessons by topics and subtopics. Besides that, the class learned how to create different pages for grammar, vocabulary, and interactive exercises. This is useful because the students can use the site to access materials, watch instructional videos, complete embedded quizzes, and participate in discussions through embedded forms. It encourages independent learning as they can explore resources at their own pace. In the final module, the students learned how to match Google Sites and Google Class and complete the courses or classes for their students. The students put teaching into practice using Google Sites and Classroom. Appendix 6

Finally, the professor taught the fundamentals of video creation using software for videos and open shot working environments. Videos are an essential skill in digital learning for students because they enhance the delivery of content through visual and auditory engagement.

V ACHIEVEMENTS

In Module I, students explored key learning theories of Behaviorism, Cognitivism, Constructivism, and Connectivism in the context of teaching English through virtual environments. This was facilitated through a discussion forum on Moodle. They also learned to establish virtual classrooms using various Learning Management Systems (LMS) such as Teams, Moodle, and Google Classroom, as well as the functionalities of synchronous and asynchronous activities in online education.

Module II, students focused on employing diverse technological tools to enhance virtual education's teaching and learning process. Recognizing the importance of student engagement, they learned to utilize various tools throughout sessions. For creating educational videos, students were introduced to Edpuzzle, Flipgrid, and Powtoon. Additionally, they learned to create quizzes using Liveworksheets, and Kahoot, and to present content interactively through Nearpod, Padlet, and Classroomscreen, among others.

In Module III, students acquired skills in using software applications and platforms to design didactic materials from scratch. While sourcing useful materials online is important, the ability to create original content is essential. Tools introduced included Audacity and Soundcloud for developing educational podcasts, genially for designing interactive images to present content succinctly, Openshot for creating educational

videos, and Google Sites for establishing a centralized space for students to access all designed materials engagingly.

VI CONCLUSIONS

Artificial intelligence is an important tool that helps the learning and teaching process because it offers various features, such as creating new ideas, fostering creativity, and researching different ways to solve problems.

AI's real-world applications in teaching and learning foster personalized education, improve learning outcomes, and streamline instructional processes, ultimately enhancing the educational experience.

Hence, an LMS optimizes education and training by enabling scalable, remote, and personalized learning, improving both accessibility and the efficiency of the educational or training process.

As a conclusion, podcasts, Google Sites, and Genially each offer unique advantages for education, fostering engagement and enhancing learning experiences in different ways. So, combining podcasts, Google Sites, and Genially can create a holistic digital learning environment. Podcasts enhance flexibility, Google Sites organize learning spaces, and genially boost engagement through interactive content, making them collectively valuable tools for modern education.

VII RECOMMENDATIONS

- The authorities of the Foreign Languages Department should promote the implementation of workshops and training aimed at equipping students with knowledge of new technological tools that will enhance their learning experiences.
- Educational institutions should consider making curricular and pedagogical adjustments to incorporating AI digital instruction, as providing this option has become essential for students.
- Students are encouraged to explore extra resources on their own to get comfortable with using technological tools since self-directed learning is now more accessible than ever.
- Teachers are encouraged to adopt a more personalized and student-centered approach to language teaching by utilizing AI-powered tools to tailor instruction to individual learning styles and needs.

VIII BIBLIOGRAPHY

Alex, S. (8 de June de 2023). Pickl. AI. Obtenido de Application of Artificial Intelligence in Education: https://www.pickl.ai/blog/application-of-artificial-intelligence-in-education/

Dictionary, C. (20 de Sep de 2024).

Duggal, N. (9 de September de 2024). Incredible advantages of AI (Notable 23 benefits of AI).

Forbes, D. A. (s.f.). Macquarie University. Obtenido de 6 reasons we need to talk to students about AI: https://www.mq.edu.au/faculty-of-arts/departments-and-schools/macquarie-school-of-education/news-and-events/news/news/six-reasons-every-teacher-needs-to-talk-to-students-about-ai

Goreact. (2024). Great. Obtenido de The ultimate Guide to AI in education: 4 ways AI can deepen Learning and Drive Efficiencies: https://get.goreact.com/resources/ai-in-education-guide/

Institute, O. (23 de Oct de 2023). AI Revolution: How the world is changing in Healthcare, Finance, and Education. Obtenido de https://www.linkedin.com/pulse/ai-revolution-how-world-changing-healthcare-finance-education-oiedu-orkle

Langeek. (s.f.).

Lucking, R., & Holmes, W. (s.f.). Intelligence Unleashed. London.

Magazine, L. (31 de May de 2023). Language Magazine. Obtenido de The Importance of Artificial Intelligence in Education for all Students: https://www.languagemagazine.com/2023/05/31/the-importance-of-artificial-intelligence-in-education-for-all-students/

Muresan, M. (8 de June de 2023). Impact of Artificial Intelligence On Education.

Russell, S., & Norving, P. (2020). Artificial Intelligence. A modern approach. fourth edition.

TalkpalAI. (s.f.). TalkpalAI. Obtenido de How AI can help with Language Learning Disabilities: https://talkpal.ai/how-ai-can-help-with-language-learning-disabilities/

Team, I. E. (28 de June de 2024). what is cognitive ability? Definition and examples.

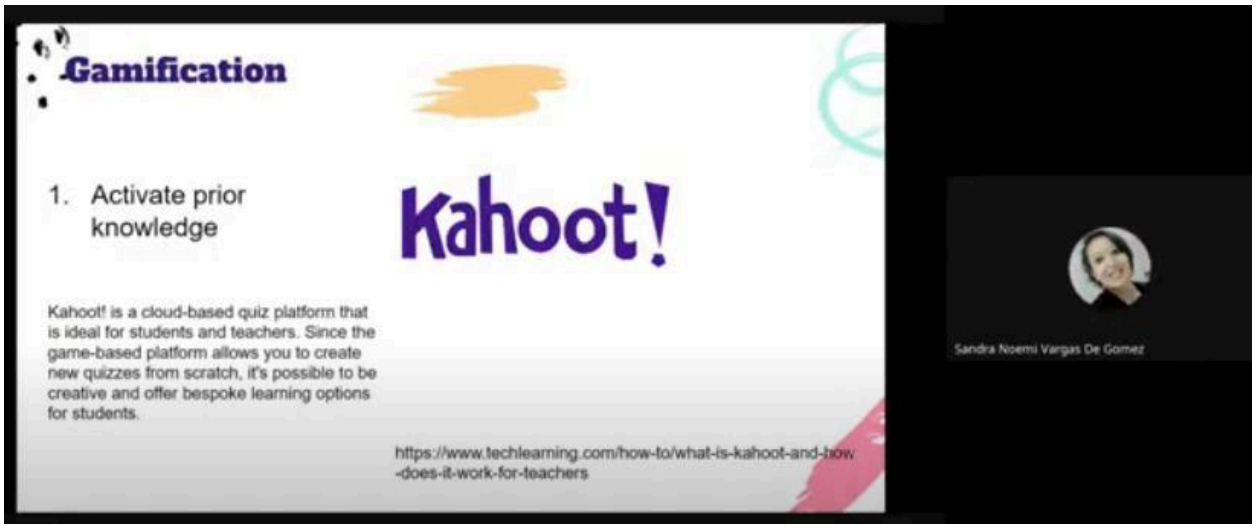
Becker, K., et al. (2019). The role of artificial intelligence in education: A systematic review. International Journal of Learning Analytics and Artificial Intelligence for Education.

Fahimirad, M. (2018). A Review of the Application of Artificial Intelligence in Teaching and Learning in Educational Contexts. International Journal of Learning and Development, 8(4), 106.

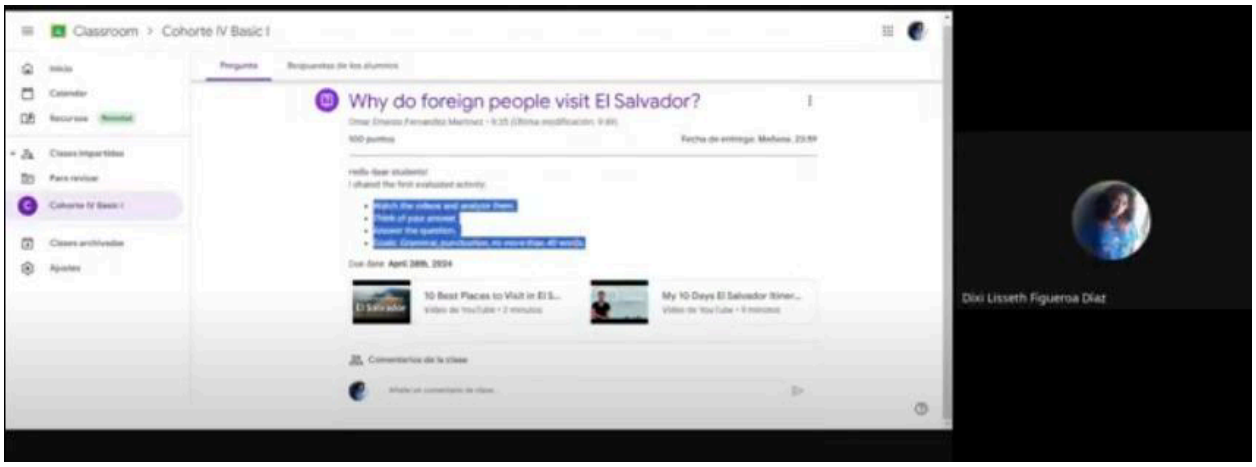
Popenici, S. A. D., & Kerr, S. (2017). Exploring the impact of artificial intelligence on teaching and learning in higher education. Research and Practice in Technology Enhanced Learning, 12

IX APPENDIXES

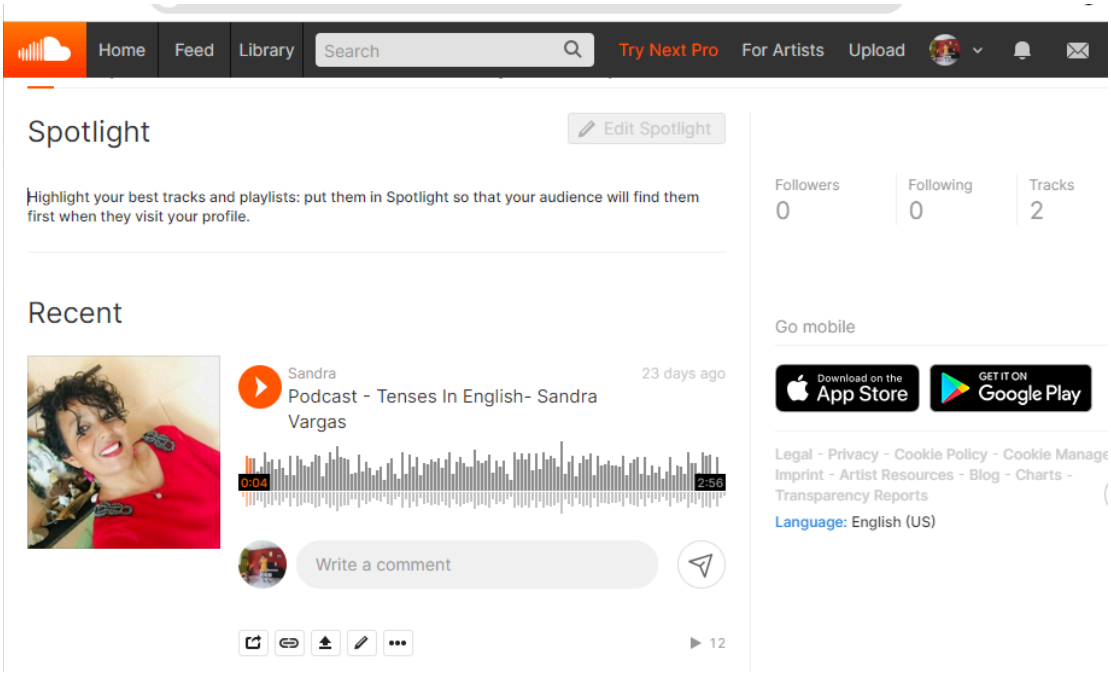
Appendix 1 Using Kahoot



Appendix 2, 3 Using Classroom



Appendix 4 Using Podcast



Appendix 5 Using Presentations

Appendix 6. Using Google Site

WELCOME TO OUR TEACHING-LEARNING OF FOREIGN LANGUAGES.

WE HOPE ENJOYING YOUR VISIT.