



# Graduation Project

Final draft

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**The Impact of Android and Apps Applications Games on the  
Acquisition of English as a Foreign Language  
for Children in Saudi Arabia**

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**Abstract:**

To know the impact of android and apps applications games in English language acquisition in children, and whether that impact is positive or negative and there will be an interview and questionnaire .The main reason for me to do this study is because my kids are one of those who learned English language through these applications .

**Introduction:**

No one denies the role and the place occupied by the English language as one of the most important languages in the world and as one of the most widely used both in education , economy or political . learning a new language is something difficult, but fortunately, preferred to technology and e-learning because pupils and students can learn English more easily. Schools have become required to develop plans to enable them to raise the proportion of the use of technology in classrooms and also to enable learners to learn English in a digital manner .

Android and apps applications are one of the media and communication tasks in these days, we became more reliant on our smart phones ,which has a positive effect and negative impact on the children in the English language acquisition. We care about in our research on the impact of android and apps applications games in mastering the language. Of the positive effects, it helps in mastering the English language and the skill of listening, speaking, reading and writing, and much more. Children's educational programs on Android and apps applications contributed to create a new environment for ways to teach the basics of the English language. It becomes easy and effective ways to attract children and motivate them to teach .

**Literature review :**

Technology also allows teaching to be tailored to the individual to a greater extend than is normally possible. (Diane Larsen-Freeman and Marti Anderson,2015,p201). The idea of learning from games, identifying what they do well and how this could be used in education is also problematic in some ways. There is a danger that the use of game techniques, particularly simple techniques such as scoring, prizes or the use of high score tables (sometimes called gamification) may be seen by learners as trivialising learning, or put an emphasis on meeting game objectives without learning. This approach focuses on game techniques that support extrinsic motivation, while those that support intrinsic motivation to play can have a more profound effect. The lessons learned from games need to be deeper and richer, looking at the underlying motivational and pedagogic lessons, and further research is essential to ensure the

appropriateness of these techniques in an educational setting. This is the case in terms of the perceptions of the learners, as well as teachers, and in relation to the pedagogic value created .( Whitton:2012, p 251) .

Game-based learning is not simply about using games to teach. A second way of looking at the potential of games and learning is to see them, not as tools for teaching, but as artefacts to be studied and from which to learn. All games, digital and traditional, naturally embody a range of techniques that help to create effective learning experiences, and ways of stimulating and enhancing player engagement to create environments that are motivational, safe and free from consequences in the real world. Digital games also employ techniques that support interaction, usability and the ability of players to learn the game controls quickly and easily. The study of games in order to determine the range of techniques they use, and how to apply them learning and teaching, offers another potential way of using games for learning without massive expense .( Whitton:2012, p 252) .

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BayBrazil also invited executives from other three countries to talk about kid's education through mobile technology. The educational apps developers Johannes Ziegler, from Germany, and Guy Vardi, from Germany, agreed that there is a growing interest of parents, teachers, and children in learning through the use of technology not only at home but in schools.( Suelen Vale, inc) .

### **Significance of Research :**

Most the Schools in Saudi Arabia depend on some a traditional way of teaching English language. However, there are many ways to teach or learn any language with the new technology , and teaching or learning through the games is only one of dozen.

This research attempts to provide information about applying learning through application smartphone ,and data analysis It indicates the positive and negative aspects of android and apps applications games, and how much is influenced on the skill of listening, speaking, reading and writing .

### **Research Question :**

What is the impact of android and apps applications games active and passive in the English language acquisition in children?

## **Research Methodology :**

Android and apps applications one important point to be considered, these new technologies are able to combine entertainment and education .

### Advantages and Disadvantages

Mastering English language by a traditional way of teaching in Saudi Arabia Although, loving the English language and enjoying it. After a period of time, a child becomes proficient in the English language.

We should not forget that the child would be self-taught in the acquisition of the English language. One of the advantages is helping the child to overcome any barrier in the English language acquisition.

preferred to this application, will be learning the English language and a means for recreation and interaction with learning a new language. You will have to adjust the language by dealing with a program to connect words with images convey the meaning of these words . its will help to them to identify the sounds and spelled improve it to read texts in English learning dictate English words difficult to enjoy while learning English . preferred to the advantages of this application you will see

learn the English language properly ,ease in dealing with the application , an effective way to teach the use of pictures and punctuation, who in order to understand properly.

Negatives, we can avoid through the family, school follow-up, which is often seen through the bad applications, that not fit for the children and their ages .

I will be using interviews with 30 students in the Eleventh elementary schools in Dammam there ages between 9 to 12 and there will be meet the mothers of the students to gather information required from the students using this applications .

I will set up questions concerning the effect of applications on of listening, speaking, reading and writing skill for English language learners, and their positive and negative aspects .

## **Ethical Consideration :**

This research speaks to the impact of technology android and apps applications games in English language acquisition in children and explains the pros and cons of this type of education .

There will be taken into account that the interview will be held with the consent of all the participants after obtaining formal consent from the school administration which retains the name of a secret and has the approval of the mothers in the answer to the questionnaire and to keep their name's secret.

### **Limitations of Research :**

The research has been done on school girls in Eleventh elementary schools in Dammam. I had a meeting with 30 mothers of the students who they used that android and apps applications games had a positive effect on their children in English language acquisition, while there were other mothers saw that it had a negative impact on their children. If my research included students of boys and girls possibly, the result will be better and more positive. Also if the number of others of students expanded and raised the number to 100, the result would be better .

### **Expected Result :**

I expect that about 95% of mothers agree that their children use android and apps applications games to acquire the English language. They find useful and had a positive impact . But when we distributed an electronic questionnaire, we find this result; 61% believed that modern technology is good, 10% found it useful and 2% deemed injurious. However, there were 80% agreed to that their children use the technology , 10% not agreed with that. On the other hand, there were 80% believe that this type of education affects positively on their children, while 20% believed that it affects negatively.

Moreover, after we have an inventory of mothers of students in the 11th elementary school questionnaire turned out that 80% believed that modern technology is good while 10% found it helpful and 10% deemed injurious. In fact, there were 85% approved of the acquisition of the English language through through these applications while 10% disagreed but limit 5% rejected this type of education.

In addition, 42% mothers how support there children to learn the English language through these applications while 15% refused and 26% they find it OK, but limits

Finally, 80% believed that this type of education affects positively on their children, while 20% believed it affects negatively .

## Conclusion:

Students from now on have to understand and be convinced that the smart phones and tablets such as the iPad is not only in order to play, it's generally excellent tools and the acquisition of a private English language to learn. At the present time and there are millions of applications are often cheaply or for free .

Nowadays English language has changed so much so fast, The question now is how English language is going to be different be in 5 years?

In my opinion I think we will see some changes in the future.

## One of the most popular applications to learn English

### Learn English Easily



**References :**

Larsen-Freeman, Diane. *Techniques, And Principles In Language Teaching*. New York, N.Y., USA: Oxford University Press, 1986. Print .

Whitton , *Electronic Journal of e-Learning Volume 10 Issue* , p. 251. New York, 2010

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**Appendix :**

What do you think of modern technology?

Good

Injurious

Useful

:Other

Do you agree that your children use the technology?

Yes

No

:Other

Do you find that android and apps applications games may help your children to acquire English?

Yes

No



Maybe

Do you support your children to learn the English language through these applications?

Yes

No

Dismissive

OK, but limits

:Other

Do you find that this type of applications games education may affect your child?

Yes

No

Matbe

Other

What kind of impact ?

Positive

Negative

<https://play.google.com/store/apps/details?id=com.pumkin.fun&hl=en>