

عنوان مقاله:

Effects of Clash of Clans Online Game on Iranian Students' Vocabulary Learning: A Case Study

محل انتشار:

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خلاصه مقاله:

Online games can be effective tools in vocabulary learning. Clash of Clans is one of these games which is investigated in this research. Three Iranian, male pre-intermediate participants were cases of this study who played for ten to thirty minutes every day and were randomly chosen among ۱۹ available subjects. This game consists of ۶۰ words and about ۷۰ sentences and the process of learning ranged from ۳ to ۶ months for different learners. Data collected through an interview and checklist showed that Clash of Clans online game helps pre-intermediate EFL learners acquire several vocabulary items without being exposed to any direct instruction and can be applied as a means of improving vocabulary among pre-intermediate EFL learners. Furthermore, the findings might be constructive for materials developers, i.e. helping them to prepare appropriate texts in terms of textual integrity and readability, in line with the needs and levels of EFL learners.

کلمات کلیدی:

Clash of Clans, Online games, vocabulary learning, Iranian pre-intermediate learners

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