It is essential for language learners to be prepared to communicate in meaningful and appropriate ways with users of other languages. The approach of global simulation keeps this objective in mind since it allows for a natural integration of the National Standards’ five goals with the support of established and emerging technologies, emphasizing communication, connections, and culture. It is a problem-based language instruction, a learner-centered approach which incorporates projects that are long-term, cognitively-challenging, interdisciplinary, and focused on real world issues and practices. Global simulation is all-encompassing as compared to one-time role plays since students do not just pretend to be somebody; they are those new people with characters that they themselves create. In the course of global simulation students establish their identities as residents of a house in Moscow, Russia and recreate a part of the world around them through small projects (their IDs, room descriptions and video clips of the their apartments, voice message on the answering machine, pictures and descriptions of their cars, etc.) and role plays in class (meeting neighbors on the staircase, visiting neighbors, sharing recipes, etc.).

This presentation will provide an overview of the conception, development, and implementation of a one-semester problem-based project carried out by third-year college-level students of Russian. More specifically, the presenter and the audience will 1) examine the rationale behind global simulation; 2) explore strategies for successful development and implementation; 3) survey software, tasks, learner creations, and learning materials chosen to serve as cultural and linguistic models for learner productions; 4) find out about student reactions to the global simulation experience. Assessment and rubrics will also be presented together with many samples of tasks, activities, projects, and guidelines on how to incorporate various technological innovations into the meaningful and productive learning.