A Bingo Game for English Vocabulary Learning

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Abstract

Vocabulary is essential for English learning. However, usually, English vocabulary learning is implemented with rote learning so that most students think it is boring and they seem to lack motivation to practice memorizing vocabulary. Researchers have applied digital game-based learning for English vocabulary learning. This study applied the concept of Bingo game to develop an online multiple-user digital game-based learning system for English vocabulary. It is expected to enhance student's motivation for learning and memorizing English vocabulary.

Keyword：Game-based learning; English vocabulary learning; Bingo game