DIGITAL GAME-BASED VOCABULARY LEARNING: WHERE ARE WE AND WHERE ARE WE GOING?

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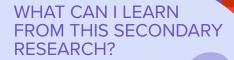Di Zou
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Digital Game-based Vocabulary Learning

It is an approach of teaching and learning vocabulary through playing digital games

WHAT CAN I LEARN FROM THIS SECONDARY RESEARCH?

How can digital games help learners improve their language skills?

WHAT EVIDENCE IS SUMMARISED?

Findings from **21** articles were used in this study

WHAT DOES IT FIND?

- Digital games are also effective for improving listening and reading comprehension
- Pronunciation can also be improved with the help of digital games
- Learners can improve their vocabulary in game environments through interactions
- In games, specific vocabulary information is more helpful than isolated or decontextualised vocabulary

HOW CAN I USE THE FINDINGS IN MY TEACHING?

- For successful vocabulary learning through digital games, teachers should engage learners cognitively with clear learning objectives and learning strategies
- Teachers should also provide enough scaffolding for learners in a digital-game based environment

TESOL GRAPHICS

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