

The Effect of Video Games on English as a Foreign Language Students' Language Learning Motivation

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Abstract : Researchers and teachers have begun developing digital games and model environments for educational purpose; therefore this study examines the effect of a videos game on secondary school students' language learning motivation. Secondly, it tries to find out the opportunities to develop a decision making process and simultaneously it analyzes the solutions for further implementation in educational setting. Participants were 30 male students randomly assigned to one of the following three treatments: 10 students were assigned to read the game's story; 10 students were players, who played video game; and, and the last 10 students acted as watchers and observers, their duty was to watch their classmates play the digital video game. A language learning motivation scale was developed and it was given to the participants as a pre- and post-test. Results indicated a significant language learning motivation and the participants were quite motivated in the end. It is, thus, concluded that the use of video games can help enhance high school students' language learning motivation. It was suggested that video games should be used as a complementary activity not as a replacement for textbook since excessive use of video games can divert the original purpose of learning.

Keywords : EFL, English as a Foreign Language, motivation, video games, EFL learners

Conference Title : ICALLTM 2018 : International Conference on Applied Linguistics and Language Teaching Methodology

Conference Location : London, United Kingdom

Conference Dates : December 13-14, 2018