



# Graduation Project

## Final Draft

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Research Title	The role of video games in the education and development of the English language for the user
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# Abstract

Here in my humble research I am going to take you through the possibility of acquiring English language from the a video games, espically for the young users

the example of my research is going to be focused on one game called "minecraft" and i'll be talking about two methods of acquiring some english vocabulary while having fun, In addition, there will be an interview with twenty users who plays the same game at least thirty hours a week to see how much they learned while playing, Also gonna mention some of negative sides of it.

# Introduction

The reason for me to pick this topic and talk about that I'm one of many gamers out there who enjoy playing video games as kind of stress release and also to look into the beautiful worlds that made by other men to see what mankind(Games Devolpers) can be creating.

Another thing made me choose this subject is that the field of fertility to the study, and so far has not given the right attention or search by researchers and professors, especially in the Arab world, I think if this area was given the right of research and study for the latest considerable development in the education of young children less times The cheapest costs.

A games like minecraft can be an addition to the teacher tools to make the material provided more acceptable among children especially the one who feel bored of sitting long in school most of his day.

But that's not all, I'm also looking forward to see how one video game can add to a child vocabulary or improve his english which the same thing can be applied on an adult who haven't been taking an english lessons after his middle or high school.

When I was looking into a resources for this researche, I found out accoridng to a website called (mideastmedia.org) that 65% of Saudi Arabia nation plays video games! That's a lot? Isn't?

So from here I'll try to founs my research on one video game called "Minecraft" which is papular among the young players.

The reason im picking this games it's second to none when it come to number one favorite and played by childerns, why that? Because of the game design, which allow the users to create their own world by building it with blocks (the game also made of blocks like legos) They build their own safe houses from which they feel like a part of a venture out and take risks. They experience the thrill of the chase and the freedom to run and explore, They can also decide when and what to

destroy, and that combination of both construction and destruction is part of what makes the game so much fun.

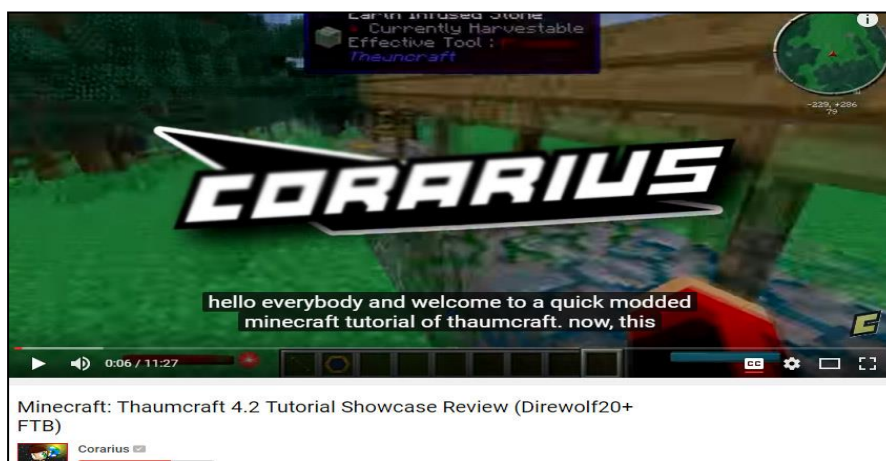
Another reason to make this game the subject of my research is the easy access as it's an easily be played on Personal Computer or home console or even a tablet which many of these day kids have.

Although the game is 100% in english and there is no an Arabic version to it, kids in Saudi Arabia learned it and still learning from it, But How you might ask?

With a close to zero instructions or tutorials, the new players immediately set about looking for information on how it works. That means going to dig into google and youtube to read and watch some videos of experts at play, not only that but also searching the Wiki Sites for How-To do pages which can be filled of texts that can be completely above their grades, but they still read it, by using a translators, why, you might ask ? Because of the motivation to read! Or to watch in case of a video on youtube.

Playing minecraft everyday can add to the kid learning vocabulary about mineralogy, geology, life, plants, the many types of stones, animals, learning about habitats, volcanoes and lava not mentioning the social interaction between the players around the world that can be add a lot more to the english learning experience.

an example of words can be learned from a first hours of playing minecraft "Shovel-Dirt-Pickaxe-Sword-wood-water-torch-....etc", and also here an example of words can be learned while watching a youtube video about the game " Hello-Go-here-there-home-run-inside-outside...etc"



(An english speaking user doing a tutorial in english for the game)

Also this game can improve the user typing skills by typing to correct words to the correct stuff he is hording or stashing, so his friends knows whats this and what's that when they visit his virtual world



(A Saudi user using in-game tools to type an english word "world")

That's been said, I would also talk about the negative side of learning english through Video Games

First of all, The biggest problem is no one there to correct you if you make a mistake in english (grammer-pronunciation-spelling-etc) which build a weak

Second of all, Gaming is addiction and sometimes can be a distraction from the main point which is learning, Yes! The user is going to learn something by playing only but it might take longer than taking it by the traditional ways.

Third problem that not everyone can play videogames, Some families may not be able to buy all the electronic devices for their children's, Either because they are convinced it, or the lack of financial capacity.

Finally, Learning while gaming especially when communicating with other users can teach the user unwanted words (ex:curses).

## Minecraft education edition

While I was doing my research I came by a project called minecraft ducation which can be found in this website ([education.minecraft.net](http://education.minecraft.net)) Which is also consistent with a number of the points mentioned in this research on the one hand that the game is suitable for use education to their suitability for young age and lack of violence in which as well as acceptable for girls and boys, as it will create new opportunities for new learning, it is also somewhat cheap compared with what they offer in order to Education, one minecraft game might cost between eighty to a hundred riyals only.

# Literature Review

“creativity now is as important in education as literacy, and we should treat it with the same status, Students can definitely be creative while learning a foreign language; we just need to show them the way” (Sir Ken Robinson ,2006)

“the secret of *Minecraft*’s attraction: it’s *open-ended*. Players’ possibilities are bounded only by the limits of their imaginations – or by the limits of their knowledge” (Markus Persson, 2013, the game’s inventor)

## Significance of Research

To See is the positive side of video games in improving or taching english language

## Research Question

How many words can be learned while playing/watching video about the game?

## Research Methodology

### Participants:

The participants will be Ten users who plays minecraft daily, from Three cities of Saudi Arabia, Five of them from AlQassim, Three from Riyadh, And two from Dammam.

The Age will be between 6-12 years old, All the participants used to play video games 30-35h a week.

There will be an online interview either via the voice chat inside the game or though skype to test their english level, And the amount of english words they learned while playing or watching english videos about the game.

# Limitations of the Study

Since the tradition and culture here in Saudi Arabia I wouldn't be able to do an interview on female users, or it can be hard for me to find one because the usually doesn't show their selves even if they play video games.

# Expected Result

This search result will show me whether there is any effective impact of the Games on the children in terms of learning some of the English language, as well as the approximate number of words knowledge gained through a single game or a single .video

My expectation that the child will be able to acquire at least twenty-five to forty new word in each game, in addition to the acquisition of some of the common words in the English language by watching the videos from youtube while he is doing his researches about the game to learn more of it.

# Reference List

- How Videogames Like Minecraft Actually Help Kids Learn to Read (By: CLIVE THOMPSON,2014) <https://www.wired.com/2014/10/video-game-literacy/>
- The Role of Video Games in the English Classroom (By: [Terry Heick](#), 2012) <https://www.edutopia.org/blog/video-games-in-english-classroom-terrell-heick>
- Fact or Fiction?: Video Games Are the Future of Education (By: Elena Malykhina on September 12, 2014) <https://www.scientificamerican.com/article/fact-or-fiction-video-games-are-the-future-of-education/>
- Using Minecraft for Learning English (By: Marijana Smolčec, 2014) <http://www.tesl-ej.org/wordpress/issues/volume18/ej70/ej70int/>

# Appendix

The survey was published online to get as much young people to answer it as possible and the questions were like this:

- How long you have been playing video games?
- How many hours a day you play "Minecraft"?
- Name me some of the items you knew while playing "Minecraft"?
- Can you type the name of the items you said in the previous answer?
- Can you name the same items you said before in Arabic?
- What does these words mean "Hello-Go-Here-There-Cart-Shovel-Axe-Armor-Gold-Diamond-Sun-Moon" in Arabic?
- Do you like to learn more English while playing "Minecraft"?