

1. Record Nr.	UNINA9910827520503321
Titolo	Readings in second language pedagogy and second language acquisition : in Japanese context // edited by Asako Yoshitomi, Tae Umino and Masahi Negishi
Pubbl/distr/stampa	Philadelphia, PA, : John Benjamins Pub. Co., c2006
ISBN	1-282-25431-6 9786612254314 90-272-9345-7
Edizione	[1st ed.]
Descrizione fisica	271 p
Collana	Usage-based linguistic informatics, , 1872-2091 ; ; v. 4
Altri autori (Persone)	YoshitomiAsako UminoTae NegishiMasashi <1959->
Disciplina	407.1/052
Soggetti	Language and languages - Study and teaching - Japan Second language acquisition - Japan
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Readings in Second Language Pedagogy and Second Language Acquisition -- Editorial page -- Title page -- LCC data -- Contents -- Message from the President -- Center of Usage-Based Linguistic Informatics (UBLI) -- 1. Linguistic Informatics -- 2. Organization and Research Projects -- 3. TUFS Language Modules -- 3.1. Cohabitation of Natural Language and Machine Language -- 3.2. Modularized View of Language -- 3.3. Cross-Linguistic Syllabus -- 3.4. Linguistic Usage -- 4. First International Conference on Linguistic Informatics -- 5. Second International Conference on Linguistic Informatics and Workshop on Spoken Language Corpora -- Preface -- An overview of the chapters in this volume -- Discourse Politeness Theory and Cross-Cultural Pragmatics -- 1. Introduction -- 2. Basic definitions -- 2.1. "Politeness" -- 2.2. "Normative politeness" and "pragmatic politeness" -- 2.3. "Language use according to social norms" and "Strategic language use" -- 3. Discourse Politeness Theory -- 3.1. Basic concepts -- 3.1.1. "Discourse Politeness" -- 3.1.2. "Discourse Politeness Default" -- 3.1.3. "Marked" and "unmarked" behavior -- 3.1.4. "Marked" and "unmarked"

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Sommario/riassunto

The selected contributions of this volume focus on various issues related to second language pedagogy and second language acquisition in the Japanese context. Part I covers such topics as discourse pragmatics and cross-cultural pragmatics in language teaching; the instruction of conversation through training in story telling skills; task activities as a means for grammarization in grammar teaching; the development of a computerized speaking test and a proficiency scale for EFL learners; and the social aspects of the language teacher expertise. Part II deals with the cognitive transformation involved in the acquisition of syntactic structures; the application of ZPD to adult learners not only in terms of interpersonal interaction but also through interfacing with other media; examination of learners' narrative data to analyze linguistic and gestural reference and to investigate learners' use of phrasal verbs; learner's strategy use in self-instruction that utilizes audiovisual materials; and network computer technology in computer-assisted language learning.
