

SECOND LANGUAGE (L2) GAINS THROUGH DIGITAL GAME-BASED LANGUAGE LEARNING (DGBLL): A META-ANALYSIS

AUTHORS

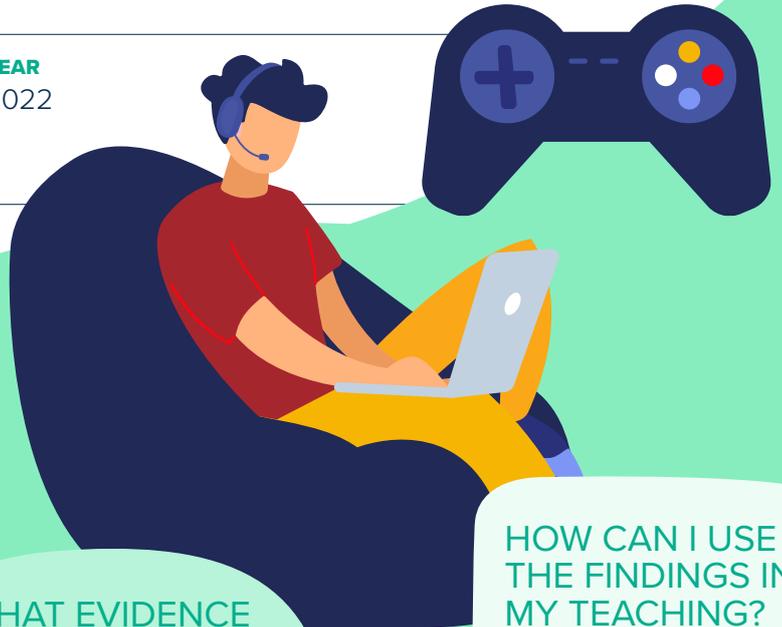
Daniel H. Dixon
Tülay Dixon
Eric Jordan

JOURNAL

Language Learning
& Technology

YEAR

2022



KEY TERMS

Game-based language learning:

It refers to learning the language through playing games that can provide opportunities for learners to use the target language

WHAT CAN I LEARN FROM THIS SECONDARY RESEARCH?

What type(s) of games can be (more) useful for L2 learning?



WHAT EVIDENCE IS SUMMARISED?

26

primary studies were included in this meta-analysis

WHAT DOES IT FIND?

- **In terms of output, games can be categorised into three groups:**
 - a. Games requiring no output from the learners (having the greatest positive effects)
 - b. Games requiring only written output (less effective than (a))
 - c. Games requiring only spoken output (having the least positive effects)
- L2 learning games might not be sufficiently meaningful and engaging for L2 interactions
- Watching gameplay may help learners learn more L2 vocabulary than playing the game themselves
- The effectiveness of learning L2 using games is greatly dependent on whether learners' attention is directed to the games' language input
- Teacher mediation and supplementary materials can bring more positive effects to game-based language learning
- The great number of players interacting during a game does not necessarily lead to better L2 learning
- Single-player games can be more effective because of the increased input and cognitive demands, while multiplayer games can be more effective because of the use of target language to communicate with other players
- Multiplayer games require real-time communication whereas single-player games may give players more time to process the input which can be useful for L2 learners

HOW CAN I USE THE FINDINGS IN MY TEACHING?

- Teachers need to select games that are of interest to learners to ensure sustained motivation in language learning
- The games should be selected based on the language level of the learners
- Having learners play games in pairs / groups can encourage learners to play games and watch their peers play, both of which can be effective in L2 learning
- Teachers should design activities to support their learners as they play the game
- Teachers can modify the input of games to increase the effectiveness of game-based language learning