

## To Gamify Learning English Academic Vocabulary Through Interactive Web-Based E-Books: International Students

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**Abstract :** Learning English academic vocabulary poses a challenge on learning English. In this study, we harnessed interactive web-based e-books, and used gamification and collaborative responsive writing to teach English academic vocabulary. We recruited 50 international students to investigate the impact of gamification on the participants' learning gains. In so doing, the participants were randomly assigned to two groups: one group learned English academic vocabulary with gamification, and the second group learned them with traditional instructional methods. We used a pre/posttest to gauge the students' cognitive attainment. We then administered independent samples t-test to find out the impact of gamification on learning academic vocabulary. We also employed an IMMS to collect data regarding the motivational level of the students. We administered a MANOVA test to measure the motivational level of the students in both groups. The results of this study suggested that ...

**Keywords :** english language learners, technology integration, teaching, gamification

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