

# CALL FOR BOOK CHAPTERS

## Digital Technology and Language Teaching: Exploring New Frontiers in Language Education



### Important Deadlines

Abstract Submission (Approximately 150-200 words)	:	April 12, 2025
Full Chapter Submission	:	June 15, 2025
Acceptance Notification	:	August 1, 2025
Camera ready submission	:	August 10, 2025

### Scope of the Book

The primary objective of this book is to explore the transformative impact of digital technology in language teaching and learning. This involves exploring the latest research, innovations, and best practices to enhance language education outcomes. The ultimate goal is to improve the overall educational experience for language educators and learners. Effective technology integration can facilitate personalized learning, increase accessibility, and foster global connections. By examining the role of digital technology in language education, educators and learners can gain valuable insights for enhancing teaching and learning practices.

#### Topics of interest: Specially focused, but not limited to these topics

1. Introduction to Theoretical Foundations of Digital Language Teaching
2. Historical Development of Digital Language Teaching
3. Key Concepts and Theories in Digital Language Teaching
4. Cognitive and Social Theories of Learning in Digital Environments
5. Digital Literacy for Language Teachers: Best Practices and Innovative Approaches
6. Digital Literacy for Language Learners: Best Practices and Innovative Approaches
7. AI-Enhanced Language Learning: Tools and Techniques
8. Implementing AI in Language Teaching: Practical Ideas and Strategies
9. Role of Artificial Intelligence in Digital Language Teaching and Assessment
10. Leveraging Social Media for Language Learning: Benefits and Challenges
11. Case Studies of Social Media Platforms in Language Learning
12. Integrating Technology into Task Based Language Learning
13. Assessing and Evaluating Technology-Mediated TBLT
14. Implementing Digital Game-Based Language Learning in the Classroom
15. Case Studies of Digital Game-Based Language Learning
16. Virtual and Augmented Reality in Language Education
17. Implementing and Evaluating VR and AR in Language Education
18. Language Learning in Digital Environments: Methods and Tools
19. Digital Storytelling for Language Learning and Cultural Exchange
20. Collaborative Tools and Technologies in Digital Language Teaching
21. Digital Collaboration, Community Engagement and Language Learning
22. Evaluating Digital Language Teaching Tools and Platforms
23. Assessing Language Learner Engagement and Motivation in Digital Environments
24. Effectiveness of Digital Language Teaching: Research and Evaluation
25. Potential Risks and Challenges Associated with Digital Language Learning
26. Mitigating the Risks of Digital Language Teaching
27. Future Directions in Digital Language Teaching
28. Redesigning Language Curriculum for the Digital Age

Submissions are open at: [researcharticles123@gmail.com](mailto:researcharticles123@gmail.com)

Editor: Dr. Aby John, Faculty of Philology, RUDN University, Moscow, Russian Federation