

A Study on the Perceptions of Using Online Games to Develop Vocabulary Knowledge of Grade 10 ESL Learners

PAC Dineeka and KKTN Ekanayake

University of Kelaniya

<thilininimeshae@gmail.com>

Abstract – Online learning being the most popular form of distance education today, the use of online games has emerged as a new strategy in language learning. Most of the language teachers tend to use online gaming tools to improve learners' language skills. This study was designed to explore the perceptions of both teachers and learners on the use of online games to develop the vocabulary knowledge of ESL learners. Vocabulary is considered a core component of language learning. Thus, the emphasis on vocabulary development of ESL learners is crucial. This study adopted interviews as a qualitative data collection tool in which the participants were 10 ESL teachers and 25 grade 10 ESL learners. The findings suggested that using online games to develop vocabulary knowledge is effective. The majority of the ESL teachers highlighted those online games create an attractive and interesting learning environment which motivates the learners to be active in the online classroom. The students revealed that they prefer to use online games as they feel more involved in the online classroom than in the physical classroom whereas it was found that certain online games cannot be monitored by the teacher. However, based on the results of the present study, it was proved that both teachers and students possess positive perceptions towards using online games. This study provides insights on improving vocabulary knowledge using online games where teachers are allowed monitoring and intervention.

Keywords: ESL learners, online games, vocabulary