

## Jonathon Sean Reinhardt

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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. (2022). "Deux hommes, des jeux et des styles d'apprentissage des langues. Une conversation imaginaire". In Silva, H. (ed.), *Horizons de la recherche sur le jeu en didactique des langues et des cultures*, 43-60. Berlin: Peter Lang.
- Reinhardt, J. (2022). "Everyday technology-mediatised language learning: New opportunities and challenges". In Lütge, C. (ed.), *Foreign Language Learning in the Digital Age: Theory and Pedagogy for Developing Literacies*, 67-68. London: Routledge.
- Reinhardt, J. (2022). "Language learning beyond the classroom: An historical perspective". In Reinders, H., Lai, C., & Sundqvist, P. (eds.), *The Routledge Handbook of Language Learning and Teaching Beyond the Classroom*, 9-23. London: Routledge.
- Reinhardt, J. (2022). Developing online language teacher identities: Interdisciplinary insights. In Kayi-Aydar, H. & Reinhardt, J. (Eds.), *Contemporary Perspectives on Language Teacher Development in Digital Contexts*, 179-192. Amsterdam: John Benjamins.
- Reinhardt, J. & Kirby, S. (2022). "Second language acquisition and multiplayer gaming". In Ziegler, N. & Gonzalez-Lloret, M. (eds.), *The Routledge Handbook of SLA and Technology*, 286-296. London: Routledge.
- Kayi-Aydar, H. & Reinhardt, J. (Eds.) (2022). *Contemporary Perspectives on Language Teacher Development in Digital Contexts*. Amsterdam: John Benjamins.
- Han, Y. & Reinhardt, J. (2022). Autonomy in the digital wilds: Agency, competence, and self-efficacy in the development of L2 digital identities. *TESOL Quarterly*.  
<https://doi.org/10.1002/tesq.3142>
- Reinhardt, J. & Han, Y. (2021). "Learnful L2 gaming: The wisdom of the wild". In Fuchs, C., Dooly, M. & Hauck, M. (eds.), *Language Education in Digital Spaces: Perspectives on Autonomy and Interaction*, 181-199. Springer.
- Reinhardt, J. (2021). "Not all MMOGs are created equal: A design-informed approach to the study of L2 learning in multiplayer online games". In Peterson, M., Yamazaki, K., & Thomas, M. (eds.), *The State of Play: Digital Games and Language Learning: Theory, Development, & Implementation*, 69-88. London: Bloomsbury.
- Blume, C. & Reinhardt, J. (2021). "Gaming as a critical language learning practice". In Gerlach, D. (ed.), *Kritische Fremdsprachendidaktik. Grundlagen, Ziele, Beispiele*. Tübingen: Narr.
- Godwin-Jones, R., Oskoz, A., & Reinhardt, J. (Eds.) (2021). Twenty-five Years of Emerging CALL Technology. Special Issue of *Language Learning & Technology*, 25(3).
- Reinhardt, J. (2020). Metaphors for social media-enhanced foreign language teaching and learning. *Foreign Language Annals*, 53(2), 234-242.

- Reinhardt, J. & Thorne, S. (2020). "Digital games as language learning environments". In Plass, J., Mayer, R., & Homer, B. (eds.), *Handbook of Game-based Learning*, 409-436. Cambridge: MIT Press.
- Reinhardt, J. (2019). State-of-the-art review: Social media in second and foreign language teaching and learning: Blogs, wikis, and social networking. *Language Teaching*, 52(1), 1-39.
- Reinhardt, J. (2019). *Gameful Second and Foreign Language Teaching and Learning: Theory, Research, and Practice*. Basingstoke: 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*, 208-239. London: Equinox.

### **Recent awards and grants**

- 2022-2023 Fulbright Scholar Award. US Dept of State. *Designing a Network for Game-based Virtual Exchange for Language Learning and Teaching*. April - July 2023. Leuphana University of Lüneburg, Germany (\$16,250)
- 2021 Private donation for *The Clarify Initiative, Critical Language Awareness Resources for Digital Literacies* (\$51,500)
- 2013-2016 National Science Foundation Cyberlearning: Transforming Education Award (\$50,000). Role: Co-PI (50%). *Partnerships for Indigenous Knowledge and Digital Literacies*.

### **Recent invited lectures**

- Reinhardt, J. (2022). The challenges and promises of researching gameful language learning and teaching. IWoDA 22, Santiago de Compostela, Spain (online)
- Reinhardt, J. (2021). Digital game-based language learning: The challenges of levelling up. Ludibot Colloquium, Universidad Autonoma de México (online)
- Reinhardt, J. (2020). Social technologies in an age of automated translation: Informal CALL through gaming and social media. Applied Linguistics Association of Korea, Seoul, Korea (online)
- Reinhardt, J. (2020). Social media for virtual exchange: Exploring relationships between tools and practices. L2 Digital Literacies, University of Arizona, Tucson, AZ, USA (online)
- Reinhardt, J. (2020). Unlocking the potential of social media to develop learner autonomy. Third Int'l Symposium in Language Teaching, Universidad Surcolombiana, Colombia (online)
- Reinhardt, J. (2020). Leveraging the potential of everyday L2 learning with online technologies. LTTE 2020, Universitas Sebalas Maret, Indonesia (online)

### **Recent major service or committee assignments**

Program Director, English Applied Linguistics (MATESL), English Department, U of Arizona, 2012-2015, 2017-2019, 2021-2022

Associate Editor for *Language Learning and Technology*, 2020 to present

President, Computer-Assisted Language Instructional Consortium, 2023-2025