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E-LIVE tasks for virtual exchange consist of a sequence of subtasks organised in three phases: preparatory (pre-task), task performance (interaction) and post- task.

Organising an international party

TASK SUMMARY	
Topic	Organising an intercultural party
Target group CEFR level	B1-C1, Synchronous communication (VR)
Summary of activities	You´ll be meeting in pairs in the VR environment. Imagine that you and your partner will organise a get-together where students from both your cultures will learn about each other's cultures. You make choices about: ● The day and time of the party ● The music that you will play ● The clothes you wear ● The drinks and the snacks that will be served ● How you can make the evening more fun with games and music Remember to include elements from both cultures in those choices.
Learning objectives (intercultural, linguistic, technological and pedagogical)	**Intercultural goals:** The students will learn: ● About each other's culture and background in relation to parties. ● To reflect on intercultural communication: being constructive, cooperative and respectful. ● To explain specific elements in relation to their culture in terms of parties they go to. ● To plan and organise a social gathering. ● To listen to their partner and form an opinion about their cultural features. ● To show a shared understanding, ● To collaborate to create a mutually satisfying international party. **Linguistic goals:** ● The students practice their conversation skills: o They describe events they are familiar with: time, setting, music, food, drinks, clothes... o They make suggestions o They show agreement or disagreement o They negotiate in order to create a joint event

	• The students practice their fluency in English and gain self-confidence **Technological goals:** • The students will become more familiar with the VR tool (Meta Quest, Spatial, FrameVR) • The students will develop digital literacies and competencies for efficient and meaningful collaboration.
Final product (expected outcome)	You create a list with drinks and snacks, as well as a list with activities for a get-together with students from Cyprus and the Netherlands. Make sure that cultural aspects of both countries are integrated. You will present organised event to your classmates.
Tool suggestion	VR (Spatial, FrameVR)
Has the task been tested?	Yes
Author(s)/institution(s)	Trainee teachers coached by Kristi Jauregi-Ondarra at Utrecht University in collaboration with students from Cyprus University of Technology

TASK PREPARATION

Task elements	Description of pre-task activities
Preparing for the meeting with VE partner and the topic	You inform yourself about student get-togethers in your country and culture. What is popular in terms of food, drinks, music, activities, locations for students to meet? What is typical for your audience and your culture? Which specialties would you like to introduce to the Dutch/Cypriot students? You write your own ideas and suggestions down and explain these during the meeting in VR.
Familiarisation with tools	Get familiar with the VR space. Make sure you know how everything works (sound, moving around, recordings).

TASK PERFORMANCE (INTERACTION)

Task elements (steps of the interaction)	Description of activities

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Present elements from your culture related to a social get-together	Present elements of your culture that you think should definitely be a part of social get-together. You can think of: • beverages • snacks • music • cardgames/board games/social games • other activities • clothes Explain why these things fit your culture and when and where you can see these elements the most in your country. Let your creativity flow and try to create a get-together which you would personally enjoy in real life. Also make sure to listen to your partner and assess which elements of their culture you find interesting and decide which elements that they present should also be included in the get-together.
Make a definite list with the elements from both cultures that will end up in the get-together	Decide together which drinks and snacks you want to serve at the get-together, which music will be played and what games you will be playing. Try to establish a balance between elements of both of your cultures. Both cultures should be represented equally. Discuss and explain to each other why you're choosing for specific elements. Try to be open to your partner's input and make sure you end up with a list that you are both satisfied with.
Sharing impressions	Which drinks/foods/games from your partner's culture would you like to try the most? Would you like to try these things if you visit their country?
Joint evaluation	Evaluate together this session. How did it go? How did you experience this VR session using a different immersion mode? • How did you like the conversation task? • How did you experience the interaction?

POST-TASK

Task elements	Description of post-task activities
Individual assessment	1. Prepare to share your international party to your classmates. 2. Write your reflection. Explain how the session evolved, how you experienced the task, the collaboration and communication with your peer/s, the technology. Describe what you especially liked and have learned when preparing for and carrying out the task: think of the language, the culture, technology….

E-LIVE task: Organising an international party

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