



Literacy Insights: A Curated Collection of Academic Articles

CREATIVE LITERACIES

This collection of *Journal of Adolescent & Adult Literacy* (JAAL) articles and resources delves into leveraging students' outside interests to design effective and engaging lessons and activities, including using video games as texts, integrating fanfiction in English language arts (ELA) curricula, and the impact of digital literacy communities on shaping young readers' cultural understanding and creativity.

Articles

Jerasa, S., & Boffone, T. (2021). [BookTok 101: TikTok, digital literacies, and out-of-school reading practices](#). *Journal of Adolescent & Adult Literacy*, 65(3), 219–226.

Investigate the influence of digital literacy communities such as TikTok and BookTok to enhance instruction and build a stronger classroom community.

Lammers, J.C., Magnifico, A.M. & Wang, A. (2022). [Playful multiliteracies: Fan-based literacies' role in English language arts pedagogy](#). *Journal of Adolescent & Adult Literacy*, 66(2), 80–90.

Discover how three ELA teachers integrate fan-based literacies, such as fanfiction, to foster analytical reading, creative responses, and a love for language arts.

Stufft, C.J., & von Gillern, S. (2021). [Fostering multimodal analyses of video games: Reflective writing in the middle school](#). *Journal of Adolescent & Adult Literacy*, 65(3), 245–255.

Uncover the captivating potential of using video games as texts in the classroom to enhance reflection, analysis, and critical thinking skills in a variety of engaging ways.

Von Gillern, S. & Nash, B. (2023). [Accessibility in video gaming: An overview and implications for English language arts education](#). *Journal of Adolescent & Adult Literacy*, 66(6), 382–390.

Unlock the secrets of video games' increasing accessibility for users and explore how teachers can adapt these insights to create more inclusive and accessible classrooms for all students.

Additional Resources

[Accessibility in Video Gaming with Dr. von Gillern \[JAAL Podcast\]](#)

[Playful Multiliteracies: Fan-Based Literacies' Role in ELA Pedagogy with Dr. Lammers, Dr. Magnifico, and Ms. Wang \[YouTube\]](#)

[BookTok 101: TikTok, Digital Literacies, and Out-of-School Reading Practices with Dr. Jerasa and Dr. Boffone \[YouTube\]](#)

[Fostering Multimodal Analyses of Video Games: Reflective Writing in the Middle School with Dr. Stufft and Dr. von Gillern \[YouTube\]](#)

Discussion Starters

- How can teachers effectively leverage student interests and hobbies to create an engaging and meaningful ELA curriculum while maintaining a balance between standards-based assessments and fostering creativity in the classroom?
- In what ways can playful reading and writing be incorporated into ELA classrooms to enhance students' learning experiences?
- What benefits do video games offer as texts for engagement and analysis? How can these benefits be harnessed to promote literacy skills and critical thinking among students?

Share your thoughts with colleagues around the world by posting them to the [Literacy Teaching and Learning discussion group on LinkedIn](#).