

INPLASY

Investigating the Practical Implications of Digital Game-Based Learning to Support EFL Education

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ADMINISTRATIVE INFORMATION

Support - Support the research Process.

Review Stage at time of this submission - Completed but not published.

Conflicts of interest - None declared.

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Amendments - This protocol was registered with the International Platform of Registered Systematic Review and Meta-Analysis Protocols (INPLASY) on 13 August 2024 and was last updated on 13 August 2024.

INTRODUCTION

Review question / Objective How does DGBL support K-12 EFL students' instruction to develop more target language competencies?

Rationale This study is intended to review the practical implications of applying Digital game-based learning in English as a foreign language in a non-English-speaking country. As such, we would like to determine the impact that such a methodology would bring to such an education process and share it with the academic community. In addition, some examples of how to introduce such games will be displayed for the teachers to use in their classrooms.

Condition being studied Understand how digital games operate in a classroom.

METHODS

Search strategy Qualitative.

Participant or population Non.

Intervention Non.

Comparator Non.

Study designs to be included Support EFL education.

Eligibility criteria

Time frame.

Updated studies

EFL research

Digital Game-based studies

Published in indexed journals

National -Colombia

International Southamerica

Regional Antioquia.

Information sources

Electronic
Academic literature.

Main outcome(s) Practical implication of such method on EFL education process.

Additional outcome(s) List of the mos popular games for teaching.

Data management Software.

Quality assessment / Risk of bias analysis Non.

Strategy of data synthesis Software.

Subgroup analysis Non.

Sensitivity analysis Non.

Language restriction No.

Country(ies) involved Colombia.

Keywords Digital games, teaching, learning.

Dissemination plans Journals.

Contributions of each author

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