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Improving English Skills with AI Language Games

Saturday, 27 July 2024 15:00 (45 minutes)

This study explores how AI-powered language games can enhance English learning among high school students. Over a six-month period, 250 students at Nguyen Thai Hoc High School in Binh Dinh province used these games as part of their English curriculum. The games were designed to adapt to individual learning speeds and make the educational process enjoyable. We assessed students' improvements in vocabulary, reading, and speaking skills through tests conducted before and after the games were used. Additionally, we gathered feedback from students and teachers about their experiences with the games. Results showed that students made significant progress in their English abilities; they were able to read faster, understand more, and speak more fluently. Students also reported greater enjoyment and engagement in learning English. Teachers observed that the games increased student participation and helped improve retention of language skills. These findings suggest that incorporating interactive, game-based learning tools in language education can significantly enhance student motivation and academic performance, advocating for their broader use in educational settings.

Online Profile

Biography

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