Date: June 11th
Time: 1pm - 3pm.
Venue:Yamagata-shi Tobu Community Center
(2 blocks north of YU Kojirakawa Campus) 3F
山形市東部公民館実習室 (See photo →)

Cost: Free for members; ¥1000 for non-members
Free for students and first-timers!
Contact: Yamagata JALT Membership Chair:
yamagatajalt@gmail.com

Title – Instruction in the Era of ChatGPT: Rethinking Educational Practice and Philosophy

Presenter- Irina Kuznetcova, Assistant Professor at Akita International University,
Global Connectivity Program

Abstract- In just a few months since November 2022, ChatGPT has taken the world by storm. Teaching and universities now grapple with questions surrounding academic dishonesty, ethics and consequences of its use in the classroom. Like it or not, ChatGPT is one of many generative Artificial Intelligence tools that are here to stay and reshape the way we interact with technology and the world. To borrow the wisdom from Frank Herbert's masterpiece, "We must not fear." Rather, I invite you to join me in this hands-on, interactive session to get ahead of the game and become a master of this tool. We will talk about what this technology means in terms of future AI progress, how it works, what it can do with our guidance, how to start a dialogue with students about its use, and how to integrate it as part of your classroom practices. AI optimists, AI pessimists, amused observers, and anyone in between - all are welcome to join!

Bio: Originally from Russia (where I got a BA in Linguistics and Cross-Cultural Communication), I got my PhD in Educational Psychology from Ohio State University (USA). My research interests lie in the intersection of technology, education, language and society. Lately, I've been doing a lot of work in the area of English Medium Instruction (EMI) and Artificial Intelligence (focusing mostly on Chat GPT). I teach all things technology related (AI, computer literacy, digital communities etc…). I am also a language teacher in the sense that I work in EMI setting, and I've taught English in the past. Some of my recent projects include a Kakenhi-sponsored study on teacher training in Japanese EMI universities; Virtual Reality and visuospatial thinking intervention; a project on teacher-student EMI classroom discourse, and a study on identity construction in tabletop roleplaying vs. video games.