



Communities: Exploring Digital Games and Social Networking

November 20th, 2019
Simon Zuberek



What is a 'community' in relation to second-language learning? What would be a good community for language learners to join?

To what extent are actions or activities in one's community and/or mediated space self-directed? To what extent are they directed by others? Are they reciprocal?

Have you ever developed any activities to use in your classroom, encouraging students to create a community of practice? Would these activities have a common goal?

Are your students aware of communities that they could engage in to facilitate their L2 learning? How could you as an instructor facilitate the participation in such communities?

Are the pedagogical models highlighted in the article compatible with your own practice? What are some of the points of friction between the two?

Suppose that you developed a course that employs SNSs and place-based mobile experiences to help your students engage in the relevant L2 communities. The instructor teaching that course is reluctant to engage learners in place-based experiences. How would you convince said instructor about the unique affordances of the materials you've developed?



Upcoming Events

Wednesday, December 4th at 4pm: Reading Group - CALL and Immersive Language Learning

Thursday, December 5th at 4pm: Instructional Innovation Workshop: From VR to a Multimodal Task - Developing VR Experiences for the Multimodal Language Classroom

Tuesday, December 10th at 4pm: LRC Holiday Party

HAPPY
thanksgiving
