

# THE USE OF COMPUTER-ASSISTED LANGUAGE LEARNING (CALL) IN DEVELOPING ESL LEARNERS' SPEAKING AND LISTENING SKILLS

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#### Abstract

The study determined and analyzed the significant learning experiences of the ESL learners and teachers about the use of computer-assisted language learning instruction and the effectiveness of Ascentify Player as a software platform in the implementation of CALL. This study is anchored on Computer-Assisted Language Learning Theory, which is a collective set of perspectives about the meaningful elements and processes under the domain of CALL, their interrelationships and the impact that they have on language learning development and outcomes. This study utilized a mixed quantitative and qualitative approach to data analysis. Quantitative method was done to analyze the students' use of CALL and responses to questionnaires on their perception and beliefs and the analysis of the results of their pre-test and post-test to evaluate the software's effectiveness. The qualitative investigation of their language learning experiences was done through interviews and classroom observations. Purposive sampling was used to select the 31 student-participants who underwent CALL. The data for this research were collected using a survey questionnaire, Basic English Skills Training e-learning tool table and score tracker, class observations and interviews. Statistical tools included frequency counts, mean and



standard deviation. Results of the study indicate that there is high level of effectiveness in terms of developing ESL learners' speaking and listening skills. It likewise proved that the *Ascentify Player* is an effective software platform in the conduct of CALL as evidenced by the ESL learners' significant improvement on their pretest and posttest scores. Finally, this study also provided a research-based categorization of ESL learners' significant learning experiences which helped in the formulation of a useful paradigm in the study of CALL. It is strongly recommended that a parallel study be conducted using another software platform which focuses on developing learners' other language skills.



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