

address copyright problems – an issue of prime importance to all educators using technology.

Since 2004, then, Web 2.0 technologies have been promising to revolutionize existing models of information dissemination, replacing one-to-many with many-to-many forms of publishing. Web 2.0 has announced a form of consumer-generated publishing with a clear emphasis on more democratic forms of self-expression. Whereas Web 1.0 was concerned with sites that isolated information, the second generation of services is very much focused on end-users, and promoting the freedom to share and re-use web-based multimedia content. Community building, collaboration, promoting Internet spaces as environments for online conversations and sharing – these are the main aspects of Web 2.0 and central to the relationship between second language acquisition and educational technology.

COVERAGE

The *Handbook of Research on Language Acquisition Technologies: Web 2.0 Transformation of Learning* will provide an up-to-date overview of current developments in Information Communication Technologies related to the fields of second and foreign language acquisition. The volume will feature chapters (5,000-7,500 words) authored by leading experts in the field of CALL, e-Learning and educational technology, offering an in-depth description of key terms and concepts related to different areas, issues and trends in Information Communication Technologies.

RECOMMENDED TOPICS

Topics include, but are not limited to:

- (i). A history of Web 1.0 and Web 2.0 technologies
- (ii). The case for the originality of Web 2.0 technologies
- (iii). The pitfalls of Web 2.0 technologies in the classroom (information overload, Internet security, the dangers of online communities for students)
- (iv). Web 2.0 and the potential for educational Institutions
- (v). The pedagogical implications of Web 2.0
- (vi). Second Life and language education
- (vii). E-Learning 2.0 (distance learning, mobile learning, blended learning)
- (viii). Web 2.0 and the history of Computer Assisted Language Learning

- (ix). The use of blogs in language education
- (x). Podcasting in language education
- (xi). Wikis in language education
- (xii). The pedagogical implications of social network environments
- (xiii). Social software and learning
- (xiv). The role of the ICT/CALL coordinator and Web 2.0 technologies
- (xv). E-moderation and Web 2.0
- (xvi). Conditions for the successful implementation of Web 2.0 in education
- (xvii) Laptop projects (wireless and one-to-one)
- (xviii). Case studies using Web 2.0 in language learning contexts. Other areas of research on Web 2.0 technologies (YouTube, Second Life, MySpace, iPods, Mobile Learning, Course Management Systems, Social Software, ning.com, Flickr, etc.) and language learning will also be considered.

INVITED SUBMISSIONS

Individuals interested in submitting chapters (5,000-7,500 words) on the above-suggested topics or other related topics in their area of interest should submit via e-mail a 2-3 page manuscript proposal clearly explaining the mission and concerns of the proposed chapter by May 1, 2007. We strongly encourage other topics that have not been listed in our suggested list, particularly if the topic is related to the research area in which you have expertise. Upon acceptance of your proposal, you will have until November 30, 2007, to prepare the first draft of your chapter of 5,000-7,500 words and 7-10 related terms and their appropriate definitions.

Guidelines for preparing your paper and terms and definitions will be sent to you upon acceptance of your proposal. Please forward your e-mail of interest including your name, affiliation and a list of topics (5-7) on which you are interested in writing a chapter to: Michael Thomas, editor, at <michael.thomas@nucba.ac.jp> no later than May 1, 2007.

You will be notified about the status of your proposed topics by June 1, 2007. This book is scheduled for publishing by Information Science Reference (an imprint of IGI Global) <<http://www.idea-group.com>> in 2008.

EDITOR

Michael Thomas BA(Hons) M.Ed. MBA Ph.D. is Associate Professor in English Language at Nagoya University of Commerce and Business in Japan. His research interests are in educational technology and linguistic philosophy.

He is currently editor of the IATEFL Learning Technologies' SIG publication *CALL Review*, a member of the IATEFL Learning Technologies SIG committee, an academic editor of the *Asian Journal of English for Special Purposes*, an Advisor to the Asian Editorial Index (Category of Business English), a member of the editorial group of the *Asian Journal of English as a Foreign Language*, and on the reviews panel of the *British Journal of Educational Technology*.

He has published in the field of Information Communication Technologies for language learning and is a member of a number of international associations in the field, including: EuroCALL, PacCALL, JALTCALL, the MLA, and the Asian Association of Teachers of English as a Foreign Language. He is the author of *The Reception of Derrida: Translation and Transformation* (Palgrave Macmillan: London & New York, 2006), and editor of the *Handbook of Language Acquisition Technologies: Web 2.0 Transformation of Learning*, scheduled for publication in 2008.

He is currently Chair of the organizing committee of a one-day symposium on Web 2.0 and language acquisition entitled, 'Wireless Ready: Podcasting Education and Mobile Assisted Language Learning' <<http://wirelessready.nucba.ac.jp>>. In 2008, he will be part of the NUCB organizing committee for the JALTCALL2008 conference, an international conference on Computer Assisted Language Learning.

BOOK WEBSITE

You can find out more about the *Handbook of Research on Language Acquisition Technologies: Web 2.0 Transformation of Learning* at:

<<http://opinion.nucba.ac.jp/~thomas/book.html>>

LIST OF WEB 2.0 APPLICATIONS

1. b2evolution <<http://b2evolution.net/>>
2. BlogBridge <<http://www.blogbridge.com/>>
3. Blogger <<http://www.blogger.com/>>
4. Bloglines <<http://www.feedburner.com>>
5. Blogware <<http://home.blogware.com/>>
6. CiteULike <<http://www.citeulike.org/>>
7. del.icio.us <<http://del.icio.us/>>
8. Facebook <<http://www.facebook.com/>>
9. FeedBurner <<http://www.feedburner.com>>
10. Flickr <<http://www.flickr.com/>>
11. Google Code <<http://code.google.com/>>
12. Library Elf <<http://www.libraryelf.com/>>
13. LibraryThing <<http://www.librarything.com/>>
14. LinkedIn <<http://www.linkedin.com/>>
15. Meebo <<http://www.meebo.com/>>
16. Movable Type <<http://www.movabletype.org>>
17. MySpace <<http://www.myspace.com/>>
18. Pluck RSS Reader <<http://www.pluck.com/>>
19. PubSub <<http://www.pubsub.com/>>
20. Second Life <<http://secondlife.com/>>
21. Technorati <<http://www.technorati.com/>>
22. Trillian <<http://www.ceruleanstudios.com/>>
23. Wikipedia <<http://en.wikipedia.org/>>
24. WordPress <<http://wordpress.org/>>
25. YouTube <<http://www.youtube.com/>>

WEB 2.0 LINKS & ARTICLES

- Kelly, K. (2005). We Are the Web. Retrieved Internet 15 December 2006, from: <http://www.wired.com/wired/archive/13.08/tech_pr.html>
- McLean, D. (2005). The Online Viral Advertising Era Has Arrived. Retrieved Internet 15 February 2007, from: <<http://www.pcworld.ca/news/column/452b385a0a01040800cd2bfc389926d6/pg1.htm>>
- O'Reilly, T. (2005). What Is Web 2.0, Design Patterns and Business Models for the Next Generation of Software. Retrieved Internet 10 February, 2007, from: <<http://www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html>>

Acknowledgements

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