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ESL INTERACTIVE GAMES FOR ENGLISH LEARNERS: KAHOOT AND JEOPARDY

Abstract: This article focuses on teaching vocabulary using online Games. Through new applications based on game technology in teaching, students are expected to be interested and contribute to the mastery of their vocabulary in English. The acquisition of new content is effectively attained by using Kahoot and Jeopardy.

Key words: vocabulary, effective teaching, vocabulary, motivation, English language, game activities, Kahoot, Jeopardy.

Language: English

Introduction

Linguistic researchers are quite interested in learning vocabulary using games. Donmus (2010) considers that "implementing games into parts of education has been shown to improve student language vocabulary mastery while making language education seem enjoyable". This relates to Kuzu and Ural's belief that "when games and education are combined, they synergize with entertaining education." Students who learn through games have better emotions and behaviors, and they are more motivated to study." Teaching vocabulary to children may differ from teaching vocabulary to adults.

They have been influenced and engage in different ways. Elementary students are distinguished as early and young learners who are different and engaging; hence, teachers are required to be highly creative and to produce numerous innovations and ideas in teaching English at this level. Of course, if the teacher is unable to excite these young learners, this will be a challenging assignment. The aim of young learners to study is mainly to get new experiences in their life while playing. As a result, young children only want to study using an interactive learning approach and a game application.

The primary goal of this study is to discover how to create game materials in order to provide answers to the question "How can we easily memorize vocabulary items and how can we promote effective ways to learn English vocabulary in a relaxed manner?" The findings imply that using games in foreign language acquisition may enhance the process in numerous ways, including vocabulary memorization. The results demonstrated that games boost the occurrence of memorization, and hence may be a more efficient technique to foster language acquisition.

Jeopardy

The Jeopardy game is based on the television quiz show. A Jeopardy game is an activity that teaches pupils to consider the questions that could lead to a certain answer. This quiz show has an innovative answer-and-question style in which participants are given hints in the form of answers and must respond in the form of a question.

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Figure 1. Screenshot of Jeopardy (https://jeopardylabs.com/)

This game can encourage learners to think creatively about a specific answer. As a result, even after knowing the answer, they can recall the words. Because of the competitive character of the game, a jeopardy game can also increase student motivation. Furthermore, this game may be utilized as an interactive activity in any subject, and it encourages group cooperation, which develops the learners' social and communicative abilities.

Kahoot!

Kahoot is an interesting and interactive learning tool that makes learning more pleasant. It's a terrific method to learn new things while also having fun. Kahoot provides many features that make learning more interactive and fun, such as quizzes, surveys, and games.
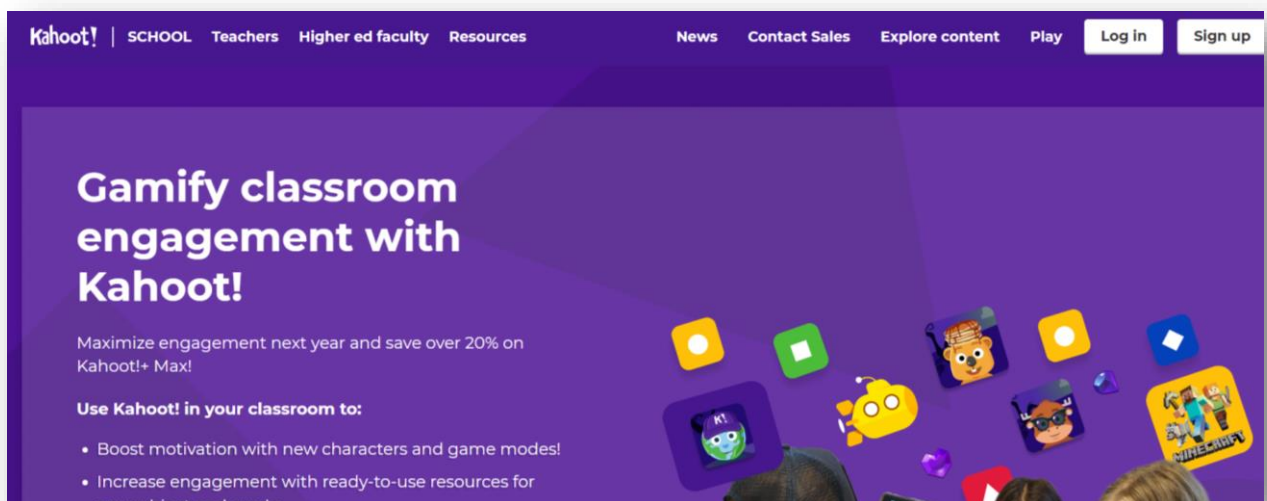
Figure 2. Screenshot of Kahoot (https://kahoot.com/schools-u/)

The study of Kahoot, which combines the use of games and ICT in education, is particularly appropriate in English classrooms to improve student learning, claims Budiati (2017). Students who have used Kahoot during the learning process are eager to join the class, more attentive in the English language, interested in learning more about what they have learned, and able to explain what they have learned to

others thanks to the use of Kahoot in the classroom. According to Bicen (2018), gamifying classes with the Kahoot application might give students an impact that boosts their ambition and motivation to learn.

To refresh the vocabulary of ESL or EFL students, we can use any exercise, like "In other words."This exercise was inspired by Kennings. A kenning is a term that refers to an object without using its name. It occurs frequently in poetry written in Old Norse and Old English. As an illustration, a helmet could be referred to as a "head protector." Students collaborate in groups or couples.

Teachers can design a Kahoot game based on this method instead of making noun cards, as shown in the screenshot below:
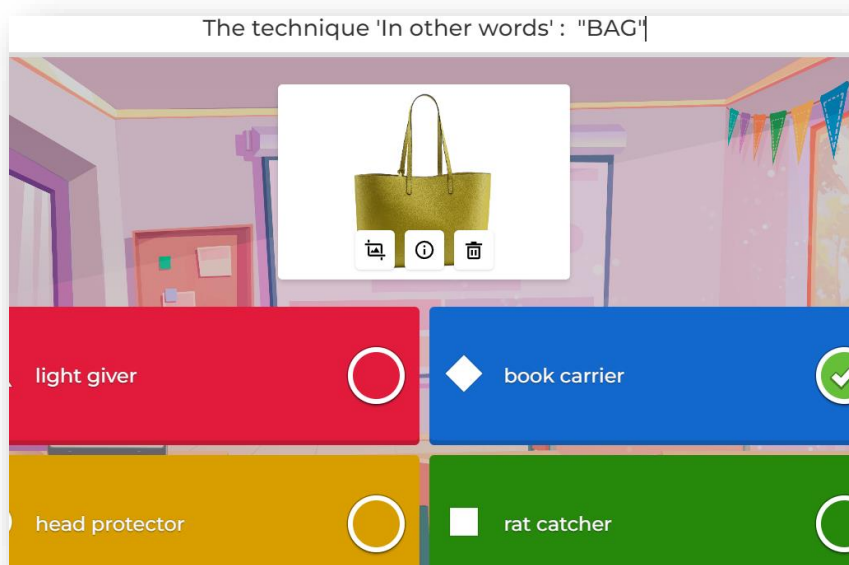

Figure 3. Screenshot of creating a new vocabulary quiz in the Kahoot platform (https://create.kahoot.it/creator)

Methodology

This study employed an online survey via a poll in the Telegram platform to collect data. A survey collects information from a small group of people in order to generalize the results to a larger population. Surveys are a valuable source of data and insights for practically everyone in the information industry, from governments and private companies to media outlets and academic institutions. Every year, thousands of surveys are developed to better understand the choices, interests, and experiences of customers and workers.

Online surveys include a variety of question styles, including single-choice, multiple-choice, and open-ended text. In this article, a single choice survey was done after a month of experience teaching English vocabulary to one hundred Uzbekistan State World Languages University students.
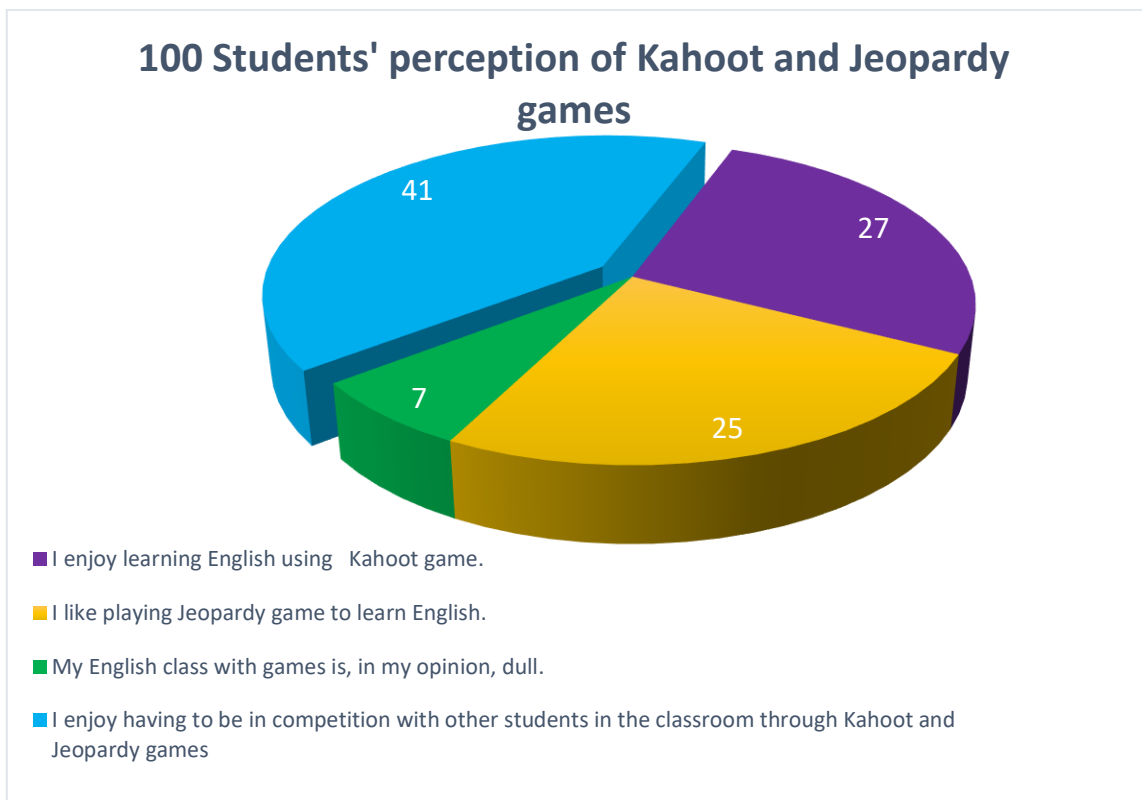
Results and Discussion

The findings of this study show that students are motivated and excited about attending English courses since they are familiar with the two online games. Furthermore, their excitement for the subjects improved, as did their academic achievement.

To assess the effectiveness of learning vocabulary through games in the classroom, we want to know how students' experiences help with their learning and what progress they gain. Specifically, can we apply games as an effective means to make students feel more comfortable and interested in learning the subject of vocabulary. To achieve our goal, we focused on the perception and attitudes of our students as well as what students gained through their learning with vocabulary games.

100 Students' perception of Kahoot and Jeopardy games

41, 27, 25, 7

■ I enjoy learning English using Kahoot game.

■ I like playing Jeopardy game to learn English.

■ My English class with games is, in my opinion, dull.

■ I enjoy having to be in competition with other students in the classroom through Kahoot and Jeopardy games

Figure 4. The results of the survey\ poll

The strategy includes playing a variety of games in our sessions to evaluate the students' reactions to this approach to vocabulary development. Additionally, we sought to learn if there were any issues that arose during the instructional process. To better understand the expectations, challenges, and development of our students' vocabulary acquisition processes, we also conducted a survey of them on the Telegram platform in the form of a poll. In the survey, 100 students of the university participated and only few learners found the online game are boring, yet majority of the participants chose the option that these two games motivate them to learn the lesson in positive way.

In order to understand more about the students' thoughts and personal experiences with vocabulary learning, we also carried out a brief post-class interview. Consequently, most of the participants thought that these two online games the most effective ones in learning and checking their vocabulary competences. However, there are a few difficulties may occur while using these two games in a class. For example, the most common problems are not stable internet network and technical problems during paying the games such as low battery of gadgets or connecting to the large screen to show the results.

Conclusion

Games have been proven to be advantageous and helpful in teaching vocabulary in a variety of methods under such conditions. First, games let kids unwind and have fun, which makes it easier for them to learn and remember new terms. Second, since games frequently feature friendly rivalry, they maintain students' interest. These inspire English language learners to engage with and actively participate in the learning activities. Third, vocabulary games help students utilize English in a flexible, conversational manner by bringing context from the actual world into the classroom.

Thus, it is impossible to question the importance of games in the teaching and acquisition of vocabulary. However, selecting the right games is crucial if you want to get the most out of vocabulary games. The number of pupils, skill level, cultural context, time, learning topic, and classroom conditions are all things to consider if a game is to be done.

In conclusion, using games to acquire vocabulary is an engaging and effective strategy that can be used in any classroom. The findings of this study imply that games are utilized not just for enjoyment but, more significantly, for the practice and review of language training, helping students to become more proficient in their studies.

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