Predictive Factors of Players' Acceptance of Using Massively Multiplayer Online Role-Playing Games (MMORPGs) to acquire English as a Second Language

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Predictive Factors of Players’ Acceptance of Using Massively Multiplayer Online Role-Playing Games (MMORPGs) to acquire English as a Second Language

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BACKGROUND & OBJECTIVE

Project Objective: To identify the factors predicting players’ preference for using MMORPGs to acquire L2 (Second Language) English vocabulary by investigating players’ perceptions towards MMORPGs and interpreting their learning experiences and provide educators with implications for actual classroom implementation.

METHODOLOGY

Research Question

What factors predict MMORPG players’ preference for using MMORPGs to acquire English vocabulary?

Data Collection

<table>
<thead>
<tr>
<th>Gender</th>
<th>First Languages (N = 36)</th>
<th>Ages</th>
<th>Playing Hours/Week</th>
</tr>
</thead>
<tbody>
<tr>
<td>Male</td>
<td>German (14.3%)</td>
<td>16-20</td>
<td>23.7%</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>20+</td>
</tr>
<tr>
<td>Female</td>
<td>Spanish (12.4%)</td>
<td>21-30</td>
<td>66.6%</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>12-20</td>
</tr>
<tr>
<td></td>
<td>French (9.9%)</td>
<td>31-40</td>
<td>9.2%</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4-11</td>
</tr>
</tbody>
</table>

Data Analysis

The Quantitative Data Analysis: EFA

Path Coefficients of the Hypothesized Model (N = 371)

RESULTS

1. The instrument was validated.
2. The quantitative results showed that perceived learning opportunities is the only predictor for players’ acceptance of using MMORPGs for learning English vocabulary.
3. Ease of Use had an indirect impact on Preference through Learning Opportunities.
4. The model fits the data.

CONCLUSIONS

1. An instrument measuring players’ perceptions towards integrating MMORPGs into L2 English vocabulary learning was constructed and validated, based on the existing model on students’ acceptance for video games in the classroom (Bourgonjon et al., 2009).
2. A path model for depicting the causal relations among variables was constructed.

IMPLICATIONS

- MMORPGs introduced into the classroom should be appropriately challenging for the learner, but not too difficult to play. Teachers should not assume that all students are automatically familiar with playing MMORPGs.
- Teachers who intend to use MMORPGs as an instructional tool should articulate the learning opportunities to the students provided by MMORPGs and explain why these learning opportunities are more helpful than those in traditional classrooms.

ACKNOWLEDGEMENT

Percentage of public school students who were ELLs: Fall 2015