

The Impact of Digital Card games in English Grammar for Secondary School Students

Kiran Premkumar Malge¹ & Sushma R.²

¹Research Scholar, Department of Education Rani Channamma University, Belagavi.

²Associate Professor, Department of Education, Rani Channamma University, Belagavi.

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ABSTRACT:

Digital card games offer an engaging, effective, and interactive approach to learning English grammar by integrating game-based learning principles into vocabulary and grammar practice for learners, particularly ESL students, through platforms that allow for self-designed cards, puzzle completion, and collaborative card exchanges to foster motivation and improve grammar mastery. By transforming grammar learning into a game, these systems can boost student motivation and make the learning process more enjoyable, especially for those who find traditional methods challenging. Games like “Worchitect” are specifically designed to focus on parts of speech and other grammar rules, allowing learners to deductively attain and reinforce their understanding. Digital card games can improve secondary students’ English grammar by providing a contextualized, motivating, and engaging learning environment that reduces anxiety and encourages practice. Through repetition, feedback, and interactive elements, these games foster intrinsic motivation and allow students to apply grammar rules in meaningful contexts, ultimately enhancing their interest and overall language proficiency. Digital card games, by their nature, are engaging and can significantly boost student interest and motivation in learning English grammar. Games provide a practical context for applying grammar rules, making the learning process more relevant and useful for students. Games require students to use grammar components to

advance, making the lear

KEYWORDS:

Digital card games, Types, Secondary school Students, Advantages, Disadvantages.



Introduction:

Digital card games, also known as digital collectible card games or online collectible card games, adapt the mechanics of physical card games for digital platforms like PCs and mobile devices. A card game is any game that uses playing cards as the primary device with which the game is played, whether the cards are of a traditional design or specifically created for the game. Countless card games exist, including families of related games. A small number of card games played with traditional decks have formally standardized rules with international tournaments being held, but most are folk games whose rules may vary by region, culture, location or from circle to circle.

Digital Format: These games exist exclusively in a digital space, though some may have physical counterparts.

Strategy & Deck-Building: Players build custom decks from a collection of cards, aiming for strategic combinations to defeat opponents.

Automated Mechanics: Digital platforms handle complex rules, like shuffling, health tracking, and card interactions, allowing for faster-paced gameplay.

Online Play: The internet facilitates global connections, enabling international tournaments and a broad player base.

Dynamic & Immersive: Advanced digital features enhance gameplay, creating a richer and more engaging experience than

traditional physical games.

Applications Beyond Gaming:

Educational Tools: Digital card games can serve as powerful educational instruments, fostering skills in critical thinking and probability through engaging, interactive formats.

Learning Platforms: They provide unique environments for learning by allowing players to assume roles and explore new worlds in an immersive way.

Types of Digital Card Games for English Grammar:

Sentence Building Games: Players use cards with words or phrases (subjects, verbs, objects, etc.) to construct grammatically correct sentences.

Part-of-Speech Identification Games: Cards contain words, and students must identify and label the part of speech (noun, verb, adjective, etc.) for each word.

Verb Tense Matching Games: Players match present and past forms of verbs or form sentences using correct verb tenses.

Grammar Rule Application Games: Students identify and correct grammatical errors in provided sentences or paragraphs.

Impact of Digital Card Games on Secondary School Students:

Digital card games can positively impact secondary school students by enhancing learning motivation, engagement, and performance in a dynamic, personalized way, as shown in the digital game-based learning (DGBL) framework. These games foster problem-solving skills, encourage collaboration, and make complex subjects more understandable and enjoyable, although excessive play can lead to missed learning opportunities and lower grades.

Positive Impacts

Increased Motivation and Engagement: Digital card games, as part of DGBL, can increase students' motivation and engagement with the learning material, making the learning process more interesting than traditional methods.

Enhanced Learning Outcomes: Studies show that students learning through educational card games often outperform those in traditional learning settings in understanding complex concepts and demonstrating higher academic performance.

Improved Cognitive Skills: These games can improve strategic thinking, problem-solving abilities, and creativity by creating engaging, personalized learning experiences.

Personalized Learning: The digital environment can support personalized learning, allowing the game to adapt to each student's performance and needs, further enhancing the learning experience.

Makes Learning Fun and Accessible: Digital card games offer an enjoyable and innovative way to learn, making lessons more appealing and efficient, particularly for complex or abstract subjects like science and chemistry.

Potential Risks:

Missed Learning Opportunities: Excessive gaming can lead to students missing classes or falling behind in their studies, negatively impacting their academic progress.

Lowered Grades: Over-reliance on gaming can sometimes correlate with lower grades, suggesting a need for balanced use.

Potential for Ineffective Implementation: The effectiveness of DGBL depends on proper design and integration into the curriculum, with some studies showing insignificant differences between digital and traditional teaching methods when not well-im-

plemented.

Advantages of Digital Card Games:

Card games prevent our brains from stagnating. They are effective in stimulating the mind and improving short-term memory – it is not uncommon to have to remember events that take place during a game or, simply, the position of the cards themselves. In this case, it is particularly worth looking out for memory games, which incidentally have a beneficial effect on long-term memory. In addition, some titles sharpen visual memory. The best example here is the well-known solitaire game.

valuable concentration and patience skills:

In order to win a card game, it is necessary to concentrate properly on the game. The ability to concentrate is extremely important, especially as it can be difficult to master in childhood. However, it is worth working on it as early as possible.

It should also be mentioned that card games teach us patience. Patience is gained at increasingly higher levels of play (e.g. in titles such as solitaire or mahjong). When we manage to pass them, we gain great satisfaction in the process. It is also important that card games teach us to draw constructive conclusions and to analyse the reasons for failures.

card games for neurodegenerative diseases:

Regular use of card games delays the onset of neurodegenerative diseases such as Alzheimer's disease. What's more, it slows down the development of this type of condition, card games proving particularly useful in the early stages of the aforementioned diseases. This property of theirs was discovered by researchers who carried out a study at the American Wisconsin Alzheimer's Institute. Furthermore, they proved that this form of activity increases brain

volume. The researchers are currently investigating whether card games are also effective in the prevention of Alzheimer's disease.

Card games as a way to build relationships:

There is no doubt that card games are a great way to spend time with family or friends. This in turn allows you to build relationships and keep in touch with your loved ones. It is worth spending time in this way, for example, with children who love all kinds of games. Toddlers can play card games from the age of 3! Even at this stage, it is possible to understand the rules of simple games such as memory games, which involve matching cards in pairs. For adults, on the other hand, it is a great way to pass the time during long winter evenings and at various parties and social gatherings. Evenings spent playing card games together can also become a special family tradition, which also strengthens the bond between parents and children.

Disadvantages of Digital Card Games:

Disadvantages of digital card games include increased screen time leading to health concerns, less social interaction, potential for aggression, the lack of physical ownership and the inability to resell or trade cards, dependence on hardware and electricity, financial costs to maintain a full collection, and potential for addiction. These games can also foster competitive behaviour and diminish the tactile experience of physical cards, making concentration harder for some players.

Health & Lifestyle:

Excessive Screen Time: Prolonged exposure to digital screens can lead to eye strain, sleep disturbances, and a sedentary lifestyle.

Lack of Social Interaction: Digital games may reduce op-

portunities for face-to-face communication and the development of social bonds that occur during in-person card games.

Potential for Addiction: The ease of playing “just one more game” can lead to addictive behaviour and decreased sleep quality, impacting overall well-being.

Conclusion:

Digital card games for learning English grammar involve using interactive online tools and platforms to create and play grammar-focused card games, such as sentence building, part-of-speech identification, and verb tense matching. These games increase student engagement and motivation by turning traditional grammar practice into a fun, competitive, or collaborative activity. Popular examples include “Build a Sentence” where players combine subject, verb, and object cards to form grammatically correct sentences, and part-of-speech identification games using flashcards to correctly label different word types. This digital card games are very much useful for the Secondary School Students for improving English Grammar and their performance in academics.

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The Authors have no conflict of interest to declare that they are relevant to the content of this article.

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