The Evaluative Criteria of Computer-Based Vocabulary Learning Games

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Abstract

For many English learners, vocabulary learning is viewed as a burden. Digital game-based learning carries numerous potential to draw learners' attention and help them learn information effectively. Many game-based learning systems claim to foster the learning process. However, not all the games are suitable for vocabulary learning. Our aim is to provide the selection criteria for teachers when they apply game-based vocabulary learning for teaching. In this study, we firstly collected the criteria on evaluating game-based vocabulary learning from the previous research. Sixty-six criteria are chosen and divided into four dimensions (teaching, game, society, and technology) and fourteen categories. Next, some criteria are selected from the sixty-six ones through English teachers. Finally the selected criteria are ranked and given the weight calculated by ROC (Rank Order Centroid) according to students' preferences.

Keyword：Vocabulary Learning, Digital Game-Based Learning, Selection Criteria.