# French 1103 Project Spotlight Video Transcript

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This project spotlight will highlight the buildout of French 1103, the third level of Beginning French.

Our office worked with key faculty members in the French department to create an engaging, asynchronous, online version of the in-person French 1103 course.

This project involved the creation of 36 interactive, media-rich lessons, each thoughtfully designed to align with textbook topics while enhancing learner engagement through multimedia and interactivity.

In addition, over 100 activities were created to assess the students' understanding of the lesson material. We began with ideation, using the instructor's expertise, content of the textbook, and AI tools to spark creativity and generate authentic lessons.

We developed scenes in which characters were conversing, using the vocabulary terms or grammar being covered in the textbook. Then, we used AI to develop a script for the characters. After a careful review for accuracy, relevance, and learning level, these scripts became the foundation for the animated videos and interactive learning scenes.

We used Animaker to create the custom dialogue videos. In these videos, learners not only hear French being spoken, but also see vocabulary and grammar being used in a real-world context, on a sports field, in a cafe, or at a fashion show.

The characters are diverse in appearance and voice, with closed captions and transcripts to support accessibility and inclusion.

ThingLink enabled immersive, self-paced exploration. In one lesson, learners navigated a fashion runway, clicking on models to hear and read descriptions of their clothing, blending visual, auditory, and textual input for deeper comprehension.

Interactive polls helped build community. In a lesson on schoolwork, learners voted on topics like favorite subjects or study habits, with real-time results that connected them to their peers.

Each lesson included low-stakes knowledge checks and two to three practice activities. These were graded for participation, encouraging exploration without the pressure of high-stakes testing. This build-out reflects universal design-for-learning principles, offering multiple means of engagement, representation, and expression.

Guided by user experience design-for-learning, we prioritized intuitive navigation, accessibility, and learner autonomy. The Asynchronous French 1103 course is more than just a translation of in-person learning. It's a reimagined experience that empowers learners to explore language on their own terms.

Connect with our instructional design team to bring UDL and UXDL-informed strategies to your own courses.

Merci et à bientôt!