

REDEFINING ENGLISH LANGUAGE PRACTICE: A FOCUS ON GAME BASED LEARNING- WITH SPECIAL REFERENCE TO MINDSNACKS APPLICATION

Submitted in partial fulfillment of the
requirements for the award of
Bachelor of Arts degree in English

By

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SATHYABAMA

**INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)**

Accredited with Grade “A” by NAAC

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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the Bonafide work of **J. Jeba Timothy (38010006)** who carried out the project entitled **"Redefining English Language Practice: A Focus On Game Based Learning: With Special Reference To Mind snacks Application"** under my supervision from **January 2020 to April 2021**.

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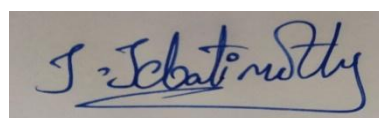
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DECLARATION

I **J. Jeba Timothy (38010006)** hereby declare that the Project Report entitled **Redefining English Language Practice: A Focus On Game Based Learning: With Special Reference To Mind snacks Application** done by me under the guidance of **Dr. Mercy Gnana Gandhi**, Professor of English, Department of English, Sathyabama Institute of Science and Technology, Jeppiaar Nagar, Rajiv Gandhi Salai, Chennai – 600119, is submitted in partial fulfilment of the requirements for the award of Bachelor of Arts degree in English Literature.

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ABSTRACT

Language is the means of Communication. Game Based Learning is one of the best skills to enhance everyone's language skills. Communicating to a person or a people Mind snacks application plays a very important role on making them to understand what we have in our mind. When it comes to classroom, it takes a lot of responsibilities and focus to make the student to improve their communication skills. The aim of this study is to redefine English language practice to be implemented in the classroom; our core focus will be on Game based learning through Mind Snacks application. In order to compare the ability of the students, an experimental study has been carried out among the Sathyabama students. The results state that learning using Mind Snacks application improves the students faster than the traditional method of learning. It also improves the students' vocabulary and communication skill.

Keywords: Technology, Game, Mind Snack, Vocabulary, Classroom, Learning.

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CHAPTER - 1

INTRODUCTION

Learning English language is a very important process in this generation. It plays a vital role in communicating between people from different cities, states, countries and continents. Because we all know that English is also known as the universal language. There are several factors that make English essential to communication within the present time. It is the foremost common foreign language, widely used all over the world. Two people who come from different countries usually use English as a standard language to speak or to communicate. That's why everyone must learn English language so as to urge in-tuned on a world level. Speaking assists you to communicate with people from countries everywhere in this planet, not just with English-speaking ones.

In many countries, children are taught and encouraged to find out English as a second language. Even in countries where English is not an official language, like Netherlands or Sweden, we are able to find most of the syllabus or curriculum in science and engineering are written only in English. Because, it is the dominant language within the sciences, most of the research and studies. At the university level, students in many countries study most of their subjects in English so as to utilize or create the material more accessible to international students. The other importance of the English language is that it creates a greater opportunity for employment. As we all know, during this times , businesses are targeting at quantities of employees and knowing English is one among those qualities. Consequently, if we all know English and good at it, we will have more chances to urge employment. Moreover, with enough amounts of data in English, the likelihood of promotion in any position is even higher.

Nowadays, most electronic technologies offer many different ways of communicating, thinking, learning and behaving. Games have been showcased as one of the Electronic technologies which have been developed *

Corresponding Author Keywords and phrases: Gamification, Education, Mind Snacks, and Game Refinement Theory.

Fatin Izzyan et al. for entertainment while fostering process of learning effectively and interestingly. The benefit of game and game-based approaches in education has been investigated since the 1980s. In order to express that effect clearly, we continue their work by showing the comparison in the course structure between another popular platform - Mind Snacks. II. Game refinement measure in Mind Snacks. In previous studies, the game refinement theory was employed to measure the attractiveness of gamification. This theory is a new game theory, which shows a particular way to quantify the attractiveness by providing the common measurement - GR value, which is derived from a model of 'game progress'.

CHAPTER - 2

LITERATURE SURVEY

2.1 VOCABULARY AND ITS IMPORTANCE

The way to become familiar with a language is to think about the number of Lexis. It is easy to understand the content, when an individual knows loads of words. Understudies can be shown vocabulary legitimately or by implication. Improving vocabulary is critical for English Language Students. Local speakers of English typically get into kindergarten knowing 5000 words and non-local speakers think that it is difficult to learn new words. There are various techniques to learn vocabulary. A few techniques help the educators in an extraordinary degree to fuse even muddled words inside the understudies.

Vocabulary plays a vital role in understanding and conveying one's ideas and emotions. Vocabulary is essential for each and everything in this world, right from arts and science to mathematics and social science. Children start using the vocabulary at the age of two. They observe and later try to convey their emotions. A person is very fluent in his mother tongue when compared to all other languages. This is because the person listens to the words only in his mother tongue wherever he goes in his or her particular community. People find it complex to learn vocabulary in other languages because they are not using other languages frequently and they hesitate to use other languages unless and until they are keen on learning. Always, people feel comfortable using their mother tongue to whomever they speak with. Vocabulary is important because it gives our child the power to mention what he or she means.

By having several words at their disposal for describing an occasion or emotion, they will be explicit when sharing their ideas and opinions. It helps our child to understand what people are saying and what she/he is Game Based Learning. Vocabulary is that the foundation for comprehension. Unfamiliar words become holes within the text, preventing our child from completely understanding what he or she has just read. It bolsters their ability to understand ideas and think more logically. The greater number of words our child has, the more he or she will interpret ideas from others. It boosts our child's power of persuasion.

Having an upscale vocabulary will help our child to communicate during a more engaging way. Counting on one or two words to explain a thought are going to be repetitive and not as persuasive, as counting on a vocabulary of 10-15 similarly descriptive terms. It helps our child make an honest impression on others. How articulate our child constitutes an enormous a part of the impression she or he makes on others. English is going to be the sole language within the world. When it comes to Teaching English language, we have to consider from which part of the world the student is. Teaching English language also needs some deep understanding about accents, culture and tradition of the student and his/her society where he/she comes from.

In order to get good communication with foreign guests and complete their own work, English level is extremely important. English teaching in colleges and universities in China, is merely the pure theoretical teaching. It can't provide students with an English speaking environment. This results in college graduates who cannot master the essential skills of using English for communication. Traditional English teaching mainly focuses on Game Based Learning, while international cooperation focuses on cultivating students' ability to speak. Teaching English as a second language for beginners may be a challenging task for anyone. Regardless of what our background, or experience level, we will encounter constant new challenges when teaching English as a second language. Like teaching other subjects, we will find that each student learns differently. At an equivalent time, counting on the first language of every student, we face new challenges unique there to language. However, with some work and knowledge, we will be ready to gain the talents we would like to show English as a second language to the students.

English is an international language and it is used widely all in all the fields. Since the world is running behind competitions, it is very essential to speak fluently in English. To be very fluent, one must be enriched with vocabulary. It is difficult to learn words directly from books. Technology has been developed in a wide range of facilities and by using some of the tools from technology, people can learn new words with motivation and interest. This paper is about the study of using Mind Snacks Applications by second year of Sathyabama Institute of Science and Technology. Mind Snacks is an application which enables the

English Language Learners to develop their vocabulary. Not only English, but also nine different languages. The results prove that the students are able to show a visible improvement in developing the vocabulary using the tool. Vocabulary plays a vital role in understanding and conveying one's ideas and emotions. It is essential for each and everything in this world, right from arts and science to mathematics and social science. Children start using the vocabulary at the age of two. They observe and later try to convey their emotions. A person is very fluent in his mother tongue when compared to all other languages. This is because the person listens to the words only in his mother tongue wherever he goes in his or her particular community. People find it complex to learn vocabulary in other languages because they are not using other languages frequently and they hesitate to use other languages unless and until they are keen on learning. Always, people feel comfortable using their mother tongue to whomever they speak with.

2.2 ENGLISH LANGUAGE TEACHING IN INDIA

Teaching of English language in India has assured an important place. As English is the most widely used international language, students must know this language. In India, English has a status of an assistant language, but in fact it is the most important language in India. Next to Hindi, English has been given more importance in India. The English language is among the leading languages in terms of usage everywhere the planet. As such, it is often said that as a language, it plays a really important role within the everyday running of nations and therefore the world at large. English language provides insight into diverse cultures. Being supported a basic alphabet, it easy and quick to find out compared to the opposite languages. Because English language is spoken in many parts of India, many of the faculties have integrated it into their programs as they realize it makes students susceptible to more opportunities. English is employed in many of the Indian websites on the web and thus knowing the language gives you access to several websites in order that you'll participate in forums and discussions over the web. There are tons of individuals to satisfy and speak to in English. Learning English language, therefore, increases one's chances of securing good employment in one's country also as abroad. Similarly, individuals are seeking to find out the language with the intention of expanding

opportunities for themselves career-wise. English is one among the widely spoken global languages. English language isn't just a language but a crucial asset. the power to talk English comes with the advantage of access to the world. English language has put India within the global market. Every individual enjoys the utilization of English language. Learning English language is vital because it increases the horizon for the individual. English has emerged as a dominant language and this data helps us connect beyond our cultural boundaries. From work to academic exchange to business, English language helps us connect at a worldwide level. International trade, academic exchange, cultural exchange, and lots of others are enabled and improved by English language; English has been a game-changer for the Indian economy. The state adopted English language quickly due to British colonization within the past. It is proved to be helpful within the globalized era. The supply of English educated youth has provided a lift for the industry in India. It is enabled us to be a low-cost source for business services like BPO, banking, customer service, and lots of others. The large boom within the Indian IT industry has been supported by the knowledge of English. The cultural and academic exchange has been enabled by English. The tourism industry relies on English language. It gives it an operational advantage by making it relatively easier to succeed in international tourists. Education has also benefited through the exchange of developments within the various disciplines. Researchers across India and academic circles are now having the ability to attach and work together due to English language. English language is extremely beneficial in today's technologically driven globalized world by enabling various sorts of exchange from trade, to culture and education. Education within the English was introduced by British in India. Thus English became the medium of instruction altogether stages. Education was thus limited to a little circle of upper and middle-class people that rose to power and position by reaping the advantages of English education. This promoted the expansion of an alien culture which was vastly different from the normal culture of the country. During this outlook, moral, and spiritual and even within the common matters of life like eating, clothing, etc. It had been a sure passport to power and affluence and prestige. The introduction of English Language in India proved a blessing in disguise. It ultimately led to the stirring of national spirit within the educated people. that's why a replacement movement arose within the

various sections in national life – political, religious and social. Consequently, the country made a stride within the path of progress, quite keep with things that were happening within the other civilized and free countries of the planet. Today within the context of independence the validity of English language in India has been subjected to an honest deal of rethinking. Popular sentiment against English has already gained an honest deal of strength. Presently English is a world language and isn't only the language of England. It's been said that more people outside the island speak English than within it. Thus English is that the gateway of the knowledge altogether spheres of thought. It is a incontrovertible fact that our national languages aren't such a lot developed on become an appropriate substitute for English in our education, especially science education. Standard books on various branches of data are mostly written in English. Hence the case for retaining English in several academic sections may be a must.

2.3 TECHNOLOGY IN ENGLISH LANGUAGE TEACHING

English more technology oriented. There was a time when second language acquisition was supported teacher student interaction and repeating the teacher's version only. But with the advancement of technology many devices and sorts of technology have come to form teaching interesting, focussed and accurate. We can choose many gadgets as T.V., CD-ROMs, Computers, Internet and lots of net connect devices to form English teaching accurate and approachable to all or any. and confusions. Technology is vital for linguistic change also. Although majority of teachers are still far away from technology in English teaching if we mention developing In teaching and learning, we've to complement our self with the assistance of technology. of them are often an ultimate for the expansion of English. there's many technological A rapid change in learning process is that the results of development of ICT. Technology was there for language learning by the time when Radio or tape machine was introduced. And Tape Recorder is employed for repeating and practicing pronunciation problems. But in era when we consider technology

2.3.1 Radio

The radio also can offer professionals perspectives to instructors and an interactive consultation with them will assist professionals and professional to resolve their problems • The Radio programmes may be supplemented with Mentor's publications that help the radio classes These Guides ought to be the sources that hyperlink the academics to the day by day radio broadcast. They can help instructors in 3 ways. Firstly, every manual ought to have a phase that explains the way to use the programme. Secondly, the manual ought to offer instructors with the phrases of all of the songs, instructions for making easy coaching aids together with puppets, and reasons to tough concepts. Thirdly, every manual ought to have lesson plans for every of the Radio Broadcast which includes what sports the beginners ought to do before, throughout and after the radio broadcast. Pre-broadcast sports assist the beginners to evaluate talent and facts from preceding classes and put together them for the lesson for the day. Since air-time is limited, it's miles vital that instructors comply with up every broadcast with the publish broadcast sports defined withinside the day by day lesson plan. The radio broadcast ought to be aired withinside the morning or past due evenings for advantage of instructors and teacher trainees with a provision that when being attentive to this telecast they should write or talk anything they have comprehended. This may be executed of their institute in tough reproduction or is probably executed on face book pages of involved programme, or as blogs. To exercise speakme talent the listened mater ought to be retraced through the listeners on recorded tapes to be checked through their mentors or can also additionally go away it as recorded messages on net or uploaded on you-tubes.the same manner changed into utilized in 1986 through PFU university, Moscow for growing talent in Russian Language. • Benefits of Radio training may be combined with the power and blessings furnished through learning via cell phones. Mobile is utilized by almost each person regardless of age, socio economic reputation so the academic broadcast ought to be made to be had on mobiles. It will growth their accessibility with out even spending on radio units and the programmes may be recorded, consumer can document her very own voice after being attentive to the programme and examine it with the professionals' so this integration of technology can be very beneficial.

2.3.2 Television

Television programmes were used for language studying and coaching because the 1930s, and in ELT for a few twenty years. There are several claimants for the honor of being pioneers on this field, however probable the primary ELT collection to be visible broadly on tv screens (thus attaining a far large public than the lecture room use of movies permitted) turned into produced and screened in Sweden with inside the early 1960's. Since then, hundreds of hours of ELT substances were produced for tv transmission and lecture room use, the programmes or movies generally being observed via way of means of guides and sound recordings or forming a unmarried factor of a multi-media course. These substances have been geared toward each adults and children, and that they have attempted to cater for people with fashionable language-studying wishes and people with pretty specific ones (eg businessmen, tourists, engineers, teachers, etc). This assessment is in the main worried with substances transmitted via way of means of tv to audiences of their homes, alevn though institutional or lecture room use of such substances will be mentioned from time to time. It additionally concentrates on substances produced for global use in preference to the ones made via way of means of broadcasting or manufacturing establishments to be used in a unmarried united states or confined region. There were many powerful national, nearby and nearby ELT TV productions, and certainly they make up the principal share of the total output withinside the field, however balanced attention of them includes detailed rationalization and evaluation of nearby situations and circumstances, while global productions commonly should permit for a extensive range of such circumstances (but plenty they admire the significance of nearby versions withinside the use of tv, in language studying methodology, and in social and cultural conventions). Most global productions are truly made or coordinated withinside the UK and consequently can or have to have higher get admission to to assets mainly applicable to ELT substances manufacturing. Lastly, due to their extensive distribution, they're extra influential (for higher or worse) and are possibly to be extra acquainted to readers.

Television (TV)', sometimes shortened to tee or tell, may be a telecommunication medium used for transmitting moving images in monochrome (black and white), or in color, and in two or three dimensions and sound. Television became available in crude experimental forms within the late 1920s. The term can ask a 'television' set, a 'television' program ("TV show"), or the medium of 'television' transmission. 'Television' may be a medium for advertising, entertainment and news. 'Movie', also called film or movie may be a medium wont to simulate experiences that recorded or programmed moving images alongside other sensory stimulations. The word "cinema", short for cinematography, is usually wont to ask filmmaking and therefore the movie industry , and to the kind that's the results of it. Motivation is one among the foremost important factors in determining successful second-language acquisition. Film, as a motivator, also makes the learning process more entertaining and enjoyable. Films and television shows are an integral a part of students' lives so it makes perfect sense to bring them into the language classroom.

2.3.3 Computer

Computers have made a triumphal access into schooling withinside the beyond decade, and best a dyed-in-the wool Luddite could deny that they've delivered huge blessings to instructors and college students alike. However, an uncritical use of computer systems may be simply as disadvantageous to college students as a refusal to have some thing to do with them. In this text I talk a number of the methods that computer systems may be utilized in English language coaching, in an effort to assisting colleagues make the maximum of the possibilities they provide to ESL college students.

It is beneficial to think about the laptop as having the subsequent major roles withinside the language classroom:

- Instructor - the laptop teaches college students new language
- Tester - the laptop assessments college students on language already learned
- Tool - the laptop assists college students to do sure tasks

- Facts source - the laptop offers college students with the records they want to carry out a selected task
- Verbal exchange facilitator - the laptop permits college students to speak with others in distinctive locations

Computer as instructor. In the early days of computer systems and programmed studying, a few college students sat at a terminal for prolonged intervals following an individualized studying application. Although we've come a protracted manner from the instead naïve thought, held through a few at that time, that the laptop should subsequently come to update the instructor, there was a go back to a far extra state-of-the-art sort of automated coaching the use of multimedia CD ROMS. In such packages, college students can concentrate to dialogues or watch video clips. They can click on on images to name up the names of the items they see. They can talk into the microphone and without delay pay attention a recording of what they've said. The application can preserve a document in their progress, e.g. the vocabulary learned, and provide remedial assist if necessary. Many of those CD ROM packages are provided as entire language courses. They require college students to spend hours on their very own in the front of the laptop screen, generally connected to a microphone headset. For this cause on my own I choose now no longer to apply them in my language coaching. Another in their critical drawbacks, in my view, is the reality that during many instances the direction content material and series is fixed. The instructor has no risk to encompass substances which might be of hobby and significance to the unique college students in his or her class.

2.3.4 Internet

The Internet has made an crucial alternate into training within the beyond decade. Also, The Internet has added extensive advantages to instructors and college students alike. Although the ability of the Internet for academic use has now no longer been absolutely explored but and the common college nonetheless makes constrained use of computers.

The net includes a variety of assets that instructors can get entry to and use to put together coaching substances. These variety from webweb sites

particularly designed for instructors and beginners to web sites from countrywide and worldwide newspapers, museums, galleries and so on. Teachers can use those substances in the identical manner as they could different print-primarily based totally assets, to create worksheets and sporting events for his or her classes. The improvement of the Internet added approximately a revolution withinside the instructors' perspective, because the coaching gear presented via the internet had been progressively turning into greater reliable. Nowadays, the Internet is gaining sizeable recognition in overseas language coaching and an increasing number of educators and beginners are embracing it. Using the net brings the 'actual world' into the study room and offers the scholars an possibility to discover getting to know in a specific manner. However, having college students going through a pc as opposed to the teacher, approach instructors of net training do want to be vigilant. Given the advantages of using film within the learning classroom and it isn't surprising successfully integrating film into the language-learning syllabus. Until quite recently it had been difficult to seek out pedagogically motion-picture film material to assist students improve their language. However, with the arrival of the web there's now. With numerous resources, it's sometimes difficult for teachers to ascertain the wood for the trees.

2.3.5 *Electronic dictionary*

An Electronic dictionary is a transportable Electronic tool that serves because the virtual shape of any type of dictionary. Available in some of forms (devoted hand held tool, apps on cell gadgets, CD-ROMs or DVD-ROMs and on line products), Electronic dictionaries vary in feature from general single-language dictionaries to very specific, terminology-primarily based totally dictionaries for medical, legal, and different expert languages. As generation has advanced, the wide variety of functions which are to be had in Electronic dictionaries has additionally increased. Many of them are geared up with textual content-to-speech and speech-to-textual content capabilities, interactive vocabulary games, vocabulary journal, facts transportation and net access. Most recently, Electronic dictionaries have emerge as to be had on cell gadgets which includes smartphones and pill computers. There are some of variations exist among the traditional paper dictionary and the Electronic ones. Because of the

feature of facts transportation and net access, the wide variety of vocabulary gadgets covered in Electronic dictionaries exceeds the wide variety within the paper ones. Also, there are a few specific functions that can't be observed within the paper dictionary, for example, interactive studying features which include vocabulary games, speech functions, and reference book. Clearly, the Electronic dictionary is quicker in seek velocity, lighter in weight, smaller in length and more cell than the paper one. With the specific functions, using Electronic dictionary reasons a few issues as well. Electronic dictionaries can save you college students guessing abilities and contextualized wondering in vocabulary acquisition. ELT inexperienced persons generally tend to split phrases from the context and that they do now no longer recognise that the usage of the context could assist them apprehend the meanings. With the speedy-velocity seek capability of Electronic dictionaries, they could right now appearance up the meanings of all unknown phrases and terms in a sentence even as certainly getting the meanings of 1 or key phrases plus guessing meanings from context could serve the reason within the identical way. Moreover, Electronic dictionaries can motive distraction. It frequently takes region while college students use Electronic dictionaries within the classrooms. It takes place while college students are looking to appearance up the that means of new phrases. They generally tend to move directly beforehand and appearance up each unknown phrase they stumble upon because it is simple and speedy for them to get the meanings and different applicable facts from Electronic dictionaries. However, in step with Peters' (2007) research, the ones phrases aren't associated with the focal point of the lesson in maximum of the cases. As a result, college students would possibly forget about what the trainer is announcing and pay little interest to the lesson. drawn growing attention from lexicographers, researchers and language teachers across the planet . Today's dictionaries have more information and are easier to access and to know than ever before. And, with the arrival of electronic formats, space is not any longer the matter it had been . Electronic dictionaries became more and more attractive, accepted and popular to ELT learners at different levels, using electronic dictionaries in ELT classroom has gradually become an alternate to several. As for teachers, helping students tap into electronic dictionaries effectively is one among the simplest ways to assist them become independent, lifelong language learners.

during this essay, the functionality of electronic dictionaries and reasons why they're popular in ELT class are going to be introduced. Also, a number of the current issues associated with the mixing of electronic dictionaries into ELT instruction and learning will be identified and discussed. The author's views towards this subject are going to be presented also, based university. For language instructors and learners to participate in an increasingly digital world, they're going to got to use technology via English to satisfy their educational and private needs. shortly ago, electronic dictionaries began to enter ELT (English as a far off Language) classrooms and have become more and more popular among Chinese university students. additionally to Game Based Learning dictionaries, students also can Although electronic dictionaries have massive amount of data and fast search, teachers and researchers still got to consider other factors within the environment that would have an impression on student outcomes. are often "> this is often not surprising—although electronic dictionaries can be used as a tool within the same ways that paper dictionaries can, they're capable of quite such tools, and both learners and teachers must understand both the benefits and liabilities of using electronic dictionaries. Therefore, while others view the mixing of electronic dictionaries into university ELT class with variety of concerns, many of which remain unresolved. designed for language learners. tons of them are published by publishers which have a history of compiling dictionaries and are regularly updated. However, electronic dictionaries are produced by technological companies which aren't academic in nature. In some cases electronic dictionaries mislead students and provides word to word translation in an odd way. Therefore, it's essential for teachers they ought to give advices on how to choose and evaluate a reliable and proper machine readable dictionary. Another argument is that with the fast inputting speed, electronic dictionaries stop students thinking from the context and may cause an excellent distraction within the class. Some teachers noticed during in school activities that the instant students see a replacement word, they quickly resort to their electronic dictionaries for a translated meaning, that is, the Chinese equivalent, instead of sense making of the passage. Students' work sheets and comprehension passages are usually filled with the Chinese equivalent of the vocabulary, squeezed between lines and in margins. we will easily see this from the

training of lower level ELT students because students are always worried about new vocabulary learning and that they are not conversant in other techniques which will help them improve their language skills. Therefore, students are unlikely to find out words from the context, they have a tendency to think about words as isolate but not related. They totally ignore the context during which the words exist. Instead, they check the meanings of each new word they are available across. That causes students ignored the vital skill in learning which is using the context to deduce the right meanings. Moreover, the fast inputting speed also can hinder students learning the right spelling of a word. Students might not always skills to spell a word correctly. Electronic dictionaries employ phonetic matching techniques and predictive text input techniques as spell checkers to assist learners speed up access. Students might only got to type several letters rather than the entire word while they're looking it up in electronic dictionaries. That forestalls them from learning the right spelling during the method of vocabulary acquisition. Some teachers can accept either a paper or machine readable dictionary. They might be pleased to ascertain students use a dictionary of any type instead of not bringing any. consistent with their opinions, if all information is there, it mainly depends on how accurate and comprehensive the dictionary is and it really doesn't matter which to use. It should be students' option to plan to use either. At an equivalent time they also emphasis that it's acceptable to let students use any sort of dictionary as long as they are doing it under teacher's guidance. tons of my students say that the rationale that they select one particular sort of electronic dictionary is typically supported personal preferences instead of pedagogical rationale.

2.3.6 Email

E-mail lets in for communiqué among college students in a context in which the teacher's position is not on the center (Patrikis, 1995). In e mail communiqué, FL inexperienced persons can enjoy elevated manage over their very own learning, on the grounds that they could select the subject and alternate the course of the discussion. The quit purpose is to speak with any other man or woman within side the FL in place of to supply a mistake-loose composition. In a single decade, we've seen many innovative ideas for the

utilization of e-mail within the FL classroom. Because there are numerous , it's often difficult to stay track of what these innovations are and the way they could benefit the language learner. this text aims to supply an summary of the varied uses for e-mail in FL learning. within the first section of this text , we describe the benefits that are mentioned within the literature about the utilization of e-mail in foreign learning contexts. Following the reason of the possible benefits to FL learners, we offer an summary of the various sorts of contexts and possibilities for communicative interaction through e-mail that are attempted inside and out of doors of the FL classroom then discussed within the literature. As many researchers have noted, e-mail extends what one can neutralize the classroom, since it provides a venue for meeting and communicating within the foreign language outside of sophistication . due to the character of e-mail, FL learners don't need to be during a specific classroom at a specific time of day so as to speak with others within the foreign language. they will log in and write e-mail from the comfort of their own room, from a library or from a cyber-cafe, and these spatial possibilities increase the quantity of your time they will spend both composing and Game Based Learning within the foreign language during a communicative context. Rankin (1997) notes that the extra interaction within the foreign language provides FL learners with more input than they might be ready to expect from class time, which usually amounts to less than four hours per week in most highschool or college settings. E-mail allows students to speak with native speakers of the target language without the high cost of traveling abroad (Hedderich 1997; Roakes, 1998). Before the arrival of the web , it had been impossible to speak so immediately then frequently with native speakers or with other learners. E-mail offers students a practical opportunity to interact with others within the target language. Students can create their own mailing lists or the teacher can found out a category e-mail list or listserv. Because it's separated from face-to-face contact, the high of such immediate demand for production is lessened, and learners can take their time formulating their thoughts, very similar to they could neutralize written composition. As decelerated conversation, e-mail communication "provides a superb initiative to assist students steel oneself against the face-to-face classroom discussions also because the more carefully conceived and polished written compositions instructors ultimately expect from their students" Frequently it's difficult for college kids to interact during a n activity

in a foreign language class without preparation before time. A pre-class e-mail assignment can look out of the groundwork and save valuable class time. Examples are given of the way during which the teacher might prepare students for writing, listening, and speaking activities. E-mail can provide a context to organize students for extended written assignments. The teacher can tell the scholars, for instance, that their next written assignment are going to be to write down a quick biography of a superstar of their choice. Through e-mail exchanges the scholars can collaborate on an inventory of potential subjects for this assignment so as to save lots of valuable class time. Another way learners can use e-mail for pre-class preparation is to share background on a subject before a listening comprehension exercise. The teacher can provide students before time with the topic of a listening comprehension lecture, e.g. the celebration of Thanksgiving within the US. Before taking note of the lecture in school, students can share via e-mail what they realize this traditional holiday, including their own personal experience or their questions on it. E-mail is right for preparing before time for sophisticated discussions. Ramazani (1994) tells of an activity called "The Weekly Essay." a couple of days before the category meets, his students e-mail one another essays that they need written a few particular Game Based Learning. during this way the scholars are better prepared for the category discussion of the essays. Ramazani (1994) uses another e-mail activity to organize his students for sophistication before time. Next he organizes these ideas on a handout that he then uses in school for both brainstorming and stimulating class discussions. Similarly, the teacher can assign a debate topic and ask the scholars to start to debate it via e-mail. When the time involves form debate teams in school, the scholars will have already got a satisfactory understanding of each side of the difficulty and can be ready to make a more informed decision about where they stand. Teachers can create e-mail assignments to strengthen or extend what students have wiped out the classroom. This encourages students to revisit class discussions, giving them the chance to reiterate or clarify opinions expressed in school or to supply an opinion they weren't prepared to precise in school. Here we offer some sample activities following this line of thought. During the primary class session, he gave his students a handout during which three criminal cases were described (including details of the crimes and suspects).

2.3.7 Blogs and Audio Cassettes

Audio blogs can assist to fulfill a trainer's want to enhance training in English as a 2d language (ESL). In this examine, the trainer makes use of audio blogs to manipulate oral assignments, to have interaction with novices, and to assess overall performance outcomes. Learners document oral assignments thru cell phones, and preserve an character audio blog wherein they put up and archive the oral assignments. The trainer interacts with every learner thru the character audio blog to beautify his or her mastering in step with character needs. Using blended methodology (survey, open-ended questions, interview, and evaluation of blogs), this examine explores how the trainer's interplay with novices thru audio blogs improves novices' oral English overall performance. The outcomes suggest that the usage of audio blogs meets the trainer's academic needs, supplying an green and powerful manner to assess students' oral overall performance and allowing individualized oral feedback. In addition, novices experience the benefit of the use of audio blogs and accept as true with that audio blogs help their language-mastering experience. This examine additionally discusses the demanding situations that customers of audio blogs face within side the technique of English-language training, and the results of audio blog in language mastering.

Audacity may be a free, open source software for recording and editing sound that runs on Windows, Mac, and Linux. All you would like to use it's a computer, a group of earphones, a microphone and a jack to jack cable. Audacity allows us to try to to many things (check the links provided at the top for further information and advanced use), but in this section i will be able to cover the fundamentals and therefore the three actions I think of more useful for language teachers, which are voice recording, digitising tapes and records and recording audio playing on the pc . Audacity can then be wont to record any sound of our choice, whether it's voice, music, audio playing on the computer, etc.; secondly, we will digitise tapes and records, i.e. convert analogue material into digital; and third and most vital , we will edit all quite sounds in just an equivalent way we edit a text with Microsoft Word, thus, we will cut, copy, paste and delete part(s) of the recording, insert silences, pauses or music, split recordings into separate tracks, mix tracks,

raise or lower the quantity, speed the recording up or down, and even improve the audio quality by removing constant ground noise (also referred to as “audio restoration”). On the one hand, Audacity allows us to take advantage of the endless opportunities of fabric found on the online (cf. Gómez Martínez 2008b, 2008d, 2009b) by recording either whole extracts or simply particular information we'd like (thus avoiding things of disappearing websites and/or ignoring taking note of chunks of language we aren't interested in). On the opposite hand, we will save old listening materials available on tapes by transforming them into digital format. we will also edit the recordings and make our own home-made materials which are new, original and adapted to our students' preferences, level and wishes. What is more, and this is often the large contribution of the programme, the digital material it creates is of great benefit for both language teachers and students: first, it's free and with far better sound quality (not lost because of friction as happens with the normal tapes); second, we will line up of authentic material, instead of simplified texts performed by actors (cf. Field, 1997,1998); third, it's much easier to use than traditional devices (tracks and chunks are easily identified, rewinding is quicker and quieter), and last but not least, it's easier to store, it can be wont to create our own audio library, we will share it with our students and teacher colleagues, and it are often listened to both inside and out of doors the classroom walls (can be sent by email, posted on the e-learning platform/blog, etc.), thus promoting autonomous learning (cf. Gómez Martínez in press b, in. The choices we've to use Audacity within the ELT classroom are limitless and just depend upon the teachers' and also students' imagination and creativity. Here, we'll summarise some tips and activities suggested by Gómez Martínez(in press a).

- Play with the speed: speed up or hamper recordings, hooked in to the extent or the amount of times it's played.
- Select some phrases or sentences of a listening passage for dictation purposes.
- Record short chunks of language and develop remedial micro-listening exercises to develop students' listening skills by exposing them during

a focused thanks to aspects of spoken English that they're likely to seek out difficult.⁸

- Record words or phrases which your students may find difficult to pronounce (you can either record your voice or search for a pronunciation dictionary on the web⁹ and insert a silence or pause after each item so that they will repeat it afterwards, record their voices then hear themselves and also contrast both
- Ask your students to figure with the programme themselves. There are many activities that they will do and, as they're going to be enjoying using it, they're going to need to say come up with new and refreshing ideas and suggestions that you simply can implement within the classroom. you'll ask them to record themselves either commenting or giving their opinion about something, Game Based Learning a brief story, creating a radio advertisement or even creating their own radio programme. First, they're going to be practising and improving their speaking skills within the foreign language, secondly, they're going to enjoy twiddling with the programme by inserting music, soundtracks or any sort of sound of their choice, and, last but not least, they're going to create a final product which they will hear as repeatedly as they need and also share with friends and family. Now that we've covered all the advantages the utilization of Audacity has for both teachers and students, and have gone over differing types of activities that we will use during a language class, i will be able to present both the outline and therefore the students' feedback on a Web-Quest I designed for my second year students majoring in Translation and Interpretation at the University of Valladolid in 2009. The reason why i made a decision to style this activity was that i used to be fascinated with the programme and wanted my students to understand about it and begin using it as i assumed it might be useful not just for English class,

2.3.8 Power Point

PowerPoint has been in existence in lots of years, it has begun to unfold to high school and ESL classroom. PowerPoint is a form of presentation software program that lets in one to reveal colored textual content and photos with easy animation and sound. PowerPoint presentation is a extraordinary resource in teaching. The report is straightforward to create and may be e-mailed as attachment. It comes bundled with Microsoft packages. Can be published on or downloaded from website, and may be transformed to html net pages. Initial Teaching PowerPoint may be used to train new thoughts and ideas to students. In concept this sounds very good; however, in exercise this will be trick Practice and Drill To try this it's miles essential to have the form of material, which may be repeated many times. Types of substances may be repeated on a weekly or biweekly basis. Games Teachers can use PowerPoint to create their personal video games to apply withinside the classroom. Once a recreation has been created, it may be reused through the writer or shared with different teachers. Review PowerPoint displays are extraordinary for reviewing thoughts that have already been taught. It is likewise an amazing manner to test and spot in the event that they have mastered a concept.

2.4 THE SIGIFICANCE OF ENGLISH LANGUAGE TEACHING

English language teaching plays significant role in engrossing student's attention in classroom. One has to gain competence in all four skills in order to develop good communication skill or to succeed in communication skills. The four skills are competence in hearing, verbal communication, interpretation and inscription. Learning English makes the learner to see things from different perspective, or to get deeper understanding of a different culture. Many researches show that, around the world 400 million people speak English as their first language. In more than a quarter of world's country, English is classified as one of the official languages. So learning English is very important, because by developing ones language, they can easily connect with new people across the globe. There are many reasons why English is the most important languages in the world

2.4.1 *English an international language:*

The English speaking population is estimated to be in the trillions. English is a bridge between races countries and industries. English is the language of science, transportation, computer science, diplomacy and tourism. Knowing English increases the chances of getting job inside the country or finding work in abroad in a multinational company. So learning English is important to socialize, entertain and work. It was used as a spoken language around 400 million people across the world. It is used as official language in 53 countries. English because it helps the people to interact with their fellow global citizens easily.. It is often used as a 'common language' if neither person is a native speaker. This means learning English is really rewarded; it gives many new opportunities to learner.

2.4.2 *English - the language of internet*

There are more than 7,100 languages are in use worldwide, but English is considered as the Global language since is the most widely spoken language. English language is frequently used by people of different nationalities as a simple way of communicating and it is the most popular language searched in internet. Eighty percent of the information stored Electronically worldwide is in English, host of the text in internet are in English. Internet are English oriented in that programming vocabulary-Netscape and java- is in English Over half of all internet content is available in English. So it is important to learn English, because knowing how to read English will allow you to access billion of pages of information.

2.4.3 *English- The language of business and opportunity*

Companies are becoming more global and for more and more workers English is listed as an essential skill. There are companies that are now doing all their business in English. Learning English is a great idea, to get best paid opportunities. English is known as international business language and as international trade grows every day, which bring new countries into contact In business, people need to conduct research, market themselves or interact and create online connection, so that business need staff, who can communicate in fluent English with their patterns and customers around the world. By using

English, entrepreneurs can access a much wider range of customer online. So learning English will be crucial to success.

2.4.4 *Speaking English – A world of entertainment*

Many of the top movies, books and music worldwide are written and produced in English. English is media industry language, if the learners speak English, they won't rely on translation or subtitle so that they can enjoy their favorite book, music, movie and television show. Therefore learning English will give the learner access to a great wealth of entertainment and better understanding of culture. Game Based Learning, watching and listening in English will improve learner's language skills too. Watching movies in English will help learners to learn new vocabulary and also help to build their cultural knowledge.. Learning the meaning of certain words and phrases can help the learners to efficiently use English and communicate more clearly. A deep understanding of a language-related culture can benefit the learners in many ways. English has the ability to open many opportunities for each learner. They can explore new cultural opportunities and in turn this experience can improve their English and expand their view of world.

2.4.5 *English the language of travel and tourism*

English is commonly spoken throughout the world. So holiday- maker used English for their communication with others. The traveler likely to spend most of their time connecting with other people on bus, hotel, airport, street and other places, most of the people they meet are visitors who can talk in English language. Some staff and restaurants as well as supermarket are likely to speak English in some extent. So international travelers' find that speaking English may make travel, a little easier. Learning the fundamentals of English will help the travelers with day-today pleasantries and phrases that are often used during travel. While travelling in new places, the travelers need support from the local people. Even if they don't speak the language well, they'll understand the Basic English to help the travelers

2.4.6 English the Academic language

English today has social and education programs that are multipurpose. It is used as a teaching tool in a significant number of national and foreign universities. Now, all countries have recognized the need to provide their people with education in English. English has become the main language of scientific interaction and is dominant in certain field such as medicine, mathematics, physics, computer science, psychology, literature, History and anthropology. Books in these fields are now available in English. English is an important part of education or research. English is not only required locally but globally as a source of major knowledge for students in all field, communicating with the world's most prestigious universities, pursuing a variety of degree programs and finding high-quality jobs and positions in educational institution and foreign companies elsewhere. Previously, through degrees and diplomas everyone considered being literate, but now the knowledge of English makes a person literate in today's world. English play a vital role in society, so teaching of English is very essential. To achieve in the entire field, the learner has to develop their English language skill.

2.5 ROLE OF TECHNOLOGY

With the spread and development of Globalization round the World, English is employed as a connecting language within the world and lots of countries are using it as L2 but with a difference. Their maternal language is mixed with English. Countries like India, where Hindi in Mother Tongue, with nearly 100s of Regional languages which function maternal language , English is L2 but an outsized a part of the country speak, work, communicate and earn in English. So, at present stage, English has become a serious issue in bread earning process. Because the number of persons versatile in English is increasing day by day and lots of innovations are happening , we have to form our teaching of English more technology oriented. There was a time when second language acquisition was supported teacher student interaction and repeating the teacher's version only. But with the advancement of technology many devices and sorts of technology have come to form teaching interesting, focussed and accurate. We can choose many gadgets as T.V., CD-ROMs,

Computers, Internet and lots of net connect devices to form English teaching accurate and approachable to all or any. and confusions. Technology is vital for linguistic change also. Although majority of teachers are still far away from technology in English teaching if we mention developing In teaching and learning, we've to complement our self with the assistance of technology. of them are often an ultimate for the expansion of English. there's many technological A rapid change in learning process is that the results of development of ICT. Technology was there for language learning by the time when Radio or tape machine was introduced. And Tape Recorder is employed for repeating and practicing pronunciation problems. But in era when we consider technology, we instantly believe laptops, I pads, computers and Internet. Blackboard teaching and other traditional things became obsolete.

The use of digital technology and play based learning in English Teaching still become the foremost popular thing during this modernized era. it's inevitable for teacher nowadays to use fresh and fun technology in their teaching yet, many of them are unable to use it thanks to several reasons like limited facilities and lack of ability. The engagement with educational digital game is bringing new atmosphere, and improving students' critical thinking because it helps them make evaluative decisions to unravel problems. At an equivalent time, the results reveal that the majority of the scholars within the class can develop their interpersonal skills as they collaborate in teams and add tandem with their peers, during their formative activities. However, there also are some teachers who aren't perceiving the usefulness and therefore the simple use of using digital games at college. This study implies that practitioners in education need to consider taking an iterative approach as they identify what, where, when and the way digital games are (or are not) according to the courses' learning outcomes. last , this paper opens- up some avenues for future research within the brighter field of digital game-based learning.

2.6 LITERATURE REVIEW

According to Vijayakumar R (2016), "ICTs have changed the pace of teaching strategies to suit the goals of his materials and the needs of his students. On the other hand ICTs have given the many students possibilities to practice English inside and out of the classroom. With the assist of the modern technologies they've time and freedom to under stand, mirror and analyse what have been uncovered to. Moreover, the ICTs recommend an influential base for efficient education. Now, we want the modern technology for better blended technique of shipping to create apt teaching techiques to enhance to technique of gaining knowledge of English language". Sophia Mavridi (2018) states that "Carrier, Damerow and Bailey's book offers wide-ranging perspective on Electronic learning, highlighting cutting-edge research and recent developments in the use of learning technologies in Language schooling each in terms of theory and practice. In fact, one of the particular strengths of the book is how well the pedagogy and technology are orchestrated to rELTect the essence of Electronic learning". Dr. Mercy Gnana Gandhi says that "No change can be brought without a change in the teaching methodology." Garima Sharma (2010) expresses that "Advanced information technologies such as virtual reality, visualization, Electronic modeling, digitization, simulation, games, virtual worlds and intelligent one-on-one tutoring systems dramatically enhance teaching and learning of elusive concepts by translating abstractions into real-world contexts and imparting customized training and individualized assessments". Solanki D (2012) declares that "There are many greater opportunities for college students to gain self belief exercise and increase themselves, mainly for ESL students who examine the language for more than simply fun. For them to hold pace with ELT and advantage extra self belief they ought to stride into the world of multimedia technology". Vishwanath Bhanu (2011) expresses that "The Internet is the most exciting, unlimited English resource that anyone could imagine and it is right at our finger tips. The potential of the internet as a teaching tool a especially new idea however more people recognize that it may certainly foster a dynamic getting to know environment". Catherine Elizabeth Crum (2017) discloses that "Researchers have shown that

vocabulary development is a challenge for English “Language Learners (ELLs) as they are less prepared to use contextual and linguistic clues to decode unfamiliar vocabulary”. The prevailing Indian educational system is not any different. It puts tons of onus on rote-learning which is clearly what Paulo Freire calls the ‘banking concept of education’ during which knowledge is simply transferred from one person to a different . In an ESL class, such an approach reduces learning to merely a process of re-production and doesn't allow co-creation of data . Driven by learner-centred pedagogy, we propose adopting game-based learning for ensuring learner engagement and developing intrinsic motivation. The immense and sophisticated role that learner engagement, autonomy, and motivation need to play within the overall learning process is satisfactorily addressed in game-based learning. This paper presents an argument in favour of adopting game-based learning in ESL classes.

CHAPTER - 3

AIM AND SCOPE OF GAME BASED LEARNING

3.1 GAME BASED LEARNING

Game-based learning (GBL) is a neighborhood of education that has been getting tons of attention in recent times. It is easy to seek out articles and full websites dedicated to the facility of games for engaging learners and providing a vehicle for his or her learning. However, many of those articles seem to specialise in math, science, and language arts. Well, the short answer is extremely almost like the above: it can engage ELLs and provides them an idea and a context for communicating. I've spent a few years working with language learners in several countries, and that they always want to mention their personal interests, especially when it involves video games. The one question that I'm often asked, however, is: "How can teachers start with GBL within the language classroom, especially once they have little experience of it?" the rest of this post is my response. Start a Conversation GBL is all about engaging learners, so your initiative is to seek out if they just like the idea -- in any case, there's little point in trying to push GBL with a category who are simply not into gaming! (Such classes are rare, but they are doing exist.) Ask your students what quite games interest them and what their devices of choice are. study their gaming habits, and determine how they balance game time with their other out-of-school activities. Exchange opinions on what proportion gaming is just too much. Show an interest, and use this information to assist you bring games into class. And confirm that you simply have a conversation together with your colleagues also. Anyone else curious about GBL will presumably be delighted to assist with advice and concepts. Let's not forget the opposite stakeholders, too. Keep your school administration and therefore the parents within the loop about your GBL plan to avoid any misunderstandings. it's important that you simply keep it going. Involve them within the choice of what games or apps to use in school. this may make them even more invested within the process an inventory of games that your

learners play and ask them to spot which of them have learning potential for the classroom. Remind them of a couple of alternatives, you'll research and vet some suitable games, and present the choices to your ELLs. They then would spend a while researching the titles themselves. It is always a dangerous assumption with GBL (or the other use of detach, for that matter) to expect the scholars to be automatically wowed into staying on task and taking the work seriously. Classroom management is as important as ever in these situations and that finding that having clear rules helps. First and foremost may be a reminder that we are still in school, and that we are here to find out. If anyone just wants to play, they will do so. Reception. There'll be set tasks a bit like the other lesson.

Games are one of the most significant segments in ELT Classroom. They incorporate exercises which have objectives and rules simultaneously fun. Hadfield (1990; Quoted in Deesri, 2002,) depicts games as "an action with rules, an objective and a component of fun." Some creators recommend that language games ought to be put at the focal point of the unknown dialect instructing program rather than being acknowledged as a fringe portion of the program, since, other than being fun, also they incorporate objectives and are constrained by rules (Hadfield, 1999). S. M. Silvers, the writer of the book *Games for the Classroom and English Speaking Club*, guarantees that games are regularly concurred by numerous educators as devices which stop dull reiterations in the exercise are utilized to occupy in time (Silvers 1992). He guarantees that numerous educators frequently miss the way that in a casual situation it is for the most part conceivable that genuine learning occurs, moreover students can utilize the objective language that have been presented to and have been drilled before by the students. Following definition given by Greenmail, it tends to be said that games make an opposition emphatically among understudies who are associated with a language movement (Greenmail, 1990). The endorsement for utilizing games in an unknown dialect homeroom can be found in the way that students give a ton of advantages through games. It was guaranteed by many experienced authors that games are instructively important. A few reasons are referenced by Lee as in the accompanying (Lee, 1995): games allow escaping from abnormal daily practice, yet they are significant regarding inspiration and difficulties.

Additionally, games give consolation to associate and convey effectively for students and perpetual quality to carry on the exertion of learning and make a setting to utilize the language definitively, diminishes uneasiness, and permit students to concentrate in a loose and charming air. Games have numerous focal points for both language educators and its students. They bolster learning the objective language when students are associated with the games and have a ton of fun without seeing that they are learning the objective language, and moreover it is a joy for the instructor that he presents the language in a pleasant climate which makes the activity incredible. McCallum (1980,) underscores this point by saying that "games consequently animate understudy intrigue, an appropriately presented game can be one of the most noteworthy propelling methods." Another favorable position of utilizing games in an unknown dialect setting is to make distressing minutes understood. In a language learning climate, peaceful condition ought to be given. Now games are profitable since students don't feel any uneasiness and their positive emotions increment and their self-assurance improve in light of the fact that they are not scared of being rebuffed or condemned while they are rehearsing the language unreservedly (Crooke, 1990). The point of this paper is to demonstrate the significance of the games in ELT study halls. In the accompanying segment the job of games in ELT study halls will be examined in detail.

3.2 ADVANTAGE OF GAME BASED LEARNING

Strongly suggest that it might create an enticing classroom environment which might motivate learners to reach their maximum potential. Though these advantages are often applicable to any learning context generally, here is how they're especially relevant to language learning:

- "Games develop students' English collection in a natural and agreeable condition (in any event, for understudies who may have uncommon necessities), where they feel certain. More than this, English is far reaching utilized with PCs.
- Games increment inspiration and want for personal growth.
- Challenge and rivalry are key components for any game and understudies give more consideration to finishing the errand.

- Interdisciplinary methodology. Understudies use information from different classes, as well.
- Games build up understudies' capacity to watch.
- Games have clear guidelines and destinations.
- Games create basic reasoning, critical thinking, and creative mind.
- Games offer new and dynamic types of instructing/rehearsing which supplant the customary worksheets.
- Games are versatile for various degrees of information.
- Educational games are straightforward and use.
- Educational games don't set aside long effort to be played in the class.
- There are numerous online instructive games which are for nothing out of pocket.
- Immediate criticism both for the understudies and the instructor.
- The outcomes are progressively obvious (in some cases both visual and acoustic) and have a more grounded sway.
- The working time is generally known from the earliest starting point and it is regarded
- Games encourage community oriented adapting be that as it may, in a similar time, understudies may learn at their own speed and subjective level.
- Games might be utilized in the study hall as remunerations for understudies."

3.2.1 Promotes learner-centered pedagogy

Game-based learning promotes learner-centered pedagogy because it allows the learners to move participants in the learning process. The teacher facilitates game-based activity then leads a category discussion on both the content and therefore the overall experience (Farber, 2014). Game-based learning helps both the teachers and learners to proceed through the training process together. this is often what Paulo Freire describes as an 'authentic education'

3.2.2 Ensures engagement

One of the most important challenges that ESL teachers face is that the lack of interest among learners. Either learners are not curious about the training material or they're too intimidated by it. so as to make effective learning engagement, it's imperative to carry the eye of learners for sustained time periods and make the content accessible. Games with difficult but achievable challenges capture the imagination of learners and keep them engaged for sustained time periods. Learners aren't easily bored albeit the activity is repetitive.

3.2.3 Provides motivation

Well-designed challenges and self-rewarding nature of game-based activities spur learners to persevere and provides are moving towards mastering a group of content or a skill. because the learners immediate see the results of their actions, it gratifies their sense of fulfilment and eggs them on to play better. It ensures that the learners keep it up playing albeit they are doing not see the far-reaching effects of gaining mastery over vocabulary, grammar, or otheraspects of language. this type of motivation is extremely important as Gardner and Lambert (1959) showed in their pioneering study that language achievement isn't only strongly associated with language aptitude, but to motivation as well.

6 Basic Benefits Of Game-Based Learning

- 6 Basic Benefits Of Game-Based Learning.
- by TeachThought Staff.
- Increases A Child's **Memory** Capacity.
- Computer & Simulation Fluency.
- Helps With Fast Strategic Thinking & Problem-Solving.
- Develops Hand-**Eye Coordination**.
- Beneficial Specifically For Children With Attention Disorders.
- Skill-Building (e.g. map Game Based Learning)

3.2.4 Increases A Childs Memory Capacity

Games often revolve around the utilization of memorization. This not only relates to games whereby children got to remember aspects on unravel the game, memorize critical sequences, or track narrative elements.

3.2.5 Computer & Simulation Fluency

This is something which is extremely important because we sleep in a world which is dominated by technology. Playing on games via the web allows children the license to urge want to how a computer works and thus it becomes habit to them. There are websites, like Cartoon Network games, which give young children with fun and exciting games which also teach them to utilize the mouse and keyboard properly.

3.2.6 Helps with Fast Strategic Thinking & Problem Solving

Most games require children to think quickly. Moreover, they need to utilize their logic so as to think three steps ahead so as to unravel problems and complete levels. This is often great because it's something which helps children in later life as they develop their logic, their accuracy and their ability to think on their feet and out of doors of the box.

3.2.7 Develops Hand Eye Coordination

Games that need children to use a gamepad or a keyboard and therefore the mouse to work the games can help develop hand-eye coordination. Not only does this get them more tuned to how a computer works, but it also helps to develop hand-eye coordination because children need to check out the action on the screen whilst using their hands to regulate what's happening at an equivalent time.

3.2.8 Beneficial specifically for Children With Attention Disorders

Research has revealed that online games can actually help children who experience attention disorders. This was concluded by a professor at Nottingham University and may be a notion which has been repeated by many in related studies.

3.2.9 Skill-Building

For instance , tons of mystery and adventure games contain maps which children will need to read. Moreover, there are games, like football management games, which introduce children to managing finances and general project management.

3.3 DISADVANTAGE OF GAME BASED LEARNING

Educational games played using the web, computer or television can help children study spelling, math, Game Based Learning and other subjects. They'll also increase students' interest in class . But albeit they're helpful, educational games can have disadvantages, affecting students both mentally and physically

3.3.1 Obesity & Injury

Using the pc may be a very sedentary activity; very similar to watching television, you do not get considerably exercise simply sitting down. Computers add other health problems to the combination, however. At a time when children are growing physically, it's especially important to notice the advantages of physical activity.

3.3.2 Academics

Constant computer use can affect a child's span and focus. While some computer games are shown to assist a toddler develop certain cognitive skills, many games and other sorts of computer entertainment do nothing to stimulate a child's mind. Constant switching between programs, games or videos makes it harder to specialize in tasks for extended periods of your

time , and this will affect a student's studies and grades. in additional extreme cases, children with computer addiction will fail their classes completely.

3.3.3 Addiction

Computer addiction may be a very real McCoy, and once it starts, it's extremely difficult to prevent. Addiction can develop when a toddler has an excessive amount of unmoderated computer time or otherwise have an excessive amount of freedom over what he does while using it. this will cause symptoms of withdrawal whenever a toddler is far away from the computer; he will avoid physical activity and subsided social, hoping to spend longer on the pc . Setting a limit of a half hour to an hour of computer time per day may be a great way to curb addiction while stressing the importance of other social and physical activities.

3.3.4 Social Skill

Computer use is additionally a really solitary activity, and it can go hand in hand with addiction. Children who spend longer on the pc than with others their age or maybe people generally, may fail to develop appropriate social skills. Social skills are important not just for communicating with others, except for developing self-esteem and dealing in social environments, both of which are vital for youngsters growing up. Underdeveloped social skills may result in loneliness and depression which are detrimental to health, relationships and academics.

3.4 FOCUS ON MIND SNACKS

Game Based Learning from a textbook aren't just ineffective ways to find out a replacement language – they're also, well, really boring. So to form learning a replacement language the maximum amount fun and as effective as possible, Jesse Pickard and two of his colleagues launched Mind Snacks – an academic app that uses games to show essential vocabulary, Game Based Learning, writing, listening and conversation skills in 13 different languages. Each language app has six interactive games, 50 levels to finish and quite 1400 words to master. to succeed in a replacement level, users need to complete fun challenges and unlock new games. One game, "Fish Tank,"

gives users a deadline to match words with their accurate translations. If a player doesn't choose the right translation within the given time, a swimming fish falls to rock bottom of the screen and dies. "The idea behind Mind Snacks is to form learning the maximum amount fun as possible."

Originally developed to mix the enjoyment of an "Angry Birds"-style casual gaming experience with effective foreign learning, Mind Snacks creates mobile games with the twin mission to maximize both fun and mastery of latest concepts. Each app consists of six mini games, each that specialize in a selected learning goal, including comprehension, grammar, spelling. With up to 3 levels available for free of charge, users can upgrade to the complete version for \$4.99. The complete version of the language apps includes six mini games, with 25 challenges and 50 levels, including over 1400 words and phrases to master. A recent (November 2012) major update to the Portuguese app includes an iPad-optimized edition with seven fresh games and two redesigned "classic" games from the first release. The SAT Vocab app includes 25 levels and challenges to assist you learn 500 vocabulary words. The touchscreen game mechanics, colorful and quirky characters, and music enhance the training experience across all of the mini games and challenges. Mind Snacks' games were developed with several evidence-based features in mind, supported research in human learning and memory. Words and phrases are presented in multiple formats: visual, auditory, and pictorial, allowing the learner to make complex multisensory representations to reinforce retention. Moreover, the things are presented using "spaced repetition," which allows for review of previously learned terms throughout the games and supports future memory processes. Learners can keep track of their progress with a dashboard view of their overall accuracy (as a percentage) and items mastered, and may subscribe a word of the day push notification. Upon completing A level, users can return and review at their leisure. After achieving over four million downloads and nearly 100 million words and phrases learned so far, Mind Snacks has found that about one-third of their users have downloaded quite one app. With an almost even split between child (under 18) and adult users, the 24-person team features a diverse and constant fan base. Having recently raised a Series A venture round from

Sequoia Capital, Mind Snacks is currently performing on expanding its repertoire of educational content and rolling out major updates to all or any of its existing apps.

3.4.1 *Benefits of Mind Snacks Application:*

When you consider learning, I bet you think that of sitting during a classroom taking note of a teacher's lecture. While this is often the foremost common way of learning, it's far away from the simplest thanks to learn. Monotonous repetition, never ending lectures, and repeated testing aren't good ways to find out. The simplest thanks to learn is to get rid of the boring and celebrate. This text will explain the advantages of mind games. First, it's important to know what exactly these games are. Games that cause you to think, strategize, and remember information are all games which will help train your mind. In fact, many of those basic characteristics are what you discover in many of the games you already play. The purpose of those games is to enhance your memory, thinking, response time, and cognitive ability. These games are especially important later in life to stay these factors strong. While it's going to seem hard to believe, by simply playing certain games you'll help avoid degeneration and amnesia by continuing to figure your brain and keep it sharp. Students may have the eagerness to mess around totally for the sake of entertainment. Be that as it may, educators need more explanations behind persuading to mess around. Instructors must be cautious about which games ought to be utilized, when to utilize them, and how to interface them with the prospectus, course Game Based Learning, and how, more especially, valuable they are. While picking and adjusting games in the ELT Classroom instructors ought to be extremely cautious at numerous focuses.

3.4.2 *Reasoning Knowledge*

It is important for students to possess a background or prior knowledge about the planet once they read. They also got to be ready to "read between the lines" and pull out meaning even when it's not literally spelled out. For example, a toddler is Game Based Learning a story about a few poor families within the 1930s. Having knowledge about the good Depression can provide insight into what's happening within the story. A student can build knowledge

through Game Based Learning, hands-on activities also build knowledge. Expose our students to the maximum amount as possible, and mention what we have learned from experiences we have had together and separately. Help the student to make connections between new knowledge and existing knowledge. And ask open-ended questions that need thinking and explanations.

3.4.3 Memory and Attention

These two skills are both a part of a group of abilities referred to as executive function. They're different but closely related. When kids read, attention allows them to require in information from the text. Memory allows them to carry on to that

CHAPTER - 4

EXPERIMENTAL STUDIES & RESEARCH METHODOLOGY

A set of Students from Sathyabama Institute of Science and Technology were given two different tests to do this experimental study on Game Based Learning.

The first test is Normal test. In that, a comprehension passage will be given followed by a set of questions. The question paper contains Multiple Choice Questions, Fill in the Blanks and True or False questions.

A tremendous training was given to them for two weeks on how to play Mind Snacks game again the students were given Multiple Choice Questions, Fill in the Blanks and True or False questions in game based and asked to write the test. The results show the improvement in their Learning.

CHAPTER - 5

RESULTS AND DISCUSSION

The research involves Two different tests to do this experimental study on Mind snacks Application.

The first test is Preliminary Game Based Learning Comprehension, a traditional method. In that, a comprehension passage will be given followed by a set of questions. The question paper contains Multiple Choice Questions, Fill in the Blanks and True or False questions.

5.1 RESULTS OF LEARNING TEST:

The marks obtained by the students in the Preliminary Learning comprehension test are given below:

Table:1 Game Based Learning Comprehension (Preliminary) test Marks

S.No	Name	Marks
1	BENI	45
2	SURESH	47
3	RAMESH	49
4	SATHISH	42
5	JEFFREY	43
6	DEMI	41
7	KANAN	44
8	VINEE	48
9	SURYA	47
10	YUVI	42

The students performed well since they are confident of their answers which are directly accessed by them from the given passage. Students do not find any difficulty in spelling also, as this is the traditional method of improving comprehension level.

5.2 EXPERIMENTAL TEST RESULTS AFTER TWO WEEKS OF TRAINING:

A tremendous training was given to them for two weeks on How to play Mind snacks application. After two weeks, again the students were given twenty minutes they were given Multiple Choice Questions, Fill in the Blanks and True or False questions on Mind Snacks Application and asked to write the test. The results show the improvement in their Game Based Learning

The marks obtained by the students by Game Based Learning method after a tremendous training of two weeks.

Table:2 Experimental test- Game Based Learning results
(After two weeks)

S.No	Name	Marks
1	BENI	80
2	SURESH	90
3	RAMESH	90
4	SATHISH	85
5	JEFFREY	95
6	DEMI	81
7	KANAN	89
8	VINEE	74
9	SURYA	87
10	YUVI	89

5.3 RESULTS AND DISCUSSION:

As per the results, all the students got good marks in the Preliminary Game Based Learning test. This shows that the students are able to understand and write the answers only with the help of the passage given.

In the second test, the students couldn't able to answer properly. They were not sure about the answers and proper spellings and hence, they got low marks. They could only remember and recall some portions of the given passage. And they made many spelling mistakes.

After the training, they could improve somewhat better and finally, in the last test of experimental study, there was an improvement in students' marks. They could able to recall better than the second test. And also there was an improvement in their vocabulary.

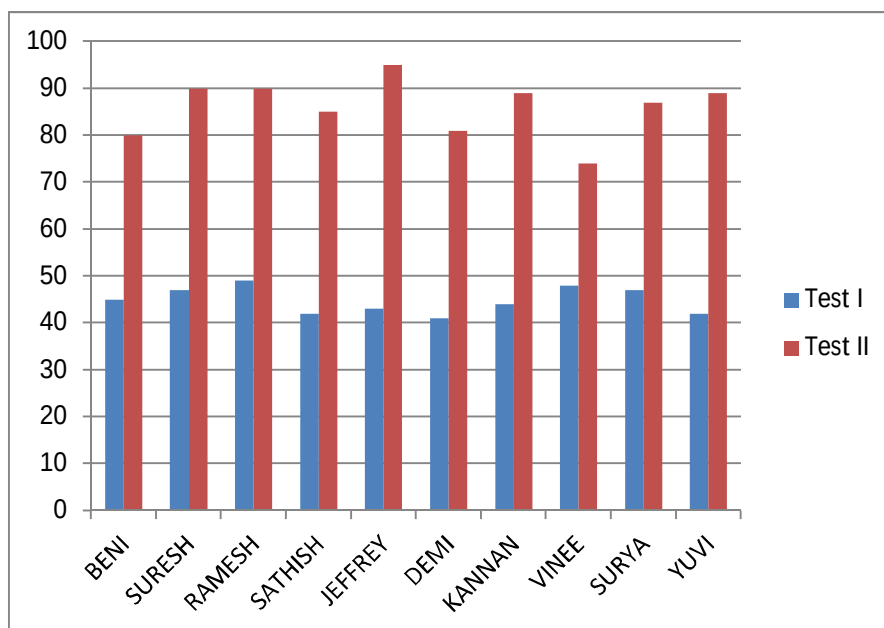


Fig: 1 Consolidated Test Results- A comparison

From the above bar chart, it is very clear that students are able to perform well after a tremendous training of two weeks using Game Based Learning method. Hence it is possible to develop Learning skills and the vocabulary of the students with these innovative strategies of language learning.

CHAPTER - 6

CONCLUSION

Game Based Learning helps in developing the communication skills. By Game Based Learning many books or articles we can able to learn many new words and we try to use them in our day to day life. Our communication skill is developed only when we started to learn many new words and sentences. Game Based Learning plays a very important role in developing and making the communication much better. Extensive Game Based Learning in English with the assistance of an honest English dictionary on a spread of real-life topics is one among the ways to find out English vocabulary. Since there's a huge amount of Game Based Learning the material in English, a learner of English has got to prioritize Game Based Learning in subjects consistent with learner's needs for using English to encompass first the foremost necessary, relevant, and regularly used vocabulary. Day-to-day topics need to come first in Game Based Learning. Game Based Learning materials are often arranged by level of difficulty of vocabulary; for learners at beginning, intermediate and advanced levels. Learners can master the foremost important English vocabulary by Game Based Learning thematic texts (materials), first of all on everyday topics with important content. It is better for learners to write down unknown vocabulary in whole sentences to recollect word meanings easier. It might be an honest speaking practice for learners to inform the content of the texts that they need read. Learners can write keywords and phrases, or main ideas as an idea or questions on the text that need long answers to form easier for learners to inform the content of the text. Game Based Learning helps reduce stress, decrease vital sign and improve pulse which can release tension in our muscles.

A study from the University of Sussex shows that stress are often reduced by up to 68% with just Game Based Learning alone, and it's simpler than many other stress relievers out there. The Game Based Learning Agency found that Game Based Learning reduces depression and dementia

symptoms. Game Based Learning for six minutes each day reduces stress by 68 percent. Regular readers show lower rates of depression compared to non-readers. Game Based Learning is 100 percent simpler at reducing stress than going for a walk. Game Based Learning involves two things, comprehension of the topic matter, and therefore the memory to retain the material read, both of which are components of the training process. In fact, tons of studies have even suggested that writing skills improve from Game Based Learning as an entire, instead of the separate learning of language and grammar. lately even a little little bit of writing, like making a business presentation, often requires research skills that involve tons of Game Based Learning. While it's always easy to grasp a topic we are already conscious of, Game Based Learning various subjects and topics which otherwise wouldn't are interesting to us goes an extended way in improving our understanding of newer and harder subjects. Over time, this ability sharpens such a lot that it's possible for a reader to read a spread of topics under the sun and comprehend the essential essences of the topics even quicker whenever. It's always difficult to concentrate at the beginning of an article project. this is often more so when our writing requires an entire lot of research. Regular Game Based Learning hours each day help improve this concentration ability. Increasing concentration, as all yoga gurus will tell you, maybe a matter of practice. Game Based Learning allows us to practice our concentration a day and aids us in concentrating on our writing project also.

Leadership skills can play an outsized role in career development. Technical skills may only take you thus far . to assist you progress forward in your career, you'll likely need soft skills, like the power to be an honest leader. Therefore, leadership skills are considered important traits which will assist you get to the highest of your career field. You're more likely to be hired or get a promotion if you have been successful in leadership roles in your professional or personal life. By Game Based Learning many books we can gain more knowledge and that helps us to develop our leadership skills much better. And by Game Based Learning we can develop our critical thinking. This also helps us in our leadership.

Thus, it is observed that Game Based Learning helps us to understand the values in the text read by the person. It also enhances the photogenic memory rather than listening memory. When the Game Based Learning is shouted out, the memorizing part is easier. Game Based Learning also helps to learn new words and it subconsciously makes the leader speak fluently without any grammatical mistakes.

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