

Researcher

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**Title of Project**

Game-Mediated Second Language Learning in a
Secondary Content Class: Exploring Opportunities
for Language through Social Interaction

Research Supervisor

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TIRF Research Topics Investigated

- (1) Content-Based Instruction
 - (2) Digital Technology in Language Education
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Project Summary

Integrating second language (L2) learning into subject learning in formal secondary education can be efficient and beneficial to foster content-language dual learning (Pica, 2002), yet challenges such as a lack of effective and engaging learning materials do exist (Banegas, 2012). Meanwhile, games have demonstrated effectiveness for promoting deep and meaningful learning (Gee, 2003). Particularly in L2 contexts, digital games can not only help learners practice L2 skills but also provide opportunities for social interaction and collaboration (Sykes & Reinhardt, 2012). Although many game-mediated L2 studies suggest the effectiveness of using games to promote social interaction (Thorne et al., 2009; Peterson, 2013b; 2016), the games typically adopted are multiplayer, role-playing games that are large-scale and require additional facilitation. To ease the implementation of using games in classrooms, puzzle and strategy games designed for single-players but played collaboratively among multiple players might be an alternative.

Thus, this project explores the ways in which L2 learners collaboratively participate in gameplay in a high school English-as-a second language physics class. Using observations, video recordings, and interview data, I investigate the different L2 learning opportunities provided by game-mediated peer interaction. By analyzing students' multimodal interactions with their peers and their use of the targeted language, I hope to understand how commercial games as well as supplementary learning materials shape L2 learners' dual learning experiences. This study will contribute to L2 scholarship on game-mediated learning as well as provide sample classroom-ready, game-mediated learning materials for practitioners.