

Technology-Mediated Language Learning and Teaching

Part of the Advances in Educational Technologies and Instructional Design Book Series

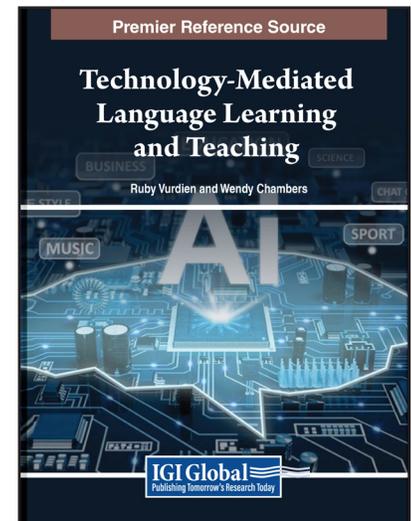
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Description:

In today's rapidly evolving educational landscape, language educators face the daunting challenge of effectively integrating advanced digital technologies into their teaching practices. The COVID-19 pandemic has accelerated the adoption of online and blended learning environments, emphasizing the need for innovative approaches to engage students. However, many educators need access to comprehensive resources that detail cutting-edge research and practical strategies for incorporating digital tools into language instruction.

Technology-Mediated Language Learning and Teaching is a timely solution to this pressing issue, offering a comprehensive overview of the latest research and theoretical frameworks in using advanced digital technologies in language education. By exploring topics such as gamification, social media, artificial intelligence, and augmented reality, this book provides educators with a roadmap for enhancing student engagement and improving learning outcomes. Through a combination of theoretical insights and practical case studies, this volume equips educators with the knowledge and tools they need to navigate the complex landscape of technology-enhanced language learning.

Designed for language educators, researchers, and curriculum developers, this book is a valuable resource for understanding the transformative potential of digital technologies in language education. Whether you are looking to enhance your teaching practices, develop new curriculum materials, or conduct research in computer-assisted language learning (CALL), this volume offers a comprehensive guide to the future of language education. Join us to explore the intersection of technology and language learning and discover new ways to engage and inspire your students.



ISBN: 9798369326879

Pages: 320

Copyright: 2024

Release Date: July, 2024

Hardcover: \$245.00

E-Book: \$245.00

**Hardcover +
E-Book:** \$295.00

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- Augmented Intelligence
- Augmented Virtual Reality
- Blended Learning
- Digital Storytelling
- Flipped Classrooms
- Gamification
- Hyflex Learning
- Learning Management Platforms
- Mobile Learning
- Robot-Based Language Learning
- Social Media
- Telecollaboration

Subject: Education

Classification: Edited Reference

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