Language-related computer use: Focus on young L2 English learners in Sweden

# Details

## Year

2010

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Quantitative

## Methodologies

## Other Methodology

Language diaries

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-11 years old

## Funder

Erik Wellander Foundation; the Center for Language and Literature in Education (CSL), Karlstad University

## Funder Types

## Consents

Consent obtained from parents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations not mentioned

## URL

https://www.diva-portal.org/smash/get/diva2:688207/FULLTEXT01.pdf

## Data Set Availability

Not mentioned

# Goals

"1 What types of extramural language-related activities, in English and Swedish, are the learners engaged in?
2 How much time do the learners spend on various language-related activities (English and Swedish)?
3 What language-related use of computers do the learners report (English and Swedish)?
4 In particular, what are the learners’ digital gaming habits?
a. How much do they play (English and Swedish)?
b. What types of games do they play (English and Swedish) ?
5 Is there a relationship between playing digital games in English and a. gender?
b. L1?
c. motivation for learning English?
d. self-assessed English ability?
e. self-reported strategies related to speaking English?"
(Authors, 8)