

## Publications, Conferences & Lecture Series

### Publications

#### Monograph (Dissertation)

Jones, R. D. (2018). *Developing Video Game Literacy in the EFL Classroom - A Qualitative Analysis of 10th Grade Classroom Game Discourse*. Tübingen: Narr Francke Attempto Verlag.

#### Edited Anthology

Zeyer, T., Stuhlmann, S., & Jones, R. D. (Eds.). (2016). *Interaktivität beim Fremdsprachenlehren und -lernen mit digitalen Medien - Hit oder Hype?* Tübingen: Narr Verlag.

#### Edited Journals

Jones, R.D. (Ed.) (2022). *Der Fremdsprachliche Unterricht Englisch. Digital Global Players*. 178.

Jones, R. D. & Schmidt, T. (Eds. ) (2020). *Der Fremdsprachliche Unterricht Englisch. Games*. 54 (165).

#### Articles

Jones, R.D. (2022). The Amazon Effect. Contrasting incentive structures of online and retail shopping through an infographic. *Der fremdsprachliche Unterricht Englisch. Digital Global Players*. 178.

Jones, R.D. (2022). Big tech power. Global learning, English discourse participation and digital global players. *Der fremdsprachliche Unterricht Englisch. Digital Global Players*. 178.

Hallet, W.; Jones, R. D. & Surkamp, C. (2022). Methode im Fokus. Imagining futures als thinking skill und language skills. *Der fremdsprachliche Unterricht Englisch. Digital Global Players*. 178.

Jones, R.D. (2022). Critical Game Literacy and EFL Classroom Discourse. Video Games and English Language Education/ Designing Hybrid Learning Spaces. *Anglistik: International Journal of English Studies*, 33(1).

Jones, R. D. (2020). Online Gaming. In W. Hallet, F. G. Königs, & H. Martinez (Eds.), *Handbuch Methoden im Fremdsprachenunterricht*. Seelze: Klett Kallmeyer.

Jones, R. D. (2020). Buy, Rent, Or Never Touch? Designing a Game Review Video. *Der Fremdsprachliche Unterricht Englisch. Games*, 165, 17-22.

Jones, R. D. (2020). Telling game stories: the comic strip technique. *Der Fremdsprachliche Unterricht Englisch. Games*, 165, 8-9.

Jones, R. D. & Schmidt, T. (2020). Wanna play? Using games, gaming, and gamification in the EFL classroom. *Der Fremdsprachliche Unterricht Englisch. Games*, 165, 2-6.

Jones, R. D. (2019). A Narrative Approach to the Foreign Language Pedagogy of Digital Games. In M. Basseler & A. Nünning (Eds.), *Fachdidaktik als Kulturwissenschaft. Konzepte, Perspektiven, Projekte* (pp. 181-198). Trier: WVT.

Pandarova, I., Schmidt, T., Hartig, J. Boubekki, A. Jones, R. D. & Brefeld, U. (2019). Predicting the Difficulty of Exercise Items for Dynamic Difficulty Adaptation in Adaptive Language Tutoring. *International Journal of Artificial Intelligence in Education*, 29(3), 342-367. DOI 10.1007/s40593-

019-00180-4

- Jones, R. D. (2018). Fan(tasy) Fiction. Kreatives Schreiben: Eigene Harry Potter-Geschichten erfinden. *Der Fremdsprachliche Unterricht Englisch. Fantasy*, 151, 26–31.
- Jones, R. D. (2017). Catching Up. An Autobiographical Approach to Interdisciplinarity, Game Culture and English as a Foreign Language Teaching. In M. Berger & C. Dreßler (Eds.), *Autoethnographien zur Professionalisierung des wissenschaftlichen Nachwuchses* (pp. 73–85). Tübingen: Narr Francke Attempto Verlag.
- Jones, R. D. (2017). Work Faster, Kid! Ein Computerspiel zum Thema Kinderarbeit rezensieren. *Der Fremdsprachliche Unterricht Englisch. Lebenswelten Erproben: Simulationen*, 147, 42–47.
- Jones, R. D., Stuhlmann, S., & Zeyer, T. (2016). Interaktives Fremdsprachenlernen: Potenziale und Herausforderungen. In T. Zeyer, S. Stuhlmann, & R. D. Jones (Eds.), *Interaktivität im Fremdsprachenlehren und –lehren mit digitalen Medien. Hit oder Hype?* (pp. 11–42). Tübingen: Narr Verlag.
- Jones, R. D. (2016). A Playful Approach to Interactive Media in the Foreign Language Classroom. In T. Zeyer, S. Stuhlmann, & R. D. Jones (Eds.), *Interaktivität im Fremdsprachenlernen und –lehren mit digitalen Medien. Hit oder Hype?* (pp. 141–164). Tübingen: Narr Verlag.
- Jones, R. D. (2016). Digital Games and Fan-Discourse: Implications and Considerations for Complex Task Development in the EFL Classroom. In C. Becker, G. Blell, & A. Rössler (Eds.), *Web 2.0 und komplexe Kompetenzaufgaben im Fremdsprachenunterricht* (pp. 157–169). Frankfurt a.M.: Peter Lang.
- Jones, R. D. (2015). Approaching the Cognitive and Social Functions of World of Warcraft Fan-Comics. *Networking Knowledge*, 8(4).
- Jones, R. D., & Schmidt, T. (2014). Games, culture and English. Bringing digital games and gaming culture into the EFL classroom. *Praxis Englisch, Dezember*(6), 39–43.
- Grewe, C. D., Marrero, C. G., & Jones, R. D. (2014). Space Between – Between Spaces: On the Relation between Visitor and Museum. *Kult\_online*, 40. Retrieved from [www.kult-online.uni-giessen.de/archiv/2014/ausgabe-40/berichte/space-between-between-spaces-on-the-relation-between-visitor-and-museum](http://www.kult-online.uni-giessen.de/archiv/2014/ausgabe-40/berichte/space-between-between-spaces-on-the-relation-between-visitor-and-museum)
- Fries, V., & Jones, R. D. (2013). JFK. Fostering Historical Learning and Media Literacy. *Der Fremdsprachliche Unterricht Englisch. Lernorte*, 47(123), 44–53.
- Jones, R. D. (2013). Climate Challenge. An environmental video game to develop environmental competency. *Der Fremdsprachliche Unterricht Englisch. Ecodidactics*, 48(129), 32–37.
- Jones, R. D. (2013). Load, Release, and Fire. Exploring medieval warfare in an online simulation game. *Der Fremdsprachliche Unterricht Englisch. The Middle Ages.*, 47(125), 14–18.
- Book Reviews**
- Jones, R. D. (2014). A Non-Manual for Developing Responsible Selfhood. *Kult\_online*, 38. Retrieved from [http://kult-online.uni-giessen.de/archiv/2014/ausgabe-38/pdf\\_38/jones\\_bergeron](http://kult-online.uni-giessen.de/archiv/2014/ausgabe-38/pdf_38/jones_bergeron)
- Jones, R. D. (2014). Die ernsthafte Seite von Comics. *Closure. Kieler E-Journal Für Comicforschung*, 1. Retrieved from [www.closure.uni-kiel.de/](http://www.closure.uni-kiel.de/)

## **Conferences**

**Frühjahrstagung Bili AG NRW.** 04 April 2022. Keynote Lecture: *Digital Games & Learning. Background, Teaching, Transfer.*

**Standards – Margins – New Horizons II. Canons for 21<sup>st</sup> Century Teaching.** 31 March 2022. Universität Bielefeld, Germany. Presentation: *The 21<sup>st</sup> Century Quest to End Poverty and its Role in Foreign Language Education. The Potentials and Limitations of Current German EFL Textbooks.*

**Video Games and Foreign Language Teaching.** 12 February 2020. Westfälische Wilhelms-Universität Münster, Germany. Presentation: *Complex, Not Interested and Too Personal? The Delicate Art of Critical Game Literacy in the EFL Classroom.*

**Reforming the Language Classroom – Empowering Students to Take Ownership (IATEFL).** 6 September 2019. Technische Universität Braunschweig, Germany. Presentation: *Touchy Subject? Bringing Learners' Video Game Experiences into the EFL Classroom.*

**The Triple-A Classroom - Using Commercial Games in School.** 17-18 June 2019, IT University of Copenhagen. Presentation: *Video Game Literacy in the EFL Classroom.*

**53<sup>rd</sup> International IATEFL Conference.** Liverpool England. 2-5 April 2019. Presentation: *Political Issues in the EFL Classroom: Teacher and Learner Perceptions.*

**Autonomy in Language Learning (IATEFL).** 22-23 November 2018, University of Duisburg-Essen. Presentation: *Empowering Learners and Challenging Teachers: Teacher and Learner Responses to Videogame-Discourse in the 10<sup>th</sup> Grade EFL Classroom.*

**27. Congress of the German Society for Foreign Language Research (DGFF).** "Sprachen lernen integriert - global, regional, lokal." 27-30 September 2017, Friedrich-Schiller-Universität Jena. Presentation: *Popular Digital Games and Literature. A Model of Intersection for the Foreign Language Classroom.*

**27. Congress of the German Society for Foreign Language Research (DGFF).** "Sprachen lernen integriert - global, regional, lokal." 27-30 September 2017, Friedrich-Schiller-Universität Jena. Presentation: *Teaching the machine how to assess grammar skills. Modelling verb-tense exercise characteristics as a basis for an adaptive E-learning system.* Co-Presented with Irina Pandarova.

**Media Literacy in Foreign Language Education. Digital and Multimodal Perspectives.** International Conference, March 12-15 2017, Ludwig Maximilians Universität München. Presentation: *Towards a Fully-Automated Adaptive E-Learning Environment: A Predictive Model for Difficulty-Generating Factors in Gap-Filling Activities that Target English Tense-Aspect-Mood.* Co-Presented with Prof. Dr. Torben Schmidt and Irina Pandarova.

**Language. Learning. Technology.** International Conference, November 20-21 2015, Leuphana Universität Lüneburg. Presentation: *Digital Games, Participatory Culture, and the EFL Classroom. Linking Spaces of (Language) Learning through Game Comic Tasks.*

**Language. Learning. Technology.** International Conference, November 20-21 2015, Leuphana Universität Lüneburg. Presentation: *Play, Interactive Media and Foreign Language Learning.*

# Dr. Roger Dale Jones

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**Fremdsprachentag – Jahrestagung der Sprachenverbände E&M und DSV** in Kooperation mit dem Department of English & Linguistics der Johannes Gutenberg-Universität Mainz. Amerika im Fremdsprachenunterricht. October 8, 2015. Workshop: *Teaching America with and through (Serious) Digital Games*

**Games and Literary Theory: 2<sup>nd</sup> Annual International Conference**, UvA, Department of English, Netherlands Research School for Literary Studies (OSL), Amsterdam, November 20-21, 2014. Presentation: *Fictionality in World of Warcraft Fan-Comics: Strategies of Representation and Implications for Player Experience*.

**Fifth International Graphic Novel and Comics Conference**. The British Library, London, July 17-19, 2014. Presentation: *Video Game Fan-Comics as Designed Multimodal and Multimedial Communication*.

**Workshop „Comicforschung trifft Medienwissenschaft“ der GfM "AG Comicforschung" / Institut für Medienwissenschaft, Ruhr-Universität Bochum**. April 25-26, 2014. Presentation: *Video Game Fan-Comics as Multimodal and Multimedial Communication*.

**Web 2.0 und komplexe Kompetenzaufgaben im Fremdsprachenunterricht XI. Mediendidaktisches Kolloquium**. March 6-7, 2014. Presentation: *Informal learning in online gaming: Implications and considerations for complex task development in the English as a foreign language classroom*.

**International Conference Series on Games and Literary Theory**. University of Malta, Valletta, Malta. October 31 – November 01, 2013. Presentation: *Fail! Testing the Limits of Story in World of Warcraft Fan-Comics*.

## Lecture Series

**Medienbildungskompetenz – digitale Spiele**. Justus Liebig University, Zentrum für Lehrerbildung. December 12, 2018. Presentation: *The Value of Digital Games in the (EFL) Classroom: Teacher and Student Perspectives and Implications for Teaching*.

**The Digital [Foreign Language] Classroom**. Justus Liebig University, Prof. Wolfgang Hallet. February 02, 2018. Presentation: *Video Games and Informal Learning*.

**Key Topics in English and American Studies**. Justus Liebig University, Graduate Centre for the Study of Culture. October 31, 2013. Presentation: *Popular Culture and Informal Online Spaces of Learning*.

## Organized Conference

*Postdocs in der Fremdsprachenforschung: Dr. phil... und dann?* Technische Universität Braunschweig, Germany. May 05-06, 2022. Co-organized with Dr. Tamara Zeyer (Justus Liebig Universität Gießen). <https://www.tu-braunschweig.de/anglistik/seminar/esud/postdocs>