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HANDBOOKS

# The Routledge Handbook of Language Learning and Technology

Edited by Fiona Farr and Liam Murray

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# The Routledge Handbook of Language Learning and Technology

The exponential growth and development of modern technologies in all sectors has made it increasingly difficult for students, teachers and teacher educators to know which technologies to employ and how best to take advantage of them.

*The Routledge Handbook of Language Learning and Technology* brings together experts in a number of key areas of development and change, and opens the field of language learning by exploring the pedagogical importance of technological innovation. The handbook is structured around six themes:

- historical and conceptual contexts
- core issues
- interactive and collaborative technologies for language learning
- corpora and data-driven learning
- gaming and language learning
- purpose designed language learning resources.

Led by fundamental concepts, theories and frameworks from language learning and teaching research rather than by specific technologies, this handbook is the essential reference for all teachers, researchers and advanced students of Language Learning, Language Teacher Education, TESOL and Applied Linguistics.

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*Edited by Fiona Farr and Liam Murray*

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# Acronyms

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AES	automatic essay scoring
AI	artificial intelligence
ANC	American National Corpus
BASE	British Academic Spoken English Corpus
BAWE	British Academic Written English Corpus
BL	blended learning
BNC	British National Corpus
BoE	Bank of English
CALL	computer-assisted language learning
CALL-IS	Computer-Assisted Language Learning Interest Section of the TESOL professional organisation
CANBEC	Cambridge and Nottingham Business English Corpus
CANCODE	Cambridge and Nottingham Corpus of Discourse in English
CANELC	Cambridge and Nottingham E-Language Corpus
CCLE	Cambridge Corpus of Legal English
CCTFC	Contemporary Chinese Translated Fiction Corpus
CEEC	Corpus of Early English Correspondence
CEEM	Corpus of Early English Medical Writing
CEFR	Common European Framework of Reference
CMC	computer-mediated communication
COCA	Corpus of Contemporary American English
<i>CoD</i>	<i>Call of Duty</i>
COHA	Corpus of Historical American English
COIL	collaborative online international learning
COLT	Corpus of London Teenage English
CoP	community of practice
CORIS	Corpus di Italiano Scritto
COTS games	commercial-off-the-shelf games
CS	<i>Counter-Strike</i>
CSCW	computer supported collaborative writing
CSPAЕ	Corpus of Spoken Professional American English
EAP	English for academic purposes
EFL	English as a foreign language
ELDA	Evaluations and Language Resources Distribution Agency
ELFA	English as a Lingua Franca in Academic Settings Corpus

ELLiE Project	Early Language Learning in Europe Project
ELT	English language teaching
ENPC	English-Norwegian Parallel Corpus
ENSIC	English Native Speaker Interview Corpus
ESP	English for specific purposes
ESPC	English-Swedish Parallel Corpus
EVO	Electronic Village Online
F2F	face-to-face
FLOB	Freiberg London-Oslo/Bergen Corpus
FROWN	Freiberg Brown Corpus of American English
<i>GTA</i>	<i>Grand Theft Auto</i>
IATEFL	International Association of Teachers of English as a Foreign Language
ICALL	Intelligent CALL
ICC	intercultural communicative competence
ICE	International Corpus of English
ICFLE	Internet-mediated intercultural foreign language education
ICLE	International Corpus of Learner English
ICT	information and communications technologies
IM	instant messaging
ITS	intelligent tutoring systems
IWB	interactive whiteboard
L1	first language
L2	second and foreign language
LCMC	Lancaster Corpus of Mandarin Chinese
LEP	LearnEnglish Pathways
LINDSEI	Louvain International Database of Spoken English Interlanguage
LMS	learner management system
LOB	London-Oslo/Bergen Corpus
<i>LoL</i>	<i>League of Legends</i>
LTSIG	Learning Technology Special Interest Group of the IATEFL professional association
MALL	mobile-assisted language learning
MATESOL	Master of Arts in Teaching English to Speakers of Other Languages
MERLOT	Multimedia Educational Resource for Learning and Teaching Online, California State University System
MICASE	Michigan Corpus of Academic Spoken English
MICUSP	Michigan Corpus of Upper-level Student Papers
M-learning	mobile learning
MMORPG	massively multiplayer online role-playing game
MMO games	massively multiplayer online games
MOOC	massive open online course
NBLT	network-based language teaching
NLP	natural language processing
NNMC	Nottingham Multimodal Corpus
OER	open educational resource
OIE	online intercultural exchange
OL	online learning

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## Acronyms

OLPC	one laptop per child
OMC	Oslo Multilingual Corpus
OPUS	Open Parallel Corpus
PC	personal computer
PLE	personal learning environment
PLN	personal learning network
RPG	role-playing game
RSS	really simple syndication
SACODEYL	System Aided Compilation and Open Distribution of European Youth Language
SBCSAE	Santa Barbara Corpus of Spoken American English
SCMC	synchronous communication chat
SEN	special educational needs
SLA	second language acquisition
SOLE	self-organised learning environment
SSI Model	Scale of Social Interaction Model
TEC	Translational English Corpus
TESOL	Teachers of English to Speakers of Other Languages professional association, or Teaching English to Speakers of Other Languages
TNC	Turkish National Corpus
VLE	virtual learning environment
VOICE	Vienna-Oxford International Corpus of English
VSL	Virtual Software Library, Diigo, sponsored by the TESOL CALL-IS
WiA	Webheads in Action
<i>WōW</i>	<i>World of Warcraft</i>
ZPD	zone of proximal development

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