

Gamification in classroom: ESL students' perception of learning English vocabulary through online game

ABSTRACT

Technology and students are inseparable. The application of technology in academia helps students broaden their knowledge and perspectives and improve academic performance. In English language learning, technology is used as a digital tool to boost students' motivation to learn English vocabulary. An online survey was used to invite students to answer open-ended questions about learning English vocabulary through online games. Forty pre-university students from the Preparatory Centre for Science and Technology finished the online survey, and their perceptions and insights were coded using thematic analysis. The study has discovered that the third quarter of the students conceptualised learning English Vocabulary skills as complex. All students except one felt that learning English vocabulary skills via online games is fun and effective. All students know what an online game is but not the gamification method. These perceptions will be further discussed, and corresponding suggestions will be made to help educators determine the best method for an effective English vocabulary teaching strategy in the classroom.