



# Computer Games and Language Learning (Digital Education and Learning)

By M. Peterson



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By M. Peterson

A comprehensive and accessible overview for language educators, researchers, and students, this book examines the relationship between technological innovation and development in the field of computer-assisted language learning, exploring relevant theories and providing practical evidence about the use of computer games in language learning.



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"The increasing use of computer games represents a highly significant development in computer-assisted language learning. Computer Games and Language Learning is an essential text for researchers, educators, students, and all those who are interested in understanding how technology can support language learning." - Jozef Colpaert, Director, The Institute for Language and Culture, The University of Antwerp, Belgium

#### **About the Author**

Mark Peterson is Associate Professor in the Graduate School of Human and Environmental Studies at Kyoto University, Japan.

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