

Research question	Category	Subcategory	Example of evidence
How could the multiliteracy approach enhance the learning experience of English in a group of adult students at a public school in San Gil?	Multiliteracy	Innovation in strategies	(Field Diary 4) Students are more active and their motivations using comics, images and team work activities are engaged for them despite the lack of some physical objects in the classroom the atmosphere of the classroom change to be more enthusiastic and dynamic. About 90% of students participated in the activities, showing a high level of cooperation.
		Cultural awareness	(Field Daily #1) <i>“Teacher, how can I write in english, yo cojo cafe en las mañanas”</i>
	Innovative pedagogical practices	Engaging material	(Field diary IV) T1 remarked: “Teacher, I like the way you have implemented these classes because I see that most students enjoy them and work actively.

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			(Students' survey) 100% of the students acknowledged the significant impact of the pedagogical resources used.
		Student centered learning	(Teachers' interview) "Preparation of teaching material, correction of exercises, generation of personalized activities, translations or grammatical explanations, brainstorming with Deepseek." (Field diary VII) S11 commented: "Teacher, you have the same tastes as us because these games we've been playing are very fun."
	Learning experience	Dynamic learning environment	"AI-supported tasks such as chatbot simulations, multimodal digital storytelling, and gamified grammar activities collectively promote language comprehension and digital literacy." (Field Diary 6) Group activities with posters, comics, and games maintained attention and motivation.

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			(Field Diary 2 & 3) “Peer assessment promoted autonomy and group interaction.” “Group work was encouraged to promote a positive classroom experience.” Students became more confident and collaborative.
	Meaningful learning		(Field Diary 8) “The inclusion of gamification in the learning environment is essential for creating meaningful learning processes. Neuroscience confirms that learning outcomes improve in positive learning environments.” (Field Diary 4–5) Students applied knowledge through role-plays, recordings, and contextualized dialogues. They reflected on their progress and compared previous experiences: “Now with you, we’re having a great time.” “Meaningful learning arises when learners engage in knowledge processes such as

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			experiencing, conceptualizing, analyzing, and applying.”