

## عنوان مقاله:

Teaching English with the Help of Computer Games: a Case Study of Vocabulary

## محل انتشار:

شانزدهمین کنفرانس بین المللی زبان، ادبیات، فرهنگ و تاریخ (سال: 1402)

تعداد صفحات اصل مقاله: 7

## نویسنده:

Leil Khademolhosseini - Bachelor's degree in English translation, Department of foreign languages, Isfahan (Khorasgan) Branch, Islamic Azad University, Isfahan, Iran

## خلاصه مقاله:

Today, computer games are a tool for entertainment and one of the biggest industries in the world of communication and information technology, which can even be used to teach many sciences. In our country, the little knowledge about this industry has caused most people to think that computer games are only for children and a kind of entertainment for free time; While, in most countries of the world, this part of science is considered one of the essential specializations and is very important. Therefore, one should not have a negative and biased view of computer games. However, this technology can be used for education, the transfer of values, and teaching English to the young generation. According to social learning theory, people do not learn most of what they need for guidance and action in life, just from direct experience and observation, but mostly indirectly, primarily through mass media. Therefore, the research findings indicate that computer games indirectly affect English language learning. In this research, the study of English language learning with the help of computer games, especially the learning of English vocabulary, has been investigated

## کلمات کلیدی:

.game, computer games, education, English language, vocabulary

## لینک ثابت مقاله در پایگاه سیویلیکا:

<https://civilica.com/doc/1770912>

