



Call for Papers for Special Issue of LLT

Theme: Game and Play Activity in Technology-Mediated L2 Teaching and Learning

Special Issue Editors: Jonathon Reinhardt & Julie Sykes

This special issue of *Language Learning & Technology* will focus on the research and practice of game and play activity in technology-mediated second/foreign language teaching and learning (L2TL) environments. The globalization of the digital gaming industry, the diversification of games into new and culturally hybrid genres, a global increase in access to broadband, and increasing numbers of non-traditional game players, have precipitated a notable expansion of digital game and play activity into new contexts and applications. Game and play dynamics are being increasingly applied in domains traditionally not associated with games, like art, music, literature, science, commerce, and education. Designers and players are finding new modalities like location-based games (e.g. geocaching, urban gaming, and flash mobs), and integrating a variety of technologies into new games like online, video, tablet, mobile, and social networking applications. In other words, digital gaming is no longer only computer and video gaming, but playful, rule-bound, cooperative or competitive, chance-filled, imitative, and/or immersive activity, that is in some way technology-mediated.

These developments warrant consideration by L2TL practitioners and researchers for the potentials that digital game and play activity hold to inform technology-enhanced L2TL. This issue responds by bringing together empirical research that uses a variety of theoretical and methodological approaches from applied linguistics, game studies, educational gaming, sociology, communication studies, and other related fields, and by supporting a broad interpretation of the notions of digital game and play activity.

All submissions should present either systematic empirical findings on language learning outcomes or processes or an original conceptual framework that systematically integrates theory, practice, and research.

Possible topics include, but are not limited to:

- Adaptation of vernacular, off-the-shelf digital games
- Analysis of game-mediated discourse, including game-embedded, game-emergent, and game-attendant discourses
- Comparisons of particular game genres, types, platforms, or player configurations
- Design and use of game-based and simulated immersion environments (i.e., game applications designed specifically for L2 learning)
- Game and play activity and L2 learner identity
- Game and play activity in distance, blended, or telecollaborative environments
- Game and play activity in virtual worlds, simulations, or social networking

Game theory, competition, and cooperation
Game-mediated assessment and feedback
Games as art, rhetoric, or as cultural artefacts
Gamification and the application of game dynamics in L2 curricula and pedagogy
Gaming literacies and gaming as literacy practice
Location-based games
Mobile and tablet-based games
Multiplayer and massively multiplayer online gaming
Technology-mediated language play

Please consult the LLT Website for general guidelines on submission (<http://llt.msu.edu/contrib.html>) and research (<http://llt.msu.edu/resguide.html>).

Please send a title and 250-word abstract by October 1, 2012 to llted@hawaii.edu.

Publication timeline:

- October 1, 2012: Submission deadline for abstracts
- October 15, 2012: Invitation to authors to submit a manuscript
- March 1, 2013: Submission deadline for manuscripts
- June 2, 2014: Publication of special issue