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KEY TERMS

Location-based games

Games that use the player's physical location as part of the gameplay (e.g., Pokémon Go)

CONTEXT

Learning of languages in a range of contexts

WHAT EVIDENCE IS SUMMARISED?

19 studies

WHAT CAN I LEARN FROM THIS SECONDARY RESEARCH?

This scoping review offers a comprehensive overview of the current research on location-based games for language learning, including their design, implementation and effectiveness.

WHAT DOES IT FIND?

Location-based games for language learning are an emerging area of research with a steady publication rate over the past eight years.

- Most studies focus on university students and there is a need for more research in other language learning contexts.
- There is a need for more theoretical grounding and more consistent methodologies in research on location-based games for language learning.
- More free, user-friendly tools are required to facilitate the development of games by practitioners.

HOW CAN I USE THE FINDINGS IN MY TEACHING?

By incorporating the insights from this scoping review into your teaching practices, you can:

- Make language learning more engaging and interactive for your students.
- Learn about the latest evidence on how location-based games can support language learning.
- Adapt and apply game-based strategies to suit your learners' needs and improve outcomes.

