Technology in Second/Foreign Language Education
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This course explores the application of computer technology, primarily Internet-based, in second/foreign language (S/FL) education from a variety of theoretical and pedagogical perspectives. Course activities will focus on experimentation with a variety of Internet-based tools and applications, from traditional chat to blogs to massively-multiplayer gaming, and the development of principled and effective language learning activities employing these technologies. Readings will draw from relevant research in second language acquisition, S/FL pedagogy, CALL, communication theory, cultural studies, and sociocultural theory. Participants will be expected to exit this course with a broad knowledge of educational uses of technology, and will have the opportunity to produce critical scholarship and pedagogical materials relating to their own interests and professional goals.

Course objectives:

- to grapple with the principal issues and concepts associated with technology use in S/FL education, from a variety of theoretical and pedagogical perspectives
- to investigate the relationships linking communication technology to changing forms and uses of language
- to understand better the relationships between technology and S/FL pedagogy through the reading and discussion of research and case studies, as well as the through the development, implementation and evaluation of technology-enhanced language learning activities
- to become familiar with a wide variety of current technologies with S/FL pedagogical applications, including chat, blogs, wikis, online games, video (iMovie), audio (podcasting), and webpage authoring (Dreamweaver and Flash)

Required text:


Course website with readings: A course website will be available linked to many online resources, including most of the readings in pdf format.

Course assignments:

Reading reactions & reflections: You will be expected to read, react to, and reflect upon the course readings every week. Reflections should be posted in your course blog (we’ll set them up together). Each week one classmate’s blog will be designated as the ‘blog of the week’, which we will all visit and comment on.

Paper on technology & language learning: You will need to write a scholarly paper on a current issue in technology & language learning, the topic and format of which you should determine with me. Depending on your educational goals, this paper might be a literature review, an outline of an empirical research project, an annotated bibliography, or a position paper, for example. You should have the rough draft, or a solid start, done by mid-semester. You will receive further information on this paper, including the rubric I will use to assess the paper, separately from this syllabus.
Technology-enhanced unit project: The culminating project for this course, to be done in small groups, will be the development, implementation and evaluation of a technology-enhanced learning unit using the principles and tools we learn in class. One person in the group should be prepared to implement at least an activity, if not the entire unit, in their S/FL classroom. The group should document the implementation and create a video-based case study on the activity/unit. The product should be the video (in iMovie format) and a paper outlining the context, describing the activity and assessment, and an evaluation of the activity based on its implementation. You will present your project at the end of the semester. You will receive further information on this project, including the rubric I will use to assess the project, separately from this syllabus.

Course outline:

1. Introduction & general discussion

2. History of CALL & perspectives on TIFLE
   - Calling on CALL Ch. 2. Luke, C. CALL in the broader context.

3. Workshop: Blogs & Wikis

4. SLA & interaction online

5. The Internet & computer-mediated communication
   - Calling on CALL Ch. 8. Abrams, Z. From theory to practice: Intracultural CMC in the L2 classroom.

6. Internet-mediated intercultural communication

• Calling on CALL Ch. 9. Lomicka, L. Understanding the Other: Intercultural Exchange and CMC.

7. Virtual worlds, MMOGs, & God games: Second Life, WoW, & the Sims


8. Workshop: Web authoring (Dreamweaver & Flash)

9. Teaching reading, writing, & vocabulary with technology

• Calling on CALL Ch. 4: Chun, D. CALL technologies for L2 reading.
• Calling on CALL Ch. 7: Murray, L., & Hourigan, T. Using micropublishing to facilitate writing in the foreign language.

10. Web 2.0 & new literacies

11. Workshop: iMovie & QuickTime

12. Teaching listening, speaking, & pronunciation with technology

- Calling on CALL Ch. 5: Jones, L. Listening comprehension in multimedia environments.
- Calling on CALL Ch. 6: O'Brien, M. Teaching pronunciation and intonation with computer technology.

13. Audio & Video: podcasting & Youtube


14. Assessing language learning with technology

- Calling on CALL Ch. 12: Carr, N. Computer-based testing: Prospects for innovative assessment.

15. Project workshop

16. Final presentations