

عنوان مقاله:

Promoting EFL students' motivation in learning English by using games

محل انتشار:

نهمین کنفرانس بین المللی مطالعات بین رشته ای در مدیریت و مهندسی (سال: 1403)

تعداد صفحات اصل مقاله: 10

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خلاصه مقاله:

Learning English by using books and reading them daily can be tiring and time-consuming, but by using various methods, learning becomes easier and more attractive. The current research was conducted using a library review method, the purpose of which was Promoting EFL students' motivation in learning English by using games. The results of the research show that the use of group games in the classroom environment not only gives students enthusiasm and excitement, but also encourages them to compete and talk. Group games increase people's self-confidence and try to remember old material. Playing in the classroom removes the quiet and boring atmosphere and gives the students enough energy to learn new things, and after playing the game, the teacher can more easily communicate with the students and teach new points

کلمات کلیدی:

learning, game, English language

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