

MASTER'S THESIS

A study of the use of computer games to support teenage students in self-learning of English as a second language in Hong Kong

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**A STUDY OF THE USE OF
COMPUTER GAMES TO SUPPORT TEENAGE STUDENTS
IN SELF-LEARNING OF ENGLISH AS A SECOND LANGUAGE
IN HONG KONG**

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ABSTRACT

Although playing computer games is a way of life for most of the younger populations, the potential value of the use of computer games to support teenager students in self-learning of English in Hong Kong has not been adequately explored. This dissertation investigates English learning through computer gameplay. Four areas are investigated: (1) students' perceptions and attitudes, (2) vocabulary, phrases and expressions learning, (3) reading support and (4) conversational skills development in English internet forums and chat rooms. The subjects included ninety-four form four, five and six ESL teenage students, in which sixty-two of them have played the English computer game: *The Sims 3*. Dovetailed research methods were employed: informal participatory observations, survey questionnaires and a group interview. Findings reveal that a positive autonomous manner of English language learning can be demonstrated. The subjects generally enjoy learning English with computer games. Inferring from textual clues and consulting peers are common strategies used in learning English with games. Students would take initiative in reading in-game texts and game materials in their daily lives. English forums and chat rooms are popular for

students to use and practice the English knowledge they gained from the games.

摘要

儘管玩電腦遊戲是大部分年輕人日常生活的一部分，但是在香港以英語作為第二語言的環境下，使用電腦遊戲來促進自我學習還沒有充分地被探究。本論文主要從四方面去探究電腦遊戲與英語學習：(1) 學生們的感覺和態度，(2) 字彙，詞組與詞句的學習，(3) 閱讀支承和(4) 會話技能在網際網路的討論區和聊天區的發展。實驗對象包括九十四位以英語作為第二語言的中四，中五和中六學生，其中六十二位學生曾經玩過模擬人生第三代這類型孚眾望的電腦遊戲。本論文使用密切配合的研究方法，當中包括網咖內非正式的個人觀察，問卷意見調查表和團體深度訪談法。研究結果顯示，年輕人正面自學英語的學習態度能夠從玩有娛樂性模擬之類型的電腦遊戲的過程中顯示出來，並且更可以進一步在日常生活當中延續他們的英語學習。實驗對象都廣泛地喜愛從電腦遊戲中學習英語。從原文中推斷和與朋輩商談是年輕人從電腦遊戲學習英語常使用的對策。學生們也會主動地閱讀遊戲中的英文文章和上網瀏覽關於電腦遊戲的英語文章。並且，他們會在網際網路的討論區和聊天區使用這些從電腦遊戲中學會了的字彙，詞組和詞句。

	Page
PAGE OF ACCEPTANCE	i
ACKNOWLEDGEMENTS	ii
ABSTRACT IN ENGLISH	iii
ABSTRACT IN CHINESE	v
TABLE OF CONTENTS	vi

TABLE OF CONTENTS

CHAPTER ONE: INTRODUCTION	1
1.1 Research background	1
1.2 Common problems faced by Hong Kong teenage students in learning English as a second language	3
1.2.1 Significance of the problems	5
1.3 Research gaps	6
1.4 Objectives of the study	8
1.5 Research questions	9
1.6 Significance of the study	13

1.7 Overview of the research design	14
CHAPTER TWO: REVIEW OF THE LITERATURE	16
2.1 Overview of each section	16
2.2 Definitions of some terms	17
2.3 Theoretical perspectives of computer games in English language learning	21
2.4 Categorizing learning	25
2.4.1 Three major types of learning	25
2.4.2 Computer gameplay and ‘stealth learning’	28
2.4.3 Computer gameplay and changing expectations of learning	29
2.5 Vocabulary learning	32
2.5.1 Overview of vocabulary	32
2.5.2 The importance of vocabulary learning in English language acquisition	33
2.5.3 Factors that contribute burdens and difficulties in learning English vocabulary	35
2.5.4 Factors contributing to successful vocabulary acquisition	36

2.6 Learner autonomy	37
2.7 Learner involvement	38
2.8 Three categories of educational uses of games	40
CHAPTER THREE: METHDOLOGY	43
3.1 The sampling size, site and participants	43
3.2 Data collection method	44
3.3 Informal participatory observations in an internet café	46
3.4 Survey questionnaire	47
3.4.1 Objectives of the survey questionnaire	48
3.4.2 Justifications for using questionnaire	48
3.4.3 Design of the survey questionnaire	48
3.4.4 Procedure	51
3.5 Semi-structured students' focus group interview	54
3.5.1 Objectives of the interview	54
3.5.2 Justifications for employing the semi-structured focus group interview	54
3.5.3 Design of the interview	55
3.5.4 Procedure	55

3.5.5 Data analyses	56
CHAPTER FOUR: FINDINGS AND DISCUSSION	58
4.1 Overview of findings and discussion	58
4.2 Response rate	59
4.3 Recap of the research questions	59
4.4 Data collected from the questionnaires	61
4.5 General discussion of the findings of the questionnaires and the students' focus group interview	93
4.5.1 Discussion of students' perceptions and attitudes of English learning through computer games	94
4.5.2 Discussion of students' vocabulary, phrases and expressions learning	95
4.5.3 Discussion of reading support	103
4.5.4 Discussion of conversational skills development in English internet forums and chat rooms	104

CHAPTER FIVE: CONCLUSION, IMPLICATIONS AND	109
LIMITATIONS	
5.1 Conclusion	109
5.2 Pedagogical implications	120
5.3 Limitations	124
LIST OF APPENDICES	127
1. NEWS POST OF THE COMPUTER GAME: <i>GTA</i> AND	127
VIOLENCE	
2. STUDY OF THE ENGLISH LEARNING POTENTIAL OF AN	130
ENGLISH COMPUTER GAME: <i>THE SIMS 3</i>	
3. PILOT SURVEY QUESTIONNAIRES FOR STUDENTS	150
4. SURVEY QUESTIONNAIRES FOR STUDENTS	153
5. RESULTS OF THE SURVEY QUESTIONNAIRES	158
6. GROUP INTERVIEW QUESTIONS	171
7. RESULTS OF THE FOCUS GROUP INTERVIEW	174
8. A SAMPLE ENGLISH TRANSCRIPTION OF THE	188
GROUP INTERVIEW	

9. LIST OF TABLES	194
10. LIST OF BAR CHARTS	197
REFERENCES	198