

World Languages 360 CALL Grant Program

Fall, 2026

Overview

World Languages 360 is pleased to announce a grant program to support projects integrating Computer Assisted Language Learning (CALL) into world languages teaching and learning. We will welcome applications for a single semester grant for projects with an active period during the Fall, 2026 semester. Approved projects will begin with a planning phase this Summer, 2026, and the execution/research phase will take place by the end of the year. We anticipate funding up to 5 projects.

This grant program is perfect for educators who have used educational technology for language teaching and learning, and who are ready to take those experiences further and apply them to solve a specific and measurable problem or to explore in greater depth the viability of affordances of a language learning technology. This may include Artificial Intelligence (AI) for example, but other technologies are viable as well.

The intent behind this program is to support integration of CALL by educators and researchers who have more than a novice familiarity with technology solutions and who are now prepared to design a targeted project that builds upon existing best practices and established protocols for using CALL in language learning settings. In other words, these grants are **not appropriate for initial exploration**. At the same time, successful applicants do not need to be advanced users either, nor do they need to demonstrate an extensive record of their own publications or in-house developed solutions for language learning.

Please read over the **Examples of Project Ideas** as well as the **Evaluation Criteria** to get a greater sense of the scope and intention behind these programs.

Examples of Project Ideas

The list below is by no means exhaustive, but illustrates the types of projects that would be appropriate:

1. Assessment of L2 proficiency levels using technology-based analysis
2. Evaluation of learner-produced content for 1 or more of the 4 skills in L2 using technology
3. Creation of learning activities using technology for specific types of activities, levels, or languages
4. Creation or curation of cultural materials using technology, particularly for highly geographically dispersed languages
5. Ethical uses of technology for L2 and academic Integrity issues
6. Technology as a collection or compilation function for materials—realia or produced by educators—or to analyze such materials
7. Technology for streamlining the instructional process or administrative duties and tasks of L2 instructors (project management, planning, publicizing, etc.)
8. Evaluation of multiple technology solutions across languages or across functions (creating text, graphics, media, etc.): affordances and limitations
9. Technology to support 1 or more of the 3 modes of instruction (interpersonal, interpretive, presentational)
10. Technology to mitigate disparities in resources between commonly taught languages and LCTLs
11. Technology to enhance content or foci of courses, or to include new topics outside of traditional offerings (beyond literature and language acquisition itself), or to enhance learner agency and individualized learning experiences

Examples of Types of AI and Functions

If your project idea happens to involve using AI, you may wish to focus more specifically:

- Generative AI
- Speech recognition
- Predictive analytics
- Marketing automation in educational settings or to support language programs
- Virtual assistants for educators and/or learners
- ChatBots
- Placement, analysis, or evaluation of level or content

Requirements and Ideal Attributes of Proposals to be Evaluated

- Grounded in established, published research on CALL and current research where possible. *Whose work has inspired you and how does your project idea flow from research?*
- Linked to current practices for L2 that serve as exemplars, models, and inspiration. *What are the articles, webinars, presentations, and/or best practices that you've read about or heard about?*
- We have a preference for proposals showing evidence of already having explored and tested CALL for L2, as a proof of concept and a basis for needing support to address costs and further progress. **Proposals must go beyond an initial exploration of technology** features and functions as a novice user, as the main focus of the proposal. *What solutions have you used in language teaching and learning so far, and what are their affordances and limitations?*
- Stated plan for dissemination of findings through a combination of publication in a professional journal, magazine, or similar, and presentation in a professional venue such as a conference or webinar series. (Preference for proposals featuring both a publication and a professional presentation.) *What will you do to share the results of your project with the larger language teaching and learning community?*

- Delineated potential for impacting other educators and learners as well as professional practice. *How will this project impact learners, other educators, and those interested in improving the use and functionality of technology for language teaching and learning?*
- Clear and measurable objectives and outcomes for the project. *What are your outcomes, objectives, and goals?*
- Robust evaluation plan well-integrated throughout the lifecycle of the proposed project. *How and at what points along the way will you conduct evaluation?*
- Explanation of how the project aligns to at least 1 of the WL 360 Compass Points (<https://worldlanguages360.org/welcome-to-world-languages-360/about-world-languages-360/>). *Which of our Compass Point areas matches your project idea and why?*

Grant Budget Planning

Grants will Cover

1. Stipend of up to \$500 per researcher in Fall, 2026 with a maximum of 2 researchers
2. Registration and travel to present at a conference on the project after its completion, up to \$500 per researcher (this can take place after Fall, 2026, by the end of 2027)
3. Other materials costs, such as other software licenses and supplies, up to \$1,000 per project

Budget total capped at \$2,000 maximum per grant

Timeline

- Call for Proposals opens in Spring, 2026
- Applications close April 15, 2026
- Selection and notification will take place at the start of May, 2026
- Planning starts in the Summer
- Implementation begins in the Fall for all projects
- Closeout of projects by 12/31/2026

How to Contact Us

If you are new to our grant programs, please note that we have a 2-step intake process starting with a check for “initial fit” and then a “deeper dive.” Simply put, we ask for a brief initial contact on your part, and if your ideas are in line with our program, we will invite you to apply.

You **do not need to address all** of the items and requirements delineated above in the initial contact submission. Instead, give us your elevator pitch, but in writing. Please include (1) a **summary** of your idea, and (2) an indication of your level of **familiarity with CALL** as related to your project. We will reply promptly with either a “deeper dive” invitation to apply via a web form (where you will provide full details) or a request for more information or any clarification we need first in order to determine your “initial fit” for our grant program.

To make an “initial fit” submission or for any questions you may have, please access our contact form (<https://forms.gle/Dwyme19QxjVBe1e98>).