Contribution ID: **168**　　　　　Type: **Practice-oriented Oral Face-to-face presentation**

Agency and Autonomy through Game-based Learning Activities

Sunday 18 May 2025 09:30 (25 minutes)

TITLE

Agency and Autonomy through Game-based Learning Activities

RELEVANT SIG

Task-Based Learning (TBL)

FORMAT

Research-oriented Oral Face-to-face presentation (25 minutes, including Q&A)

Short English description

Game-based activities can help students be more motivated and take agency over their learning outcomes. Through a game-based activity, students increased their vocabulary test scores and reported being more motivated and "in control" of their learning.

KEYWORDS

Game-based activities, curriculum design, project-based learning, task-based learning

ABSTRACT

This presentation explores the use of a game-based activity designed to enhance vocabulary acquisition and usage among English language learners at CEFR levels A1 to B1. The game-based activity incorporated vocabulary selected not only to facilitate gameplay but also to help improve learners' academic and general English proficiency levels. Through the interactive and engaging nature of the activity, students had ample opportunities to encounter, practice, and retain new vocabulary in the context of playing the game. The activity in question was designed with an eye on helping students gain vocabulary knowledge, be more motivated in class to speak, and understand directions with new vocabulary words that were introduced. To evaluate the effectiveness of this approach, students completed a pre- and post-test on 70 vocabulary items. Results demonstrated an average vocabulary score increase of 22% over the pre-test, highlighting the activity's impact on learning. Additionally, student feedback will be shared that indicates high levels of motivation and a sense of achievement in learning. This presentation will share practical insights into designing game-based learning activities and attendees can learn how to use similar methods to help their students take greater agency over their learning.

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Session Classification: B8-112 SAT: ICLE & Critical Thinking; SUN: CT, Listening & ER

Track Classification: Task-Based Learning