Tasks Suitable for Real-Time Written English Communication Classes

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The author has used 3D-IES (3-Dimensional Interactive Education System) for real-time written English communication classes since the academic year 2000. This system enables students to enter a 3-dimensional cyberspace under the disguise of an alter ego named an avatar. In this space, students enjoy an online chat with other people on a written basis through the medium of the avatars, without knowing whom they are having communication with.

The first half of the present article reviews and supports, based on a new questionnaire, the result of my research in the past about what kinds of tasks are preferred in classes by their participants. The latter half presents new findings in the questionnaire. The author hopes this paper will be of some help to those in serious pursuit of effective tasks for English courses with emphasis upon real-time written communication.