

عنوان مقاله:

Exploring the Role of M-Game as a Seat of ESP Reading in the Iranian TVT

محل انتشار:

مطالعات زبان کاربردی ایران، دوره 8، شماره 1 (سال: 1395)

تعداد صفحات اصل مقاله: 28

نویسندگان:

Mohammad Javad Mohammadi - *Allameh Tabataba'i University*

Saeed Khazaie - *Shahid Chamran University of Ahvaz*

Mohammad Khatib - *Allameh Tabataba'i University*

خلاصه مقاله:

To direct m-game to be a possible didactic option for Iranian TVT (Technical Vocational Training) trainees, in this study m-game-mediated (Mobile Game-Mediated) materials delivery was incorporated into the conventional teaching method in the blended ESP reading skill platform. So, 52 male trainees from Technical and Vocational College of Isfahan were selected by convenience sampling. Afterwards, 48 trainees were defined as homogeneous using Englishlag Test to learn ESP in 16 triads under two different blended learning scenarios in 18 sessions in the academic year 2014-2015. While the first group of the trainees practiced in the blended learning situation with ready-made displaying device and materials, the second-group trainees practiced the same content through the medium of their own self-made PDA (Personal Digital Assistant) and materials; in this way, their learning performance assessed continuously in and outside the classroom. To employ tree-prong approach, interest survey and focus-group interview were embraced, as well. Overall, descriptive and inferential analyses of the collected data disclosed that trainees who were involved in the process of materials development were more excited and learned more than their counterparts who practiced via prefabricated devices and materials. Consequently, self-made (vs. prefabricated) m-game-mediated .blended platform was found to be more liable to teaching and learning ESP reading skill

کلمات کلیدی:

Blended Learning, ESP, ICT-mediated Learning, Iranian TVT, M-game

لینک ثابت مقاله در پایگاه سیویلیکا:

<https://civilica.com/doc/1232547>

