Index

A
academic-style writing 95
action research 81
activity theory 45
animated agents 117
areas of proximal influence 58
attention spans 155
autonomous distance-learning 191
autonomous language learning 212, 279

B
Blackboard 235
blogs 273
breakdowns 52

C
Calico 206
CALL (computer-assisted language learning) 22, 25, 28, 117, 209, 235
CALL, and L2 learning 23
CALL, 'communicative' 45
CALL, 'integrative' 45
CALL-specific strategy combinations 220, 229
CASE (cognition, activity, social organization and 52
case computer 215
case study, Alien Language 16
case study, native language CMS interface 236
case study, Slime Forest 14
chat 136
chat rooms 95
Claroline 235
CLLOs (culture-based language-learning objects) 22
CmapTools 140
CMC 135
CMC (computer-mediated communication) 75, 237
CMS (course management systems) 234
cognitive restructuring 97
cognitive strategies 210
cognitive-elaboration perspectives 97
cognitive-processing point of view 96
cognitivist perspectives 45
cognitivist task models 48
collaborative learning 76
Common European Framework for Languages 179
Index

‘communicative’ CALL 45
communities of practice 46
complex systems 46
computer games 1, 2
computer interactions 210
computer media 210, 212
computer technologies 210
computer-mediated communication (CMC) 75, 237
computers 235
conferencing technologies 76
constructivist pedagogy 211
constructivist perspective 47
constructivist task-based approach 78
contextualization 159, 160
conversational scenarios 121
correction function 215
course management systems (CMS) 234
culture-based language-learning objects (CLLOs) 22

d
declarative knowledge 213
degree of influence 58
dialog move engines (DMEs) 116, 121
digital portfolios 311
digital text 258
distance learning 78
distance-learning course 177
DMEs (dialog move engines) 116, 121

e
e-ELP (European ELP) 306
e-learning 235
e-learning software 8
e-mail 95, 136, 235
electronic texts 258
ELP (European Language Portfolio) 304
epistemic knowledge 213
error correction 96
EU (European Union) 304
EuroCall 206
European ELP (e-ELP) 306
European Language Portfolio (ELP) 304
European Union (EU) 304
expertise 48
Extensible Mark-up Language (XML) 31
extrinsic games 10

f
feedback 95, 189, 190
FirstCall 205
fit-for-purpose 44
follow-up materials 198
fonts 262
forum 136
fragmented learning 155

G
gameplay 7
games, extrinsic 10
games, intrinsic 10
glossary 218
grammatical 215
goal-oriented 45

h
HCI (human-computer interaction) 44, 237
HTML (Hyper Text Markup Language) 268
human language technology 116
human support systems 283
human-computer interaction (HCI) 44, 237
Hyper Text Markup Language (HTML) 268

i
ICT (information communication technologies) 29
IDE (intelligent dynamic enquiry) methodology 33
IML (integrated micro learning) 152
implementation 75
independent language learning 279
informal writing 99
information communication technologies (ICT) 29
input hypothesis theory, Krashen’s 96
instructional events 22, 31, 33
integrated micro learning (IML) 152
‘integrative’ CALL 45
intelligent dynamic enquiry (IDE) methodology 33
interaction design 22
interaction skills 117
interactive discussions 205
interactive systems 60
interactors 54
Internet 133, 234, 272
interviews 214
intrinsic games 10
introspective data 216

K
Krashen’s input hypothesis theory 96

L
L2 (second/foreign language) learning 22
language learning 2, 10, 13
language-learning activities 158
language-learning applications 116
language-learning sets (LLSs) 35
language-learning units (LLUs) 35
LAPLI 135, 147
learner-centered approach 279
learner-centred design 44
learning management systems (LMS) 159, 235
learning objects 155
learning on demand 155
learning paradigm 183
lexical knowledge 218
literature review 75
LLSs (language-learning sets) 35
LLUs (language-learning units) 35
LMS (learning management systems) 159, 235
LOLA (Online Learning Lab) 134
ludology 2, 3, 18

M
macrotheories 54
manifest 306
media theory 210
medialization 153
mesotheories 55
message board 136
metacognitive strategies

48, 210, 214, 222, 224, 225
micro activities 154, 158, 162, 164, 171
micro learning 152, 155
microtheories 54
mobile learning 159
mobile phones 156
mobility 305
monitoring 214
monitoring processes 212, 214
moodle 235
multiculturalism 305
multilingualism 305, 307

N
narratives 5
narratology 2, 5, 18
natural-language tools 116
navigation method 257
non-verbal behaviour 75, 76

O
offline students 201
OGI Toolkit 124
Online Counselor 278
online course 178
online dictionary 197
online English language course 177
online grammar 197
Online Learning Lab (LOLA) 134
online students 198, 201
online teaching 75
online tutoring 178
online writing course 95

P
page orientation 262, 263
paidea 3
passport 308
PCS (peer correction system)-tool 94
pdf 264
peer correction system-tool (PCS-tool) 94
peer review 95
peer-response groups 95
person knowledge 213
portfolio 99
portfolios 311
post-cognitivist theorists 50
pronunciation 197

R
RAD (Rapid Application Developer) 121
Rapid Application Developer (RAD) 121
reading and writing 133
real-world situations 95
research design 55
research methodology 75
retrospective data 216
role playing game (RPG) 14
RPG (role playing game) 14

S
SA (structural analysis) 30
sans serif font 262
scenario-based design 46
SCORM (sharable content object reference model) 30
screen reading 258
screen reading, factors that can affect 261
SDLC (software development lifecycle) 45
second/foreign language (L2) learning 22
Segue 235
self-help groups 204
self-organised learning 22, 24
self-regulated learning software 156
semantic Web (W3C) 31
serif font 262
sharable content object reference model (SCORM) 30
situated task analysis 44
situatedness 50
situation awareness 51
smartphones 153
social-technical gap 46
socio-collaborative practices 57
socio-cultural approaches 48
software development lifecycle (SDLC) 45
software ecosystem 60
software engineering 44
software quality 60
spacing, (font) character and line 262
speech 116
storybook 313
strategy knowledge 213
structural analysis 22, 30
student-centered learning 95
student-empowered online course 99

task analysis 46, 212
task knowledge 213
taxonomy of revisions 97
Tel (Toolkit command language) 124
teacher-centered classroom 95, 279
teaching of languages 133
teaching online 75
text display 258
text presentation 258
think-aloud technique 215
time and motivation 156
tool-mediated activity 47
Toolkit 117, 119, 121
Toolkit command language (Tel) 124
toolkit, speech 121
traceability 64
TrindiKit 121
tutorial assistance 202

ubiquitous computing 22, 23, 31, 153
UCD (user-centered design) 304
UML (unified modelling language) 52
uniformed modelling language (UML) 52
usability 47
use-case diagrams 64
user-centered design (UCD) 304
user-dependent pattern 154

videoconferencing 142
virtual classrooms 74
virtual learning environment 133
VLE 135

W
W3C (semantic Web) 31
Index 335

Web 264
WebCT 235
Wimba 205
workflow 156, 160
WorldCall, 206

X

XML (Extensible Mark-up Language) 31

Z

zone of proximal development (ZPD) 95
ZPD (zone of proximal development) 95