Commercial-off-the-shelf games in the digital wild and L2 learner vocabulary

# Details

## Year

2015

## Scope

National

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

* Other
* Survey
* Interview

## Other Methodology

Tests; school grades

## Researched Groups

Children

## Children Ages

Adolescents (14-18 Years old)

## Funder

the Center for Language and Literature in Education (CSL) and Research On Subject-specific Education (ROSE), Karlstad University, Sweden

## Funder Types

University

## Consents

Consent obtained from children

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## URL

https://scholarspace.manoa.hawaii.edu/bitstream/10125/44674/1/23\_01\_10125-44674.pdf

## Data Set Availability

Not mentioned

# Goals

"1. To what extent is there a relation between the time spent playing COTS games and L2 English vocabulary test measures?
2. To what extent is there a relation between four type-of-game-preference groups (i.e., non-gamers, SP, MP, and MMO) and L2 English vocabulary test measures?
3. What does an examination of solution rates (percentage of correct answers) of individual vocabulary items in a productive levels test reveal about gamers’ productive vocabulary? Is it different from non-gamers’ productive vocabulary? If so, how?
4. What does an examination of infrequent vocabulary in essays reveal about productive vocabulary use among gamers? Is it different from non-gamers’ productive use of infrequent vocabulary? If so, how?"
(Author, 90)