Computer-Assisted Language Learning

Computer-assisted language learning (CALL) is an approach to teaching and learning languages that uses computers and other technologies to present, reinforce, and assess material to be learned, or to create environments where teachers and learners can interact with one another and the outside world. This book provides a much-needed overview of the diverse approaches to research and practice in CALL. It differs from previous works in that it not only surveys the field, but also makes connections to actual practice and demonstrates the potential advantages and limitations of the diverse options available. These options are based squarely on existing research in the field, enabling readers to make informed decisions regarding their own research in CALL. This essential text helps readers to understand and embrace the diversity in the field, and helps to guide them in both research and practice.

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Computer-Assisted Language Learning

Diversity in Research and Practice

Edited by

Glenn Stockwell



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Abbreviations

| BBSbulletin board systemBECTABritish Educational Communications and Technology AgencyCALICOComputer Assisted Language Instruction Consortium computer-assisted language learning | 1 |
|--|---|
| Agency CALICO Computer Assisted Language Instruction Consortium | / |
| Agency CALICO Computer Assisted Language Instruction Consortium | |
| | |
| CALL computer-assisted language learning | |
| | |
| CASLA computer-assisted second language acquisition | |
| CELL computer-enhanced language learning | |
| CMC computer-mediated communication | |
| CMS content management system | |
| CSS cascading style sheets | |
| CVS concurrent versions system | |
| DL digital library | |
| EFL English as a foreign language | |
| ESL English as a second language | |
| ESP English for specific purposes | |
| EUROCALL European Association for Computer Assisted Language | • |
| Learning | |
| GIT global information tracker | |
| GNU GPL GNU General Public License | |
| HTML hypertext markup language | |
| IIEP International Institute for Educational Planning | |
| IM instant messenger | |
| L1 first language | |
| L2 second language | |
| LMS learning management system | |
| LOM learning object metadata | |
| MALL mobile-assisted language learning | |
| MEXT Ministry of Education, Culture, Science, and Technology | / |
| (Japan) | |
| MIT Massachusetts Institute of Technology | |

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xiv List of abbreviations

| MMORPG | massively multiplayer online role-playing game |
|---------|--|
| MOET | Ministry of Education and Training (Vietnam) |
| MOO | multi-user domain object oriented |
| MP3 | moving picture experts group-1 (or -2) audio layer 3 |
| MSN | Microsoft network |
| MUVE | multi-user virtual environment |
| NBLT | network-based language teaching |
| NPC | non-playing character |
| OCW | OpenCourseWare |
| OECD | Organisation for Economic Co-operation and Development |
| OER | open educational resources |
| OSS | open source software |
| PC | personal computer |
| PC | playing character |
| RETRAC | regional training center |
| RSS | really simple syndication |
| SALC | self-access learning center |
| SCORM | sharable content object reference model |
| SDK | software development kit |
| SEAMEO | Southeast Asian Ministers of Education Organization |
| SLA | second language acquisition |
| SMS | short message service |
| SNS | social networking system |
| TALL | technology-assisted language learning |
| TELL | technology-enhanced language learning |
| TESOL | teachers of English to speakers of other languages |
| TOEIC | test of English for international communication |
| UNESCO | United Nations Educational, Scientific and Cultural |
| | Organization |
| VLE | virtual learning environment |
| VoIP | voice over Internet protocol |
| WiFi | wireless fidelity (also Wi-Fi) |
| WYSIWYG | what you see is what you get |