Computer Games and Language Learning (Digital Education and Learning)

Mark Peterson

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Computer Games and Language Learning (Digital Education and Learning) Mark Peterson Language educators are increasingly taking advantage of developments in technology to explore the use of computer games. This book investigates this phenomenon and examines the relationship between technological innovation and development in the field of computer-assisted language learning. Exploring relevant theories and rationales, the discussion provides one of the first critical analyses of both early and contemporary research, including a recent case study conducted in Japan. This book supplies a comprehensive and accessible overview, meeting the needs of language educators, researchers, and students.

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