



# ENG529

**Quiz for Final-Term**

## ABSTRACT

*This comprehensive collection of notes is accurately crafted to empower students to excel academically, ensuring they achieve a minimum of 80% marks in their examinations. The content is organized with clarity and precision, focusing on key concepts, critical analyses, and practical applications tailored to the syllabus. These notes serve as a reliable resource for both thorough preparation and last-minute revision. Designed to inspire confidence and mastery, this guide is an essential tool for students striving for academic excellence.*

## Maha Malik

Technology in Language Teaching

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1. Learning with the help of technology helps to develop \_\_\_\_\_. (**skills**)
2. The bulk of \_\_\_\_\_ learning takes place in non co-presence. (**distance**)
3. Now, technology is used for the distribution of text as well as \_\_\_\_\_. (**idea**)
4. In distance language learning teachers and learners are separated \_\_\_\_\_. (**physically**)
5. In distance language education communication has become a \_\_\_\_\_ process. (**social**)
6. In distance teaching-learning processes, \_\_\_\_\_ mediates. (**technology**)
7. Fill in an online feedback form (rubric), available in both Blackboard and \_\_\_\_\_. (**Turnitin**)
8. Language instructions can be used in “class” for easy planning or a peer feedback activity or out of \_\_\_\_\_ for students to submit and revise based on feedback. (**class**)
9. <http://www.bloggers.com> \_\_\_\_\_. (**Google**)
10. the term blended learning refers to every time a teachers mixes differences \_\_\_\_\_ for classroom interaction. (**media**)
11. \_\_\_\_\_ reporting, allowing you to refine the exercise or identify areas in which more instruction is needed. (**Sophisticated**)
12. Listening is a key part of teaching and that listening happens best in the \_\_\_\_\_ environment. (**classroom**)
13. Lyceum defines affordances as possibilities as well as \_\_\_\_\_” having “an impact on its [Lyceum’s] use”. (**limitations**)
14. The second goal is to make the computer a teaching \_\_\_\_\_ rather than an object of study. (**partner**)
15. The \_\_\_\_\_ increasing availability of electronic corpora and online technology has facilitated the creation of tools. (**Dictionaries, Glosses, and Annotations**)
16. Photos to teach is a website of \_\_\_\_\_. (**elptics**)
17. Different forms of technology can be used to experiment with and decide what works best for students in terms of \_\_\_\_\_ their knowledge. (**retaining**)
18. distance language education can focus on communication and learning as a \_\_\_\_\_. (**social process**)
19. Corpus-based \_\_\_\_\_, data-driven learning, are based on the idea that students need to have access to examples of language. (**pedagogies**)
20. The success of any blended learning course is \_\_\_\_\_ in the blend. (**largely**)
21. Sociocultural Theory was developed in \_\_\_\_\_ (**1962**)
22. Curriculum integration with the use of \_\_\_\_\_ involves the infusion of technology as a tool to enhance learning in a content area or multidisciplinary setting. (**technology**)
23. Information processing theories all share the belief that human cognitive architecture is made up of representations and \_\_\_\_\_. (**access**)
24. Reading instruction is increasingly informed by \_\_\_\_\_ and learner-centered constructive perspectives. (**sociocultural**)
25. Students undertake online tests many times to assess and \_\_\_\_\_ their knowledge. (**re-assess**)
26. The use of language for \_\_\_\_\_, rather than for practice alone, is a core goal of most language instruction. (**communication**)
27. e-marking is the process by which staff provide marks and feedback to students online, which can include online annotations. (**True**)

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28. the three-year observation \_\_\_\_\_ of EFL. **(Stockwell)**
29. \_\_\_\_\_ can help improve learners' L2 oral proficiency by developing the same cognitive mechanisms that underlie spontaneous conversational speech. **(SCMC)**
30. Self-developed courseware is usually designed by collaborative teams to create language learning tools to suit a specific group of learners. **(Correct)**
31. The term peer-assessment refers to the process of having the learners critically reflect upon, and perhaps suggest grades for, the learning of their \_\_\_\_\_. **(peers)**
32. Using eye fixation data as a measure of "noticing events" learners were found to attend about 60% of the intensive recasts they received by a native \_\_\_\_\_ interlocutor. **(speaker)**
33. Although SLA approaches of the different stages provide distinct implications for \_\_\_\_\_. **(CALL)**
34. Simultaneously, many \_\_\_\_\_ tools and technologies are being designed and used for all levels of L2 learners to build certain skills for effective L2 reading. **(Web 2.0)**
35. eComma is a \_\_\_\_\_ application for "textual" annotation. **(Web)**
36. Fundamental to all modern language instruction—face-to-face in the classroom or virtually through CALL is \_\_\_\_\_. **(Vygotsky)**
37. Vygotsky asserted that language, \_\_\_\_\_ or second, is always learned and used in a social setting. **(first)**
38. one factor that encourages motivation in blended learning is \_\_\_\_\_. **(reliance)**
39. Text-to-Speech (TTS) is the process of synthesizing natural-sounding speech from text via programs. **(computer)**
40. Which of the following is developed by eComma? **(Open Education Resources and Language Learning)**
41. explana
42. Cognitive science is also concerned with functional and \_\_\_\_\_ descriptions of the learning processes. **(neurobiological)**
43. cognitive science principles include the dual-channel assumption, active processing and, \_\_\_\_\_. **(limited capacity)**
44. Writing Pal is developed by \_\_\_\_\_. **(SoLET)**
45. \_\_\_\_\_ is also concerned with functional and neurobiological descriptions of the learning processes. **(Cognitive science)**
46. Chapelle (2003) links technology to \_\_\_\_\_ by showing how several theories can be adapted to explore the role of the computer as a stand-in for a human interlocutor. **(SLA theories)**
47. Fundamental to all modern language instruction—face-to-face in the classroom or virtually through CALL—is Vygotsky's (1962) notion of the Zone of Proximal Development (ZPD) in \_\_\_\_\_. **(sociocultural theory)**
48. Quizines is a tool of \_\_\_\_\_. **(Exam Time)**
49. Turnitin is a \_\_\_\_\_ tool. **(checking)**
50. Hampel (2009) identifies a key challenge in online distance synchronous settings as addressing the tendency for tutors to assume a more directive or \_\_\_\_\_ approach than is congruent with the espoused benefits of learner-centered language teaching. **(teaching-centered)**
51. e-books on the Web, including works by **(Shakespeare, Francis Bacon, Mary Wollstonecraft, Edmund Spenser, and Jonathan Swift, all)**

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52. This definition embraces a wide range of student \_\_\_\_\_ ranging from the use of a word processor to on-screen testing. **(activities)**
53. TurningPoint is a leading commercial student \_\_\_\_\_ system. **(response)**
54. \_\_\_\_\_ photos to teach. **(eltpics)**
55. The increasing availability of electronic \_\_\_\_\_ and online technology has facilitated the creation of tools that aim to support L2 reading by accelerating and automatizing word recognition. **(corpora)**
56. SCMC began to include the exchange of voice-over IP sound (VoIP), giving speakers two channels in which to communicate (Blake 2005) **(True)**
57. How many best video sites for English? **(100)**
58. Drawing on the work of Chapelle (2003) among others, they divide help options into four categories: **operational, regulatory, compensatory, and explanatory**
59. StudyBlue- an online tool for making \_\_\_\_\_ with video and audio. **(flashcards)**
60. One free tool for video annotation is ANVILL, which allows the importation of data from a variety of sources, including phonetics tools, such as the widely used \_\_\_\_\_. **(PRAAT)**
61. Gorjian, Hayati, and Pourkhoni (2013) have extolled the virtues of having students study L2 pronunciation and intonation using the \_\_\_\_\_ acoustic analysis software. **(PRAAT)**
62. Fundamental to all modern language instruction—face-to-face in the classroom or virtually through CALL is \_\_\_\_\_. **(Sociocultural Theory)**
63. Google, can train \_\_\_\_\_ without any coding skill, even students of humanities have modified and built new chatbots from scratch. **(chatbot)**
64. Learning \_\_\_\_\_ is defined as the educational instruments designed to collect, measure, and analyze students' learning data with the goal of better understanding learning processes and predicting learning outcomes in educational contexts. **(analytics)**
65. BBC Learning English a popular site, with over \_\_\_\_\_ followers. **(64,000)**
66. Dialogflow, a platform supported by \_\_\_\_\_. **(Google)**
67. Analyzes historical word occurrence, usage and changes over time and allows users to download data for more intensive research. **(Google Books NGram Viewer)**
68. \_\_\_\_\_ are considered one of the original English teachers on YouTube. **(MisterDuncan)**
69. Wordle is a \_\_\_\_\_ word cloud generator with extensive shape, color and font options. **(robust)**
70. Offers access to American Mainstream Culultural Text Analysis via the complete text of the Time Magazine Archive **(Time Magazine Corpus)**
71. An add-on for Google Ngrams to download data sets. **(Google Ngrams Addon)**
72. \_\_\_\_\_ Tools is a web-based reading and analysis environment for digital texts. **(Voyant)**
73. Voyant Tools is a web-based reading and \_\_\_\_\_ environment for digital texts. **(analysis)**
74. Mapping and Timeline Tool for Omeka Projects. **(Neatline)**
75. Different types of online assessments contain elements of one or more of the following components, depending on the assessment's purpose: formative, diagnostic, or \_\_\_\_\_. **(summative)**
76. \_\_\_\_\_ theories all share the belief that human cognitive architecture is made up of representations and access. **(Information processing)**

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77. Google Drive, an office suite developed by \_\_\_\_\_. (**Google Inc**)
78. \_\_\_\_\_ is important in distance language teaching not only as a learning tool but as a gateway to target language communities. (**CMC**)
79. Voki created by \_\_\_\_\_. (**Oldcast**)
80. VoiceThread can be used to conduct both tutorial CALL for speaking or asynchronous learn. (**CMC**)
81. COCA (<http://corpus.byu.edu/coca/>) is a freely available online corpus of English, Created by \_\_\_\_\_. (**Mark Davies**)
82. Supporters of the \_\_\_\_\_ view regard reading as a process of active meaning construction during which readers make use of both linguistic information from the external printed text (Langer et al. 1990). (**metacognitive**)
83. The corpus has over \_\_\_\_\_ words of text that covers spoken, fiction, popular magazines, newspapers, and academic text genres. (**450 million**)
84. These sites provide unprecedented opportunities to experiment with their \_\_\_\_\_.? (**language**)
85. COCA has over \_\_\_\_\_ million? (**45**)
86. Romeo and Hubbard (2010) report on a \_\_\_\_\_ learner training model (**pervasive**)
87. Using Java and a Google Sheets template, you can quickly create interactive \_\_\_\_\_ with images, videos and other content. (**timelines**)
88. (True/false) the concept of L2 fluency depends on a series of relative time measures such as the delivery speed and length of the utterances, the number of pauses, repetitions, lexical lapses, or discontinuities/ interruptions in spontaneous speech? (**True**)
89. Synchronous speaking tasks now do not form part of most hybrid or fully online language courses (Blake, 2011). (**False**)
90. Information processing theories all share the belief that human cognitive architecture is made up of representations and \_\_\_\_\_.? (**access**)
91. Social media \_\_\_\_\_ can be done for prediction of election results, detecting hate crimes etc. (**mining**)
92. Seedhouse and Almutairi (2009) employed \_\_\_\_\_ software to align video, audio, and tabletop computer screen records with the transcripts of the interaction onto a single screen. (**transnama3**)
93. Teachers may be producing materials to use in the classroom such as handouts, banners or \_\_\_\_\_.? (**newsletter**)
94. Reading is regarded as a \_\_\_\_\_ guessing game. (**psycholinguistics**)
95. Internet provides far-reaching and instantaneous interactivity, researchers and educators increasingly rely on \_\_\_\_\_ approaches. (**sociocultural**)
96. Continued training in the use of CALL applications to promote L2 \_\_\_\_\_, or any other aspect of language proficiency, should be part of everyone's agenda. (**speaking**)
97. OER stands for \_\_\_\_\_. (**Open educational resource**)
98. Structural perspectives are also referred to by researchers as the \_\_\_\_\_. (**bottom-up**)
99. Digital environments add visual and \_\_\_\_\_ features to a text and require the reader to integrate the information afforded by these modes into the processes of comprehension. (**auditory**)

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100. autonomous learning means that students take responsibility for their learning process, which should not be confused with self-instruction. **(True)**
101. There are any providers of commercially available CALL systems that use \_\_\_\_\_, including Rosetta Stone Tell Me More. **(technology)**
102. VWs have almost entirely been published after \_\_\_\_\_. **(2000)**
103. \_\_\_\_\_ means the process of having the learners critically reflect upon, record the progress of and perhaps suggest grades for, their learning. **(Self-assessment)**
104. Learn English Elementary by \_\_\_\_\_ **(British Council)**
105. \_\_\_\_\_ (2013) used eye-tracking technology to explore the relationship between L2 recasts, noticing, and learning of the recast targets. **(Smith and Renaud)**
106. The interaction approach (IA) grew out of Long's Interaction Hypothesis, which was first developed in the early \_\_\_\_\_. **(1980s)**
107. Rosetta Stone has also incorporated an ASR feature into its exercises, available in languages, and based on the TeLL me More algorithm. **(25)**
108. Criterion development by \_\_\_\_\_. **(Educational technology testing)**
109. Turnitin services in \_\_\_\_\_. **(1997)**
110. Reading in the technological age is making a \_\_\_\_\_ impact on how we see and interact with the world. **(tremendous)**
111. Turnitin service by \_\_\_\_\_. **(iParadigms)**
112. Annotate work directly in Blackboard or \_\_\_\_\_. **(Turnitin)**
113. Criterion is a web based commercial \_\_\_\_\_ evaluation. **(writing)**
114. Criterion is a webbased commercial writing evaluation and feedback tool developed by \_\_\_\_\_. **(Educational Testing Service)**
115. The interaction approach (IA) grew out of \_\_\_\_\_ Interaction Hypothesis. **(Long's)**
116. Canva is a premium \_\_\_\_\_ design? **(graphics)**
117. \_\_\_\_\_ is a web-based reading and analysis environment for digital texts. **(Voyant Tools)**
118. JenniferESL are with over \_\_\_\_\_ subscribers. **(153,000)**
119. [www.spiderscribe.net](http://www.spiderscribe.net) is used fcmcfor mainly \_\_\_\_\_. **(mind maps)**
120. (<http://lang-8.com/>) is a good example of a \_\_\_\_\_ networking site designed to encourage L2 communication. **(social)**
121. (<http://ww.blog.com>) provides \_\_\_\_\_ published platform for free. **(full features)**
122. (<http://www.bloggwr.com>) from \_\_\_\_\_ for easy shares your thoughts in the world. **(Google)**
123. (<http://www.ets.org/criterion/>) is a \_\_\_\_\_ tool. **(feedback)**
124. (<http://www.edhelper.com/>) \_\_\_\_\_. **(lesson plan)**
125. <http://www.wordpress.com> is a \_\_\_\_\_ software. **(web)**
126. (<http://corpus.byu.edu/coca/>) created by \_\_\_\_\_. **(Mark Devies)**
127. WWW.duolingo.co is a great source to learn any \_\_\_\_\_ language. **(foreign)**
128. Sociocultural theory (SCT) was developed by \_\_\_\_\_ **(Vygotsky)**
129. Join over \_\_\_\_\_ other subscribers and learn English with captioned news reports read at a slower speed. **(98,000)**
130. Choosing the right blend is a key part of the \_\_\_\_\_ role. **(teacher's)**

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131. Open or Hosted resource for archiving and displaying images and content. (**Omeka**)
132. Using Java and a Google Sheets template, you can quickly create interactive timelines with images, videos and other content. (**Timeline**)
133. \_\_\_\_\_ is a scripting language that is incorporated into the source of the webpage, along with HTML and CSS. (**JavaScript**)
134. One of the better-known and successful ILTs is E-Tutor for \_\_\_\_\_. (**German**)
135. Isaac Asimov's \_\_\_\_\_ laws of robotics as introduced in the short story. (**three**)
136. Internet Archive, launched in \_\_\_\_\_. (**1996**)
137. The first Apple computer, the Apple I, was released in \_\_\_\_\_ (**1977**)
138. \_\_\_\_\_, the first IBM PC was released in \_\_\_\_\_ (**1981**)
139. In recent years, it has become increasingly common to speak about technology tools and applications in terms of their \_\_\_\_\_. (affordances)
140. All in One, scalable web based story editor (**We Video**)
141. Mapping and Timeline Tool for Omeka Projects. (**Neatline**)
142. \_\_\_\_\_
143. University of Minnesota ArcGISonline Server access. (**ArcGIS Online**)
144. Examples of data visualizations from Census Data. (**Census Data Viz**)
145. Walrus is a tool for interactively \_\_\_\_\_ large directed graphs in three-dimensional space. (**visualizing**)
146. Freemium graphic design tool with infographic templates. (**Canva**)
147. \_\_\_\_\_ tools include a variety of social media sites, such as Facebook and Twitter, as well as blogs. (**Web 2.0**)
148. The \_\_\_\_\_ is involved at all stages as a guide. (**teacher**)
149. Access for students in different geographical locations and at different \_\_\_\_\_. (**times**)
150. According to this view, \_\_\_\_\_ is primarily a matter of decoding a series of written symbols into their aural equivalents in the quest to make sense of the text. (**reading**)
151. Student essays produced on W-Pal can be scored \_\_\_\_\_ with automated formative feedback, using Coh-Metrix –a system developed. (**automatically**)
152. \_\_\_\_\_ is a good example of a social networking site. (**Lang-8**)
153. Lang-8 is a good example of a \_\_\_\_\_ (**social networking site**)
154. \_\_\_\_\_ is a cross-platform tool for collating, comparing, and analyzing any kind or number of textual objects. (**Juxta**)
155. Juxta is a cross-platform tool for collating, comparing, and analyzing any kind or number of textual \_\_\_\_\_. (**object**)
156. Pixton is an online \_\_\_\_\_ maker to add sound, upload pictures and images. (**comic**)
157. Teaching cannot be defined separately from learning. 'It is guiding and facilitating learning, enabling the learner to learn' (**Brown**)
158. Teaching cannot be defined separately from learning. (**True**)
159. SLA is the study of the human capacity to learn languages other than the \_\_\_\_\_. (**first**)
160. Computers enable students to assemble and \_\_\_\_\_ new information. (**create**)
161. Provide digital feedback files e.g. standard feedback forms in \_\_\_\_\_. (**Word format**)
162. Blended learning can support \_\_\_\_\_ number of learners. (**variety**)

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163. E-Assessment covers a wide range of \_\_\_\_\_ so can have a wide range of benefits. **(activities)**
164. Cardenas-Claros and Gruba (2013) categorize both electronic glossaries and electronic dictionaries as \_\_\_\_\_ help options. **(explanatory)**
165. Positive effect of technology depends on its \_\_\_\_\_. **(usage)**
166. Technology-enhanced teaching environment is \_\_\_\_\_ for learners. **(effective)**
167. When technology is used learners can learn \_\_\_\_\_. **(meaningfully)**
168. By using computer technology, language class become an \_\_\_\_\_ place. **(active)**
169. Cooperation is one of the most important \_\_\_\_\_ for learning. **(tool)**
170. Learners must use technology as a \_\_\_\_\_ part of their learning process. **(significant)**
171. The usage of technology can create a learning centered around a \_\_\_\_\_. **(learner)**
172. The combination of multimedia and technology attracts students' \_\_\_\_\_. **(attention)**
173. The application of technology provides \_\_\_\_\_ ways for teaching methods. **(alternative)**
174. The use of computer technology expands \_\_\_\_\_ for learning. **(opportunities)**
175. The use of film in teaching helps to the topic. **(realize)**
176. Learners' \_\_\_\_\_ can be enhanced through technology. **(cooperation)**
177. Technology is a/an \_\_\_\_\_ tool for learners. **(effective)**
178. The use of internet increases learners' \_\_\_\_\_. **(motivation)**
179. Steinkuehler and Williams consider Virtual Worlds as \_\_\_\_\_. **(new third space)**
180. Which of the following is a kind of knowledge which we learn from other people, either by direct instruction or by watching them. **(culture)**
181. Online 3D environment may simulate the \_\_\_\_\_ world. **(real)**
182. One of the first widely available VWs with a significant education component was \_\_\_\_\_. **(active worlds)**
183. In 1978, Roy Trubshaw created a new game that was patterned on one of the variations of Zork that he called \_\_\_\_\_. **(MUD)**
184. In technology education, there should be a sustained \_\_\_\_\_ made between task design and implementation. **(comparison)**
185. Virtual worlds are primarily \_\_\_\_\_ spaces for the purpose of humans interaction. **(social)**
186. Some researchers also discuss the power of VWs to expose learners to the real world via the \_\_\_\_\_ environment. **(virtual)**
187. In the early days of VW development, the choices were quite \_\_\_\_\_. **(limited)**
188. The first virtual text-based environment was based on the real-life Mammoth Cave system in \_\_\_\_\_. **(Kentucky)**
189. Active worlds (AWs) were created in \_\_\_\_\_. **(1995)**
190. Studies examining VWS have almost entirely been published after \_\_\_\_\_. **(2000)**
191. Determine how many individuals are making use of VWs is also quite \_\_\_\_\_. **(difficult)**

**BS English**

<https://whatsapp.com/channel/0029VaazKAVBfxoDMH419U0u>