

Insights into Student Perspectives: Exploring the Use of Gamified Online Quizzes for EFL Learning

This study investigates the integration of gamified online quizzes into English as a Foreign Language (EFL) teaching at East Asia University of Technology based in Ha Noi, Vietnam. Participants, consisting of 80 freshmen enrolled in an Information Technology (conducted in English) program, shared their perspectives through a survey and focus group interviews. Quantitative data from the survey, analyzed using SPSS, revealed overwhelmingly positive views towards the use of game-play online quizzes. Qualitative findings from the focus group interviews highlighted their enriching impact on motivation, enjoyment, and classroom participation. In addition, the study suggests that incorporating electronic quizzes can enhance competitiveness, intellectual stimulation, and digital skills development among students.

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Track Classification: Technology