عنوان مقاله:

An Overview of Digital Games Research and Practice for Learning: A Need to have (L)MOOC for DGBL(L) (Research Article)

محل انتشار:

آموزش و یادگیری زبان انگلیسی, دوره 13, شماره 27 (سال: 1400)

تعداد صفحات اصل مقاله: 21

نویسندگان:

فرهمن فرخی - Department of English Language, Faculty of Persian Literature and Foreign Languages, University of Tabriz, Tabriz, Iran

آیلار فلاح وزیر آباد - Department of English Language and Literature, Faculty of Persian and Foreign Languages, University of Tabriz, Tabriz, Iran

خلاصه مقاله:

Developing, exploring and standardizing digital game based learning for EFL and English for Specific Purposes (ESP), requires a thorough understanding of learning context, gaming elements, ludical manners, as well as features of virtual reality in a real-life and career like setting. Unlike some traditional scientific approaches that focuses only on individual systems separately as a dipped in fashion approach, digital game requires a platform for understanding game genres, games' use and various kind of games in order to define game design characteristics, theories of learning in digital era and to expand the characteristics and patterns of CALL application combined with linguametric perspective for digital games. It is a means and umbrella term for combined framework for multidimetional advancements, research and practices from major areas of inquiry, namely applied linguistics, psychometrics, and edumetrics of inter, supra disciplinary perspectives and emotional intelligence which gives importance to this discussion and a need to implement, develop, blend and use positive features of various digital game types in a user friendly and massively online course platform worldwide.

کلمات کلیدی:

CALL, Digital Game-Based Learning, MOOC

لینک ثابت مقاله در پایگاه سیویلیکا:

https://civilica.com/doc/1574562