

Re: Can't walk and chew gum at the same time.

Re: Can't walk and chew gum at the same time.

Source: <http://sci.tech-archive.net/Archive/sci.lang.japan/2007-02/msg00872.html>

- *From:* "Ben Bullock" <benkasminbullock@xxxxxxxxxx>
 - *Date:* Fri, 23 Feb 2007 12:56:55 +0900
-

"Lawson English" <LawsonE@xxxxxxxxxxxxxx> wrote in message
[news:rltDh.30850\\$5F3.27947@xxxxxxxxxxxxxxxxxxxx](news:rltDh.30850$5F3.27947@xxxxxxxxxxxxxxxxxxxx)

I'm convinced that simple animations with written scripts are going to be the wave of the future for language instruction, even from the very start of the very first day of class:

oX ~Wf
oX ~Wf

complete with simple animations of cartoon figures of people greeting each other get the point across, I think. New animation software tools are being produced, as we speak, for non-professionals to be able to compose animations at that level with little more difficulty than an iMovie.

I'm very glad that my very first Japanese lesson involved talking with human beings rather than watching animated software or playing kanji games on a computer. I have a theory that computer-assisted learning doesn't work very well, which is mostly based on the results of it that we see in sci.lang.japan.