SECOND LANGUAGE SOCIALIZATION IN STRONGHOLD KINGDOMS AN ETHNOGRAPHIC CASE STUDY

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This ethnographic case study aims to examine second language socialization (SLS) in a massively multiplayer online game (MMOG) called Stronghold Kingdoms (SK). To explore the affordances of this community for SLS, the social dynamics in a faction community during 4 life-time periods, namely, war, post-war peace and life in exile, end of the world, and immigration to a new world were investigated using three methods: observation, analysis of records (in-game forum exchanges), and interview. The results suggested that the norms of the faction community, that is, communication, collaboration, skills, support, rules, closeness, trust, status, and shared experiences provided a supportive environment for SLS. Moreover, the results of an interview conducted with one of the faction non-native English speakers (NNES) revealed that the affordances of SK were important in the development and improvement of second language skills. This study offers important implications for second language pedagogy and research.