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REVIEW OF LANGUAGE AT PLAY: DIGITAL GAMES IN SECOND AND ...

Language at play: Digital games in second and foreign language teaching and learning, that is admirably comprehensive in scope and which adeptly aligns second language acquisition (SLA) and pedagogy research with practical strategies for the use of games in foreign and second language (L2) instructional contexts. The book uses the acronym L2TL, standing for second language teaching and

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A review of Language at Play: Digital games in second

and foreign language teaching and learning Julie Sykes and Jonathan Reinhard 2013 ISBN 10: 0-205-00085-1 US 157 pp. Pearson New York, US

**LANGUAGE AT PLAY: Digital Games in Second and Foreign ...**

In *Language at Play: Digital Games in Second and Foreign Language Teaching and Learning*, Sykes and Reinhart combine research from a variety of perspectives in applied linguistics, educational gaming, and games studies, and structure their discussion of five major concepts central to these areas: goal, interaction, feedback, motivation and context. While theoretically grounded, the volume's