

Computer Assisted Language Learning > Volume 28, 2015 - Issue 5

2,172 Views | 40 CrossRef citations to date | 0 Altmetric

A virtual walk through London: culture learning through a cultural immersion experience

Ya-Chun Shih

Pages 407-428 | Published online: 14 Nov 2013

Cite this article <https://doi.org/10.1080/09588221.2013.851703>

Check for updates

Sample our Education Journals

>> [Sign in here](#) to start your access to the latest two volumes for 14 days

Full Article

Reprint

Abstract

Integrati

users co

interacti

select

as the

streets o

interact

effects o

study co

impact o

associat

and mainte

We Care About Your Privacy

We and our 855 partners store and access personal data, like browsing data or unique identifiers, on your device. Selecting "I Accept" enables tracking technologies to support the purposes shown under "we and our partners process data to provide," whereas selecting "Reject All" or withdrawing your consent will disable them. If trackers are disabled, some content and ads you see may not be as relevant to you. You can resurface this menu to change your choices or withdraw consent at any time by clicking the ["privacy preferences"] link on the bottom of the webpage [or the floating icon on the bottom-left of the webpage, if applicable]. Your choices will have effect within our Website. For more details, refer to our Privacy Policy. [Here](#)

We and our partners process data to provide:

.....

I Accept

Reject All

Show Purpose in which

innovative,
We have
cultural heritage,
the virtual
r, and
mines the
ative case
context's
to track
reatment,

and maintenance). The results show that all four English learners involved in the study

benefitted from their cultural immersion, to varying extents, in the virtual environment. Four contributing learner factors, namely linguistic proficiency, motivation, character traits, and attitudes were found to correspond to the learners' levels of acquaintance with the target culture.

Keywords: culture learning case study time-series design virtual environment

Acknowledgements

The author would like to gratefully acknowledge the efforts of Molly Leonard, who acted as an instructor during the research phase. This study would not have been possible without her enthusiastic participation.

Additional information

Funding

The research has been heavily supported by a grant from the Taiwan National Science Council

Notes



Ya-Chun Shih

Ya-Chun Shih was born in Taiwan. She received her MA and PhD degrees in curriculum and instruction (bilingual education emphasis) from Pennsylvania State University in 1997 and 2000, respectively. In 2001, Dr Shih joined the Faculty of National Hualien University of Education, located near the world-famous Taroko Gorge, as an assistant professor of English language teaching. In 2009, the University was renamed as National Dong Hwa University. She is currently an assistant professor in the Department of English at National Dong Hwa University, Hualien, Taiwan and one of the computer-assisted language learning practitioners. She has pursued a wide range of technology-supported language learning issues, including serving as an instructor, instructional designer, researcher, journal reviewer, guest speaker, advisor, and committee member on related issues. Under Dr Shih's leadership, the VEC3D (three-dimensional Virtual English Classroom), an interdisciplinary research team of instructional designers and computer science experts, designed and developed a variety of innovative language-learning platforms. Dr Shih and her research team are expanding beyond the traditional language-learning environments and methods by incorporating technology into daily lessons and communicative activities. Her current research focuses on integrating virtual reality technologies and language learning in education. She has investigated the effect of virtual

reality-assisted language learning on students' achievement of English as a use of three- and cultural include research competence,



Relate

career: an immersion work experience for students making career decisions >

Dianne McGrath et al.
Accounting Education
Published online: 17 Mar 2016

Virtual reality in language learning: a systematic review and implications for research and practice >

Antigoni Parmaxi
Interactive Learning Environments
Published online: 22 May 2020

Enhancing EFL students' intracultural learning through virtual reality >

Hui-Chin Yeh et al.
Interactive Learning Environments
Published online: 5 Mar 2020

View more



Information for

Authors

R&D professionals

Editors

Librarians

Societies

Opportunities

Reprints and e-prints

Advertising solutions

Accelerated publication

Corporate access solutions

Open access

Overview

Open journals

Open Select

Dove Medical Press

F1000Research

Help and information

Help and contact

Newsroom

All journals

Books

Keep up to date

Register to receive personalised research and resources by email

 Sign me up



Copyright

Accessib

Registered
5 Howick Pl

or & Francis Group
orma business

