

The Application of JeopardyLabs in EFL Classroom

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

In our modern world, applying digital usage is no longer a trend, but one of the top priorities in education, especially in English language teaching. More and more EFL teachers nowadays are utilizing cutting-edge digital tools and strategies in their teaching methods to help learners achieve better results. Gamification for learning is a strategy used increasingly by teachers all over the world to positively impact student's engagement and collaboration, which allows them to learn more efficiently. This research discusses the use of JeopardyLabs –a free game quiz template site perfect for teachers and students in EFL classroom at English Department, Hanoi University. From students' feedback as well as teacher's observation, JeopardyLabs has proved to be effective in creating a motivational learning environment for learners. The research also offers some detailed examples of how the site can be used in different skill-based classes and some tips to maximize its benefits so that teachers who would like to try the idea can apply successfully in their own classes.

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Session Classification: Parallel Oral Presentations

Track Classification: Technology