English Learning with the Tools of Flash Animation

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Abstract

There has been many studies to explore what is the best multimedia tools for English learning by internet, but the students are still thirsty for the lack of practical and effective learning method which may lead them to stimulate their motivations to learn English with technological new media.

The purpose of this study is to design Flash Animation as a new approach to learn language acquisition for those students who are learning English as a second language. This second is to show the validity for the introduction of Flash Animation into the English class. The third is to describe the effectiveness of the application of multimedia tools used in English communication such as java script programming and power point presentation.

Key words: flash animation, English learning, multimedia tools, power point presentatiin, language

플래시 애니메이션 도구를 활용한 영어 학습 환경 연구

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요 약

인터넷을 통한 여러 학습 방법 중 언어를 자유롭게 구사할 수 있도록 교육하는 데에 필요한 가장 좋은 멀티미디어 도구가 무엇인지에 대한 많은 연구가 이루어져왔지만, 학습 방법을 새롭게 개선할 수 있는 미디어 도구의 도입을 개발하고 새로운 적용 방법을 만들어 가는 연구는 교육현장에 새로운 대안을 제시할 것이다. 미디어 도입을 통한 다양한 멀티미디어를 통한 수업은 현대사회의 학생에게 관심과 흥미를 가지고 학습하도록 동기유발에 많은 도움이 된다.

본 연구의 목적은 영어를 제2외국어로 학습하는 모든 학생들을 위하여 새로운 학습 방법의 일환으로 플래시 애니메이션을 도입하고 기존 수업방식에 새로운 접근 방법으로 수업방식을 새롭게 설계하여 그 학습 효과를 연구하고자 한다. 즉 플래시 애니메이션 도구의 교육적 활용에 대한 타당성을 기술하고자 하며, 자바 스크립트 프로그래밍과 함께 플래시 애니메이션을 통하여 대화형 미디어의 언어 교육에 그 효과를 보여주고자 한다. 이것은 학습 현장에서 그러한 도구와 멀티미디어 콘텐츠를 통하여 학습의 효과에 대한 검증이 되고 있다.

키워드: 멀티미디어, 도구, 플래시 애니메이션, 영어 학습, 파워포인트 프레젠테이션

1. Introduction

There are various ways that students can learn English however learning English via the internet is a rather appealing way to learn a subject which has been deemed to be a rather difficult subject. Many studies have been conducted regarding not only the ways we can learn English for free but read English newspapers and magazines online; exchange information and opinions in English through interaction with people all around the world.

Flash animation or Flash cartoons are

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animation films that use Adobe Flash or similar animation software. These are often distributed in .swf file format.[8]

The term Flash animation not only refers to the format of the file, but also to certain kinds of visual movements or styles that have not been overly processed or simplified. At present, it could definitely be called the era of the Flash animation renaissance due to a wide variety of flash animation television series and numerous flash animation T.V. advertisements.

In many cases, when teaching professional-level students, we are called to inquire as to how to provide instruction regarding a particular points well as how to enable the students to easily comprehend the similarity of an object more easily.[5]

From here, we would like to investigate the possibility of utilizing the new multimedia content technology for educational purposes. Furthermore, we would like to examine how these multimedia tools are being utilized in the field of language education. First of all, once teaching methods and curriculum have been integrated with these contents, students will have further improved concentration through more effective teaching methods. Therefore, the composition of numerous course materials that could interact with the learners through the incorporation of Flash animation will be described.[3]

Developing educational materials using Flash animation technology would enable students access to more effective methods of language learning, and provide more insightful and engaging method of learning.

2. The Scope and Direction of Research

Many changes will be brought about in the educational environment over the next ten years by digital media it will present to the educators and students the most ideal language education. For example, the methods utilizing digital media content are as follows.

(Figure 1) Phonetics Flash Animation>

First, the CD burner is generally a computer device which can obtain all types of information such as the encyclopedia, music, games, educational soft wares, videos, movies, music, concerts, and simulation. Information from the hard disk can be recorded onto CDs and the students can store such information, record their own voices, as well as enable them practice their pronunciation repeatedly to sound like a native speaker. Secondly, the volume of the speaker can be turned up for listening to the pronunciation of the native and the students can study the information stored in flash memory drive or a hard disk. Thirdly, they can record through the microphone and listen to the speech of the native speaker using the headphones; thus, this can be an important tool for language acquisition.[1]

This study seeks to show that, curriculum and content in which Adobe Flash program (among multimedia animation software programs) have been applied are very closely related to the effects of language learning. The best multimedia tool for language learning through the research for the development of educational software and multimedia may be the incorporation of Adobe Flash. Important

thing to consider here is that the teachers and students must be familiar with its application in order to use this software.

(Figure 2) Animated English Pronunciation>

For example, one site (http://www.uiowa.edu/ ~ acadtech / phonetics /) presents audio, video, and animation of English, German, and Spanish sounds with a number of choices. It provides animated articulatory diagrams for consonants and vowels. Also, the step-by-step description allows the students to learn through the video-audio of the sound spoken in context. This learning method is effective for students of phonetics, linguistics, and foreign languages and includes interactive diagrams of the articulary anatomy.

The scope for this study is as follows:

(1). Overview of Foreign language learning contents and design
(2).Diagnostics of the integration of Multimedia including English content in the classroom
(3).A feasibility study on the effects of new multimedia flash animation as a tool for cognitive development
(4).Ongoing update on the environment, time, of socio-political status

This study develops this research through historical logic, background, analysis, and the method of summarization. The new technology seeks to develop an innovative multimedia flash animation educational content that resets the traditional teaching methods that has been the paradigm in the past until now. Unless there is an existing awareness that these are more global and can provide new concepts of education that can replace the existing education, such a method of strategic educational design is not always effective. Therefore, it needs to be studied in three differentiated areas of education.

(4) As a medium of educational support
(5) As a medium for research
(6) Tools and Techniques

Based on the contents included in the field of English education it proposes an alternate but new possibility through the implementation of concepts of flash animation, in the new configuration of the education units.

## 3. Adobe Flash Animation Software

3.1 Flash Text Graphics

DT Open a new document and use the Text tool to type the words. Make the text larger than the maximum size of 96 points text. After choosing the text , next Edit>Modify . Next put in the command B then the text will be divided into several separate boxes.

(Figure 3) Text Input

A convenient command used to make a flash with a complete shape is to distribute them into layers. This is the easiest way to produce animation; when each layer contains an object, each object becomes a symbol. Then, all you need to do is to put such an object in each of its layer. Now if each letter is converted into a sign, these would be easily and efficiently animated. Each symbol would be assigned a name such as 01-H, 02-L, 03-K; use Movie Clip with the current TYPE.[9]

(Figure 4) Convert to Symbol
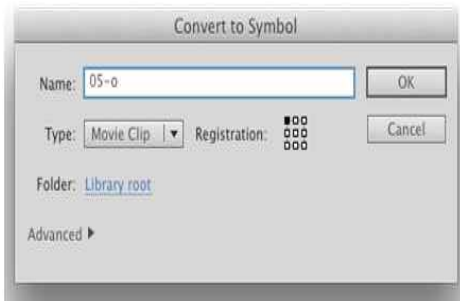
Set the range on the vertical frame, and set the desired time for the animation. Set the range of the frame at approximately 70% of the set time in all layers. If the time frame is not set, then the animation will continue moving.
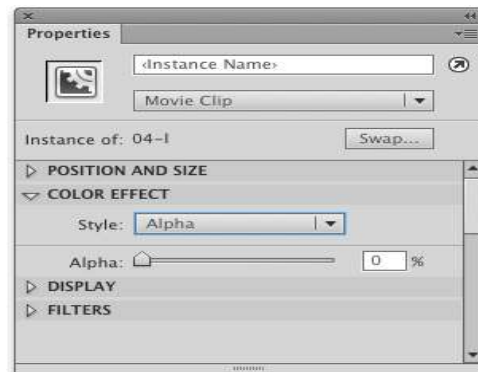
(Figure 5) Setting of Time line
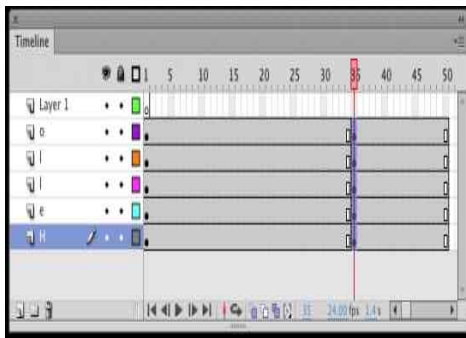
Move the playhead to the beginning of the

film then press shift-up or shift-down key to move it from the starting point. Then use the properties for color effects. Select the vertical frame between the first two sets of the key frame. When you click right, the blurred letters are moved to the same time frame.

(Figure 6) Movie Clip

Now, by offsetting the beginning and ending key frames of each letters, the movement of each letters can be made very natural

(Figure 7) Flying letters

The same technology can be used to make an animation of any vocabulary and word. It is possible to make animation across any variables to produce creative, effective, and word-based text-graphics in Flash.

3.2. Language Teaching Contents

Such study seems to extend beyond a simple linguistic goal, however, regardless of the level of the knowledge and skills of the students, through the contents, it enables the training and development of students to be achieved[7].

Students must be made to become familiar with the new information technology and communication, animation software, and language training. Then technology should be used to develop the skills of a specific group of students utilizing these multimedia contents and tools. This would require an environment in which the students can collaborate and learn. In addition, through the provided learning materials, and by taking advantage of the new technological tools, the students can experience a different culture and different learning environment. Furthermore, students' cognitive and productive skills are developed using audio-visuals or computers.

Such method is possible through the integrated use of the tools such as the new multimedia contents and Flash animation.

(Figure 8) Animated Flash

Education based on the so-called communicative approach developed in the field of language education, confirms the value of this approach and shows that its utilization and the application in the curriculum is the proper method. It has been proven to be effective through the phenomena of communication, and the emphasis on the special scale made possible by the intervention of media technology.

Tools of media such as television, video, CD have been widely used and have been utilized greatly in foreign language education. From another interesting perspective, the computer and the internet allow for a more active teaching methods and foster motivation in the students for mutual interaction. On the other hand, from an offline perspective, confrontation with the vast amount of information available on the internet in the form of various kinds of text, sound or image files cannot be avoided. Therefore, the fact that various resources can be used in English education which utilizes multimedia, there exist very great potential benefits. However, since the students are not familiar with the use of new learning tools, they must be provided with proper guidance and instruction.

Meaningful learning could give rise to cognitive conflict due to the emergence of motivation to learn. In this sense, multimedia and these tools are often the cause of such attitudes.[2]

In order to achieve the integration and assimilation of media and multimedia technology, learning objectives must be determined to enable students to express what they have learned and to communicate through continuous learning. In addition to educational learning materials, there is a need for further research into how to make a good use of learning materials provided by flash animation.

It needs to become the place of research in the specialized field such as that of English education, in regards to the integration of media and information technology in the curriculum. The goals are to overcome resistance towards highly technical and instrumental visual resources; to examine the learning and education from a positive point of view as well as to maximize the features and

qualifications of the media.

(Figure 9) Animation Software

Therefore education that places communication that utilizes media and information technology as the goal of education, must veer away from traditional method of education. It must build an ideal educational environment that allows the students to engage in a new scientific and systematic context from the perspective of a wide range contents.

English language educators should be aware of the changes in education today. Nevertheless, the new multimedia learning tools should not be considered as serving only a neutral carrier function but become a new pedagogical approach based on the establishment of a new curriculum design program.

# 4. Application of Animation and Software

When you search the internet for education methods that utilize various media, you can find numerous animation and multimedia presentations that have been integrated with the educational environment but no animation or software that are tailored for a specific program content or curriculum can be found.

4.1 Multimedia Content Development

The current study requires the development of educational materials that include contents necessary for the method of education in the modern society by changing the traditional way of thinking and its paradigm. Thus, designing a flash animation software that has the function of handling variety of dialogues, vocabulary, and educational models can be presented as an alternative new educational method.[6]

Audio streaming and flash animation have been designed based on behaviorist learning theory; on the other hand, power point presentations and videos have been designed based on behaviorist and cognitive theories. The advantages and disadvantages of these multimedia tools have been presented through diagrams and graphs.

(Figure 10) Cambridge Pronunciation Animation
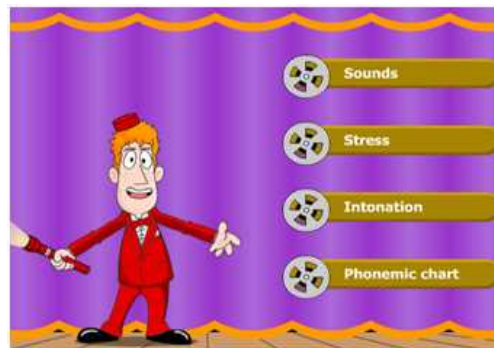
In this way, no other educational methods can be as effective as multimedia contents and Flash animation tools for reading and writing. Additionally, there is the advantage of being able to study at home or any other place utilizing audio or mp3 files provided by an educational institution. Documentary methods have been developed based on extensive vocabulary, video, conversation, idioms, and interactive games. As a pedagogical tool, it considers technical and educational contexts and is made possible through interaction with

the software aforementioned.

In considering the development of English as a second language, demonstrating the level of knowledge software with regard to software such as Flash animation and its interactive elements will be the role of the students and teachers. Statistical analysis is used to compare the percentage and ratio.

4.2 Utilization of Multimedia Resources

In listening, there are TV programs that, read-alongs, PowerPoint presentation that can interact with curriculum-based contents or video or DVD, music, musicals, speaking training. Moreover, for the utilization and the form of written communication, multimedia materials can bridge cultural differences and be used as a tool for writing practice.[4]

For text presentations, work that reflects the students′ motivation, ability, creativity, and interests need to be developed. For example, we can use a variety of multimedia programs such as a word processor, spreadsheet software, slide presentation in which sound, pictures, video, and so forth can be applied.

(Figure 11) Document Presentation

The students become interested in the class through English games; a number of multimedia softwares enable a variety of classes with quizzes, grammar and vocabulary, and fill-in-the-blank. Moreover, it enables students to conduct self-assessment. The teacher provides the ease of writing special practice exercises for providing the data for student evaluation types.

5. Conclusion

Flash animation is used in cable TV, video, animation, movies, advertising , education, and games and so on; it is popular in e-mails, mobile phones, as so forth. As such, flash animation in English education enable students to learn a song from a music box; to learn not only colors, shapes, and patterns, from the game box but also enjoy games related to English listening.

Ever since the introduction of the educational system, as we have been faced with a long-lasting flood of vast amounts of knowledge, the processing of knowledge into information has become incredibly swift. Therefore, appropriate methods are necessary to enable such information to function strategically; there is a demand for the introduction of a new teaching method and new strategy training that enable new authoring tools that provide new multimedia contents and media.

Thus, in order to meet the demands of the multi-cultural society in the modern society, the need for a new educational approach has been coming to the fore. The understanding of the importance of the project which brings about the integration of English language education as a tool of communication, successful information processing, and the introduction and utilization of similar new technologies should be reconsidered.

For the process of creating multimedia presentation software into program contents, there is a need for further research regarding how the multimedia tools should be integrated into the school curriculum and made practical.

It should be noted that many students and teachers in foreign language education favor even more introduction of various approaches.

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