

Gamification and Learner Motivation in Vocabulary Acquisition

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The integration of gamification into language teaching has gained an increasing popularity over the last decades, creating numerous opportunities for learners to improve language proficiency. Although much attention has been devoted to gamification, few focus on learners vocabulary acquisition and motivation. To bridge these gaps, the present study aims at (1) examining the development of EFL learners' vocabulary range by gamification and (2) investigating if the implementation of games enhances learners' motivation. Seventy students were divided into a control with no exposure to gamifying learning and an experimental group experienced the use of gamification. Quantitative method was employed to collect data from pre and post-test while qualitative was adopted to explore the learners' motivation through interviews. The findings demonstrated that when students were exposed to game-based learning, they outperformed the control group in terms of vocabulary acquisition and motivation. Such findings imply that gamification has potentials in language teaching settings for improving learning motivation and boosting vocabulary expansion.

Online Profile

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