Using Digitalized Games to Improve Language Acquisition

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Background & Motivation

- **A Challenge:** one of the challenges I have faced with my students is their need for more motivation to learn the target language.
- **Educational Games**: they help instructors overcome the difficulties of teaching vocabulary (Elbarbary & Lima, 2024)
- **Motivation**: one way to increase students' **engagement** and **motivation** is to use educational games. Karoulis and Demetriadis (2004) state that using educational games **increases** students' **motivation**.
- **Results**: after using these games, my students reported that they helped them learn new vocabulary sets, practice grammar rules, and improve their language acquisition.
- **This poster** presentation will introduce attendees to using educational games on platforms (e.g., Wordwall, Educaplay, etc.) as supplementary aids to teach vocabulary and grammar content.

Games Benefits
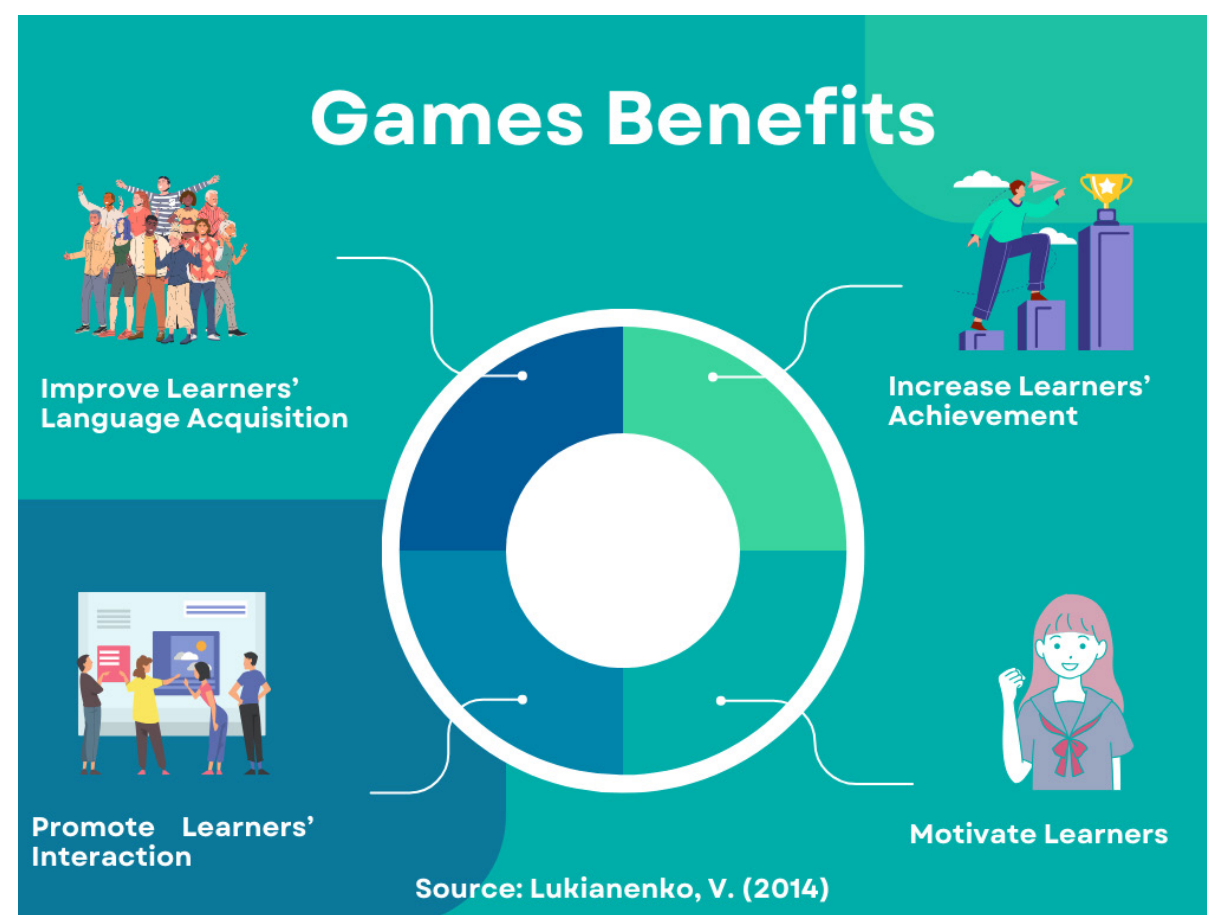
Elbarbary, Games Benefits (created using Canva)

Types of Games
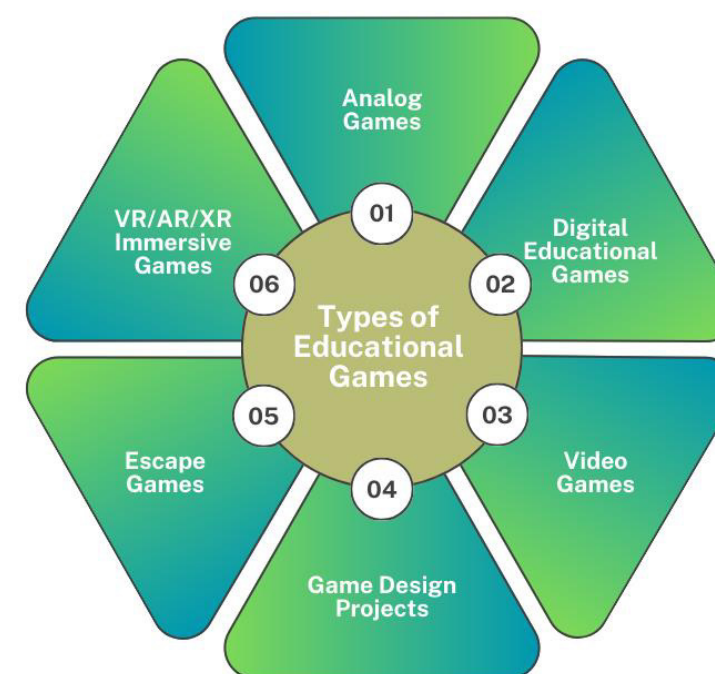
Source: Game Train Learning

Elbarbary, Types of Educational Games (created using Canva)

Using Games to Teach Vocabulary

1- Teaching Meaning & Pronunciation
(Tool: WordWall)

- **Level**: Intermediate
- **Objective**: Students use the words correctly in sentences.
- **Task**: Students match the words with their meanings.
- **Requirements**: Students scan a code to listen to the words ' pronunciation and learn their meanings.
- **Follow-up Activity (speaking)**: Students use the words they learned in sentences they create.

2- Teaching Spelling & Pronunciation
(Tool: Educaplay)

- **Level**: Intermediate
- **Objective**: Students write the accurate spelling of the words in sentences.
- **Task**: Students connect the letters to create words.
- **Requirements**: Students scan a code to listen to the pronunciation of the words and learn their spelling.
- **Follow-up Activity (writing)**: Students use the words they learned in their own sentences.

Using Augmented Reality (AR) to Teach Vocabulary

3-Teaching Vocabulary
(Tools: Adobe Aero)

- **Level**: Beginners
- **Objective**: Students recall vocabulary related to furniture, food, music, etc., using AR.
- **Task**: Students search for the words in their environment to match the text with the picture.
- **Requirements**: Students scan a code to access Adobe Aero and search for the words
- **Follow-up Activity (speaking)**: Students describe what they saw in the activity.

Using Games to Teach Grammar

1-Teaching Tenses
(Tool: WordWall)

- **Level**: Intermediate
- **Objective:** Students correctly use the tenses (present & past) when speaking.
- **Task:** Students complete the sentences with the correct tense.
- **Follow-up Activity (speaking):** Students speak about a topic using one of the tenses.

2-Word Order
(Tool: WordWall)

- **Level**: Intermediate
- **Objective:** Students write meaningful sentences in the present tense.
- **Task:** Students scan a code and put the words in the correct order to create meaningful sentences.
- **Follow-up Activity (writing):** Students use the sentences in the previous activity to create a short story.

Handout & References