

PRIN INTERNATIONAL CONFERENCE

Extended reality and technology-enhanced language learning and communication

July 16-17, 2025

University of Bergamo, Italy (Piazza Rosate 2, Bergamo)

This work was funded by the European Union – NextGenerationEU, under the National Recovery and Resilience Plan (NRRP), Mission 4, Component 2, Investment 1.1, funding call PRIN 2022 PNRR, D.D. 1409 published on 14.09.2022 by the Italian Ministry of University and Research (Ministero dell'Università e della Ricerca). Project Title: Enhancing ESP competence in educational and professional contexts via Augmented Reality – CUP H53D23004290006

Wednesday, July 16	
8.45 – 9.30	Registration
9.15 – 9.30	Welcome and greetings Patrizia Anesa University of Bergamo
9.30 – 10.20	Pre-conference seminar: Eric Hawkinson (online) Kyoto University of Foreign Studies <i>Learning Agency vs. Agentic AI: An Educator's Guide to Navigating the AI-XR Convergence</i> Chair: Patrizia Anesa
10.20-10.50	Coffee break
10.50 – 11.00	Conference opening Patrizia Anesa , University of Bergamo

	Raul Calzoni , Head of Department (Foreign Languages, Literatures and Cultures), University of Bergamo
11.00 – 12.30	Session 1 Chair: Ellen Patat
11.00 – 11.30	Paolo Bassanelli and Jekaterina Nikitina, University of Milan <i>AI-supported education: A study on the potential and application of AI-driven tools in pronunciation learning for Italian EFL learners</i>
11.30 – 12.00	Eric Friginal, The Hong Kong Polytechnic University <i>Harnessing Generative AI and Digital Genres in Language Learning: Innovations in Audio-Visual Material Design</i>
12.00 – 12.30	Olga Freimane, University of Latvia <i>ChatGPT as an Effective AI-Powered Tool for Developing Specialists' Interactional Competence: Its Ethical and Practical Considerations</i>
12.30 – 14.00	Lunch
14.00 – 15.00	Keynote lecture: Sylvia Xueni Pan Goldsmiths, University of London <i>Virtual Social Interaction</i> Chair: Patrizia Anesa
15.00 – 16.00	Session 2 Chair: Valentina Adami
15.00 – 15.30	Patrizia Anesa, Mariasophia Falcone, Valeria Giofré, Simone Marcutti and Ellen Patat, University of Bergamo <i>Exploring the Role of Extended Reality in English for Specific Purposes: Insights from the ESP-XR Project</i>
15.30 – 16.00	Gianni Vercelli, University of Genoa <i>Beyond Immersion: Reframing XR Education Through Gamification and AI-Supported Role Reversal</i>
16.00 – 16.30	Coffee break
16.30 – 18.30	Session 3 Chair: Ellen Patat
16.30 – 17.00	Joffrey Caron, University of Castilla-La Mancha



	<i>The Role of COTS Video Games in Vocabulary Acquisition in Foreign Language Education: A Systematic Review</i>
17.00 – 17.30	Joanna Kic-Drgas, Adam Mickiewicz University <i>Virtual Storytelling on the example of GAMEland application</i>
17.30 – 18.00	Mercedes Pérez Agustín and Monika Ciesielkiewicz, Complutense University of Madrid <i>Digital stories as tools for teaching speaking skills in a language classroom</i>
18.00 – 18.30	Bella Ginzburgsky-Blum and Michael Blum, College of William & Mary <i>The right VR tool for the right VR assignment: Effective applications for student engagement in the foreign language classroom</i>
19.00	Social dinner

Thursday, July 17	
9.00 – 11.00	<p>Panel</p> <p>International Center for Research on Collaborative Translation Chair: Valentina Baselli</p> <p>Participants:</p> <ul style="list-style-type: none"> • Francesco Laurenti (IULM University) - <i>New trends in collaborative translation: AI, human agents, and academic research</i> • Manuela Comoglio (IULM University) - <i>Simultaneous interpreting in virtual reality: from traditional to virtual booth</i> • Valentina Baselli (IULM University) - <i>Immersive glossaries in VR for specialized language learning</i> • Fabio Morotti (IULM University) - <i>Text's Eye view: the airborne language of generative AI</i> • Paolo Ceravolo, and Marta Annamaria Tamborini (University of Milan) - <i>Synthetic Translation Memories: Enhancing Translation Training Through AI-Generated Parallel Corpora in a Human-in-the-Loop Framework</i> • Federica Villareale (IULM University) - <i>Learning Translation with AI-powered Tools: How These Technologies Contribute to Improving Students' Translation Skills</i>
11.00 – 11.30	Coffee break
11.30 – 12.30	<p>Session 4</p> <p>Chair: Valentina Adami</p>
11.30 – 12.00	<p>Nouh Alaoui Mhamdi, Sidi Mohamed Ben Abdellah University</p> <p><i>XR and EFL Teacher Training in Morocco: Pedagogical Proofing for Immersive Language Education</i></p>
12.00 – 12.30	<p>Rok Zupančič, University of Ljubljana</p> <p><i>Digital storytelling and gamified approach to teaching English via the "Baljvine peace narrative"</i></p>
12.30 – 14.00	Lunch
14.00 – 15.00	<p>Keynote lecture: Raija Härmäläinen</p> <p>University of Jyväskylä</p>



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	<i>Multimodality - Capturing and Understanding Processes of Learning and Interaction</i> Chair: Patrizia Anesa
15.00 – 15.15	Conference closing
15.15 – 16.00	PRIN meeting with members of the PRIN project
16.00 – 16.30	Coffee break