



Investigating the Correlation Between Fantasy-action Video Games and Advanced Vocabulary Acquisition

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Literature review

- Vasquez and Ovalle (2019) found that the participants were able to acquire vocabulary from the video games they played, and they gained higher scores on a post-test as compared to the pre-test (Vasquez & Ovalle, 2019).



Hypothesis/Research Questions



The hypothesis is that the gamers who play more fantasy-action games would be more likely to recognize advanced vocabulary than other gamers or non-gamers.



1. Would fantasy-action gamers be able to recognize more advanced vocabulary than non-gamers?"
2. Would the number of years spent playing video games influence the interpretation of advanced vocabulary?

0 points | ▲ ▼ | 0 votes

Start Class: 1 - Pyroman...

Stat	Starting	Current
Soul Level	1	42
Vitality	10	10
Attunement	12	12
Endurance	11	43
Strength	12	16
Dexterity	9	14
Resistance	12	12
Intelligence	10	10
Faith	8	8
Humanity		0

Souls To Next Level: 10894 | Total Souls Spent: 410106

Covenant: Darkwraith

HP: 573
Stamina: 160
Equip Load: 62.0/124.5
Using 49.8% || 0.3 Weight left || Mid Roll

Physical Def: 359(73)
VS Strike: 323.6
VS Slash: 394.5
VS Thrust: 359
Magic Def: 207(65)
Flame Def: 212(72)
Lightning Def: 201(76)

Poise: 121
Bleed Resist: 226
Poison Resist: 67
Curse Resist: 87
Item Discovery: 100
Attunement Slots: 2

Head: Havel's Helm
Chest: Havel's Armor
Hands: Havel's Gauntlets
Legs: Havel's Leggings
Ring: Havel's Ring
Ring: Ring of Steel Prot...

Active Effects:
1. Maximum equip load: +50%
2. Physical defense: +50 points

LH1 (389) RH1 (389)
LH2 (Adj 190) RH2 (Adj 190)

Pyromancy FI... (circled)

2Hand weps | StamRegen 40.0/sec (4.0 sec to fill)

Black Flame (1) | Black Flame (1)

SPELLS

Participants



The participants for this study would be a minimum of 40 total students



The first group will consist of a minimum of 20 participants that identify as gamers who play more fantasy-action games.



The second group will consist of a minimum of 20 participants who do not play fantasy-action games.

Measures



“Video game questionnaire”
(n.d.). Video game questionnaire.



Vásquez, G. C., & Ovalle, J. C.
(2019). Vocabulary Test



Procedure

- Before the commencement of the experiment, all participants will be given a consent form, notifying them of pertinent information of the study and that they may opt out of the study at any given moment.
- If they agree to participate in the study, they will be given a demographic questionnaire that asks if they play games. If no, they will be given the vocabulary test. If yes, they will fill out the rest of the questionnaire and proceed to take the vocabulary test.



Expected results

- The expected results are that fantasy-action gamers would be more likely to recognize advanced vocabulary than the non-gamers.
- More years spent playing video games and the type of video games played will influence the results.



Limitations

- The demographic questionnaire is a self-report. Therefore, not all data will likely be accurate.
- Even if the participants notify where they most likely acquired the words, they may have acquired these words through other sources.
- The population of students is small.
- Participants may display test anxiety.
- Certain words may be obtained through other sources besides video games. This can affect the accuracy of the results.

References

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