

Full text open access online (Since 2009)



Kamla-Raj IJES 2023

PRINT: ISSN 0975-1122 ONLINE: ISSN 2456-6322

Int J Edu Sci, 43(1-3): 11-22 (2023)

DOI: 10.31901/24566322.2023/43.1-3.1284

An Analysis of the Effect of the Video Games on Speaking Proficiency and Communication Skills in Saudi Arabia: A Systematic Review

Ahmed Khawaji

King Abdulaziz University, Jeddah-Saudi Arabia

E-mail: akhawaji@kau.edu.sa

KEYWORDS Communication Skills. English Language Students. English Language Proficiency. Language Learning Anxiety. Video Games

ABSTRACT Currently, playing video games is a vital aspect of many young people's daily life, as it facilitates the informal development of their linguistic repertoire. Certain theories, such as Bloom's Psychomotor and emotional domains, and visual and kinesthetic learning styles that emphasise seeing and doing, can be connected to the use of videos and video gaming. This study is conducted to determine whether video game intervention might reduce language learning anxiety, and improve proficiency level in the target language (English), especially communication (speaking) skills. A systematic review of 22 related papers was done to study the impact of video gaming on English language proficiency, especially on communication skills. These results imply that video game intervention has the ability to reduce language learning anxiety or hesitation among Saudi EFL students, and improve their English language classroom communication abilities. Moreover, video game treatments and interventions can potentially improve teacher-student interactions.