

عنوان مقاله:

On the Impact of New Inventory Hot-Seat Game on Enhancing L2 Motivation among Iranian (Upper-intermediate) EFL Learners

محل انتشار:

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خلاصه مقاله:

The ever-increasing number of EFL learners in Iran adds greater urgency to prioritize the most effective means by which language learning can be enhanced. However, learners' lack of motivation for language learning is one of conditions that impede full understanding of L2 learning. A considerable amount of attention has sought to assess potential positive consequences of various educational games, but relatively no research has examined learners' motivations for using hot-seat games. The current study hopes to address this untouched gap by using a mixed method approach to specifically examine the effect of newly-invented fun hot-seat game on enhancing L2 motivation at an Iranian upper-intermediate institute. To this end, a total of 40 Iranian male and female upper-intermediate EFL learners, aged 14 to 17, selected randomly from Farhang institute in Iranshahr city. They were assigned into two groups: a control group and an experimental group. The experimental group received 12 weeks of treatment in form of fun game while the control group followed the traditional approach. By applying quantitative and qualitative research methods, the major findings demonstrated that the experimental group outperformed statistically in the post-test. Therefore, hot-seat game proved to be more effective in motivating these students. This article has some implications for students and teachers to use educational fun games in order to improve language learners' motivation.

It is suggested that teachers should seek for methods that engage their students in a creative language use.

کلمات کلیدی:

educational game, hot-seat game, L2 motivation, Language learning

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