

Index

- activity system of mobile learning, 157
 actor-network theory, 180
 ADDIE approach, 151–153, 157
 affordances, 13, 27–28
 designed, 27
 emergent, 28
 improvised, 27–28
 technical, 28, 39, 43, 183
 agency, 107, 133, 138, 144, 156, 173, 175,
 180–183
 collective, 132–133
 direct personal, 131, 146
 human, 131, 181
 learner, 18, 106, 131, 133, 176, 184
 non-human, 180
 proxy, 131–132
 ANT. *See* Actor–Network Theory
 apps, 11, 22, 29, 31, 43, 57–59, 67, 71, 76,
 79, 97, 111, 117–118, 132, 142, 160,
 166–167, 170, 175, 177–178, 182–183
 native, 118
 types of, 161
 web, 118
 artefacts, 18, 27–28, 98, 149, 152, 156,
 180, 182, 190
 design of, 98, 100, 148, 154, 158–161,
 168
 assessment, 13, 46, 90, 136, 148, 155, 167,
 173
 design of, 165
 open-book-open-web, 165
 peer, 62
 atomised learning, 167
 attribution theory, 108
 augmented reality, 29, 64, 76
 autonomy, 35, 59, 62, 67, 100, 106, 109,
 125, 131, 133, 135–141, 144, 147,
 156, 182, 184
 autonomy, 35
 blended learning, 150
 bring your own device, 30
 BYOD. *See* Bring Your Own Device
 CMC. *See* computer-mediated
 communication
 cognitive load theory, 99
 collaboration, 47, 82, 110, 137, 150, 156,
 171
 community, 28, 62, 137
 complex systems theory, 94, 96, 105–106
 comprehensible input theory, 96
 comprehensible output theory, 96
 computer-mediated communication, 83,
 110, 164
 computers, 5, 10, 13, 24, 26–27, 35, 69,
 72–74, 85, 126, 166–167, 189
 desktop, 6, 9, 30, 41, 61, 70, 99
 laptop, 8–9, 21, 24–25, 30, 61, 99
 mainframe, 24
 microcomputers, 31
 netbook, 21
 personal, 24, 67
 constructivism, 96
 context awareness, 192
 Conversational Framework, 155–157
 courseware, 23, 152
 craving, 123
 crisis management, 185
 cue reactivity, 123
 cyberslacking, 122
 digital divide, 2, 6, 19, 30, 124
 digital literacy, 16, 100
 directed motivational currents, 109
 distractions, 18, 55, 74, 85, 105, 112, 119,
 121, 128, 170, 179
 distributed cognition, 103
 dual systems theory, 103–105
 dynamic systems theory. *See* complex
 systems theory
 Ecology of Resources Model, 153–155
 electronic dictionaries, 22, 24
 emergency remote teaching, 186
 engagement, 61, 71, 180
 limited, 35, 71, 120

240 *Index*

- engagement (cont.)
 sustaining, 18, 32, 35, 58, 74, 105, 114,
 133, 143, 146, 169–170
 task. *See* task engagement
 expectancy-value theory, 107–108
- Facebook, 48, 120, 123, 144, 161, 164, 170
 flipped classrooms, 62–63
 formal learning, 57, 60
- Global Positioning Service, 10, 28–30, 37,
 118, 133, 159, 168
 GPS. *See* Global Positioning Service
 GSM phones, 6, 22, 116–117
- HCI. *See* human–computer interaction
 human–computer interaction, 149
 hype cycles, 38–39
- ICT. *See* information and communications
 technologies
- informal learning, 57
 information and communications
 technologies, 2, 190
- Instagram, 48
 interaction hypothesis, 96
 interactivity, 178–180
 intercultural understanding, 34
 internet, 2, 6, 9, 22, 25, 28–29, 34, 56, 124,
 183
 addiction, 123
 iPAC framework, 156
- language socialisation, 110–111
 learner
 motivation. *See* motivation
 learner autonomy. *See* autonomy
 learner beliefs, 133
 learner motivation. *See* motivation
 learner training, 18, 35, 48, 58–59, 61, 71,
 119, 130, 132, 135–140, 144, 152,
 169, 185, 189–190
 pedagogical, 141, 143–144
 rationale for, 134–135
 strategic, 141–143
 technical, 141–142
- learners
 shifting roles of, 46–48
 learning goals, 18, 23, 51, 58, 60, 64, 114,
 132, 139, 151, 153, 155, 158, 168, 190
- learning management systems, 34, 38, 40,
 127
 Line, 164
 LMS. *See* learning management systems
 lurkers, 170
- M-COPE framework, 157
 Messenger, 120
 mobile phones, 2, 5–6, 8, 11, 21, 24, 29–30,
 36, 41, 54, 63, 70, 72–73, 75, 79, 83,
 85, 99, 115, 117–118, 132, 134, 159,
 161, 163, 167, 176, 183
 mobility, 99, 125–126, 157, 159, 168,
 173
 3 Mobilities Framework, 174
 defining, 8
 learning and, 68
 lifelong, 174–178
 portability and, 9
- MOOCs, 34, 38, 47, 61
 motivation
 autonomy and, 140
 for research, 71
 intrinsic, 120
 learner, 3, 34, 58–59, 62–63, 67, 96, 106,
 121, 132–133, 135, 138–140, 155,
 159, 168, 181, 185
 teacher, 49
 technology and, 32, 139, *See*
 technology
 theories of, 91, *See* theory
 to use technology, 49, 99, 127
- multimedia, 10, 31, 34, 43, 99
 multimodal literacies, 102–103
 multitasking, 121–124
- near-field communication, 24, 37
 networking, 16, 19, 47
 NFC, *See* near-field communication
 normalisation, 135
 noticing hypothesis, 96
 novelty effect, 33, 36, 139
- pandemic pedagogy, 186
 PDAs. *See* personal digital assistants
 pedagogy, 1–2, 5, 16–17, 32, 35, 37–40, 45,
 70, 75, 83, 112, 125–128, 147, 149,
 157, 184, 189, 192
 personal digital assistants, 8, 17, 21, 24, 29,
 35, 68, 70, 118, 160

- physical mobile interaction, 30
 PMI. *See* physical mobile interaction
 portability, 7, 17, 25–26, 71, 115, 167
- RASE learning design framework, 157
- research
 affordances and, 28
 elicitation techniques, 83–86
 ethnographic methods, 82–83
 experimental methods, 86–88
 in CALL, 31–36
 in MALL, 36–37, 69–76
 introspection methods, 80–81
 observation, 78–79
 practice and, 40–43
 teaching and, 13
 theory and, 40–43
- second-language acquisition, 3, 17, 66–67, 81, 97
 selective attention shifting, 122
 self-determination theory, 96, 108–109
 situated learning, 99, 126, 156, 158–159, 192
 Skype, 161
 SLA. *See* second-language acquisition
 smartphones, 5–6, 9, 11, 22, 25, 36–37, 75, 116–118, 177
 SNS. *See* social networking
 social networking, 26, 43, 47, 55, 110, 120, 123, 125, 133, 142, 164
 sociocultural theory, 96, 110
 sociomateriality, 28, 180–183
 sustainability of engagement. *See* engagement
- tablets, 6, 8, 22, 24, 30, 70, 81, 99, 118, 177
 tasks, 7–8, 12, 14, 29, 36, 41, 49, 63, 83, 105, 107, 110, 115, 117, 121, 123, 128, 148
 applying, 185
 defining, 149
 design of, 51, 99–100, 126, 134, 154, 161–164, 168
 engagement in, 10, 13, 61, 63, 72–73, 108, 112, 115, 121, 127, 133, 135–140, 168, 175, 183
 production, 83
 selection of, 150, 152, 166–167, 169
- teacher motivation. *See* motivation
 teacher training, 50–52, 74, 84, 90, 152, 189–190
- teachers
 early in-service, 51
 experienced in-service, 51
 pre-service, 51
 resistance to technology, 54–57
 shifting roles of, 48–53
- teaching goals, 51
- technology
 addiction, 124
 affordances. *See* affordances
 attitudes towards, 74
 controversy, 1
 defining, 23
 developments in, 26
 evolving, 191
 impact of, 11
 integration of, 84
 language learning and, 110
 motivation and, 107
 practice and, 41
 research and, 41
 support for, 168
 theories of, 100–105
 theory and, 42
 training. *See* training
- technology acceptance model, 99
- theoretical pluralism, 98
- theories
 formal, 91–92
 fundamentals of, 93–94
 in CALL, 95–99
 informal, 91
 of complexity, 105–106
 of motivation, 106–109
 of technology, 100–105
 social models of language learning, 109–111
- touchscreen, 9, 35, 37
 TPACK, 189
 tracking, 13, 69, 77, 82
 learner behaviour, 80, 127
 software, 17, 77, 127
- training
 learner. *See* learner training
 teacher. *See* teacher training
- translanguaging, 47
 Twitter, 47, 120, 161, 164

242 *Index*

ubiquitous learning, 14, 99

ubiquity, 125–126

Unified Theory of Acceptance and Use of
Technology, 102

UTAUT. *See* Unified Theory of Acceptance
and Use of Technology

wearable technologies, 5–6, 9, 64

WhatsApp, 120, 164

YouTube, 161, 191

ZAA. *See* Zone of Available Assistance

Zone of Available Assistance, 153

Zone of Proximal Adjustment, 153

Zone of Proximal Development,
153

ZPA. *See* Zone of Proximal Adjustment

ZPD. *See* Zone of Proximal Development