

عنوان مقاله:

L2 Grammar Knowledge Development through Edutainment: MALL in Focus

محل انتشار:

پنجمین کنفرانس بین المللی پژوهشهای کاربردی در مطالعات زبان (سال: 1396)

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خلاصه مقاله:

The present study aims at investigating the effect of applying educational mobile game on the intermediate EFL learners' grammar knowledge development. To achieve the purpose, two intact classes from the intermediate EFL learners were selected, one class as an experimental group (n=16) another as a control one (n=16). First, a researcher-made grammar test was used as the pretest and the results of the t-test showed that there was no significant difference between the experimental and control groups in the terms of grammar knowledge before treatment. During four sessions, an educational mobile game (Learn English with Jonny Grammar's Word Challenge) was applied by the experimental group to practice some grammar points as a treatment and the control group practiced the same grammar points through conventional exercises. Another researcher-made grammar test was administered as the posttest and the results revealed the significant difference in grammar knowledge development between these two classes. The findings portrayed that the experimental group outperformed the control one in the terms of grammar knowledge development. The findings can have some beneficial implications for EFL teachers, EFL learners and curriculum designers

کلمات کلیدی:

Grammar knowledge, edutainment, MALL (Mobile Assisted Language Learning)

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