



Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction)

By Julie E. Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro

[Download now](#)

[Read Online](#) 

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E. Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro

How digital games can inform, enhance and transform L2 pedagogy

The potential of digital games in the second and foreign (L2) classroom is enormous but harnessing their potential for application in the L2 classroom, however, presents complex challenges.

In *Language at Play: Digital Games in Second and Foreign Language Teaching and Learning*, Sykes and Reinhardt combine research from a variety of perspectives in applied linguistics, educational gaming, and games studies, and structure their discussion of five major concepts central to these areas: goal, interaction, feedback, motivation and context. While theoretically grounded, the volume's audience is primarily practicing L2 professionals with classroom experience.

Intended for current and future foreign language teaching professionals, volumes in the *Theory and Practice in Second Language Classroom Instruction* series examine issues in teaching and learning in language classrooms. The topics selected and the discussions of them draw in principled ways on theory and practice in a range of fields, including second language acquisition, foreign language education, educational policy, language policy, linguistics, and other areas of applied linguistics.

 [Download Language at Play: Digital Games in Second and Fore ...pdf](#)

 [Read Online Language at Play: Digital Games in Second and Fo ...pdf](#)

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction)

By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro

How digital games can inform, enhance and transform L2 pedagogy

The potential of digital games in the second and foreign (L2) classroom is enormous but harnessing their potential for application in the L2 classroom, however, presents complex challenges.

In *Language at Play: Digital Games in Second and Foreign Language Teaching and Learning* , Sykes and Reinhart combine research from a variety of perspectives in applied linguistics, educational gaming, and games studies, and structure their discussion of five major concepts central to these areas: goal, interaction, feedback, motivation and context. While theoretically grounded, the volume's audience is primarily practicing L2 professionals with classroom experience.

Intended for current and future foreign language teaching professionals, volumes in the *Theory and Practice in Second Language Classroom Instruction* series examine issues in teaching and learning in language classrooms. The topics selected and the discussions of them draw in principled ways on theory and practice in a range of fields, including second language acquisition, foreign language education, educational policy, language policy, linguistics, and other areas of applied linguistics.

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro **Bibliography**

- Sales Rank: #909037 in Books
- Brand: Brand: Prentice Hall College Div
- Published on: 2012-12-16
- Original language: English
- Number of items: 1
- Dimensions: 8.80" h x .40" w x 6.00" l, .44 pounds
- Binding: Paperback
- 176 pages



[Download Language at Play: Digital Games in Second and Fore ...pdf](#)



[Read Online Language at Play: Digital Games in Second and Fo ...pdf](#)

Download and Read Free Online Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro

Editorial Review

From the Back Cover

The potential of digital games in second and foreign (L2) classrooms is enormous. With their growing worldwide popularity and diversity, digital games provide new spaces and means for L2 learning that only a few years ago would have been unimaginable. Sykes and Reinhardt offer instructors a useful, research-based framework for understanding the intersection between digital games and research in L2 teaching and learning. The authors invite readers to imagine possible futures of digital game-informed, game-enhanced, and game-based language learning.

About the Author

Julie Sykes is currently Director of The Center for Applied Second Language Studies at University of Oregon. She received her Ph.D. from the University of Minnesota with a focus on applied linguistics and second language acquisition. Julie's research focuses on the use of digital technologies for language acquisition with a specific focus on inter-language pragmatic development and intercultural competence. She has taught courses on second language teaching and learning methodology and research, language learning and technology, Hispanic linguistics, and inter-language pragmatic development. In addition, she has supervised large language programs. Julie's experience includes the design, implementation, and evaluation of online immersive spaces and the creation of place-based, augmented reality mobile games to engage language learners in a variety of non-institutional contexts. She has published various articles on CALL-related topics, including synchronous computer-mediated communication and pragmatic development, gaming and CALL, and lexical acquisition in digitally mediated environments. Julie also holds a faculty appointment in the Department of Romance Languages at the University of Oregon.

Jonathon Reinhardt is an Assistant Professor of English Language/Linguistics at the University of Arizona, where he is Director of the MA in TESL program, affiliate faculty in the interdisciplinary PhD program in Second Language Acquisition and Teaching (SLAT), and co-director of the Games to Teach project at CERCCLL with Julie Sykes. His research interests focus on socially-informed approaches to technology and L2 pedagogy, specifically digital gaming, digital L2 literacies, social networking and new media, and technology-mediated interaction. He has taught EFL in Austria and Japan, ESL in Chicago and Pennsylvania, and received his Ph.D. in 2007 from Penn State University. When not teaching, writing, or exploring new game-mediated worlds, he enjoys technology-free hikes in the Sonoran Desert.

Users Review

From reader reviews:

Rachel Garber:

Hey guys, do you really wants to finds a new book to see? May be the book with the concept Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) suitable to you? The book was written by well known writer in this era. Typically the book untitled Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction)is a single of several books

which everyone read now. This specific book was inspired a lot of people in the world. When you read this reserve you will enter the new dimensions that you ever know ahead of. The author explained their thought in the simple way, so all of people can easily to be aware of the core of this guide. This book will give you a lot of information about this world now. To help you to see the represented of the world in this book.

Robert Bell:

The e-book with title Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) has lot of information that you can find out it. You can get a lot of benefit after read this book. This particular book exist new information the information that exist in this guide represented the condition of the world now. That is important to you to be aware of how the improvement of the world. That book will bring you within new era of the the positive effect. You can read the e-book with your smart phone, so you can read that anywhere you want.

Sherry Clark:

This Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) is great reserve for you because the content which can be full of information for you who else always deal with world and possess to make decision every minute. This specific book reveal it info accurately using great arrange word or we can state no rambling sentences included. So if you are read the item hurriedly you can have whole data in it. Doesn't mean it only provides straight forward sentences but tough core information with attractive delivering sentences. Having Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) in your hand like getting the world in your arm, info in it is not ridiculous one particular. We can say that no e-book that offer you world with ten or fifteen moment right but this reserve already do that. So , it is good reading book. Hey Mr. and Mrs. busy do you still doubt this?

Amy Smith:

What is your hobby? Have you heard that question when you got college students? We believe that that query was given by teacher to their students. Many kinds of hobby, All people has different hobby. So you know that little person such as reading or as reading become their hobby. You must know that reading is very important and also book as to be the thing. Book is important thing to provide you knowledge, except your personal teacher or lecturer. You discover good news or update concerning something by book. Different categories of books that can you choose to adopt be your object. One of them is this Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction).

Download and Read Online Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and

**Practice in Second Language Classroom Instruction) By Julie E
Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro
#I6HTBFXDCVG**

Read Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro for online ebook

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro books to read online.

Online Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro ebook PDF download

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro Doc

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro MobiPocket

Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro EPub

I6HTBFXDCVG: Language at Play: Digital Games in Second and Foreign Language Teaching and Learning (Theory and Practice in Second Language Classroom Instruction) By Julie E Sykes, Jonathon Reinhardt, Judith E. Liskin-Gasparro