

MD2018 Program*	
08:30-09:30	Registration
09:30-10:00	Welcome Introduction – “Technological innovation in language learning and teaching” Cédric Fairon, Fanny Meunier, Ferran Suñer
Session 1 Chair Fanny Meunier	
10:00-11:00	“Recent advancements in mobile language learning” Agnes Kukulska-Hulme, The Open University
11:00-11:45	Coffee break + Poster session
Session 2 Chair Cédric Fairon	
11:45-12:45	“Digital Scaffolding for English Language Arts” Penelope Collins, University of California at Irvine
12.45-14:00	Lunch break + Poster session
Session 3 Chair Ferran Suñer & Fanny Meunier	
14:00-15:00	“Using virtual realities in serious games for language learning” Gérald Schlemminger, University of Education Karlsruhe
15:00 -16:00	“The use of digital corpus-based learning resources” Dana Glabasova, Lancaster University
16:00-16:30 (Salle Ladrière)	Coffee Break + Poster session
Session 4 Chair Ferran Suñer	
16:30-17:30	“Mobile and Augmented Reality Resources for Learning” Steven Thorne, University of Portland Closing

*The titles of the talks are provisional