

## Web 3.0 EdTech Tools and EDI: Affordances and Challenges in Language and Literacy Programs

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As we are entering the era of Web 3.0, the current positioning shows the Web's evolution for three layers: data (decentralization), interface (immersive experiences), and logic (intelligence aka AI (Artificial Intelligence)). In this session, we will focus on the two latter layers, interface and logic, which are inspiring new educational applications across the board and playing a leading role in the next generation of the Web and eLearning. New Web 3.0 technological tools for teaching and learning that promote equity, diversity, and inclusion (EDI) in language and literacy classrooms will be introduced and demonstrated. With the metaverse on the rise and its possible integration into educational contexts, the use of Virtual Reality (VR) platforms is without doubt becoming more mainstream. Participants in this workshop will experience two web-based VR platforms and explore tools that foster identity, mobility, and the overall sense of embodiment (SoE). Concurrently, there has been a major achievement in Natural Language Processing (NLP) in the form of an AI known as Large Language Models (LLM). Participants will explore tools that automatically generate subtitles, allow for better translation, and create novel text-based on prompts. LLM enables educators to make materials accessible and allow multiple means of student expression. While VR and LLM platforms are still in their practical infancy and have clear affordances for EDI, they are also costly to run. This workshop's ultimate objective is to leave the audience with essential considerations for selecting and integrating these new tools in language and literacy classrooms.

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