

# SECOND LANGUAGE LEARNING IN THE CONTEXT OF MASSIVELY MULTIPLAYER ONLINE GAMES: A SCOPING REVIEW

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## KEY TERMS

### Massively Multiplayer Online Games (MMOGs)

*It is a kind of online video game which allows a large number of players to play on the same server*

### WHAT CAN I LEARN FROM THIS SECONDARY RESEARCH?

How can MMOGs help language learning?

### WHAT DOES IT FIND?

- MMOGs can decrease the level of anxiety in the second language environment, eventually resulting in more production in the second language
- The MMOG environments are collaborative, socially interactive, meaningful in signs, and linguistically complex
- Learners have an opportunity to improve their literacies and cross-cultural communication in MMOGs
- Second language learners can improve their range of vocabulary in MMOGs
- Although learners have a high level of interaction, their discourse accuracy and complexity does not improve significantly.
- During gameplay, learners tend to produce spontaneous and innovative sentences which are succinct in nature

### WHAT EVIDENCE IS SUMMARISED?

Findings from **31** empirical studies were used in this scoping review

### HOW CAN I USE THE FINDINGS IN MY TEACHING?

- Teachers should be aware of the affordances and limitations of MMOGs before deciding whether, when, and how to include them in their language teaching
- Since MMOGs can lower learners' anxiety in using a foreign language, teachers can consider using MMOGs as pre-lesson tasks or tasks which sustain motivation and engagement of learners
- MMOGs may be more easily incorporated into non-formal language learning than formal language learning because of institutional regulations and parental expectations