Jonathon Sean Reinhardt

Associate Professor, English Applied Linguistics and PhD Program in Second Language Acquisition & Teaching

Education

Aug 2007   Ph.D. in Applied Linguistics, The Pennsylvania State University
Aug 1992   M.A. in Applied Linguistics/TESOL, University of Illinois at Chicago
May 1989   B.A. in German, University of Illinois at Urbana-Champaign

Recent publications

Reinhardt, J. (2019). *Gameful Second and Foreign Language Teaching and Learning: Theory, Research, and Practice*. Basingstoke, UK: Palgrave-Macmillan.

Reinhardt, J. & Thorne, S. L. (2019). "Digital literacies as emergent multifarious repertoires". In Arnold, N. & Ducate, L. (eds.), *Engaging language learners through CALL: From theory and research to informed practice*. London: Equinox.

Reinhardt, J. (2019). State-of-the-art review: Social media in L2 teaching and learning. *Language Teaching*.

Reinhardt, J. (2017). "Digital gaming". In C. Chapelle and S. Sauro, (Eds.), *Handbook of Technology in Second Language Teaching and Learning*, 202-216*.* Hoboken, NJ: Wiley-Blackwell.

Reinhardt, J. (2017). "Social network sites and L2 education." In *The Encyclopedia of Language and Edfucation (Ed. S. May): Vol. 9: Language, Education and Technology*, edited by Steven L. Thorne. Berlin: Springer.

Reinhardt, J. & Thorne, S. (2017). "Language socialization in digital contexts." In *The Encyclopedia of Language and Education (Ed. S. May): Vol. 8: Language Socialization*, edited by Patricia Duff. Berlin: Springer.

Reinhardt, J. & Thorne, S. (2016). "Metaphors for digital games and language learning". In F. Farr & L. Murray, (Eds.), *Routledge Handbook of Language Learning and Technology*, 415-430. London: Routledge.

Reinhardt, J., Warner, C., & Lange, K. (2014). "Digital game literacies in L2 German". In J. Pettes-Guikema and L. Williams, (Eds.), *Digital Literacies in Foreign Language Education,* 159-177. San Marcos, TX: CALICO.

Reinhardt, J. & Ryu, J. (2013). Using social network-mediated bridging activities to develop socio-pragmatic awareness in elementary Korean. *International Journal of Computer Assisted Language Learning and Teaching, 3*(3), pp. 18-33.

Reinhardt, J. (2013). An applied genre analysis of office hours consultations. *International Journal of Corpus Linguistics*, *18*(3), pp. 301-326.

Reinhardt, J. (2013). "Digital game-mediated foreign language teaching and learning: Myths, realities and opportunities". In M. Derivry-Plard, P. Faure, and C. Brudermann (Eds.), *Apprendre les langues à l'université au 21ème siècle*, 161-178. Paris: Riveneuve.

Reinhardt, J. & Chen, H. (2013). "An ecological analysis of social networking site-mediated identity development". In M.-N. Lamy and K. Zourou, (Eds.), *Social Networking for Language Education,* 11-30*.* New York: Palgrave Macmillan.

Reinhardt, J. & Sykes, J. (2012). "Conceptualizing digital game-mediated L2 learning and pedagogy: game-enhanced and game-based research and practice". In H. Reinders (Ed.), *Digital Games in Language Learning and Teaching*, 32-49. New York: Palgrave Macmillan.

Reinhardt, J. (2012). "Accommodating divergent frameworks in analysis of technology-mediated interaction". In M. Dooly and R. O'Dowd (Eds.), *Researching Online Interaction and Exchange in Foreign Language Education: Current Trends and Issues*, 45-77. Frankfurt: Peter Lang.

Sykes, J. & Reinhardt, J. (2012). *Language at Play: Digital Games in Second and Foreign Language Teaching and Learning*. New York: Pearson.

Recent awards and grants

2013-2016   National Science Foundation Cyberlearning: Transforming Education Award ($50,000). Role: Co-PI (50%). *Partnerships for Indigenous Knowledge and Digital Literacies.*

2010-2014   Center for Educational Resources in Culture, Language, and Literacy, University of Arizona. U.S. Department of Education, Language Resource Centers Title VI Award. Role: Project Co-Director, *Games to Teach: Developing Digital Game-Mediated Foreign Language Literacies*.

Recent invited lectures

Reinhardt, J. (2018). Not all MMOGs are created equal: Evaluating the collaborative L2 learning potential of vernacular multiplayer gameplay. Invited plenary, AZCALL, Tempe, AZ.

Reinhardt, J. (2018). L2 digital literacies: Challenges and potentials. Invited plenary, International Mother Tongue Day, Autonomous University of Ciudad Juarez, Mexico.

Reinhardt, J. (2017). Digital game-mediated L2 learning as everyday practice. Invited plenary, Int'l Symposium on English for Professional Communication and Educational Technology, National Kaohsiung University of Applied Sciences, Taiwan.

Reinhardt, J. (2016). Social media and digital games in the L2 classroom: Everyday agency, awareness, and autonomy. Invited plenary, ASOCOPI, Bogota, Colombia.

Reinhardt, J. (2016). Exploring the "gameful" in foreign/second language teaching and learning. Invited online plenary, SIGATEC, UF Santa Marta, Brazil.

Reinhardt, J. (2015). Digital Games for Language Learning: State of the Art, Research, and Practice. Invited talk, Dept. of Germanic & Slavic Studies, University of Waterloo, ON, Canada.

Reinhardt, J. (2015). Developing New L2 Literacies through Social Media and Digital Game-Enhanced Instruction. Invited talk, ELI, Kanda University of International Studies, Chiba, Japan.

Recent major service or committee assignments

Program Director, English Applied Linguistics (MATESL), English Department, U of Arizona, 2012-2015, 2017-present

Book Review Editor for *Language Learning and Technology*, 2016 to present

Vice-President, Computer-Assisted Language Instructional Consortium, 2018-2019; President, 2019-2020

Editorial board member of *Language Learning and Technology*, *CALICO Journal*, and *Edinburgh Textbooks in TESOL*