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# Enhancing Vocabulary Learning in University Classes through a Gamified Application

























# **Vocabulary learning in L2**

- Essential dimension of foreign language learning (Jiang & Liu, 2024; Nation, 1999)
  - « preconditional for successful language learning » (Agustín Llach, 2020)
  - a "good predictor" of global communicative skills (Lindqvist, Ramnäs, 2017)
  - explicit work targeting the lexicon is no longer seen as pejorative (CEFRL, 2000)
- Definitions
  - Vocabulary : a subset of the lexicon
  - Lexicon: all the lexical units of a language
- Teachers need to help students develop the depth and size of their vocabulary (Teng, 2014)



# Technology-Assisted Vocabulary Learning (TAVL)

- Moderate overall positive effect size for using technology to learn L2 vocabulary (Yu & Trainin, 2022)
- Overall large positive effect of TALV compared to traditional instructional methods (Hao et al., 2021)
- A positive and large effect size on L2 word retention while using Mobile-Assisted Vocabulary Learning (MAVL) for L2 vocabulary (Lin & Lin, 2019)
- Offer collaboration opportunities (Laal, 2012)
- Collaboration and game-based learning to develop vocabulary size and depth (Bahari, 2022)





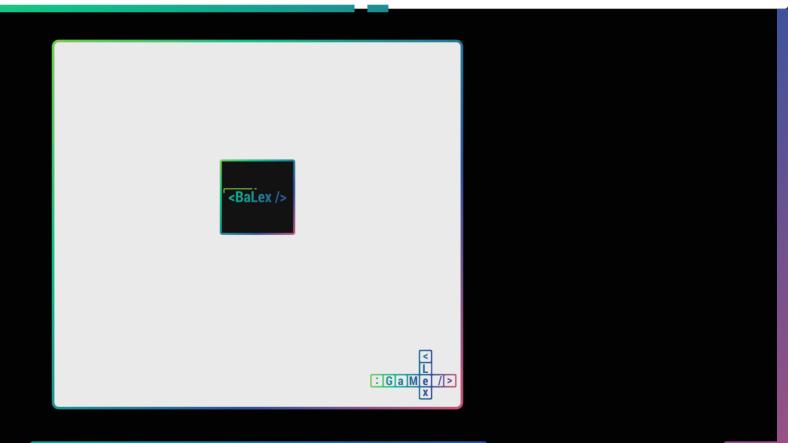






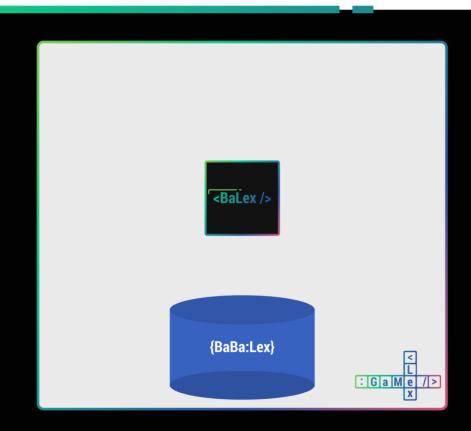
- A collaborative vocabulary notebook designed to enhance vocabulary learning in and outside the classroom
- Teachers
  - guiding learners,
  - monitoring progress,
  - providing feedback
- Vocabulary learning as a "team sport"





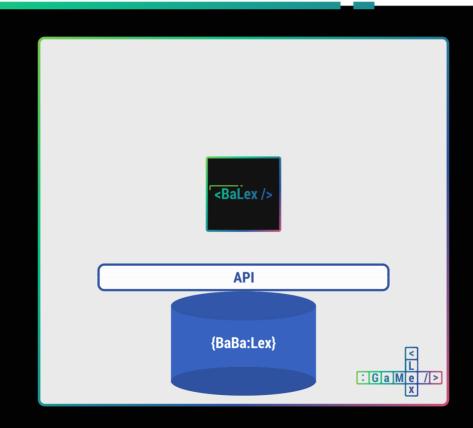
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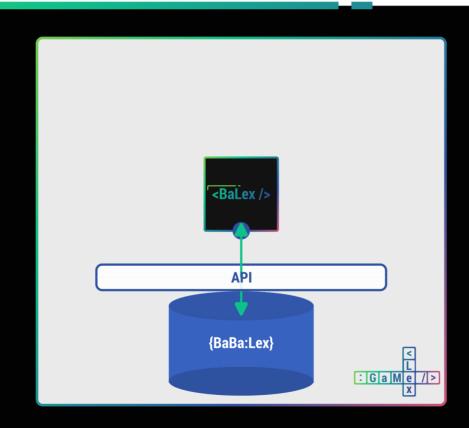
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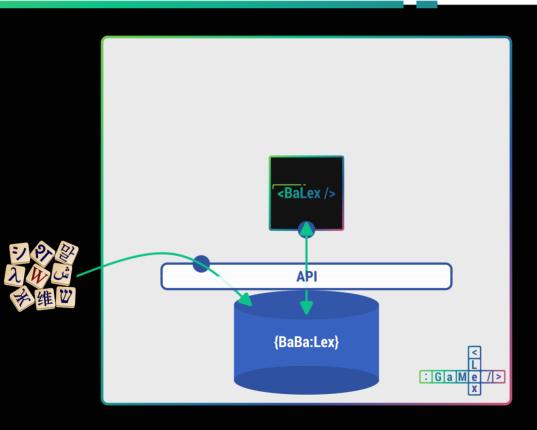
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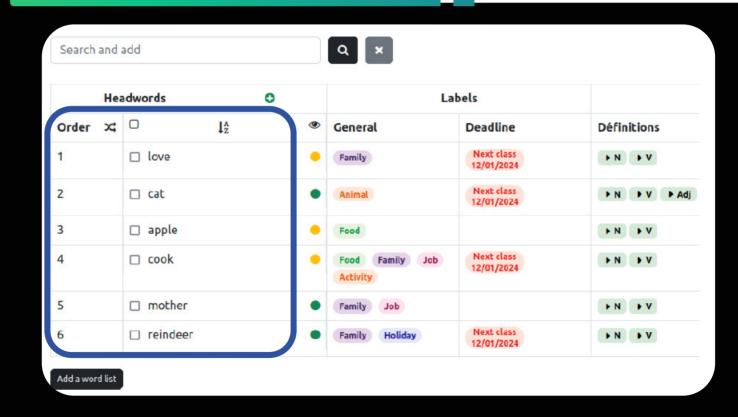
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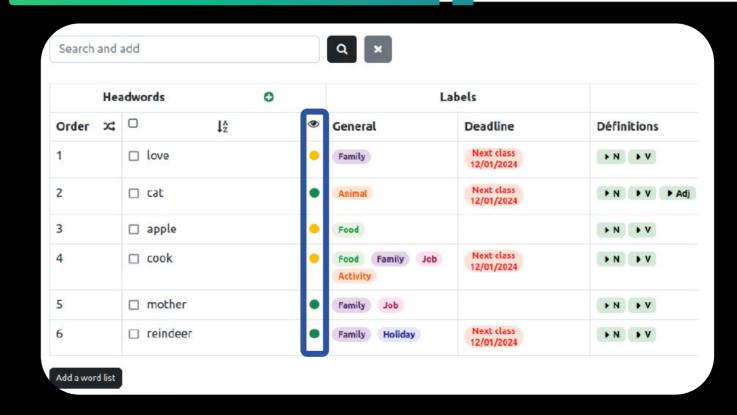
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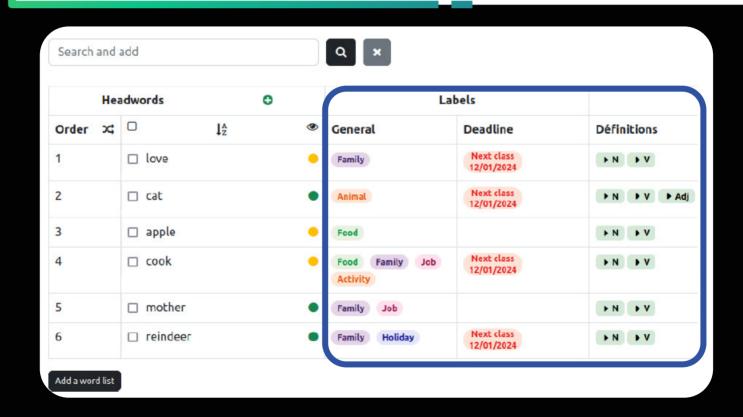
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#### **Collaboration in BaLex**

- Anyone can create a group and invite new members
- Inside the group:

Administrator: Can change the role of other members

Contributors: Can invite members, modify the lexicon, and comment

Readers: Can consult entries, sort lexicon, select and export entries.

- + interactions between learners
- + interactions between learners & teacher



# **Design & Participants**

- Carnegie Mellon University 2024
- Ecological study on uses and perception
- 10 min presentation before 6 weeks of use

Teacher	Modality	Students
1	Face-to-face class	8 advanced level students
	Face-to-face class	8 intermediary level students
2	Face-to-face class	13 beginner level students
3	Online class	≈ 20 recurrent participants
	Online class	≈ 12 recurrent participants
4	Face-to-face class	7 intermediary level students



#### **Instruments**

- User traces
- Logbooks
- Interviews
- Focus group

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# **Results**



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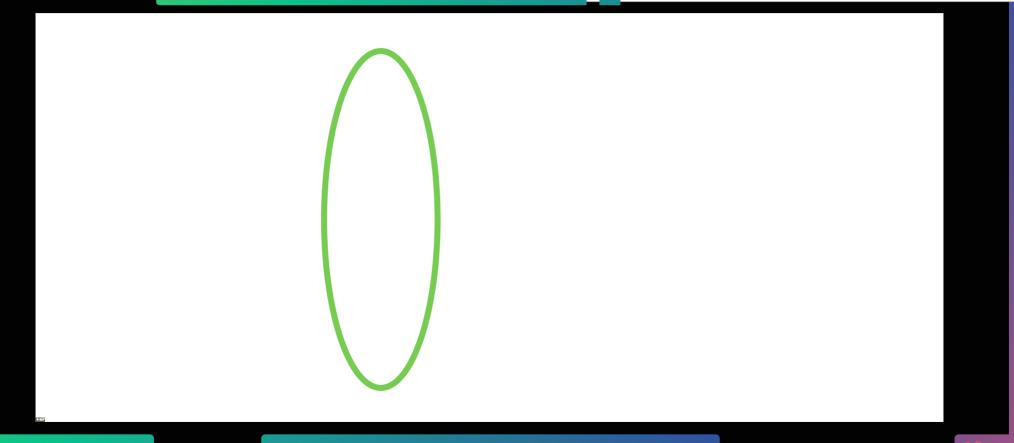


### **Results**





# **Results**



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#### Teachers' difficulties and usefulness to users

- At first, difficulties to add:
  - Singular
  - Words without article
  - List of words
  - Proper names
  - Idiomatic and non idiomatic expressions
  - Grammar points
- Use the tool to look for the etymology of a word



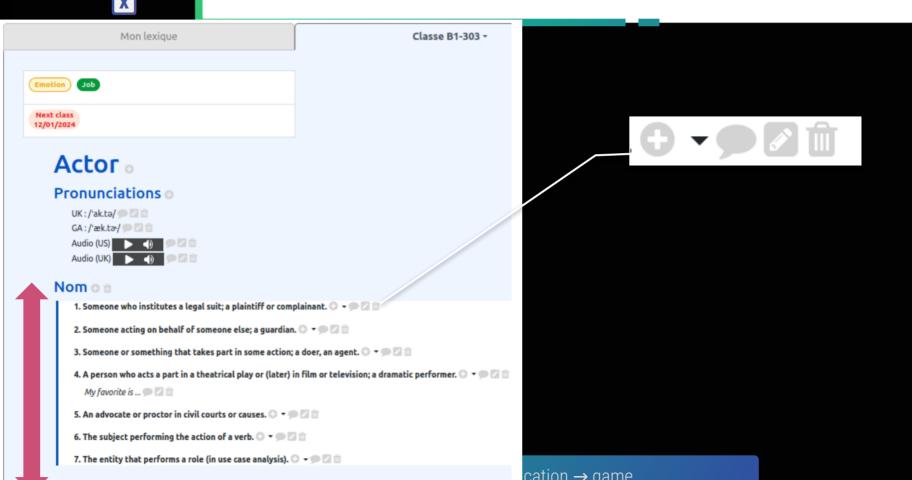


#### Teachers' difficulties and usefulness to users

- Usefulness
  - Share the lexicon with a group
  - Put labels & personalize the lexicon
- Being involved in the study
  - For learners: be more aware of the importance of the lexicon
  - For teachers: be more aware of the vocabulary per unit + possibility to filter words by label
- For what learners?
  - T3: difficult because definition in French => a translation function?
  - T2: appropriate for elementary learners (BaLex instead of a translator)
  - Learners: adapted, good to get all the different definitions

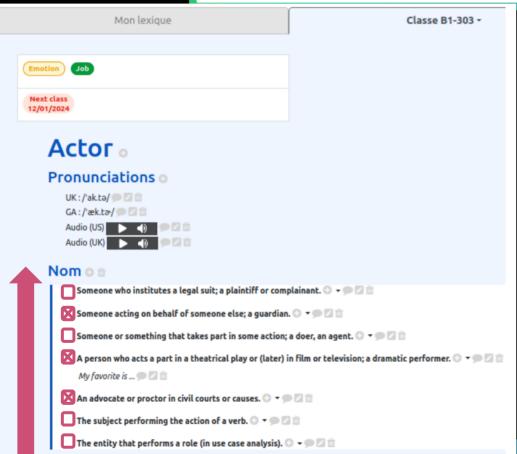


# **Experience the cleaning of entries**





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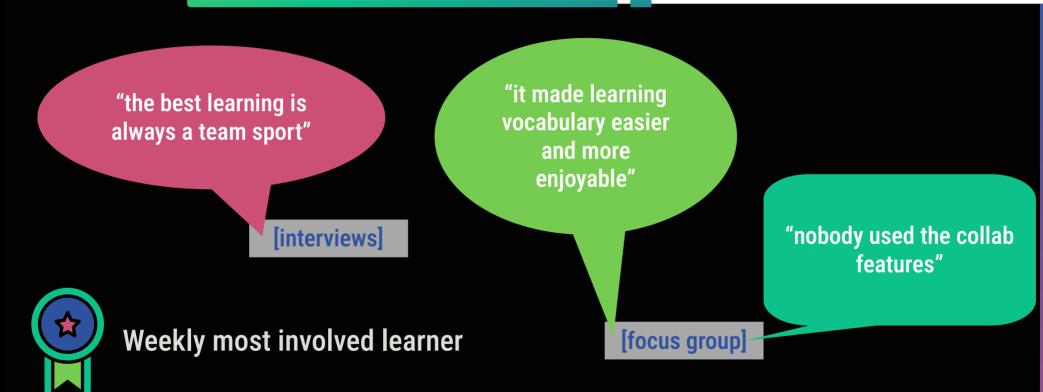
"removing the definitions was helpful then it allowed you to go through all of them and then that way you're kind of more actively engaging with the word"

"there should have been a way to like highlight certain definitions but not delete them entirely maybe"

[focus group]



#### Potential of the collaborative features





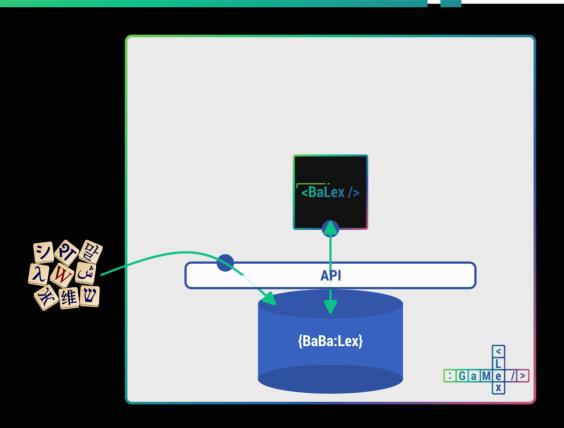
# **Future works (on the way)**

- Technical improvements
  - Response time (wiktextrakt)

- More languages (wiktextrakt) >
  - Ancient greek (French wiktionary)
  - German
  - Spanish
  - Other languages from French and English wiktionaries
  - Simple English



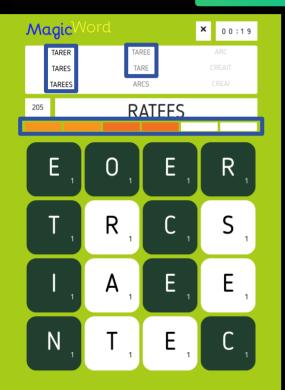
#### **Future works: Let's use that API!**

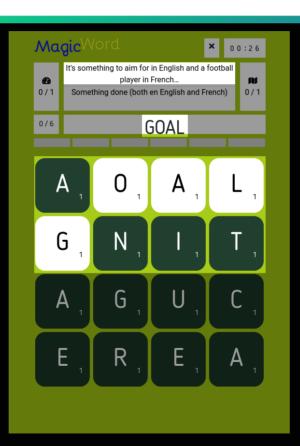


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# MagicWord — low level processes

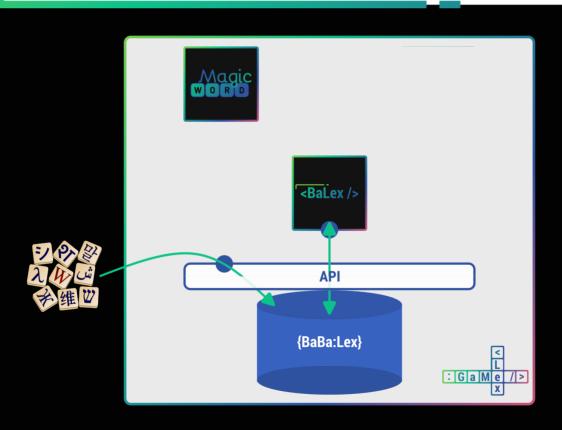




- Mode 1 (cf. boggle)
  - Form recognition
  - Inflexion/derivation
- Mode 2 (Goals)
  - + Meaning
  - + Use
- Authoring tool
- Generic Lexicon import
  - French
  - Russian, Japanese, Spanish
  - NBA



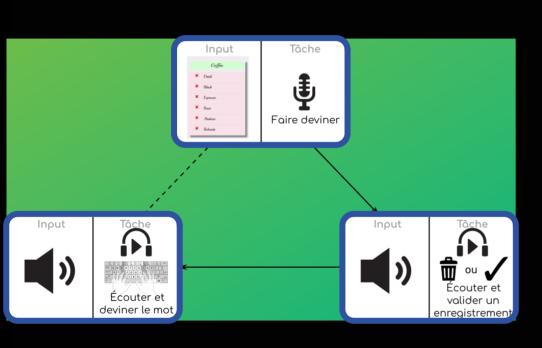
#### **Future works: Let's use that API!**



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# **Prisms – higher level processes**

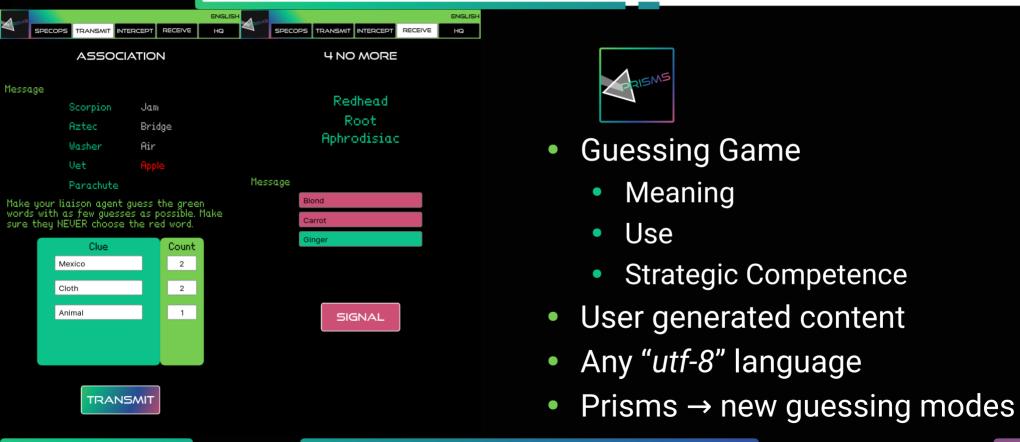




- Guessing Game
  - Meaning
  - Use
  - Strategic Competence
    - + pushed output
- User generated content
- Any "utf-8" language

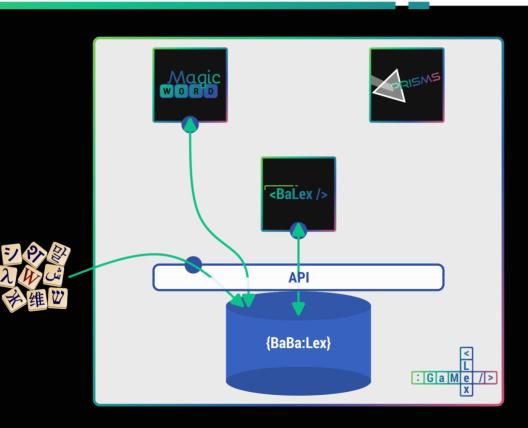


# Prisms – higher level processes





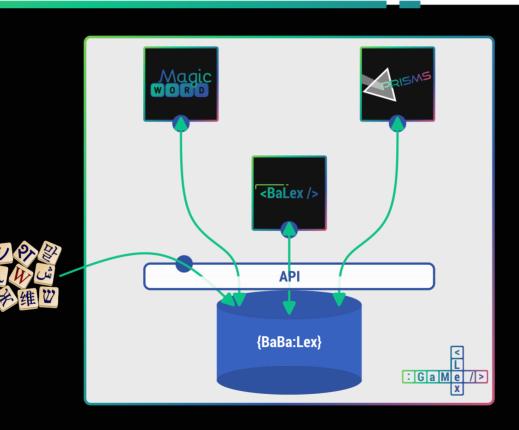
# Lex:gaMe Architecture



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# Lex:gaMe Architecture

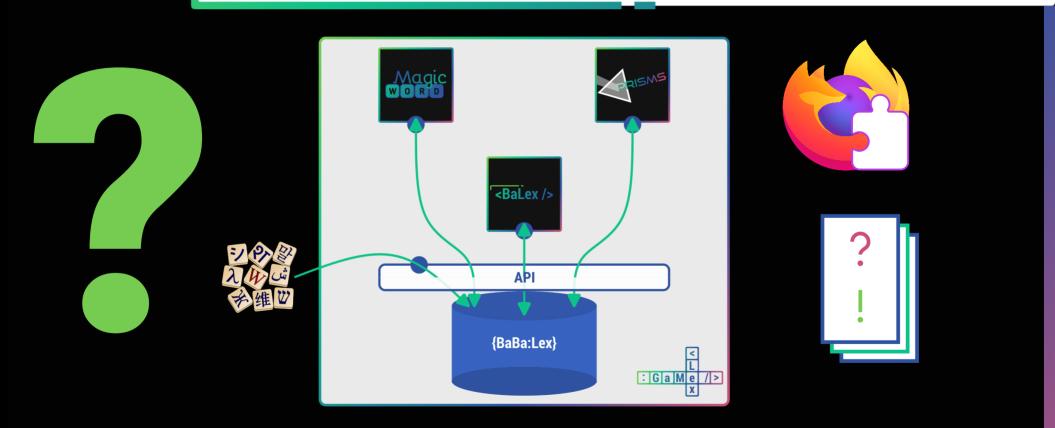


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# Lex:gaMe Architecture



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#### As a conclusion

- Tool designed for integration within/side-by-side w/ language class
  - Highly customizable to fit existing curriculum
- Keep contact with teachers
- More
  - Activity suggestions
  - Integration suggestions



# Thanks for your attention

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