# "The Impact of a Typing Quiz Game on Vocabulary Retention Among B1 Level English Learners"

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# AGENDA

- Rationale
- Purpose of the study
- Research Questions
- Methodology
- Result
- Discussion
- Conclusion



### Rationale:

Vocabulary learning is important for B1 level English learners to communicate effectively in daily situations. However, many struggle with retaining new words. Gamified learning offers an engaging way to practice both skills. This study explores how a typing quiz game can enhance English proficiency in a fun and interactive manner for B1 learners.



#### PURPOSE

The purpose of this study is to investigate whether a typing quiz game can enhance vocabulary retention in B1 level English learners.



# RESEARCH QUESTIONS

- 1. How does a typing quiz game affect vocabulary retention in B1 level English learners?
- 2. How can digital learning tools support language development and motivate learners to practice more effectively?



#### METHODOLOGY

## Game design

Created a typing quiz.
Used B1 vocabulary words.
Set time limits for typing each word.
<a href="https://yuriyuriyuriyur.github.io/trail/">https://yuriyuriyuriyur.github.io/trail/</a>

# **Welcome to Typing Quiz Game!**

How to play:

In easy mode, type the displayed word.

In normal mode, type either the definition or the word.

A hint will appear after 5 seconds.





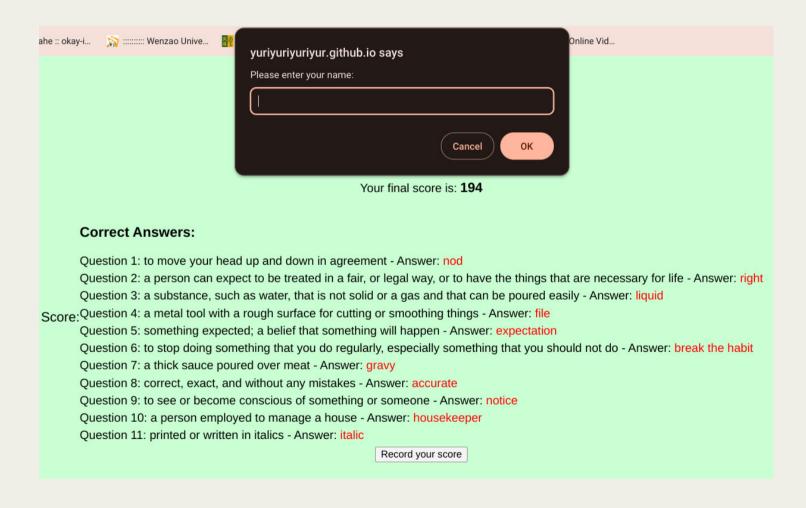
- in easy mode, participants need to type the word for repetition
  after 5 seconds, a hint will be shown
  time will decrease by 5 seconds as theyprogress



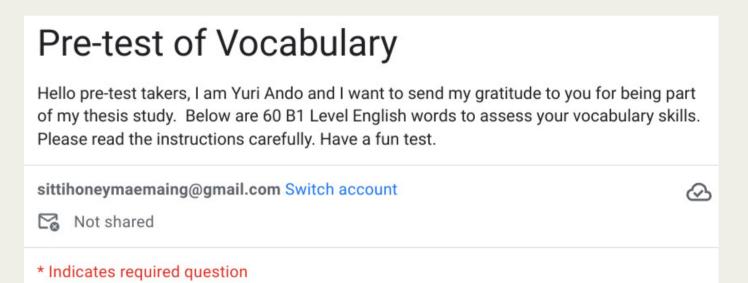
- in normal mode, participants need to type the word based on the definition given
  • after 5 seconds, a hint will be shown
  • time will decrease by 5 seconds as theyprogress

to see or become conscious of something or someone				
Hint: Pronunciation: /ˈnəʊtɪs/, Synonyms: observe, perceive, detect				
Score: 120				
Time Left: 142s				
Skip				

• after the test, correct answers will be shown and partcipants are required to enter their names to record their progress.



#### PRE-TEST VOCABULARY VIA GOOGLE FORM



vocabulary assessment



## RESULTS AND DISCUSSION:

# PARTICIPANTS SHOWED INCREASE IN VOCABULARY RETENTION COMPARE TO THEIR PREVIOUS SCORES

Participants	First attempt (out of 20)	Second attempt ( out of 20)	Improvement
Participant 1	12	16	33%
Participant 2	14	18	29%
Participant 3	10	13	30%
Participant 4	13	17	31%
Participant 5	15	18	20%
Average	12.8	16.4	28%

TABLE 1: TYPING QUIZ GAME

#### SPSS STATISTICAL SUMMARY OF TABLE 1:

Measure	Value
Mean ( First Attemp)	12.8
Mean ( Second Attemp)	16.4
Std Dev (First Attempt)	1.92
Std Dev (Second Attempt)	2.07
p-value	0.000125

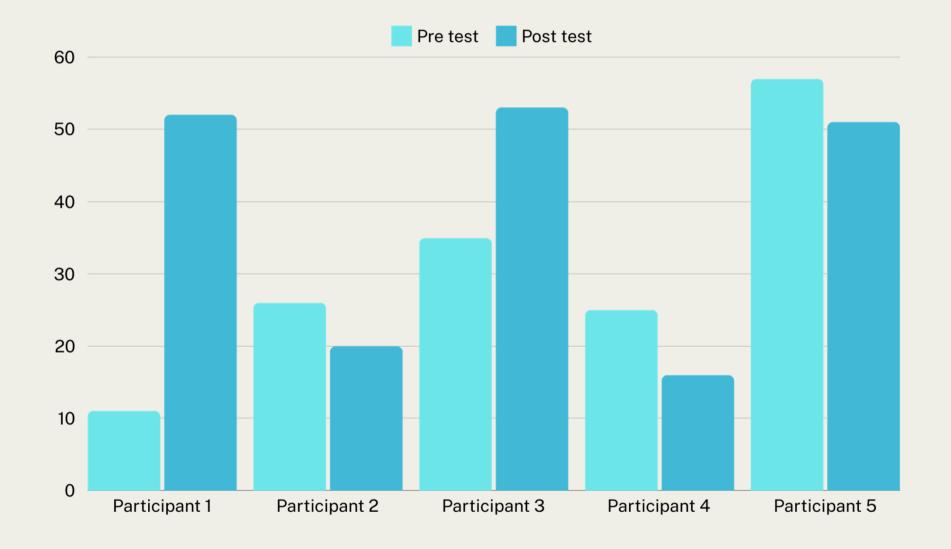
There was a **significant** improvement from the

first attempt (M = 12.8) to the

second attempt (M = 16.4),

suggesting that participants performed better on their second attempt.

# TABLE 2: GOOGLE FORM





#### PARTICIPANTS FEEDBACK

- P1: "The game made me more confident in remembering words and typing them faster."
- P2: "It was fun, and I feel like I improved both in speed and in learning new words."
- P3: "I found the game challenging at first, but it helped me get better at typing."
- P4: "It was a great way to practice, and I enjoyed learning new words."
- P5: "I think these kind of games can help improve my English skill"

Most participants found the game enjoyable and reported an increase in both vocabulary retention.

#### CONCLUSION

- 1. How does a typing quiz game affect vocabulary retention in B1 level English learners?
- It helps them remember target vocabulary by repetition and motivates them to improve their personal scores.
- Research indicates that **game-based learning** (GBL) strategies, including typing quiz games, enhance vocabulary retention and usage among B1 level students.



#### CONCLUSION

- 2. How can digital learning tools support language development and motivate learners to practice more effectively?
  - Digital learning tools play a crucial role in supporting language development and motivating learners to practice more effectively. These tools leverage technology to create engaging, personalized, and interactive learning experiences that enhance language acquisition.



# Thank you!

