



Multiliteracies in the Foreign Language Classroom. Using Video Games in the FLC

By Isabelle Humburg

GRIN Verlag GmbH Mrz 2015, 2015. Taschenbuch. Book Condition: Neu. 210x148x2 mm. This item is printed on demand - Print on Demand Titel. Neuware - Seminar paper from the year 2014 in the subject English - Pedagogy, Didactics, Literature Studies, grade: 1,7, Justus-Liebig-University Giessen, course: Multiliteracies in the Foreign Language Classroom, language: English, abstract: According to a survey published in 2013 nearly every youth spends roughly 180 minutes online every day during the school week (MPFS 2013: 64). Of the asked adolescents, 45% said that they play computer, console or online games regularly and gave the estimate of '76 minutes on weekdays and 101 minutes on weekends' (MPFS 2013:65) spend playing digital games. There is a term for all those born after the 1970s, that grew up surrounded and using technology on a daily basis: digital natives (Schoolnet 2009: 6). This new generation of born natives uses digital devices with little to no instruction. One could say they are fluent or literate in this 'language'. These digital natives use this technology based language to communicate, express themselves, as well as to understand and manipulate their environment. They use social networking sites as well as digital games, often combined with each...



READ ONLINE
[9.3 MB]

Reviews

These types of pdf is the greatest ebook accessible. I have got go through and that i am certain that i am going to likely to read yet again once again in the foreseeable future. I am quickly could get a enjoyment of looking at a created pdf.

-- **Giovanni Upton**

This publication will be worth purchasing. Indeed, it can be enjoy, still an interesting and amazing literature. I am just happy to inform you that this is basically the best ebook i have got study within my own lifestyle and may be he very best ebook for ever.

-- **Dr. Furman Anderson Sr.**