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Title:

**The Effect of Video Games on Improving English Language for
Second Language Learners**

I certify that all material in this proposal which is not my own work has been identified and that no material has previously been submitted and approved for to award of a degree by this or any other University.

Signature: Renad Okor

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1- Abstract

With the increase of their popularity and their number of users, Video Games have now become a common part of people's everyday life. People of both genders and of all ages are constantly spending their time playing Video Games. While they have been under attack by those who think that they increase violence or waste time, this research hopes to reveal a potential good use of Video Games in terms of improving the English language for second language learners. This research is going to investigate the reasons why it thought that Video Games could help in improving language while also interviewing a sample of people who play Video Games regularly to check if they had a good impact on their second language.

2- Introduction:

Given that Video Games is one of the biggest entertainment industries in the world and about 1.2 Billion of people are playing video games worldwide, it has been a subject of study for a long time. While most researches concerning video games have been broadly conducted to study the influence of Video Games on a user's violence, the subject of language acquisition has not had many lights to be shed on. Is it possible that Video Games can help improve second language learning? Through the exposure to a different language for a significant amount of time, and through the advancement of Video Games technology users can now interact with each other during the time spent playing increasing the chances of meeting with a native speaker, all of which can help the user improve their second language whether intended or not.

3- Literature Review

In a research study titled "Incidental Acquisition of Foreign Language Vocabulary through Brief Multi-Modal Exposure" written by (Marie-Josée Bisson mail, Walter J. B. van Heuven, and others) published in 2013, the researchers investigated the effect of

multi-modal exposure to a second language e.i., written and auditory language, on acquiring a new language, through experiments done in a French language classroom for English students. Their study revealed that students who have been exposed to multi-modal exposure to a second language have acquired more vocabulary and showed higher scores than the other group of students who haven't gone through the same exposure. This study clearly shows the effect of exposure to a second language in written and spoken forms, it can roughly be suggested that Video Games users go through the same amount of exposure, and thus get the same benefits.

In another article titled " Free Online Games Develop ESL Students' Language Skills" by (Larry Ferlazzo) in 2008, he claims that introducing Video Games to the classroom may help in teaching a second language, and he empowers his claim by explaining how students will be motivated to learn the new language by being engaged in the game and wanting to go further in it. Certain vocabulary has to be known in order to get going in the game and this will enhance the language of the student over time. In this study the researcher states the reasons why Video Games can improve a language if being used in the classroom, and the same reasons can be applied on ordinary Video Games users playing in their houses on their free time, for the same motivation will be present for the user or the learner, and that is in order to keep going on in the game a particular language must be learned, acquired, or understood.

4- Significance of Research

The significance of this research lies in its potential to discover the chances of improving English language for second language learners, through their time spent on playing Video Games. Considering the popularity of Video Games among the young and the old. While being entertaining, it can also be as useful if this research can reveal the potential of improving language through playing.

5- Research Question

This research will try to answer the following questions:

- 1- Do Video Games hold any usefulness for their users in terms of improving a second language?
- 2- If so, what are the reasons that are thought to have helped frequent players to improve their second language?

6- Research Methodology

The research methodology is going to be done in two parts:

The first part will be stating the reasons why it is thought that Video Games can help improve a second language. By collecting relevant language acquisition theories and rationally connecting them to the activity of playing Video Games. Such as: the effort that users exert in giving attention to the written and spoken language in video games and how this can serve as a motivation to learn new vocabularies thus improving language.

The second part will be done by interviewing a sample of people ranging from 20 – 30 men and women, all of whom have been playing Video Games since childhood, each stating how much time does he/she spend playing games, and how much has that effected their second language, while taking into account if the participants are learners of this second language or not, also considering his or her background and other activities that can help improve their second language.

7- Ethical Considerations

No harm will reach the participants in any way. Participants' permission will be asked and they can be interviewed either personally, via E-mail, or by chatting with them

online. Participants' names will be anonymous and they will be interviewed separately.

8- Limitations of the Study

There will be a lack of reliable information on the subject, due to lack of resources that discuss the matter. Also, some participants' interviews will not be utilized to reach the result of this study if they are not second language learners. In addition, the sample size can be noticeably small due to the difficulty of finding people that meet the criteria set for the interviewers while considering the factor of time.

9- Expected Results

This research is expected to reach positive results. After interviewing people and mentioning the theories related to language acquisition, it is expected to have a various of reasons approving that Video Games can enhance and improve language for second language learners.

10- References

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11- Appendix [Interview]

Name:

Gender:

Age:

Q1: Do you play Video Games Regularly? Since when?

Q2: Are you learning English as a second language?

Q3: Do you think that Video Games have improved your English language as a second language learner? How?

Q4: In terms of vocabulary, spelling, linguistic structures and grammar, which language aspects do you think that Video Games has had an impact on the most?

Q5: Is there other linguistic aspects that you think Video Games can improve? Please specify.

Q6: Do you put special effort in understanding new/odd vocabulary that you encounter during gameplay?

Q7: Do you interact with English native speakers during your time spent playing? How often?

Q8: Have you been in a situation that required you to further interact with native speakers through means of communication e.g., chatting or using the Microphone? Do you think that that may have helped enhancing your linguistic competence?

Q9: Do you think that you have gained more knowledge about the language from this interaction? Explain.

Q10: While growing up, did you notice that you had more linguistic competence than your peers? If yes, do you think that Video Games can count as a reason for that? Please explain.

Q11: Is there any other activities that you usually do that may contributed in improving you English as a second language? Please specify which activity has been useful in terms of improving the language the most.

Q12: Please explain thoroughly why you think Video Games has had an impact on your English as a second language, whether positive or negative.