

The Impacts of Gamification on ESL/EFL Learning: A Systematic Review

Saturday, 27 July 2024 13:40 (30 minutes)

Gamification in digital environments has been advocated as a pleasurable and entertaining approach to support the ESL/EFL learning context and bridge the gap between students' learning and educational practices. This comprehensive review examines 39 publications spanning from 2014 to 2023 to explore the impact of gamification on ESL/EFL learners' academic performance, motivation, and engagement. The analysis reveals that gamified ESL/EFL environments are perceived as enjoyable, engaging, and motivating, fostering positive learning experiences. These experiences correlate with improved academic performance and increased motivation among students. Additionally, the review identifies key trends and effective gamification strategies that have yielded successful learning outcomes. This study offers valuable insights for educators and developers seeking to integrate gamification into ESL/EFL curricula. Specific recommendations derived from the findings can inform the design and implementation of gamified learning experiences across diverse educational levels within the ESL/EFL context.

Primary authors: Ms NGUYEN THI BAO, Tran (Can Giuoc High School-Long An Department of Education and Training); Mr PHAM VAN, Khanh (Ho Chi City City University of Technology and Education)

Presenters: Ms NGUYEN THI BAO, Tran (Can Giuoc High School-Long An Department of Education and Training); Mr PHAM VAN, Khanh (Ho Chi City City University of Technology and Education)

Session Classification: Parallel Oral Presentations

Track Classification: Technology