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THE STUDY OF THE EFFECTIVENESS OF
USING GAMES IN ENGLISH AS SECOND
LANGUAGE (ESL) CLASSROOMS

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ABSTRACT

The central goal of this research is to illustrate the effectiveness of using games in teaching English in order to stimulate students' enthusiasm to learn the language. It is also aimed to substantiate the effectiveness of using games in terms of developing the students' enthusiasm in ESL attainment. The research is designed to determine whether the use of games in teaching English can make students enjoy the target language more, contribute to the improvement of students' range of vocabulary and also increase their confidence level in using English. The research will be carried out by using questionnaire and the data will be analyzed by using Microsoft Excel. The respondents will be Semester 2 Diploma students of Universiti Teknologi Mara (UiTM) Terengganu and their lecturer uses games as one of the teaching methodologies in the ESL classrooms. Previous research found that using games to teach English is not only beneficial for pre-school, primary and secondary level, but also to tertiary level students. This is due to the reason that, everyone needs a lively and enjoyable learning in order to stimulate their enthusiasm and focus. Therefore, it is hoped that this research will be a starting point to other educators at other tertiary level institution in using games as one of their teaching methodologies.

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