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The crossroads of English language learners, task-based instruction, and 3D multi-user virtual learning in Second Life

Julian ChengChiang Chen



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Julian ChengChiang Chen

School of Education, Curtin University

Building 501, Level 4, Kent Street, Bentley, WA6102, Australia

Email: Julian.Chen@curtin.edu.au

Phone: (61) 8 9266 5842

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