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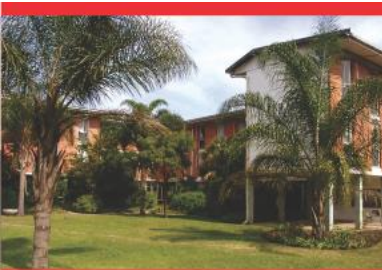


sport, arts & culture

Department:
Sport, Arts and Culture
REPUBLIC OF SOUTH AFRICA

SIFUNDA ISIZULU NGOBUCHWEPHESHE

DIGITAL ISIZULU LEARNING



EDGEWOOD CAMPUS



HOWARD COLLEGE CAMPUS



NELSON R MANDELA SCHOOL OF MEDICINE



PIETERMARITZBURG CAMPUS



WESTVILLE CAMPUS

INSPIRING GREATNESS

OUTLINE

- Background and Introduction
- Methodology
- Brief on platform
- Live demo
- Questions / Comments

BACKGROUND

- 2014 – UKZN introduced isiZulu as a compulsory module.
- 2014 → 2016 IsiZulu manual: Asikhulume isiZulu
- 2017 → date ... Asifunde isiZulu

Desire to create an interactive and engaging platform for the learning and teaching of isiZulu

- 2021 → National DSAC called for proposals to promote and advance Human Language Technologies within African languages
- 2022 → *Asifunde isiZulu ngobuchwepheshe* was born.

INTRODUCTION

Name of Project

Sifunda isiZulu ngobuchwepheshe (Digital isiZulu Learning)

Project Description

The project is:

- a fully online platform for the immersive learning of isiZulu in line with the South African National Language Policy.
- **developed in accordance with the UKZN's credit-bearing compulsory isiZulu module outline.**
- a web-based platform enabling learners to interact with various kinds of content including appropriate cultural contexts.

Sponsorship

Department of Sport, Arts and Culture – 3 year funding

METHODOLOGY (AND BENEFITS)

Four teams:

- Steering committee
 - project oversight
 - meetings, presentations and reports
- Admin team (included students)
 - project administration and coordination
 - financial management
 - research
- **Content team (included students)
 - made up of isiZulu lecturers (Asifunde isiZulu authors) + past student + postgraduates/tutors
 - created content in line with approved module template
 - created briefs to be followed by tech team
- **Technical team (included digital arts students)
 - designed platform
 - created web-based platform following briefs

Content and tech teams worked closely together

BRIEF ON PLATFORM

(Piloted with current and former students and presented in 2 conferences)

- The platform opens with a short audio that welcomes users and sets the tone.
- Navigational overview (tutorial) introducing the platform's intuitive layout
- Learning journey begins with:
 - Unit 1: Pronunciation
 - Unit 2: Greetings
 - Unit 3: Sentence formation
- Further units delve into other linguistic aspects as per course content.
- Platform design has a highly dynamic content; centered around interactivity and user engagement, offering:
 - Interactive and animated content
 - Gamification elements
 - Instant feedback activities including: quizzes, drag-and-drop activities, match-and- learn activities.

- PLATFORM