

English/SLAT 596o: Internet Technologies in L2 Instruction

Location	Modern Languages 412		
Times	Tuesdays 3:15 – 5:45 p.m.		
Instructor	Jon Reinhardt		
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Office Hours	Wed & Thurs. 1 p.m. – 3 p.m. and by appt.	Office Address	ML 474

Course Description

In this course we will explore the theory, practice, and pedagogical application of the latest Internet technologies in second/foreign language education, including synchronous and asynchronous chat, blog, wiki, audio, video, virtual world/computer game, and social networking technologies, in view of CALL (computer-assisted language learning), CMC (computer-mediated communication), SLA/D (second language acquisition and development), and literacy research. Students will have the opportunity to design Internet technology-enhanced language learning activities and conduct research on issues related to their own research and teaching interests.

Prerequisites

The only prerequisite for this course is to have an interest in the use of Internet technologies, especially Web 2.0 technologies, in the second/foreign language classroom, as a teacher and/or researcher. The course will be much easier for you if you have your own computer, preferably a laptop. You will also need a google account.

Texts and Software

There are no required texts; all readings will be available as online journal articles or pdfs on the class D2L site. You will be asked to download the 10-day trial version of World of Warcraft, starting on the day specified in the course schedule, but it is free. There may also be other free programs that you may be asked to download and explore. You may also choose to purchase a book or software for the review/activity project.

Course Homeblog

<http://blog.ltc.arizona.edu/internettech10/>

The class blog will be central to the class—it will link to a list of available resources and the course readings. I will update it with assignments and syllabus updates, which I will announce in class and/or send e-mails. If you have trouble accessing the site, let me know right away. We will also be using other Web-based technologies, including Google Wave, an internet-based chat client, social networks, collaborative documents, and games.

Assignments

1. Read, think, participate, and discuss: For each class session a student will present an article, which everyone should read. There will also be assigned readings which you will be expected to read and discuss with your classmates in small groups. You'll also be expected to participate in

in-class and out-of-class activities (e.g. games, chats, and various online activities, sometimes with other classes at other universities), and take the initiative to learn independently.

2. Lead a discussion on an article in class: You will be responsible for leading a discussion of an article in class for about 30 minutes, which all of the class will have read. Do not prepare a powerpoint, but instead prepare a handout with a brief summary (no more than one page), and about a dozen questions for discussion, which your classmates should do in groups.

3. Maintain a blog: You should maintain a blog for the class, in which you write at least one (you can write more, of course) weekly reflection—this can be on one or more of the class readings, on the class discussions, or on a class-related topic you've been thinking or reading about. You should set this up using Blogger, WordPress, Blogspot, Livejournal, etc. You should also visit 2 or 3 of your classmates' blogs each week and comment. Everyone's blog will be linked from the course homeblog.

4. EITHER

Book or technology review: You should review a book about technology or a technology itself, using guidelines I will provide you. While it doesn't have to be originally or specifically for L2 teaching, the book/technology should be evaluated according to its application to L2 teaching and learning—in other words, the review should be directed at applied linguists or language teachers who might be interested in applying the theory, ideas, or technologies to their research or teaching. The review should be 8-12 pages.

OR

Web-based pedagogical activity: Alternatively, you can create an internet-enhanced or video-game based language learning activity and describe the activity using guidelines I will provide you. The description should be 8-12 pages and be based on 100 min. to 150 min. (2 -3 class periods) of instructional time.

5. Final project: You should write a graduate-level quality paper as a final project, of at least 20 pages. For the paper I can accept a literature review, a longer unit of instruction, a pedagogical experiment using your activity, or a theoretical piece; I'd prefer to meet with you individually and discuss what will be most useful for you professionally and acceptable based on your status.

Academic Integrity

Please come to class prepared to contribute to an open and respectful environment of discussion and exchange of opinion, and adhere to the student code of academic integrity in your research and writing.

Students with Disabilities

If you anticipate issues related to the format or requirements of this course because of disabilities, please meet with me to discuss ways to ensure your full participation in the course.