Gamification of English pedagogy and digital consumerism among children

Researchers

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Stakeholders

Universal Learning Games, Vaxjo, Sweden

Local Schools in Vaxjo

Keywords

- Modern digital pedagogical tools
- School children
- English as a language of study
- Digital tools for langauge learning
- School children as consumers of digital pedagogical tools
- Consumption of the phenomemon of Gamification
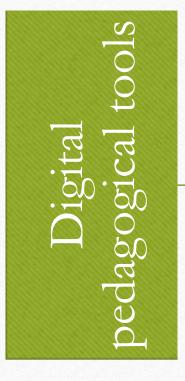
Research purpose

- Understanding the behavior of children as 'consumers of the digital pedagogical tools' to provide unique, interesting and valuable insights into the sense and meaning making process of this young and naïve consumer segment.

- What role does information technology and gamification play in the school classroom for language learning

Background and Context

- English as a global langauge

- Growing cross cultural influences in society putting the importance of English as a mode of learning and communication into perspective

- Growing influence of modern technology and gamification on children and its related attitudes

- Effect of the above on the relationship between language learning and pedagogy in schools and its efficacy on children

- Swedish school authorities (Skolverket), 05.04.2016, where they suggest a new national strategy to better exploit the potential of IT in schools especially for English as a language and its use by school children in Sweden

Methodology

- Use of digital English pedagogical tools to map usage attitudes and effect

- A survey to explore motivations and attitudes related to consumption of digital pedagogical tools for English

- Attitude Mapping for the motivating and demotivating factors in the consumption process.

Cross cultural

1. Impact of cross cultural influences within a society

2. Cross cultural in a global context – Sweden, Germany and India as sample areas

Thank you