

**Masaryk University
Faculty of Arts**

**Department of English
and American Studies**

English Language and Literature

Timotej Karafa

**Video Games and Their Effect on
Second Language Acquisition**

Bachelor's Diploma Thesis

Supervisor: Chris Rance M.A.

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*I declare that I have worked on this thesis independently,
using only the primary and secondary sources listed in the bibliography.*

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Author's signature

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Introduction

“[Video games are] the fourth major food group of leisure time besides reading, socialising and viewing.” (Kennedy, 2019) Video games as a medium are more prominent in the pop culture than they have ever been. As such there is no surprise that more academic works are getting published on the topic of video games and their effect on different aspects of society. However, there is a lack of non-comparative research done on the topic of language acquisition with relation to video games and the media which are tied to video games. Many gamers claim that video games helped them acquire language skills in second languages. These claims are only anecdotes, but they represent a significant enough part of the gaming populace that it is a topic deserving of detailed exploration. Being a gamer in the modern world often requires an ability to communicate in a foreign language, especially if the person comes from a country that does not have a majority of the regional gaming community centered around their first language. As such, the aim of this thesis is to collect a research sample and assess whether video games and the media which surround them provide any tangible effect on second language acquisition.

The study of language acquisition has been around for decades. However, language acquisition and language learning are two very different fields of study. Because of that the first chapter of this thesis focuses on language acquisition as a concept. Using the monitor method by Stephen Krashen to explain the basic principles of second language acquisition. It is important to understand the concept of language acquisition and the difference between the two subjects of acquisition and learning to understand the aim of this thesis.

The second chapter focuses on video games as a medium and how other media platforms tie into video games. It also explains the link between video games and these platform function in complementary terms with video games. The second half of this chapter aims to use the language acquisition concept explained in the first chapter and explore how video games and the surrounding media fit into the monitor method and how the acquisition of languages through these platforms might work in practice. This chapter concludes the theoretical part of the thesis and establishes ideas used in the practical part.

The third chapter encompasses the practical part of the thesis and is divided into two main segments. The first segment explores the first part of the research. A questionnaire with 280 submissions, which included in Appendix C, on how the participants of the research reflect on their experience with video games and language acquisition. In this segment the answers are observed and the most logical conclusions are being drawn from these answers, in keeping with the interest of language acquisition.

The second segment of the third chapter focuses on a set of five open ended questions, which were an optional part of the original questionnaire and which go more in-depth on the topic. As an optional part of the research the amount of respondents is lower in these five open ended questions, however the responses in this part are more telling about the opinions that are permeating in the research sample and are considered on the same level of importance as the first segment of this chapter.

The research group is not gathered from any specific country or group of countries, for the express purpose of acquiring a variety in the responses. This

type of research is quite untapped as most of it done in this field is focused on comparing and contrasting differences between gamers and non-gamers. Secondly the focus of this research is focused mainly on comprehension and communication skills as these are the most important skills needed to function in the gaming communities. Grammar and pronunciation skills are considered as secondary in the findings as communication with poor grammar is easily overlooked when the aim is the communication itself.

It is important to note that the findings provided in this thesis are not completely comprehensive and are meant as a template or a stepping stone leading to further research. The sample size is not big enough to conclude any significant findings in this area; however, it is enough to provide a cursory glance into the field and show any possible correlation between video games and language acquisition.

1 Second Language Acquisition

Second language acquisition in itself is a process that happens whenever subjects encounter a language different to their own. Language acquisition is a hypothetical field of linguistics and as such it is a field with working hypotheses; however, it is nearly impossible to come to a final conclusion that encompasses every part of the field. Nonetheless, in language teaching hypothetical knowledge can be very helpful as approaches have been inconsistent at best and a better way of learning a language is always needed. It is also important to remember that acquisition is not just the ability to understand the language or comprehending the input that the student is being given, but also the ability to respond in real-time and respond precisely. (Roberts, 2012) When looking at children and their acquisition habits it can be seen that children acquire the knowledge of the language before they acquire any understanding of the rules of the language. (Krashen 1983) There is much that can be learned from the way that small children acquire their first language which can be applied to the way that adults and adolescents acquire their second languages.

It is generally accepted that children are more capable of learning new languages and that adults will usually not be able acquire the proficiency in a language on the same level as a child would if it was exposed to the language early enough. However, this does not mean that adults are less capable of acquiring languages.

1.1 The Difference Between Acquisition and Learning

The difference between acquisition of languages and learning languages is a subtle, yet meaningful one. In short it could be summed up to a simple division between understanding the language and its nuances and

comprehending the grammatical rules that govern the language. One does not usually occur without the other, but in the aim of this thesis there will be more on an emphasis placed on the former. In longer terms, acquisition is the act of gaining the knowledge of the target language by extensive exposition. Acquisition does not require constant drilling of the language, the vocabulary or grammatical rules, but it does require time. Improvement with acquisition as the primary method of improving language comprehension takes significantly longer than any other form of language advancement. Speaking skills with the use of acquisition develop much later than listening comprehension and as such it may not be considered as the best method for gaining language skills in the context of a class room. As Stephen Krashen put it in his work: *Principles and Practice in Second Language Acquisition*:

Language acquisition is a subconscious process; language acquirers are not usually aware of the fact that they are acquiring language, but are only aware of the fact that they are using the language for communication. The result of language acquisition, acquired competence, is also subconscious. We are generally not consciously aware of the rules of the languages we have acquired. Instead, we have a "feel" for correctness. Grammatical sentences "sound" right, or "feel" right, and errors feel wrong, even if we do not consciously know what rule was violated. (Krashen 1983)

Communication is the main reason for language acquisition and as such the gains from it are mostly subconscious and the progress feels very intangible in short time spans; however, in the context of a longer time span the understanding of the language gained from subconscious acquisition is much

more substantial. (Krashen 1983) This is also usually called gaining a feel or feeling for a language. Acquisition of languages happens whether the subjects are in a classroom actively trying to better their language or whether they are at home browsing the internet or reading books in their second language. These do not have to be conscious efforts in bettering themselves, but can be just a method to pass time. Thanks to this exposure to the language they are able to absorb the language subconsciously and build up a repertoire of vocabulary, grammar and sentence structure without even actively attempting to.

Language acquisition in this form may serve as a way for the subjects to expand the scope of their target language at their own pace and be able to go through the acquisition at their own preferred style. This means that they have ample time for having a silent period and can focus on purely understanding the text before attempting to construct their own output. This provides a less stressful way to engage foreign languages and helps them to understand the feeling of a language before they are forced into constructing their own speech.

1.2 Language Acquisition Methods

There are multiple methods of language acquisition that are used in language learning, but all of them are based on giving the subjects comprehensible input. Comprehensible input is input that the subject is able to understand and use as a ladder to build up their own understanding of the language. However, not all input from the target language can be considered comprehensible. For the input to be comprehensible and for the subjects of the language to be able to build upon it, the input must be slightly above their level of understanding the language (Krashen, 1983). Therefore, just giving the subjects input without understanding the level of their understanding for the

language is not enough. Even for children raw, unfiltered input will not be of much help with acquiring their first language as they do not have the context for the use of the language and as such have nothing to build their knowledge upon. Children who were exposed to television as their main language input tend to not understand the input as well as they would if the input was simplified by their parents to help them acquire the language (Loschky, 1994). It can be understood from this, that simply showering the subjects with raw input will not lead to them acquiring any new skills in the language. To go more in depth this chapter will focus on exploring the monitor model proposed by Stephen Krashen and how it explains language acquisition. Despite its detractors such as McLaughlin, claiming that: the method has no solid leg to stand on (McLaughlin 1988), the monitor model is considered an important tool and stands as a cornerstone of more modern theories such as mentioned in *The Bilingual Reform. A Paradigm shift in Foreign Language Teaching* (Butzkamm & Caldwell, 2009). Using the monitor model as a starting point this thesis will focus on explaining how this model applies to video games and how they help in acquiring languages.

The monitor model consists of six hypotheses and in order of introduction they are: the acquisition-learning hypothesis, the natural order hypothesis, the monitor hypothesis, the input hypothesis, the affective filter hypothesis and the reading hypothesis. All of these hypotheses are a part of a whole that dictates the ability of an individual to acquire new languages. Firstly, the acquisition learning hypothesis. This hypothesis is the bedrock for the rest of the monitor method and states that there are two distinct ways that adults can improve language comprehension. Language acquisition is a subconscious process and

those who acquire the language do not see as is as learning a language, but as a process of actively using the language for communication. It is claimed that only children can acquire languages, while adults learn them; however, the acquisition learning hypothesis claims that adult language acquisition is not only possible, but still happens as adult language learners still have the same ability to acquire as children do. Of course, this does not mean that children do not learn as well as acquire and that learning does not affect the process in any significant way. However, acquisition is a very useful process even for an adult.

Secondly there is the natural order hypothesis, which states that acquisition of languages works in a set pattern and that students tend to acquire certain parts of a language before others. Based on the research of Dulay and Burt theory emerged that the grammatical structures of a language are acquired in a specific order with slight differences between children. (Dulay & Burt, 1973) A study conducted by Diane E. Larsen Freeman concluded that while the findings were not completely impregnable there is definitely a correlation between the order of language acquisition as from her findings there is a concordance in this order despite the first language of the children (Freeman, 1975). The study done by Dulay and Burt lay the foundation for multiple theories including the one by Bailey, Krashen and Madden, which is used as basis for the natural order hypothesis. However, as Krashen claims this natural order disappears under certain conditions. (Krashen, 1983) Despite that there is still a method to which the languages are acquired and that can be used to improve the student's ability to learn the language.

The third paragraph focuses on the monitor hypothesis. The hypothesis that the whole method is named after is arguably the most important part of the

method. It builds upon the acquisition-learning hypothesis. The monitor hypothesis states that actual learning of a language is merely a way to self-monitor progress of the subjects and apply the grammatical rules that they have learned onto the language that they have acquired. Thus, by correlation stating that actual learned rules are not used in acquisition until after the form that uses these rules has been acquired by the subjects. The monitor hypothesis also states that for the use of the monitor to have an effect three conditions have to be met. The conditions being: The subjects must have enough time to apply the knowledge of the learned language onto the acquired language. The subjects must be focused on the form of the language they are speaking in for the monitor to be effective, and lastly the subjects must know the rules they are applying in the target language. (Krashen, 1983) As such the monitor is not as useful in conversation as it is in written media, because despite knowing the rule, the speaker in a dialogue usually does not have the time to apply this knowledge or lacks the focus to apply proper form in the conversation. Because of this the monitor hypothesis is usually more prevalent in the written form, where the subjects have the ability to review what they have written, have the time to apply what they know about the language to what they have written and can focus on the form of what they have written. Thanks to this the monitor hypothesis can be a great way to review language and help acquiring structures that are further down the line in the natural order hypothesis.

The fourth part of the monitor method is the input hypothesis. This hypothesis states that for the ability to improve oneself, the student needs to have access to input that correlates with their level of competence in a language and to input that is of slightly higher level than the competence of the

student. Krashen calls this i and $i+1$. (Krashen, 1983) The biggest issue with this hypothesis is finding the level of input called $i+1$ for the student. If the student goes too far above the $i+1$ level, the input ceases to be comprehensible and will not help the student acquire the language in the intended way. The answer to this issue is to let the subjects choose their own input by providing them with compelling options. As he mentioned in his later work on the input hypothesis Krashen, as well as the majority of the language learning and teaching community, claims that free voluntary reading, which will be discussed at a later paragraph, is the only way to acquire real competence and that is a much more pleasurable way of acquiring language comprehension than learning the language through drilling is. (Krashen, 1989)

The input hypothesis can be divided into three parts. Those being: The input hypothesis does not pertain to learning, but to acquisition, acquisition of language happens when the subjects encounter language structures that are at an $i+1$ level compared to their competence and that the input must contain the $i+1$ comprehension level for the student to be able to use it to use it as comprehensible input, but does not require to be only of $i+1$ level input. As thus the speaker competency and fluency are not taught as a result, but instead emerge in time as the language is acquired (Krashen, 1983). However, free voluntary reading plays a large part in how the student acquires the language because a student who is invested in what they are reading is more likely to acquire any substantial knowledge. A new method of teaching has been made in the vein of this method that is called story-listening and focuses on providing an extreme amount of comprehensible input for the student to acquire (Mason,

2014). This method is used in classrooms and shows in practice that the input hypothesis is an important part of the language acquisition process.

The fifth part of the monitor method is the affective filter hypothesis. This hypothesis states that for the purpose of acquiring languages the subject's affective filter needs to be as low as possible. The affective filter in itself is a combination of traits that dictate how open the subjects are to acquiring a language. These traits are: motivation, self-confidence and anxiety. Subjects with high motivation and high self-confidence tend to do better in language acquisition as well as students with low anxiety (Krashen, 1983). According to this hypothesis, input is the main source of language acquisition; however, the way that affective filter impacts the acquisition outside of input means that there are outer influences that have an effect on the intake and processing of the input.

Finally, the last part of the monitor method, is called the reading hypothesis. This hypothesis states that the subjects are more likely to: "pay attention to input when it is interesting" (Krashen, 2018). This meaning that self-designated reading tends to be more compelling of an input than a reading where the choice was not made by the subjects. As was mentioned above the best way of acquiring language is to not just have comprehensible input, but for the input to be compelling for the acquirers. This hypothesis is split into three basic stages. Those being stories, self-selected recreational reading and narrow academic reading. The first stage states that stories provide the basis of comprehension for the subjects to be able to read and comprehend written text. The self-centered recreational reading stage includes a large amount of self-appointed reading of the subjects, which provides the input to improve the

subjects to a further level of competence. The last stage of this hypothesis, the narrow academic reading, which provides the basis and the background for further academic competence and proceeds to hone the skills of the subjects in a narrower field of study.

The monitor method, despite its age, is still a basis for language acquisition research, which is still built upon to this day, and its conscious use can help to improve the language comprehension of the subjects in significant ways. This chapter has focused on explaining how these hypotheses function in an environment focused on language acquisition. However, video games are inherently an environment that is much less focused on learning and much more focused on understanding. Therefore, the next chapter will focus on explaining how these methods can be applied in relation to video games and are affected by the way people are exposed to video games. It will attempt to explain these theories in an environment that is not a prime learning ground and how games can help the subjects improve their language comprehension.

2. Video Games and Language Acquisition

Video games as a medium have been gathering more and more popularity in the last few years and as such have also been a place for people to encounter new languages and to increase their language comprehension in languages they currently know. This chapter will be split into two main parts. The first part will focus on explaining video games and the video game culture, while the second will apply the principles of language acquisition, which were explained in the previous chapter, to video games and will serve as a preamble for the practical part of the thesis.

2.1 Video Games as a Medium

“...games are a way of experiencing things (concepts, events, ideas, etc.) from points of view that the player may not experience in any other way via the media consumption and thus are meaningful tools of communication as well as a meaningful form of art.” (Anaconda, 2019) Video games are a not an inconsiderable market these days, which include a lot of people all around the world. As a medium that crosses different countries and continents it creates a focal point for people of differing cultures and backgrounds to bond over. Although video games as a product focus on a specific medium, there are other types of media that people who play video games tend to frequent. These being different forums, streaming sites or different communication programs. The main question about these other means of communication would be why would they matter. However, the first focus will be the video games themselves.

Would it be possible to ascertain how video games matter as a genuine means of acquiring languages? Disregarding educational video games which explicitly focus on teaching the players something new, usually in the form of

games for children, video games have the ability to draw people in by telling compelling stories, while still letting the players keep their agency over what is happening and how they affect the overall narrative and the world. Video games let the players explore new place, cultures, experience new languages and realities. This all lends very well to language acquisition, whether the game in question is single-player or multiplayer in nature. It does not matter whether the player communicates purely with the game, either as a character inside it that makes decisions and shapes the story or as a viewer who sees the story unfold before their eyes, or as an entity outside the game that has the ability to speak to other players who are in the same instance as the player is. Whichever of these options the players decide to pursue they will always be encountering a means of communication whether that be the game communicating with the player or the player communicating with others inside the game.

On the other hand, there are all the other media that surround gaming as a whole. There are sites where the players congregate and communicate such as forums, like gaming subreddits, Discord, game specific forums, etc. Other sites like YouTube or Twitch attract millions of users daily to their gaming related content, whether it be stream or videos. These communities created by the players are a melting pot of languages, cultures and ideas which makes them an ideal location to help with language acquisition. These places encourage players to communicate and share their ideas and gaming tips. Unless these platforms are run by members from only one country, they are usually in a language that the most amount of people will understand. These languages being primarily, English, Russian, Spanish and so on. Primarily languages that are spread out around the world enough so that people outside

these cultures have a tendency to know them whether out of curiosity or necessity. Any communication in these instances could constitute enough of an input to help with language acquisition. This works as comprehensible input mainly because the conversation that is taken in these circles could be considered as engaging enough that the people partaking in it would focus mostly on understanding what is being communicated. And communication being one of the main of using and learning a language means that language acquirers should thrive in situations like these.

These platforms also support the silent period in the acquisition process that is integral to understanding a language. In this period the acquirers of the language acquire the language without producing much output themselves and as such a platform, like those mentioned above, can serve as the perfect way of furthering their knowledge without being forced to produce anything themselves. All the while the platform provides the input required for the speaker to advance their understanding of the language. Thus the environment provided by these platforms is much friendlier to people who are in this silent period and can feel like a safer place to acquire language together with the content from other game related sources like videos and streams where the subjects do not need to participate in any active discussion to be able to acquire language skills.

As a whole, gaming represents an environment of different media in which language acquisition is heavily incentivized and for some people is absolutely necessary for any deeper discussion inside of the gaming communities around the internet. This incentive can bring people to the point where they want to acquire a language without them even realizing the fact and can serve as a great supplement to other means of language acquisition.

2.2 The Monitor Method and Gaming

The monitor method, as has been explained in the previous chapter, as a method of language acquisition, serves only to outline the processes which happen during acquisition and explain these processes based on studies. This subchapter focuses on taking what is established by the monitor method and applying it to video games and the media surrounding video games. As such the chapter will include all the parts of the monitor method with explanations how video games as a medium tie into these hypotheses.

The first paragraph focuses on the acquisition-learning hypothesis. As the hypothesis states there are two ways of developing competence in a language and those being acquisition and learning. Learning as a conscious effort of bettering oneself in a language is not as common in the video game ecosystem as acquisition is. People who want to study languages have better means actively pursuing the study than playing video games, as they are most definitely not the end all be all of language learning. However, video games provide a way to acquire languages as they give the player proper opportunities to communicate. Whether this communication happens with the game itself or other people. The out of game activities that the player can partake in also subsist of mainly communicating with others which is one of the main ways of language acquisition.

The second paragraph focuses on the natural order hypothesis. While this hypothesis is about the order of acquisition and as such is difficult to pursue without a controlled environment, it is important to mention that most internet communication can be either very short and to the point or long form with a plethora of new phrases and uses of the language that can be acquired. Furthermore, there is the third hypothesis, the monitor hypothesis. This

hypothesis is much easier to observe in the current context of video games. As the monitor is used to oversee the known language and apply it to the acquired language. Used primarily out of games, as in game chat is usually used in a function over form style, for communicative purposes. The communication being usually text based gives the subjects using the language enough time to think about their replies and apply the monitor to what they are outputting. According to the hypothesis this should allow the subjects to better acquire the language as they are in an environment where they are able to consciously apply their learned knowledge to what they are using and as such better themselves. As mentioned in the subchapter detailing the monitor method there are 3 requirements for the learner to be able to apply the language. Those are: time, knowledge of the rule and focus on form. Out of game communication provides the opportunity to make use of all of these requirements. This also allows the subjects to use forms that they have not yet acquired, but have learned from some other source of input, which ultimately helps with the acquisition of the language even more and ties into the next paragraph.

The input hypothesis, as is stated above, says that comprehensible input is required for the language learner to be able to progress with their acquisition. However not just any input is a viable source for the learner. The input has to be at a level slightly higher of what the subjects already know for the input to be able to be acquired as something new. The input can be of a higher level than the above mentioned $i+1$ and still provide enough comprehensible input for the learner. However, this applies only if the input is considered compelling enough to the subjects. Games and their ecosystem can provide both comprehensible and compelling input for the subjects to acquire in large amount, as there are

enough video games and other sources of input about video games for virtually anyone to find their niche. As the input in these situations is not built as a learning experience, but focuses above all on the communicative qualities it also is able to provide for the *i+1* input that is required for the learner to advance their comprehension of a language. This hypothesis also claims that fluency in any given language does not appear from thin air as the language is acquired, but it emerges after time has passed. Video games provide an excellent way of this particular part of the hypothesis, because the subjects are not forced to produce any kind of output themselves at first, but are able to ease themselves into being able to produce anything. Even if the language acquirers are not comfortable enough to produce any output themselves they have ample time to acquire. The language used in video games has a tendency to focus on the here and now and as such serves as a not too difficult form of input for the subjects. And without any concrete form of acquisition or order of acquisition presented, the subjects have the ability to acquire as they go and acquire the form of the language without needing the rules of why the language works the way it does. This pushes the subjects towards proficiency that is otherwise difficult to acquire.

The fifth paragraph focuses on the affective filter hypothesis. This hypothesis states the connection between the affective variables in second language acquisition and the process of second language acquisition. As already mentioned in the previous chapter the affective filter is the ability to accept input and produce output. This ability improves with the correct attitude towards language acquisition. Considering video games together with the surrounding media, and how the affective filter interacts with them, it can be

proposed that the affective variables are at a much lower level than they would be in a normal face to face studying session, as the subjects are in a much more casual environment where they may not be so aware of the express correctness of their output. As such the subjects can be more relaxed about their output. If the output still gets the message across to the other participants in the discussion it has succeeded in its intended role. The anonymity found within gaming and internet as a whole allows the student to have less anxiety build-up while communicating with other gamers and lets them lower their affective variables.

The final part focuses on the reading hypothesis. As this hypothesis states, voluntary reading is of utmost importance while acquiring languages and video games provide this. As a medium aimed at entertainment most of the time spent at video games can fall under any of the segments of this hypothesis. Players of any level of language proficiency can pick up any video game and it will still provide the same amount of input, only the way the input is acquired by the players will change. In this case it will be one of the three segments of the hypothesis. At first the story will expand the players comprehension, afterwards the amount of self-selected recreational reading will improve upon this basis and the narrow academic reading can expand the knowledge built by the two prior steps.

The different hypotheses in the monitor method all apply to gaming in differing ways. They are all applicable for the purpose of following language acquisition and how it is affected by video games. These different interpretations of the whole method are the basis of the practical part of this thesis and as such will serve to evaluate the results of the research done and

explained later. The next chapter further explores the ideas brought up in this chapter, but it puts the research first and foremost and explains how the monitor method translates into language acquisition with the use the data collected in the research.

3 Research

The final section of this thesis focuses on the research and the findings that are located in the appendices of the thesis. The main body of this section is split between the analysis of data from the questionnaire and the open-ended questions which were included in an optional part of the research. The last part is dedicated to the analysis of gathered data as a whole and concluding whether video games have any effect on language acquisition according to what is found in this research. While not being comprehensive, with a sample of 280 respondents it still brings enough responses that some conclusions can be drawn from them.

3.1 Research goals

The goal of this research is to answer the following questions:

1. Do video games and the media surrounding them provide enough comprehensible input for language acquisition to occur?
2. Are video games and the media surrounding them an environment that supports language acquisition?
3. How are these findings supported by the monitor method?
4. Are video games a viable method of language acquisition?

The objective of these research goals is to answer these goals and come to a conclusion whether or not people find video games as a proper way of language acquisition and how did the video games affect their language acquisition.

3.2 Research Method

The participants of this research are a non-homogenized group of gamers that consist of at least 80% males (Fig. 1) and includes mostly individuals in the age range between 18 and less and 40 (Fig. 2). These individuals were picked from various gaming groups around the internet. The research is not aimed at any particular part of the world or any particular language group, although it was held only in English. With English being the most commonly used language in international gaming groups, this provides the biggest possible sample for of participants to analyze. The reason behind this lack of focus on any particular group was to get a large sample of respondents with a variety of opinions and lifestyles. The only exclusionary factor for the research was whether the individual does or does not play video games. Therefore, this research focuses only on people who actively participate or have participated in the hobby of gaming. All of the participants answered a 19-question long questionnaire after which they had an option to continue to 5 open-ended questions, to which 180 of the respondents proceeded. (Fig. 20)

The questionnaire featured a short preamble explaining the respondents the difference between acquisition of a language and learning a language that served as a primer for the subject so that the respondents would be able to give their answers in the best possible form. The level of language comprehension of the participants was left to their discretion and they were left to use their own evaluation of their second language comprehension to supply answers for the research. The open-ended questions provide a supplement to the main questions and approach a more in-depth understanding of acquisition and the outlook the participants have on video games plus the surrounding media and their effect on language acquisition.

The range of understanding from the topic varied between the participants and as such some of the responses in the open-ended question part of the questionnaire are inconsistent. Because of this the author of the thesis had to interpret the statements on the most weighty parts of these statements. For example, a statement like: "I cannot say that they are viable, but they definitely helps with exposure to the language. I learned while I was growing up playing video games and this was very natural. I can say that video games can be a really interesting way to be explored for this purpose." seem to be self-contradict and as such it had to be interpreted as which part of the statement answers the question the most.

The content of the first part questionnaire focused on the specific languages and the experience the respondents have with the language. The second part of the questionnaire focuses on what kind of experience the respondents have with video games and whether or not they use the media surrounding video games. The third part of the questionnaire focuses on their preferences with languages and video games and whether they noticed any differences in their language comprehension with these media affecting them. The last part of the questionnaire are five open ended questions. This part elaborates on the approach to video games in correlation to language acquisition and asks questions like: "Have you ever decided to play a video game for the express purpose of bettering yourself in another language? Why or why not?" or "What would be the reason for you to play a game in a language different than your first language?". These answers themselves are as important as the first three parts of the questionnaire and as such have their own subchapter and appendix.

3.3.1 Analysis of the Research Without the Open-ended Questions.

The first part of the research focuses on the multiple choice questions and shows the attitude of the participants towards video games, their knowledge of a second language and their experience with second language acquisition with the help of video games, as this part of the research did not go in-depth on the questions asked for the sake of brevity and the ability to finish the questionnaire under five minutes for the purposes of respondent retention.

As already mentioned above, the research shows that the majority of the respondents were male and that the age of the respondents was almost exclusively below 40 years old. This part of the research also provides the first languages of the respondents. Almost half of the respondents have English as their first language (Fig. 3); however, approximately the same amount of people have English as their second language (Fig. 5). For respondents that entered more than one language for the questions pertaining to either their first or second language, their answers have been split into separate languages for the purposes of accessibility and ease of work with the answers. Considering that 190 respondents replied that they feel proficient in a second language and that 140 out of those participants are proficient in English, it appears from the data that almost two thirds of the participants with English as their first language fall into the category where they feel like they are not proficient in another language. This means that it is reasonable to assume that most participants have been exposed to English as their second language while playing video games and partaking in video game media. From this can be presumed that while other languages have been tackled by some of the participants, most of them will have been acquiring English as their second language. Another

interesting correlation that can be noticed is, that while almost three quarters of the respondents have been formally educated in a second language (Fig. 4) only two thirds of the participants consider themselves proficient in a second language (Fig. 6). Of course, because the research had been done in English all of the respondents responding with their perceived lack of proficiency in a second language are native English speaker. Nonetheless, is still a telling occurrence that 60% of the native English speakers do not consider themselves proficient in another language. However, the native English speakers who are proficient in a second language still make the largest demographic in this research almost doubling the second largest group which would be the French speakers. The last question in this category asked whether the participants did play games either in the present or in the past. This was the only question that could exclude the participants from the questionnaire. This is because the research focuses on people who play video games and partake in the video game media and is not meant to compare the difference of language acquisition between people who play video games and who do not. However, all of the 280 participants answered that they play or have played video games (Fig. 7).

The second part of the research concerns itself with the preferences of the respondents for video games and video game content they consume. This part of the research shows more about the participants. There is much that can be read from the preferences of an individual in video games. For example, a player preferring role-playing games will under most circumstances show a higher emphasis on the narrative and the story of the characters than a player who prefers first person shooting games. Most of these preferences lead to later

assumptions that are supported by further answers by the individuals in the research.

The first question pertaining to playing video games was to gauge how much time the respondents play games in their free time. The vast majority (almost 94%) of the participants responded that they consume video games at least multiple times a week with more than 60% of them consuming video games every day (Fig. 8). The next question asked the participants to pick the genre of games they tend to enjoy the most. This response does not bring much merit to the research on its own, but comparing the responses of the participants to the genre of video games they prefer may show correlation between the type of video games and media they consume, their proficiency and second language comprehension. This was a question which let the participants choose multiple answers as well as add their own answers. According to the answers to this question most the top four spots by the number of answers are: Role-playing games, strategy games, puzzle games and action games (Fig. 9). Taking into account a later response about the number of respondents that prefer single player or multiplayer games it can be seen that most of the respondents prefer games with a focus on the narrative. As most of the games falling into role-playing games, strategy games and action games in the single player category fall under games that have an underlying narrative or an outright story-based focus.

The next question, as mentioned above, is about the preference of single player or multiplayer games. The majority of the respondents prefer single player games (Fig. 10) which makes sense considering the categories of games that occupy the top spots in the previous question. Single player games are

usually more story oriented than multiplayer games and as such can offer the subjects more input in the terms of what the narrative offers. The games offer comprehensible input in the form giving the subjects compelling input. On the other hand, multiplayer games with a focus on communication and often offer an environment where communicating skills are necessary for the subjects to be able to properly take part in the games. In the end both single player games and multiplayer games offer compelling comprehensible input, but provide it in two different ways.

Another question in this part of the questionnaire builds upon the previous one and asks whether the respondents use communication while playing multiplayer games. As expected around 85% of the participants responded that they do communicate with an approximately 47 to 53% split between the two options, which are communicating in voice and text and communicating in text only respectively (Fig. 11). This ties to the affective filter of the individual. Some participants have higher affective filters which allow them to communicate better than participants that lack this filter. The split between respondents using voice communication in their online games is 54 native English speakers to 56 participants of other native languages. While correlation does not mean causation, it would be logical to assume that the first language of the participants is not the factor that decides whether they speak in online games or not, rather their affective filter is the reason behind this.

The last three questions of this section all pertain to gaming media. The first one asking whether the participants frequent any video game media platforms, e.g.: Discord, YouTube, Twitch, Subreddits... The overwhelming response to this question was yes (Fig. 12), which adds to the statement that

most gamers do not approach video games as a separate medium, but rather as an amalgamation of playing the video games and joining the discussions threads which arise with them. The next question is which platforms the participants visit. These platforms are a combination of those above-mentioned platforms. Mostly YouTube and Discord followed by Twitch and Reddit, with other platforms not being overly represented (Fig. 13). This only reinforces the previous question. While YouTube being the most picked answer, the other platforms are inherently much more active in their communication as they focus on instant communication and give instant feedback for all the parties that take part in them. YouTube as a video streaming site puts a metaphorical wall between the consumer and the content creator, which impairs a form of discussion that is much more prominent on other platforms. While it can be argued that YouTube presents the most comprehensible input to the subjects out of all of these platforms it lacks the inherent communicative properties of the other mentioned platforms. However, the responses to the last question in this part of the research says that around 42% of the respondents do not actively participate in any discussion on these platforms and just passively consume the content (Fig. 14). Which means that these participants prefer to take input rather than generate their own output. And as such the barrier that YouTube has does not play as much of a role in these cases.

The third part of this chapter considers itself with the language and acquisitional experiences of the participants. The first two questions, while very similar at first glance, provide two unique views on the people who play video games. The first of these questions is about what language the participants prefer to use while playing video games. (Fig. 15) It is important to note that the

respondents who have claimed that they are not proficient in any second language are counted into the group of first language. This means that the vast majority of people who are proficient in more than one language prefer to play video games in their second language and even from the English native speakers that are proficient in a second language some prefer to play their video games in their second languages.

The second question in this pair asks what audio the participants prefer to use while playing video games. The distinction between these two questions is important because playing a video game in a language and having the audio in a different language are two different concerns. Playing a game in a language includes all of the user interface, menus, subtitles... while the audio is only the audio. The player can still play the game in their first language while having the audio set to another language. For this question almost three quarters (70.3%) of the respondents answered that they prefer the original audio of the game, even if they do not understand it. After that 16.3% prefer to play video games with audio in their first language and the last 11.4% prefer the audio to be in their second language (Fig. 16). This will be further elaborated in the next subchapter with the open-ended questions.

The following question concerns itself with language comprehension and whether the participants feel that their comprehension has improved thanks to video games and the media surrounding video games. 65.7% of the participants claim that their second language comprehension has improved, while 17.9% were not sure and 16.4% did not notice any improvement in their second language comprehension because of video games (Fig. 17). This will also be expanded within the next subchapter as the opinions on this specific question

differ quite drastically in the open-ended questions. The next question asked if there were any specific areas that the participants felt like their language comprehension has improved 68.2% of the respondents answered with a yes (Fig. 18), which is a difference of seven participants that were either unsure of the question asked or were not sure whether their second language comprehension has improved, but felt like they acquired some specific language knowledge possibly.

The last question in this section of the research concerned itself with the fields of language comprehension that the respondents felt like they improved. In the order of most to least the areas are: listening, reading, writing and speaking (Fig. 19). The order of these areas makes perfect sense considering the answers for some of the previous questions. As the respondents in this particular research are heavily leaning towards playing single player games their listening and reading skills have increased more than writing and speaking as these skills are usually more used in multiplayer games.

To sum up the first part of the research that contains the short form and multiple-choice questions, it seems that from the answers to the questions posed, the participants do indeed believe that video games and the media surrounding them can help with second language acquisition. At least their answers support the idea that they do. Also, the answers support the claim that gaming is no longer just about playing the video games and is more and more about the media that surrounds it and the discussions that are made around the games. As the medium matures this might be even more prolific in the future. Further assessments will be made in the next subchapter that focuses on the open-ended questions that were answered by the participants of the research.

3.3.2 Analysis of the Open-ended Questions

The second part of the research asks the respondents five open-ended questions. This part of the questionnaire was optional as to leave the participants to choose whether they have the time and want to answer the questions provided. The amount of participants that decided to partake in this part of the research was around two thirds (64.5%). This means that 180 participants responded to these questions (Fig. 20), which gives a sample with enough answers that it is possible to correlate these responses to their effect on language acquisition depending on the frequency they occur in. The responses are not scientific in nature, but are the opinions and experiences of the participants and therefore should not be taken as scientific responses.

To start with, the first question of the second part of the research is: What would be the reason for you to play a game in a language different than your first language? This question is meant to gauge the responsiveness of the participants to the idea of consuming their video game media in another language and as it stands the responses vary from person to person, as expected. However, one response is more common than other and that is immersion and authenticity of the experience. The participants put a lot of stress on the experiencing their games as they were meant to be played by the creators. Responses like: "A feeling of immersion. Knowing that I'm hearing what the characters are "really" saying makes can make the fiction come to life for me." or "As a rule, the original language suits the game better, in tone and atmosphere, in logical stress/context of the phrases, and in little details like lip sync, which really helps the immersion and understanding of characters." This main sentiment which echoed throughout the responses is supported by two more recurring responses. Those being: the quality of translation of the video

games and a way to increase second language comprehension. “Mostly really bad average translation quality. Very few translations end up feeling natural, practically none feel *nice*. Translating non-dialog parts of a game is usually a near-impossible task, because lots (sic) of the “logic”, for lack of a better word, of the UI for example, is deeply interconnected with the language originally written, in small but important ways.” and “I primarily do it for language acquisition. Even if there's no audio where the language is spoken, I can still get that “This word is this thing” from it, or just more exposure to sentence structure in general.” These are respective examples of the two statements. The quality or even outright lack of video game translations, while differing greatly between languages, is not the subject of this research. Nevertheless, this shows that gamers are in an ecosystem where they are forced to understand certain languages to comprehend games they want to play. This changes from region to region depending on which part of the world the subjects live in and what language is mostly prominent in that region. The other answers; however, show that even if not using video games as a primary resource of learning a second language it still is a valuable resource. As was shown in the previous subchapter. A majority of the respondents feel like their second language comprehension has improved thanks to video games. This will be expanded by question number four in this subchapter. On the whole there are many reasons that the participants listed as the answer to this question. The above-mentioned examples being the most prolific responses among the provided answers. Nonetheless, these are not the only answers and reasons given for them in this part are the most variable in the whole research as this question does give the most space for personal interpretation.

The second posed question reads: If you had a choice to play a game in both your first language and second language which one would you pick and why? Regarding this question the answers are divided between the participants in about a half for first language and a half for second language split. The reasons for both sides are reasonable and equally viable. However, there are participants who responded to this question without having a second language and as so without accounting for these responses the final rating would be close to a 40% to 60% split between the respondents that have acquired a second language. The reasons for the use of first language while playing video games is mostly for the ease of access. This is shown in responses such as: "I would use my first language (at least the first time) because I feel my skill in other languages is not sufficient to understand what is happening in the game otherwise." and "First, because its (sic) easier to understand and read long texts in RPGs." However, as the first of these responses shows, a number of the participants exclaimed that they would be willing to replay the game in another language after their first playthrough and getting a grasp the story. And a number of participants responded with their choice depending on the quality of the translation implemented in the game. It is interesting that this same argument is being used for both opinions on this question as can be seen in these responses: "It would depend mostly on the original language, but my decision would also be based on the difference in quality of experience between the versions (e.g. better voice acting performances); all else equal, I would pick my first language." and "Second. From objective standpoint, voice acting in my first language is poor both because of acting quality, and because of small number of voice actors - this causes characters from many different games to

share same distinct voice...” respectively both of these participants based their decision depending on the quality of the translation, but as they come from different regions with different languages they approach the decision from the opposite directions.

The participants who responded with their second language as their preferred language have had more differing opinions on the subject. Some approach it from a language acquisition standpoint, where the game in their second language helps them improve, for example: “I would choose my second language because it significantly improves my skills at that language”. Others are more comfortable with playing games in their other language or feel like their first language does not feel good when they play games, for example: “I would pick the second, for reasons illustrated before: even if the translation was on par, I'd feel less comfortable with the first-language version.” Some of the respondents answered that playing in second language makes it easier to take part in the online discourse as the terms used in and outside the game are equivalent, such as this response: “Most of the time I pick English (my second language) as it is more common in the community surrounding a game. It is easier to go on twitch, watch someone play the game and then talk in English about it compared to looking for a stream in my first language.” The reasons that the participants would pick their second language over their first are much more varied than the ones that the participants that picked their first language had written. The participants who have English as their second language usually had to acquire it for the purpose of being able to understand the games that they are playing, but there is a more than expected amount of participants

who picked their second language to play video games in for the purpose of acquiring that second language.

The third question asked was about their perceived growth in their second language. The question is: Do you feel any differences in your second language that have developed thanks to gaming or the media surrounding games? What changed? The answers for this question were in almost a 75% to 25% split. Nearly three quarters of the responses exclaimed that they have seen at least some growth in their second language thanks to video games. Most responses were focused on the vocabulary the particular participants picked up because of video games and the media surrounding them; however, there were responses that claim that their second language has greatly improved thanks to these platforms. Responses such as: "I have become much more proficient in the language overall, especially in speaking and listening." or "I can communicate, hear, and read better in my second language after playing games in that language. Makes it easier to think about those languages and how to effectively use them" show that people find the video games helpful with their second language acquisition. Nonetheless, there are responses that are conflicted, like: "Aside from picking up certain gaming-specific terms, slang and the occasional meme, no, not really. I partake of all kinds of different mediums written in my second language, so my language acquisition has a pretty broad base to draw from." In this case even though it is only slang or gaming-specific terms as this respondent uses those are still parts of the language that have been acquired because of video games and the surrounding media; however, the participant has drawn an arbitrary line of what they consider valuable knowledge that they have acquired. The participants that do not feel any

difference in their second language comprehension thanks to video games were generally either not sure whether they saw any difference at all, or do not use other languages for their video gaming experience. Alternatively, there is not enough content in their second language that they do not consider it as a viable option of bettering themselves.

The fourth question asked of the participants was: Have you ever decided to play a video game for the express purpose of bettering yourself in another language? Why or why not? The responses for this question are mostly negative for almost a single reason. The experience of playing video games for the participants for the most part is about enjoying the experience and not about learning. However, this is where acquisition is the most prolific, when the subjects use the language for the purposes of communication and not as a means to learn it. Responses in the style of: “no, I only play games to have fun” and “I have not but that does seem like a good idea.” are the responses that appear in this partition of the respondents. This of course makes perfect sense as video games are primarily a means of entertainment and not meant to necessarily expand the knowledge of the player. However, the part of the participants that decided to play video games for the purpose of bettering themselves in their second language have input on what made them consider this option. “Yes, I have decided to play games that were released in only my second language, with part of my goal being to improve my language skills, with the rationale that my motivation to learn will be higher because of my interest in the game, and the language may be more accessible than other works I am interested in.” and “Before it became a preference, the choice to play video games in English was a conscious one. Bettering myself in English certainly

motivated me to do that. I did the same thing while studying French. When you're already familiar with the game because you played it many times before you still remember e.g. item names, menu buttons, certain lines of dialogue, etc. even though (sic) they are now labelled in a different language. It is like re-watching your favorite movie that you know every line of by heart in a different language. You might not understand everything, but you'll make the connections. I played video games in English with no prior knowledge of the English language and still managed to pick up some simple words like "Evil, Gold, Pig, Dog, Town, Crab, ..." are just two of the many motivations behind this choice. It can be assumed that these participants believe that video games can indeed help with second language acquisition and that there is merit to this form of language acquisition. Even if the acquired elements of the language are only superficial, such as slang or other game-specific terms it is still acquired language and there is much more that can be acquired as can be seen in other responses to this question. Most of the positive responses could be put under the reading hypothesis as the first of the responses mentioned above says, the motivation to improve would be higher because of the enjoyment the medium is built upon. Despite the fact that most participants never actively used video games or game related media as a means of language acquisition, it can be assumed from the responses to the other questions that the respondents attribute some of the growth in their second language competence to video games whether it was intentional or not.

The final question asked of the participants in this part of the research was: Do you feel like video games are a viable method of acquiring new language skills? Why or why not? The responses for this question were

overwhelmingly positive, with only 3 of the participants responding that they outright do not believe video games can be a viable method of language acquisition. The most interesting of the negative responses was: "...I do not think video games are adequate methods of acquiring new languages. At least in a multiplayer game, the language used would be considered a dialect of the source language and can be highly contextual. For example a "fat shat" could mean a really good reinhart (sic) ultimate ability in Overwatch but is incomprehensible in normal dialogue. Another example would be the term "wallbang" in the counter strike community. In game it is shooting someone through a wall and in real life it has no solid meaning. Ultimately my point is that multiplayer games at the very least usually have a necessity for quick and clear communication so syntactic complexity is lowered and few words are used in order to increase the information content of each word..." While there is definite merit to this statement it completely disregards any other action besides actively being in the middle of a high intensity match in multiplayer games. While yes, in these specific situations the amount of information which is shared between the members of one team can be condensed into words that out of this specific context mean nothing and as such may not be of any use in the language at all, however, this is not the only context in which gamers are exposed to a language and as such this can be considered a cherry picked situation which works as the participant proposed in this very specific context, but does not represent the experience of the participants at large. Taking into consideration that the vast majority of respondents in this research picked single player games as their preferred method of interacting with the medium, then this example excludes almost 85% of them. On the other, hand the rest of the

participants that responded have differing approaches as to how they say that video games and the surrounding media affect second language acquisition. As an example: "It's a perfect method! First of all, it takes attention. While watching movies with subtitles is less exhausting, it doesn't actually require the viewer to understand what is going on, so the viewer may either just focus on the language they know or just lose attention altogether. Games, however, need player's reaction and constantly give and receive feedback. Second, the language may often be switched on the fly, which lets to move to sound and subtitles in the target language only. And having subtitles in the same language as the sound helps both listening and orthography (sic) skills. Third, the wide variety of settings in video games allow incorporating various dialects and styles of speech between different games or, sometimes, in one game showing different cultures! Such language acquisition is far wider than something you can learn from standardised (sic), sterile textbooks." As far as this respondent is considered games provide enough compelling comprehensible input and contain enough variety to provide input with broad range for the player to acquire a language. As can be seen from these responses the opinion that video games provide enough input for the people to learn is almost unanimous among the participants. Even though not all of the participants agree that video games and the surrounding media can function as a standalone method of language acquisition it is widely believed among the participants that video games provide at least some sort of language acquisition.

In conclusion from the open-ended questions presented in the research it can be assessed that the participants, for the most part, do use video games as a means of language acquisition even if they never planned for it. Almost all of

the answers provided for the questions were heavily leaning to one side, with only one of the questions getting an even division of responses. The responses used as examples were picked from a wide pool of answers, that is in its entirety in Appendix B, as the most appropriate response for the situation to show the median responses for each of the questions. As such there is a long list of other responses with varying opinions in the appendix that could not fit into this chapter.

3.4 Results of the Research

The research shows that according to the findings there is a definite link between video games and the media which surround them and their effect on second language acquisition. The answers provided by the participants show that gamers believe that their background of playing video games and partaking in discussion on different platforms have helped them in second language acquisition. As expected, there were some outliers in the research that did not experience the same language acquisition, however, for the most part these participants have been born into a first language that dominates their gaming region and as such felt no need to acquire other languages in this context. Despite this there were still participants who worked on their language acquisition through video games even if they were in such a position and reported on it in the research. In conclusion the research goals were answered in the form of: The respondents believe that language acquisition is possible with video games and the surrounding media as a source of input. Video games and the surrounding media support language acquisition, even if mostly out of necessity; nonetheless, they do support it. The monitor method supports the findings done in the research on how the participants view their experiences

with language acquisition in this way. And finally, Video games according to the results from the research are a means of language acquisition.

3.5 Limitations of the Research

This subchapter focuses on the faults of the study which have arisen during the acquisition of the primary sources, the writing process and the process of conclusion of the results, and it discusses the possible solutions and amendments that could be helpful should this thesis serve as a basis for any follow-up research on this topic.

The number of participants in this research is not enough for it to be considered of statistical importance. This is a valid and easily solvable issue which can be amended by gathering a larger pool of respondents, which would in turn make this research much more significant.

The lack of quality control among the participants. This is a more difficult issue that shows up in many quantitative researches and is not easily solvable. Unless there is some sort of competence check for the second language of the participant included in the research, there is not much that could be done to amend an issue like this without doing an extensive qualitative research.

Too broad of a research sample. If the research had been focused on a single second language that was acquired by the participants, it could be more focused and poignant. This could avoid having responses such as: "I don't have a second language." from appearing in the open-ended question part of the research.

Conclusion

This thesis concerns itself with the effect of video games and media surrounding them on second language acquisition. As such the aim of the thesis was to study a research sample of gamers that may or may not have acquired a second language and see whether video games and the surrounding media had any effect on their second language acquisition.

The first chapter introduces Stephen Krashen's monitor method and explains its parts to the reader. As they are introduced in succession the hypotheses of the monitor method are shown to still matter in the modern world of language acquisition and language teaching. Showing in this chapter how the monitor method to this day influences further studies and researches and concluding on how this method focuses more on understanding than learning and how this leads into the second chapter.

The second chapter is about gaming and language acquisition. It takes what was explained in the first chapter about Krashen's monitor method and builds upon it with concepts and understandings from the gaming ecosystem. It explains how video games work as a medium of entertainment and how language acquisition is heavily incentivized in the gaming environment. Furthermore, the chapter explains how the different gaming concepts explained beforehand are tied to the monitor method. The chapter concludes on an explanation of how this theory link into the research done in this thesis and how it is used as a way to understand the responses of the research.

The third chapter is the research done in the thesis. This chapter is split into two main parts. The first part being the questionnaire part of the research and the second being a set of open-ended questions that would elaborate on the first part of the questionnaire. In the first part the participants were to fill out

a questionnaire with questions ranging from their first language to their video game preferences and whether or not they partake in conversation on any video game media platforms. This part was subdivided into three segments divided by the positions of the questions in the questionnaire. Each of these segments has been commented upon in the given subchapter and conclusions were drawn from the responses of the participants.

The second part of the third chapter is focused on the five open-ended questions which were used to acquire further information on the questions mentioned in the first part. This part was fully optional and as such boasts a smaller, but still significant number of responses with a focus on more of an in-depth understanding of the motives of the participants and what are their opinions on the given questions. The final two questions in this part were not linked into any previous question and as such provided more valuable input for the research itself.

Considering all of the above, the research answered the research questions posed at the beginning of the practical part. However, there are shortcomings to this research that are expanded upon in the final part of the research, which shows some possible amendments for these shortcomings. However, despite these shortcomings the research provided a satisfactory answer for the hypothesis that has been laid out.

Biography

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Summary in English

This thesis deals with video games and their effect on second language acquisition. It is divided into three chapters, which are further subdivided. The first chapter discusses language acquisition as a concept and how it differs from language learning. It also introduces Krashen's theory of language acquisition and explains it to the reader. The second chapter focuses on video games and how they exist as a medium of entertainment. The second part of this chapter takes the monitor method from the first chapter and uses it to explain how it pertains to video games. The third chapter focuses on the research done for the thesis and is split into two main segments. The first of these segments focuses on the responses provided in the questionnaire part of the research and examines how these connect to language acquisition. The second segment examines a set of five open ended questions which were an optional part of the research. This segment explores the answers provided to the open-ended questions and how they apply to the concepts introduced in the earlier chapters. The conclusions drawn from the research done shows the opinions of the participants of the research on the topic of language acquisition and how this topic pertains to video games.

Summary in Czech

Tato práce se zabývá vlivem videoher na učení a přijímání druhého jazyka.

Práce je rozdělena na tři části, které jsou následně děleny na podkapitoly. První kapitola se zabývá samotným konceptem osvojování druhého jazyka a jak se liší od učení jazyka mateřského. Kapitola zároveň představuje a vysvětluje Krashenovy teorie osvojování druhého jazyka. Druhá kapitola se zabývá videohrami coby zábavní a sociální platformy. Druhá polovina této kapitoly pak aplikuje Krashenovu teorii monitoru na videohry a jak jsou videohry relevantní z hlediska této teorie pro osvojování cizího jazyka. Třetí kapitola se zaměřuje na samotný výzkum. Je rozdělena na dvě podkapitoly. První kapitola se soustředí na zpracování odpovědí z dotazníku, který byl součástí výzkumu, a zkoumá spojitost mezi sesbíranými daty a osvojování druhého jazyka. Druhá podkapitola zkoumá data získaná z 5 otevřených otázek, které byly součástí dobrovolné části dotazníku. Tato data jsou posléze zpracována na základě teorií popsaných v první kapitole této práce. Závěr této práce ukazuje, jak se účastníci výzkumu staví k osvojování cizích jazyků a jak videohry ovlivňují tento proces.

Appendix A

What is your sex?

280 responses

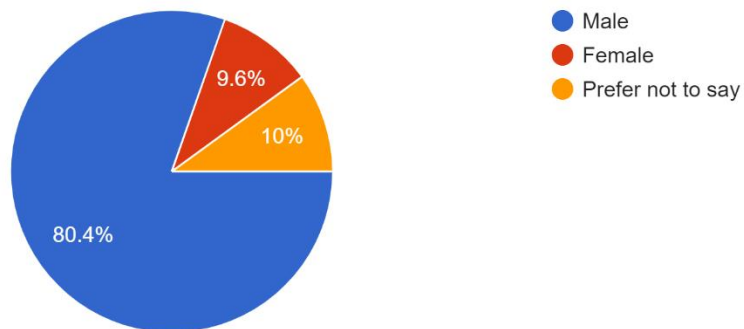


Fig. 1

How old are you?

280 responses

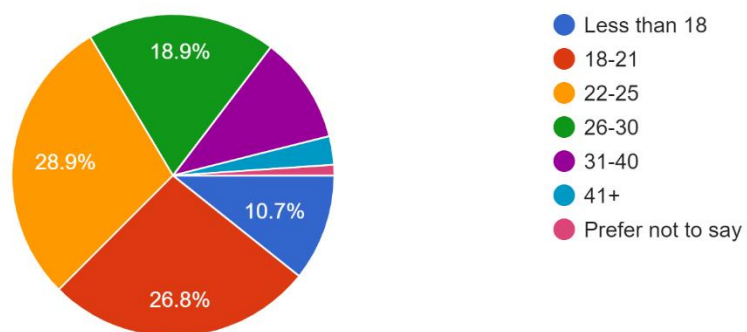


Fig. 2

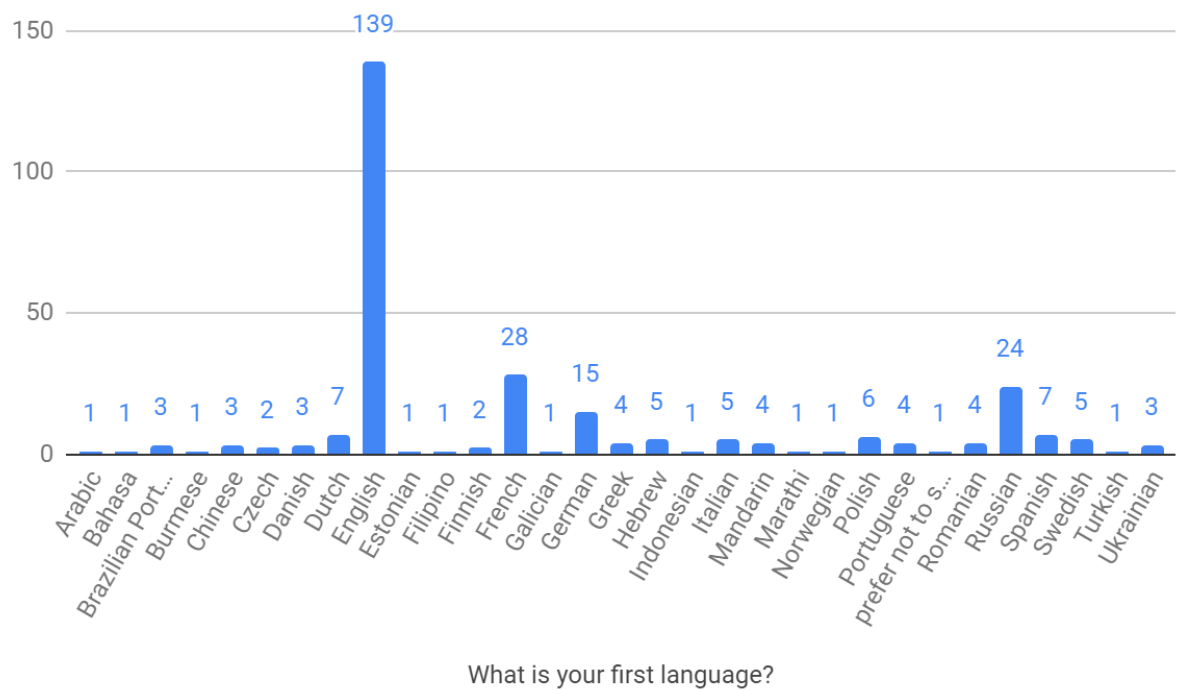


Fig. 3

Do you feel you are proficient in one or more second languages?

280 responses

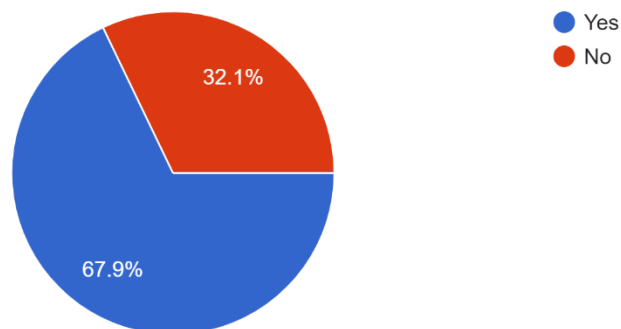


Fig. 4

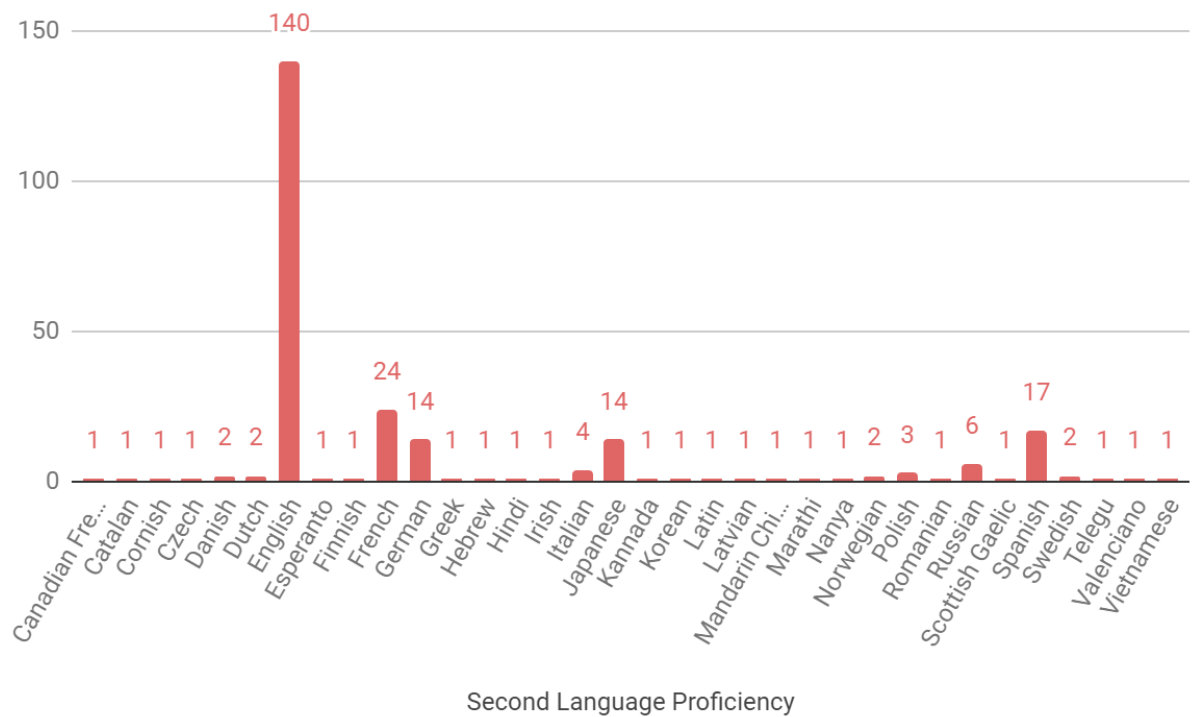


Fig. 5

Do you have any formal education in your second languages?

280 responses

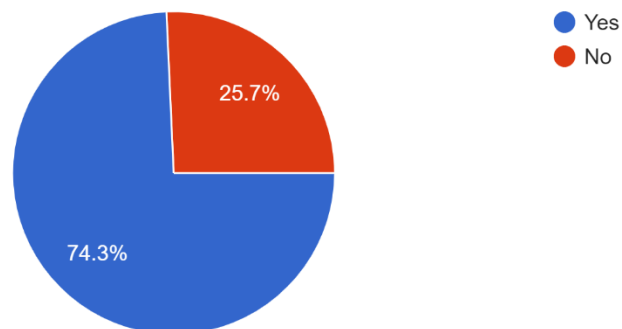


Fig. 6

Do you play or have you played video games?

280 responses

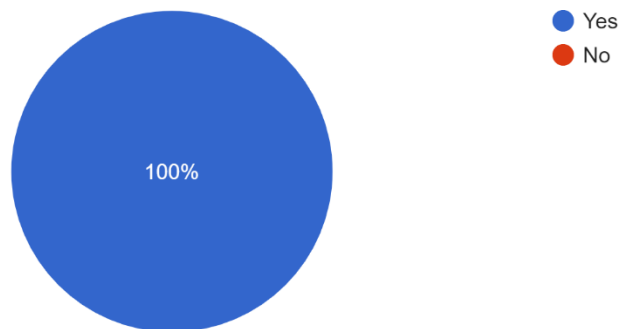


Fig. 7

How often do you play video games?

280 responses

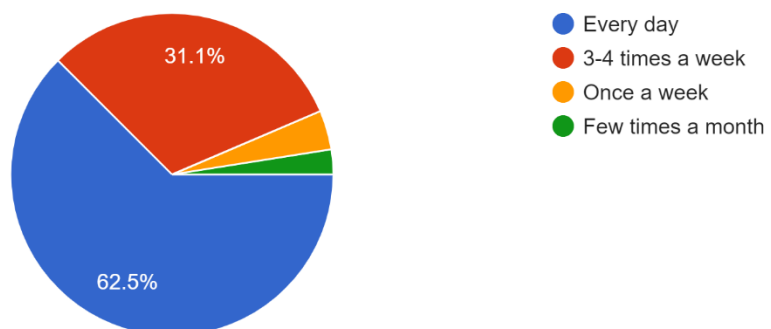


Fig. 8

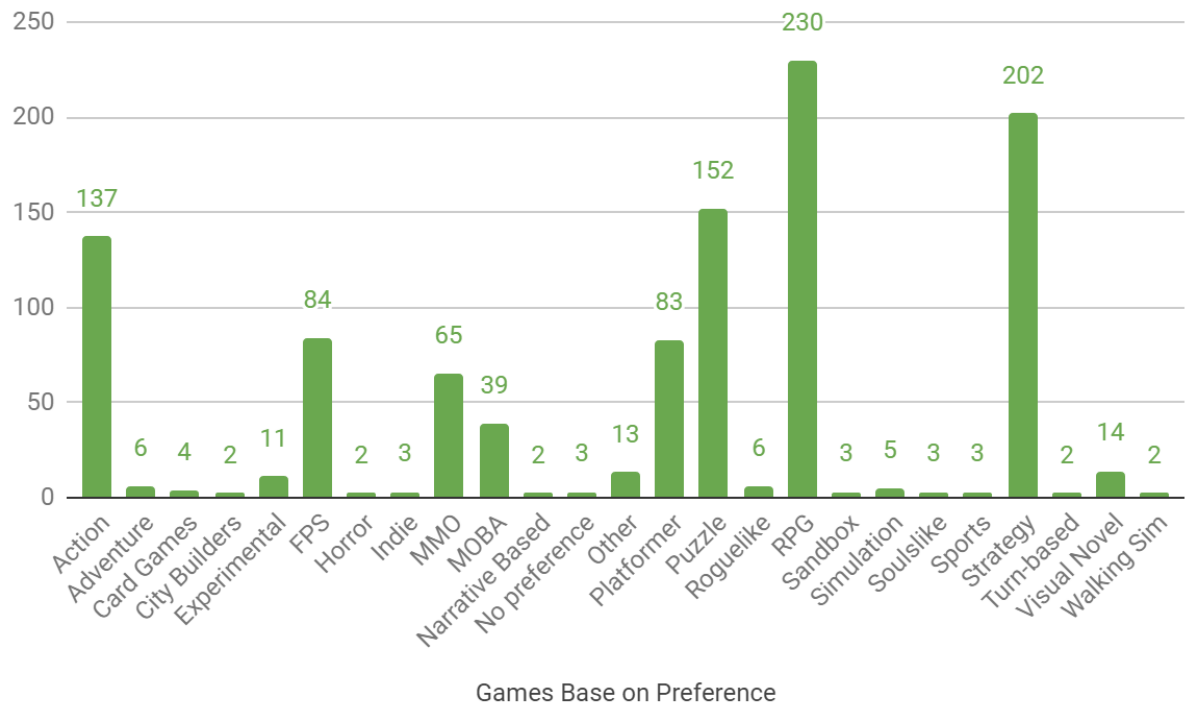


Fig. 9

Do you prefer single-player or multi-player games?

280 responses

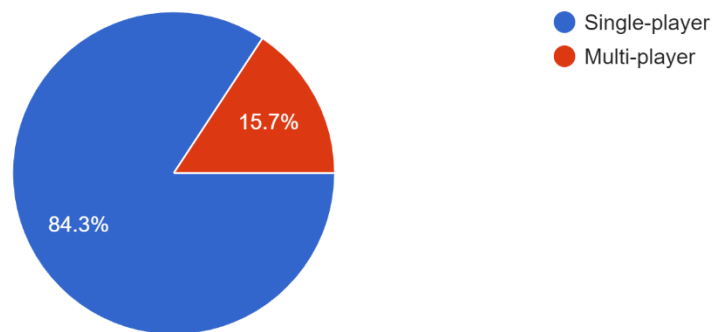


Fig. 10

When playing multi-player games do you participate in in-game chat?

279 responses

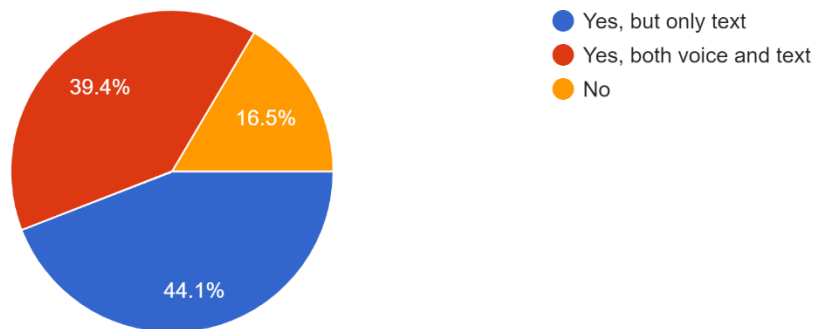


Fig. 11

Do you partake in any other activities surrounding gaming? (Reading forums, watching streams etc.)

280 responses

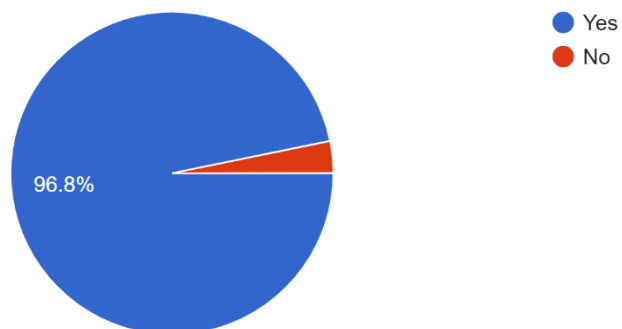


Fig. 12

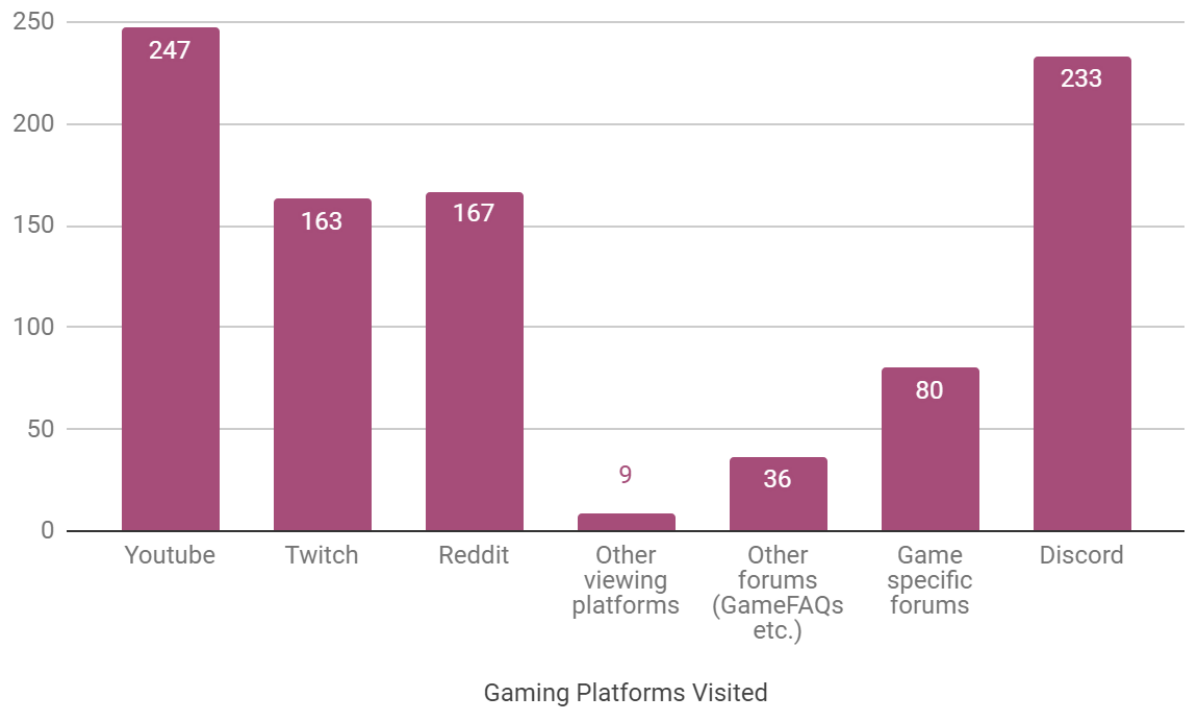


Fig. 13

Do you actively participate in discussions on these platforms?

279 responses

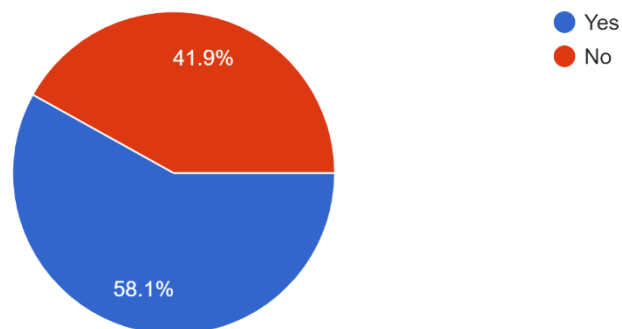


Fig. 14

If you can choose, in what language do you play your video games?

279 responses

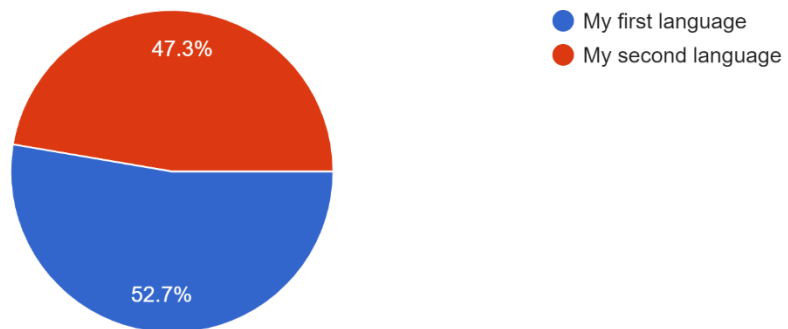


Fig. 15

What language do you prefer for game audio?

279 responses

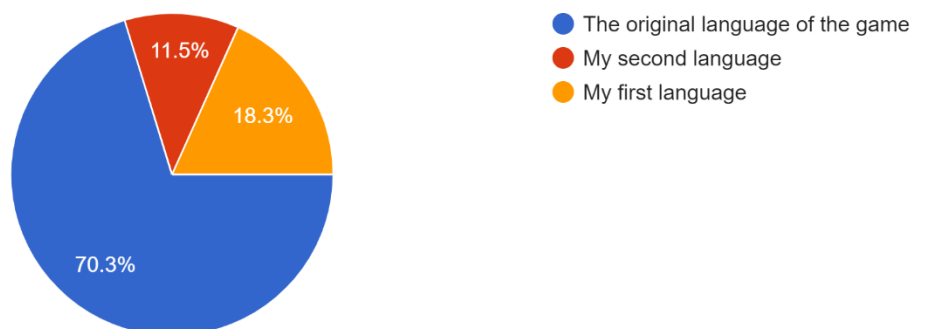


Fig. 16

Do you feel your comprehension of your second languages has improved thanks to video games or other platforms that are connected to video games?

280 responses

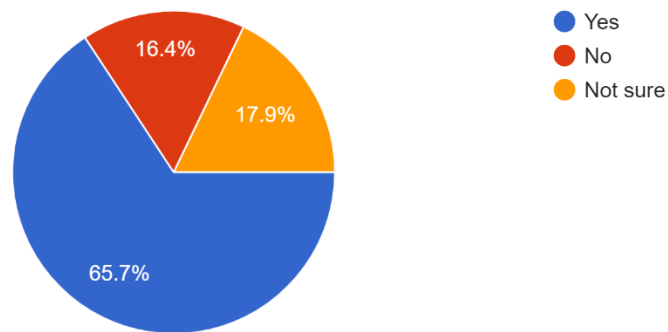


Fig. 17

Are there any specific areas you have improved in your second languages thanks to video games or other platforms that are connected to video games?

280 responses

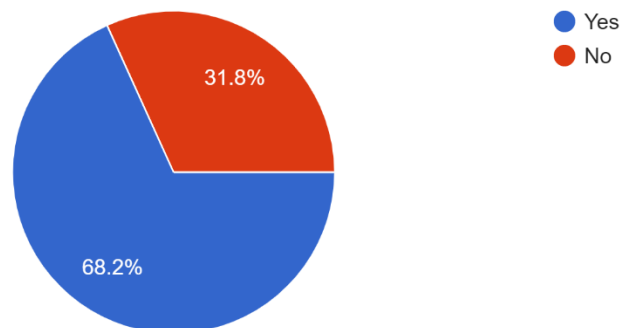


Fig. 18

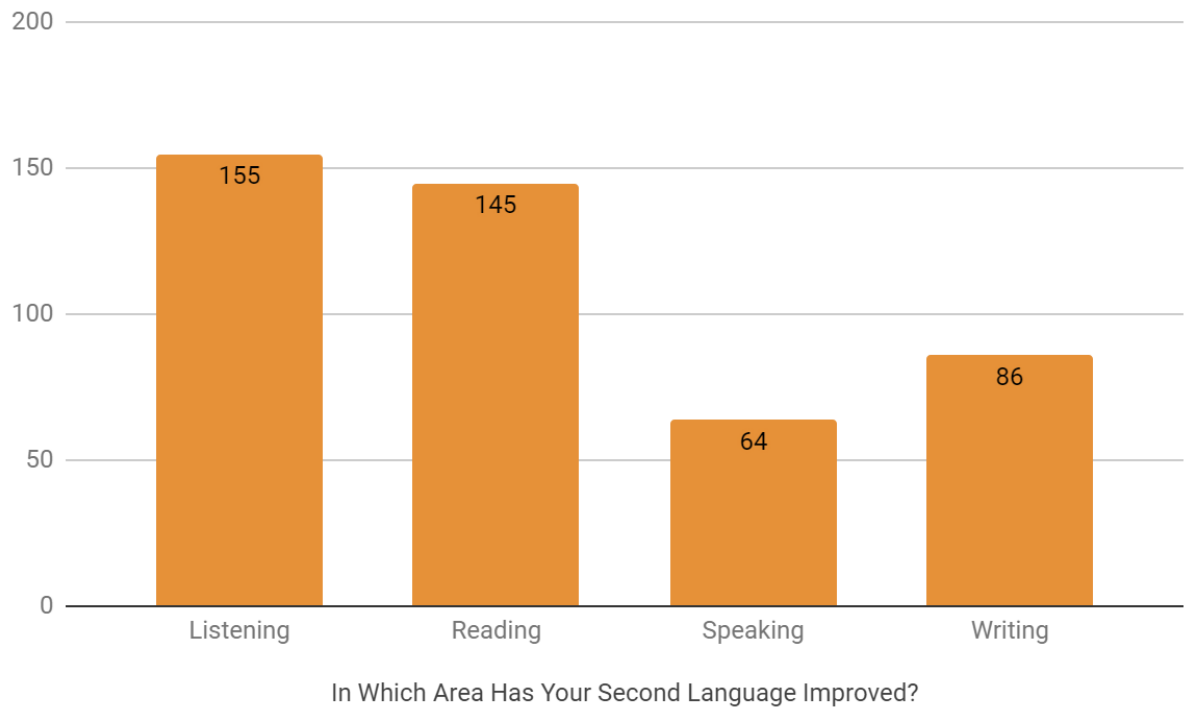


Fig. 19

This next section will consist of 5 open questions. If you wish to skip this part of the questionnaire and submit it as is pick the SKIP option.

279 responses

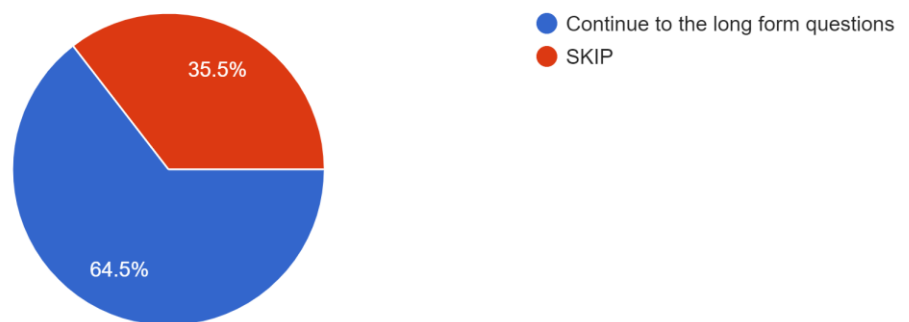


Fig. 20

Appendix B

Answers for the first open ended question. This question is posed to measure the responsiveness and to show the reasons behind the participant's choices.

What would be the reason for you to play a game in a language different than your first language?

- Immersion
- If it is a part of the story (for example, Metro sounds better in Russian)
- To experience the game as it was originally made
- Partly practice, partly because having multiple languages to get information from can expose some nuance that would be missing from just one.
- To properly absorb the atmosphere if that was the language it was made in. To try and pick up new words.
- Game quality
- If I was to play a game in my second language it would be either because I initially feel proficient enough to do so, or with the express intention of bettering my second language skills.
- Authenticity of the experience and availability of subtitles
- I am more comfortable with games that are in English than games that are in Portuguese. I feel like I can take them more seriously then.
- I generally try to play the game in its original language or English to get the best impression of what the devs tried to convey with their text.
- To avoid loss of context and jokes in original script in games, also original localizations are often poorly made

- I doesn't have a translation into my first language.
- Russian localization, as a rule of thumb, sucks.
- I've just gotten used to it. Hearing games in Czech just feels unnatural to me.
- Although I have attempted to learn languages by playing games in that language in the past, I have never become proficient. I will play a game in a language other than my first language if that is the language that the game was originally designed in, as I feel being in the creator's language may better reflect the creator's intention. Of course, usually when I do this I don't actually understand much of it...
- Authenticity of the voice acting, and the loss of intended nuance that english games translated to other languages often have.
- Better voice acting, staying true to the culture of the game
- Translations to my native languages often sound odd
- Firstly, I am at this point more proficient in English, my second language, than Mandarin, my first. I also find games from the US and other English-speaking countries to be more to my taste than games from Taiwan, my homeland, or from China.
- A feeling of immersion. Knowing that I'm hearing what the characters are "really" saying makes can make the fiction come to life for me.
- learn the second more
- Since my first langage (sic) is french, (sic) the translation are sometimes really bad. Also some game are only in English (hello FailBetter)

- I want to experience the original content most of the time. I am fluent in English therefor unless the game was in French I see no point taking a product which might not have the nuance of the original language.
- I simply prefer English over Dutch as a Language itself, and playing a game in English just feels right. It feels more like how the creators intended it to be played.
- Most of the time, my second language is the original language or more popular. I often find translations to my first language a bit awkward or jarring, due to poor translation or use of a form of the language from a different part of the world.
- If a English dubbing is not available but English subtitles are. Alternatively the quality of the dub and/or the realism can affect my choice.
- The real Hours don't meet the gods-from-Nowhere, but the Ring-Yew meets the Mare-in-the-Tree in where the Wood grows lush. Their couplings are forbidden, and forbidden things have power, and this is the story of their couplings.
- to expand my vocabulary, to discover new words
- I prefer to play games in the original language they were made in, if I can understand it well enough
- To experience it the way it was meant to be played; like how some manga publishers don't 'flop' their texts for reader comfort
- Authorial intent
- Because it isn't translated or the translation is terrible, also it kinda makes me learn more vocabulary for future conversations.

- If I wanted to practice my second language or thought it would be more enjoyable to play in another language.
- I only do it if it's just voice acting in it's own language. I do it because it's nice to see the game with how the developers intended it to be.
- The game was made with the original voice cast in mind, and the mapping to a different language does not always do the original performance justice. Also the translation from one word to another language strips away any connotation associated with that word, at least with a cursory translation.
- The game is either originally in that second language or I know the second language translation is better than the translation in my second language
- My second language is English, so it's rare for the game's translation to my first language to be higher quality than the English version. In particular, many words and names specific to a game's setting (especially fantasy stuff) sound awkward in Polish and break my immersion a bit. Also a lot of games aren't even available in my first language, so there's that.
- If the game itself is interesting and I value the voice-acting of the original team, which is typically chosen with more care and infused with more passion than a localization, I'll seek out an original language version of the game. This depends on good subtitling, though - there's not much point in a version I can't understand at all. For an example of this caveat, Final Fantasy XV offers players the choice between original Japanese or localized English audio, but there are only subtitles for the English audio,

and many "casual" lines unconnected to the main plot (but comprising a high percentage of the lines you'll actually hear in the game, as there's so many of them and most players spend so much time "off the path") aren't subtitled at all. Coupled to an unusually hearty effort at a compelling localization, I played in English rather than the original Japanese even though I'd initially been excited about the chance to experience the original audio.

- I would if original language is not my first
- Although I do not feel "proficient," I have been using video games as a way to increase my comprehension of German, which I have been studying on my own time for the past few months. Aside from that, I would play a game with non-English voice acting if it were better/more appropriate than the translated version, such as with the "Metro" game series.
- If the game's original language was a language I'm proficient in
- If it's originally created and distributed in different language I understand.
- Often poor quality of translated texts. Usually poor quality of voice acting or lack of translation of that part at all. Original text is always closer to author intention
- Mainly as a refresher on that particular language, if it's available and I'm in the mood.
- I think that information can and will be lost in translation. Also localized voice-overs usually suck.
- To exercise (sic) more my skill and vocabulary in that language

- For immersion and exposure. While my study of languages at school consists of Greek/Latin I have also been striving to acquire (as per study definition) more understanding of other languages (for example French) by playing games in this language.
- I will play a game in a different language from the ones I speak because I want to play that game. The game comes first, language acquisition is just a happy side-effect.
- I tend to play games in their original language because french (sic) translations/VAs usually suck
- Bad french (sic) translation and dub. They almost always are. We have like 4.2 videogames VAs and they suck.
- Not at the moment.
- The voice acting is almost always better. Japanese/Russian titles especially. The English dubbed versions are always terrible when compared to their original versions which tend to have more character and inflection.
- Cultural curiosity
- If the game was only available, or was a significantly enhanced experience, in a different language.
- I expect games to provide me with a superior experience if I play them in their original language. Doing so rules out translation errors. At times the difference in the quality of the voice acting alone is enough to warrant listening to the English voice actors. The English-speaking video game market seems to be among the largest, and I believe that most games are designed to be played in English because of that. If I do not speak

the game's original language (e.g. Japanese) I still opt to play the game with English subtitles, as I expect those to be of higher quality for the same reason.

- If I did speak another language, it would be to experience the game in its original form without being filtered through a translator.
- As a rule, the original language suits the game better, in tone and atmosphere, in logical stress/context of the phrases, and in little details like lip sync, which really helps the immersion and understanding of characters.
- Well, there aren't many actually good games in Chinese tbh, but the thing is, I really enjoy good writing, and I do prefer English to Chinese.
- Quality of translation, cultural nuances that may be lost. Also, to see how some jokes are translated.

Some examples: I played OFF! (an rpg from around the early 2010s that was big on Tumblr) in its native French. It helped me expand my French skills by having to read a specific kind of writing (kind of like how listening to music in another language helps with specific kind of words ie poetic words, words about dancing, love etc). I also recently played Pikuniku and seeing how some words are translated (especially when they're more slang-oriented) in meme-esque games is very interesting. At one point a character says EL BUNKO referring to the name he gives their secret base and I thought it was fun to go back through in other languages and see how fake Spanish is translated into other languages.

- Usually it's just because that is what the game is first developed in.

- The translation is never good enough. For example, in Warcraft III in the defence of Stranbrad mission Arthas says "Never a dull moment" when called to the camp to attack orcs that taken human sacrifices right before his eyes. The tone in original signifies how he struggles to deal with the stress that keeps piling up from horrible experiences of his duty. In Russian, however, he happily yells "Да уж, с вами не соскучишься!" which translates "It's never boring with you". And that drastically changes the character from the future king who feels the full weight of his responsibilities and struggles to do the most he can while barely holding on to a sitcom protagonist whose heavy biography is played solely for laugh.
- If it was the original language of the game, to prevent "lost in translation"
- If the game's original language is English, I usually prefer that option, mostly because the original just tends to be better quality-wise. If a game is neither polish nor English I like to play with the original audio and English text. English translation is usually also better
- Lack of games in my first language, local gaming industry is very underdeveloped making Hebrew games lackluster
- I prefer to play games in english, (sic) sometimes meaning is lost in translation.
- Different feelings associated with those languages, using other languages also forces me to think about what I am hearing/reading much of the time

- To me, English just sounds better. I'm not sure why I prefer it over Dutch (my first language). I also prefer to read books in English as well. For me, Dutch just tends to sound a bit flatter and less expressive in comparison.
- I primarily do it for language acquisition. Even if there's no audio where the language is spoken, I can still get that "This word is this thing" from it, or just more exposure to sentence structure in general
- Unavailable
- The main reason I would play a game not in English would only be that it did not support English. I could see myself doing things like subtitles but I would swap things like menus to English if it was allowed at all.
- voice acting, general preference for the english (sic) language
- To learn the language - I'm still not proficient, so it's a fun way to immerse myself.
- The video games series I liked in high school are niche and didn't typically do well in the west or weren't published in the west. Later in college if possible I liked to experience things in their original intended language because of the difference in language certain things can be translated differently and the meaning and experience can change. For example I find that the language generally affects the overall mood and atmosphere. This is more evident towards certain character tropes with in the culture of origin, it feels unnatural to have a western actor play a japanese (sic) character in a japanese (sic) setting and vice versa.
- If the writing's intentions are drastically altered or otherwise made less coherent when translated to my first language, I believe it would be better

to play the game in the original language (likely with subtitles in my first language enabled).

- The translation into my first language would have to be pretty bad.
- Usually, quality of translation is lacking.
- To be part of the global community and to be able to connect with what they are talking about. The name of items (sic) and bosses in a game is an example.
- Mainly when the single player game i like doesn't exist in my first language, secondly when in a multiplayer game i want reach a wider community.
- I don't, but if I did, it would probably be either because the other language had a faster speedrun or because it wasn't available in English. I'll listen to games in non-English audio if the voice-acting is notably better, but I don't feel I picked anything meaningful up in the process.
- Availability, usually. But also the community I would like to discuss it with, since it's hard to keep up if people refer to character names or quotes in another language
- A lot of games offer poor localization or a limited set of local voice actors, so I'll often play a game in its native language in order to avoid those pitfalls.
- Translations can be wonky sometimes, poor voice acting or mistakes
- For puzzle games, any translations inevitably cause information loss. For other games, mostly due to the atmosphere of player community.
- Maybe if it was in German, and I knew for a fact the English translation was bad. I do sometimes check details mechanics in German if they

don't seem to quite match up in English for games from German authors... though tbh that's more common for board games.

- Localization is inferior to the original content nearly all the time and there are very few games localized in my first language.
- In games where audio can be subtitled by my first language, I may play with audio in the second language purely for aesthetic preference. Otherwise, I generally play in a second language for intentional language study.
- If it's a language I have some amount of knowledge in with simplistic language, then to practise. Otherwise, even if a game is created in another language, it would be extremely difficult for me to understand the game without subtitles or very clear instructions. That said, I love having non-English audio and English subtitles, and feel that emotion is better conveyed with the original actors of a story than dubs.
- If it is only available in that language, or the translation work is unreadable in my first language.
- Practice/exposure. I don't usually have someone else around who speaks the other language and reading/hearing it helps me retain a lot more of it for longer.
- Videogames in my first language are sometimes shoddily voiced
- Because it gives me some different understanding of the game
- To experience the "original" and practice the language (but I suck too much rn to play games in them :()
- I prefer to play video games in the original language they were made/recorded in to get a more authentic experience.

- I always feel English (in my case) could describe a lot of things that Bahasa can't. Even though it's vice versa, but English just feels 'click' to my sense and have a deeper way to express something. I like poet and stuff, English have a lots of deep meaning words like "Elation" for example. In Bahasa there's no such word tell someone is extremely happy, we just say "very happy".

And there's a lot of archaic words often found in video games, which can make me feels living in an era where dragons and witches are probably real. Which if i play the game in Bahasa then I'm 100% sure i won't be able to get immersed into the atmosphere at all.

- Most computer/game related topics are discussed and researched in English, so it removes a barrier of communication. Video Game translations are also of unreliable quality.
- The game itself does not require a high level of another language, or I have enough interest to read and try to understand the game in another language. Usually, language is not the biggest barrier when you are really interested in something, including the games.
- I like seeing what the GUI/voice acting is like in different languages.
- I like how English sounds better compared to Russian.
- 99.9% of the games I play have English audiences in mind. I would only play a game in my second language if the game lacked English translation.
- To get better understanding of the culture.
- To help myself learn a language. If i knew the game's acting was significantly better.

- Most of the games i encounter are made specifically on English language, and the main part of jokes, references and memes are lost during the translation process. The voice-lines are also translated very badly, usually. So to enjoy the game as it meant to be played i usually switch it to original language, rather than playing on translated version.
- I think some games require to be played in their original language to be fully appreciated (humour, references)
- If the translation is bad or I have the option to play in the game's original language.
- If I understand game's original language, I'm likely to play it in that language. As most information about a game online tends to be in english, (sic) it can be easier to play the game in english (sic)
- First of all there arent (sic) many games in my own language, second of all English is a lot more expressive than my own language in my opinion
- Russian translations are often terrible and voice acting is abysmal 99% of the time, coming nowhere near close the original.
- Finnish dubs either won't exist 99% of the time, or they are dubbed by people with no acting experience and sound awful. In fact, I haven't seen a game dubbed in finnish (sic) since PS2 days. Subtitles are done well but only exist in major releases. Even then, some context, details or just humor may be lost in translation so often I just use the english (sic) subtitles.
- I feel that the emotions the developers want to convey can be subverted when translated.

- I like to experience the game as the developers originally intended; if that means it's going to be in a foreign language that I understand, then I have no problem playing it entirely that way. While the interface has to be in a language I understand (I usually keep it in English since it's the original or it's the one that's better translated), I have no issue whatsoever reading subtitles for a game that has its original voiceover in, say, Japanese.
- If the voice acting was horrible and there were subtitles available
- Mostly really bad average translation quality. Very few translations end up feeling natural, practically none feel *nice*.

Translating non-dialog parts of a game is usually a near-impossible task, because lots of the "logic", for lack of a better word, of the UI for example, is deeply interconnected with the language originally written, in small but important ways.

This problem compounds with any kind of terminology feeling horrible to translate, but leaving words in their original form obliterates any kind of immersion, so there is no way to get it right without impractical amounts of freedom on the translators to interpret everything.

The problem is just a worse version of the translation problem films and animation faces, where perfect original meaning retention is impossible, even when the only avenue of language-meaning conveying is dialog and narration.

Games with their spatial formatting, in-world terminology, and the entirety of "Game-language" (e.g. red bar = HP, blue bar = resource) that is

specific to the media type, have an absurdly higher bar to clear to feel natural.

- To play in the original language of the game and avoid losing meaning because of the translation
- I favor english (sic) as a gaming language for a few reasons.

For one, I am at a point where I often just think in english (sic) - it is not truly a second language to me anymore.

Second, most games won't be available in my primary language, plain and simple. Even if they are, the quality of the translation might suffer.

Third, and perhaps most importantly, translations are often cringy. Maybe this is just because games don't translate well to my first language, or the shift in language serves as 'insulation' that keeps me from realizing that, if I were truly familiar with a language's use, this would sound wrong. Same goes for most kinds of fantasy for me - literature, tabletop games, the works.

- I wouldn't want to miss out all hidden meanings, puns, original and intended emotions in voices and text, etc. Translations and adaptations always lose something. Plus, seeing how games and reddit certainly (sic) helped me learn language where unqualified teachers didn't, and that's another plus. And, if game's good, what's to stop me?
- It has closed captions or the content of the game is easily understood from context. A good example is RPG's. I know visually what a health

potion is and the damage and health tracks are still written as number that I can read.

- I understand my second languages better spoken than my first language.
- Interest in the game's subject matter.
- Most games simply aren't in Swedish, and even if it is, it sounds infinitely worse. For comparison, Batman in Swedish is called (direct translation) the Leather Patch.
- I generally prefer to experience media in the language it was made originally, if I'm able to understand it (and if I'm not, I prefer subtitles over dubs). Almost all games I've played are originally English language, and since I understand English I play them in English. Having it be English also helps when reading guides and such, since the things in game will be called the same as in the guide. Software translations into my native Norwegian are also often terrible, if they even exist.
- Not a lot of games in Hebrew, and very few gaming terms have a translation. It would be awkward to play something like an RPG, when we don't have the terms for it. Plus, the distance of a second language lets me overlook awkward prose in narrative games that will be jarring in my first language.
- Most games are not translated in my first language.
- To have a more authentic experience, maybe closer to the "intended" vision of the game developer. The voice acting might also be superior in that different language.

It is also helpful to have the same standard when talking with others about a game.

- To get the original feeling of the game and not a badly translated garbage
- Sometimes there are things that could lose some depth in translation and interpretation (like item descriptions or other story-related things). Also it's another opportunity to practice other languages while having fun.
- well,the (sic) people who make the games often dont (sic) include the language and my first language should have a higher text size which isnt (sic) there
- I'd play the game in it's original language, as it usually is better. Furthermore the content may change it's meaning in the process of translation.
- No reason required, I just prefer english (sic) especially if it's the original language of the game, since that means the content is higher-quality. I'm a native german (sic) and Italian (sic) speaker, but I speak english (sic) as well or better than either of those.
- Dutch translations are usually rather wonky, so i (sic) prefer to play it in English so that it feels less of a problem. Also often times a game does not release with a Dutch translation.
- Maximum efficiency in the communication with the people you play with and
Personal preference in terms of "history" and "associations" of the language
- 1) excellent voice acting in the original language 2) becoming familiar with idioms or the sound and flow of the game's original language

- because the translation is often really bad, and the spirit of the original text is nearly as often forgotten in translation. Also, the dubbing actors are better in the original language of the game.
- Sometimes the game I wish to play is not available in english (sic) or french. (sic) For example, several of my favourite mobile games are only available in Japan/in japanese. (sic) I play them despite not knowing japanese. (sic)
- To talk to more people and be understood better.
- Usually to try to get used to reading/hearing
- Usually better audio quality since english (sic) is for the most part the language with the most publisher support. And it just sounds plain nice.
- It's the original or clearly intended language for the game to be played in.
- Probably if I heard that that is the best experience of the game.
- Adds to the theme of the setting. English has a wider, better pool of voice actors. After consuming fiction in English for most of my life, listening to Dutch actors in movies or games feels weird and off-putting.
- Video games are usually voices professionally in English and not always in my first language
- Most likely to learn the language or speaking style of the language. Or because it's funny. Also games with dialog boxes are faster in japanese (sic) languages because there are less characters per word meaning it displays faster which is another reason I know some people play games in foreign languages. (sic)
- Primarily if that is the game's original language or if it is "known" to be superior in that language

- Fidelity of experience
- The game is designed in that language. Also, I like English better than Dutch.
- Its original language.
- I am not a fan of translations where I can avoid them, and will seek out the source language where possible.
- To better understand nuances. Also I prefer English to Russian
- Translations are awful and dubbing is an artistic crime.
- Few games are translated into my first language (Swedish), and in general I prefer to as much as possible engage with the material in the language in which it was written. I'm used to reading subtitles, and prefer original language with subtitles to any kind of dubbing.
- Not available in my first language (seems pretty rare for the games that usually interest me)
- If it was intended to create a sense of dislocation or isolation, or for authenticity in a historical setting. Eg, wrt the latter, if the game was set in Berlin during the Cold War then I'd be happy with German as long as there were subtitles.
- If the game's audio was originally recorded in a different language, I would choose to have that original audio with English subtitles wherever possible.
- Making sure the original intentions stay preserved by consuming it in it's original language
- - For the authenticity of game experience, as it was designed / created by developers.

- Enjoyment of engaging with another language (I live in my home country now, I get to engage with my native language a lot already)
- It's what helped me to learn English in the first place, so I see it as a constant practice. Moreover, I got used to it throughout the years.
- I want to experience the narrative and lore as the creator meant it to be. More often than not, some content gets lost in translation (slang, wordplay, alliteration, etc) - if I have some knowledge of the original language used in the game, I'll choose it instead of my first language.
- To experience the game in a form closer to the original vision
- The first games I played in English (the Persona series) were only available in that language in my country (France). Afterward, I ended up privileging English over French to not deal with sometimes dubious translations. I live nowadays in a foreign country where I speak English 90% of the time, so I just stick to that in games.

I sometimes tried to play games in English just to learn (Phoenix Wright f.x.) but it didn't stick, as I had already played the game and just playing to learn is not fun for me.

- I like playing games in the language the world exists in. For example, I played Assassin's Creed Unity with French language because it was set during revolutionary France and it made my time with it feel more authentic.
- It isn't (sic) available in my first language.
- Hobby language learning, access to original artistic vision

- Most of the time because I've no choice. Since I play 90% of indie games, most are not translated.
- Knowing that is the original language of the game. I miss less details lost in translation. If it's not available in my native language but I really want to play it, for example I might play Gundam Blue Destiny in Japanese because it was never localized outside Japan.
- Mainly that games are usually only available in English, although even if a game that was originally in English was also available in my first language, I would still choose the original over the translation. I would consider using games to help acquire a language other than English, though.
- I have gotten used to games being in English. It seems weird and clumsy in Danish. My English is just as good as my Danish, so I lose no comprehension.
- It's untranslated or badly translated.
- In order to play it in the original language it's been designed in, or if I have tried to play it translated and found the translation lacking.
- Exposure to languages I'm learning - to pick up common phrases and expand my vocabulary
- Russian translations are usually lackluster. Not that they're necessary very bad, but something like eg good old "Planescape" requires a very brilliant translator. And pretty much any game with voiceover requires (sic) good voice artists.
- If voice acted in the original language with English subtitles.

- I have often found that, to me at least, game voicework sounds much better in it's original language (usually English). Dubbing in general sounds quite awkward. (sic) Also I love English and prefer speaking it to my first language.
- Many games in German are very poorly synchronized and/or translated. Also, it helps me keep in practice. I also associate English with gaming and it makes communication with other gamers easier if one uses the same terminology to describe things ingame. (sic)
- Lack of good translation both text and audio, even if the game is localized by professional studio with famous actors etc. The only game that do not lose a bit after being localized in Russian is Witcher 3, because Polish and Russian are both Slavic languages and both share a base of swear words, that sound naturally)
- My first language is very commonly translated or dubbed in a way that the original intention is lost, plus as a Translator I'm aware that most translations or dubs are done without actually playing the game or even knowing the context. As an example, character A is talking to character B, I am translating character B's dialog while another translator is doing A. We will not meet to discuss this and have no idea what we're talking about or to whom we are talking and that generates confusion that may be overlooked but is still present.
- Unavailability of decent localisation or impossibility of adequate one
- Lack of localization, primarily. Although, even if there was localization, I'd still play in English. Existing attempts at translating things (League of Legends) also make things like "damage" or specific taunts sound very

awkward. I'd assume it's because of their use of a formal registry to translate said terms but it might as well be some form of subconscious associations that my brain chooses to make.

The second question aims to gather the stance of the participants on which language they prefer to consume their video game content in.

If you had a choice to play a game in both your first language and second language which one would you pick and why?

- First, for ease of understanding dialogue/game mechanics.
- First, typically more accessible
- French (2) w/ English (1) subs, if available, or English solely otherwise.
- Second language, to try and improve in it! It'd be a fun way to practice; unfortunately I don't get many games in my second language.
- First language: ease
- My first language, most of the game I play are story based and I feel more comfortable and immersed in the experience that way.
- I dont (sic) have a second language , so first
- English, partially because it is usually the original language of the games I play, but mostly because I prefer english (sic) over portuguese. (sic)
- My second language, except it was made by devs from my first language, because I want to stay as close to the original version as possible.
- Second one, for the reason stated in previous answer
- Second language, because English versions of the game are better than Russian

- I'd pick my second language (English), because it just feels more "normal" to me.
- I would use my first language (at least the first time) because I feel my skill in other languages is not sufficient to understand what is happening in the game otherwise.
- The latter, as using the english (sic) game-specific terminology in multiplayer games helps everyone know what everyone else is talking about.
- English, much more accessible
- If the translation quality is equal, I'll pick English, my second language, because I am more comfortable with it than Mandarin. If the quality differs, I'll pick the option with the highest quality.
- Either, but usually second. This is because English is likelier to be the original language.
- depends on the game. if one of the two is the original i prefer that one
- Second because it's sounds cooler than my first language
- By default second language (English) unless French was the original language which is quite rare.
- My Second Language, I think English is a nicer language than Dutch
- I would probably pick my second language for the reasons stated in the previous answer.
- Dependent on the quality of the dub/translation.
- Carlos Garcia Sauri, the ecstatic mystic of the Pyrenees, was known to recite this in three languages, though he had never visited the Subcontinent.

- if it's a simple game with clear mechanics then my second language would be best, if the game is difficult then i switch to my first language
- Probably second, as in most cases translations to my first language are quite bad.

I also like to play in other languages to expand my vocabulary

- First. It's what i'm (sic) most familiar with, and i can play it a second time to pick up the language better
- An FPS: sentences are barked out with maximum clarity, and lack of actual comprehension isn't a roadblock
- It depends. If the game is a deep RPG or a VN where I have to read a lot, I'd prefer my first language (Spanish) since it's easier to understand to me, but if it has a terrible translation or the language isn't that important on the game I'd pick a second language (primarily (sic) English) since it helps me to learn new things while I play.
- first, it's easier to follow what's going on
- I usually keep everything my first language unless it's voice acting and have subtitles in my language.
- First language, assuming the original language of the game was not my second language. If the original isn't going to be used then I may as well use my first language to understand it better.
- I'd pick the game's original language if it were one of the two, otherwise I'd inform myself on which translation is the better one; however I tend to default to playing in my second language (English) since it's the one that will be most familiar to the people I'll discuss the game with.

- I'd pick my second language unless the game was made by Polish devs, because I don't expect the quality of a Polish translation to match the quality of an English version.
- Whichever language is the game's original audio, to get (hopefully) the best experience. If there are good subtitles.
- First, because its easier to understand and read long texts in RPGs
- I would likely choose to play a game with German voice acting but English subtitle, enabling the language acquisition you described without hampering my ability to enjoy the game. In cases where this is not possible, I would play in my first language.
- First language; my grasp of my secondary languages is not quite native-level
- I would pick games original language, because nothing is better than original.
- Second. From objective standpoint, voice acting in my first language is poor both because of acting quality, and because of small number of voice actors - this causes characters from many different games to share same distinct voice. From subjective standpoint, because I've been using my second language for videogames, watching movies, web browsing and online texting most of my life.
- I would choose my second language simply for the novelty of being able to play a game in Hebrew.
- Second, mostly for reasons answered in previous question. Also I feel a strong need to maintain my proficiency in second language.
- second language (English) unless the game is originally French

- First when tired or for primary playthrough. Second when my mind is active or for subsequent playthroughs. Additionally playing a game in its native language is appealing.
- I would probably make the audio my first language, and have the text in English. Filipino may be my first language, but my mother-tongue lexicon is severely lacking. Having two languages being used simultaneously would be incredibly fun to play with, and would be an interesting way to pick up a new language, or in this case, new words I can use.
- Depends on what the original language of the game is.
- I'd pick French for a French game and English for an English game because I want to have the experience as the makers imagined it, with their original words. if the game is neither English nor French I'll pick English for the shitty translations reasons I mentionned. (sic)
- For audio: original/second language, but for text I will use my first language. As stated previously, the original voice acting in games is always better, despite me not fully understanding what they're saying, I "feel" it more. I use English for text, because I can't read any other languages.
- First language, for ease and comprehension
- It would depend mostly on the original language, but my decision would also be based on the difference in quality of experience between the versions (e.g. better voice acting performances); all else equal, I would pick my first language.
- I'd pick the second language (English) because large parts of the video game industry are English-speaking, leading to English video games

having better writing and voice acting than original titles in my first language (German). All the while, most games I play were originally made in English, meaning that translations might suffer in quality when compared to the original.

- I would pick my first language. I didn't earn this degree in English for nothing.
- In my first language, because of specifics of how these languages work. I won't go too into details, but for example, in Russian there is no fixed word order, and by playing with word order and cases (Russian has six), you can specify different shades of meaning. I did mention earlier I prefer original game language for authenticity, but if we don't count that I would prefer Russian or Ukrainian because I like their language structures.
- English.
- Depends on the game, but I'll usually play games in English text. I like playing some RPGs and slower games in other languages if it enhances some experiences (immersion being the main one). I almost always will play games with a non-English dub if available, especially if the English dub isn't fitting to what I imagine the characters sound like, and if alternative dubs are better (I played BotW in French, for example).
- Whatever the original language it is developed in. Feels more 'authentic' to the story and game atmosphere.
- I would choose the one that's the closest to the game's origin. For Perimeter (Russian game), I choose Russian. For Bulletstorm (American game), I'll choose English. For Witcher III (Polish game) I'll choose Polish

sound and Russian (sic) text. In Japanese games I choose Japanese sound and English text most of the time.

- Nothing in particular, maybe a game written in an English dialect
- I'd pick my second language, English. It just seems more suitable. My first language tends to sound excruciatingly lame and artificial when a game isn't either originally made in it or has an extremely well done translation.
- Second - most games available in both were localized to my first language, and done so poorly.
- If it is a multiplayer game, first language, for ease of communication. (sic) Otherwise I'll play in the original language of the game, often English. (sic)
- It really depends on the secondary language, but usually my secondary because it's far more interesting to see and hear the same words in another language while still understanding their meaning
- Second language. Not only do they sound better in English to me, it also makes it easier to look things up online or talk to English-speaking friends about the game, as the names and phrasing of things will be identical in both of our games. And for the looking up part, the majority of the internet is English so naturally there will be more information about the game available in that language.
- More recently I have been using my second language for playing games in general for the language acquisition and more exposure to it, and sometimes I'll switch the language the game is in just to see the differences between the 2 languages

- First; immersion
- Probably my first language, as I am terrible at all others. I simply wouldn't have the necessary foundational knowledge in order to comprehend the game and would likely be unable to actually progress.
- second, english (sic) > german (sic)
- Depends on the wordiness - the more words I'd need to process, the more I'd want to play in my first language.
- If there is vocal work, which ever is the intended language. If the intended language is english (sic) I'll change the text if possible to practice. But if there is no vocal work it's light reading I'll chose my second language for practice. I do want to get through the game and if I have to look up a lot of words in that situation I'll keep it to my first language.
- I would pick my first language. It's easier for me to understand what is being said, I can read and listen faster in my first language, and because I haven't really used my second language for quite some time and am seriously out of practice.
- I'm more comfortable with my first language, my others feel a lot more formal, which doesn't suit most games.
- Depends. If the game is more about plot and atmosphere, I will pick second language, because the quality of English text will probably be better. If it's some sort of strategy, and the accuracy is more important then feeling the atmosphere, I'll pick first
- Probably I'll chose my secondary language because I can have more exposure to the language and I can improve my vocabulary.

- In single player i'd (sic) prefer my first language for a better narrative experience; in multi player i'm (sic) usually ok with both.
- First language, because I'm not proficient enough in any other languages to play a game in them effectively. If I did have baseline proficiency in another language, I'd be open to trying to play in that game for immersion purposes.
- Second, as the English language gaming community is more extensive
- First language, in order to improve my ability to understand the story.
- Second, for the previous reason
- It depends on the game. Priority is given to the game's original language. If neither is original, either works for me.
- First language. I generally play video games to relax and shut down, and having to pick through unfamiliar vocab in my second language is taxing (I mean this is embarrassing, I know, I'm literally a language professional)
- My second language, namely English, because among all other alternatives it's either the original language of the game or the best localization.
- In general, my first language. My abilities in my second language are not sufficient for casual gameplay.
- First, because I'm shamefully out of practise and playing games in Russian just makes me feel guilty about my lack of knowledge of the language.

- If the game is simple, I would pick my second, to help me improve and comprehend it better. If there is a lot of dialogue, however, I'd prefer it be in English
- I generally prefer to have English subtitles in any game I play regardless of language, but will often have the audio in it's original language or sometimes change the audio over to a language I am still trying to grasp.
- I would choose my first language (Swedish) IF the game was originally made in my first language, otherwise I would choose my second language (English) because I simply like it better.

Also, in the cases there even ARE Swedish translations available, they tend to be... pretty bad, so that doesn't help make me want to choose that.

- I would play it in its main language, for the sake of naturality
- My first language, I'm not fully fluent in other languages and I can miss context
- My first language, unless there was a terrible dub, then the original language. Despite the years of language education I've had, I still SUCK and can't watch/play anything without subtitles. It's a goal of mine to be able to experience more media in their original languages, both as practice and just for fun.
- First language, since I'm no longer proficient in my second language.
- I'd pick the second language (English in my case), i already stated the reason on the question before this.
- English, for reasons given beforehand.

- It depends. If the game has great localization in my first language then I definitely would like to play it in my first language as it saves time and makes the game more natural for me to play. If that's not the case, I would prefer using a second language that is available in the game.
- I would pick my second language because it's more interesting. Sometimes I pick Russian because it's interesting to see when it's available but I often switch between several.
- Second language, because English is often the original language of video games, I like how it sounds and playing in English improves my foreign language skills.
- My first because I am more capable to writing it, and know more of the slang related to games.
- First because it what I know.
- First, because it is easier to understand.
- If the quality of a translation is good enough, i will pick to play on my first language. Sadly, it almost never happens.
- Actually, it depends on the game, but I'm comfortable with both and if I'm tired or I don't really want to spend time translating then I'll go with my first language.
- I would choose my second language because it significantly improves my skills at that language
- Depends on the game, but I tend to choose my second language because the translation into my first language often feels suboptimal.
- I'd pick my first language if it was originally made in my first language, otherwise I'd play it in a language it was made in that I understand

- Second Language
- Definitely English. Another aspect of localization is that Russian grammar is more complex than English, with six cases instead of two and conjugation of both verbs and nouns. Most originally-English game engines do not support this complexity, requiring the translator to use either unnaturally-sounding phrases or "crutches" like shortening words, i. e. "5 app." instead of "5 apples" - because the numerals also require declension depending on the number, etc, etc.

It's complex. i'd (sic) rather play a good English version than a mutilated Russian one.

- I'd choose finnish (sic) if the quality of voice acting and dialogue was on par with the english (sic) version.
- A second language, I feel Dutch has a somewhat limited vocabulary as opposed to english, (sic) spanish (sic) or french. (sic)
- I still pick English most of the time, unless it's a game developed by an Italian studio (which doesn't really happen often). I guess I simply like it more. My first approach with the English language was when I was very little, barely able to read; I played video games such as Age of Empires II or Arcanum, which had no Italian translation and thus led to me falling in love with English. Fast forward almost twenty years and now I have a degree in foreign languages. The tradition of playing English games stuck, and it has contributed immensely to my proficiency.

- First. I only have one, and while I have fragmented knowledge of two others, neither would get me into kindergarten, let alone (sic) be sufficient to play a game in
- Whichever is the original language of the game (usually second of course), for the reasons mentioned in the previous question. Namely, translation being a much more complex thing than just changing the language of the words, and lots of non-verbal "languages" used in making the game, being actually connected to the original language of the developers.
- The original language of the game. If the game is in a third language that I don't know (Japanese for ex), it depends. I try to compare the quality of the traduction (sic) and pick the best. If both are of the same quality, I pick my first language
- I would pick the second, for reasons illustrated before: even if the translation was on par, I'd feel less comfortable with the first-language version.
- I would pick the original language of the game, as it conveys meanings better. Russian Penumbra? Will play in russian language, because it will convey meanings better. Playing Starcraft? English, thanks. And when neither is the original, I'll go to English by default because I play games in English normally, as games normally have no Russian translation.
- I would choose to play the game in the original language.

- My second language, as I can understand it better from an audio standpoint whereas I understandy (sic) first language from a writing standpoint alone.
- First language. I don't have a second language.
- As mentioned, since just about every game I play is created in English, I'd rather play it in the intended language. Also, At this point, I'm better at English than I am at Swedish.
- My second language, English, hands down. Norwegian translations are usually really bad. Software translation into my native language is generally stilted and unnatural, since we don't really have an established translation of English software or video game terms. It is also rare for a game to have a Norwegian language version, unless it's made here or made for kids.
- See previous answer, certain terms do not have an equivalent and I'm used to certain settings (like fantasy) being in english. (sic)
- Second because I find it more reasonable than my first.
- Most of the time I pick english (sic) (my second language) as it is more common in the community surrounding a game. It is easier to go on twitch, watch someone play the game and then talk in english (sic) about it compared to looking for a stream in my first language.
- I would always pick the original language and use either if it multiplayer depending on whom I am playing with
- Most of the times i'd pick my second language, because voice acting and translations aren't usually well done in my first language. Besides, it's an

opportunity to improve my skills and maybe learn something new (like phrases, pronunciation, (sic) etc.)

- second language (sic) for the same reason
- English, because a) it's almost always the original language and b) I don't like my first languages (german (sic)/Italian (sic)) very much.
- English so second language. Feels more natural to me, im (sic) used to play games in english (sic) only
- Depending on the original voice-acting and genre of the game. If it's a singleplayer-game (sic) with a focus on voiceacting, (sic) i.e. a RPG with voiceacting (sic) ala The Witcher 3 , I'd go with the original VA or the one I feel is "more aligned" (sic) with the creators intent. If the game is a multiplayer game or allows for discussion regarding the games tactics, strategies or general gameplay even, I'd go with the language that is the most efficient, or rather has the widest coverage of people, in communicating with others. This usually turns out to be english. (sic)
- Usually in my first language, because English is well-represented and it'll likely have \$\$\$ put into localization and voice acting. But occasionally, I've played a game in Spanish which was originally in English, just because it's good practice. Usually I'll only do that if it fits the setting, though, like Grim Fandango.
- My second language (english (sic)) because it train me.
- I prefer to play in my first (sic) language because I understand it better. I sometimes play a game in my second language so that those looking over my shoulder don't understand what I'm doing and give up watching.

- In English because that's the language most people online can speak.
- It depends, if the game's heavy in the story department I p much have to pick first language. If I already know enough about the game to navigate with the second language, I'll try it for more experience with the second language
- My second language, for the reason that it's probably of better quality.
- First. It's easier and feels more natural.
- My first, so I can understand it, unless I was told that the second was a better experience.
- English, if you go read stuff about the game on the internet half of it won't make sense because it'll use different words or names.
- Second language because english (sic) is often the dominant language in video game industry
- If the game was story rich and had important dialogs, i would want to play it in my first language so I understand the story and because in some gams such as some of the pokemon (sic) games you need to read what people are saying to understand what you have to do next. However if the game used simple dialogs that weren't required to understand the story or know the goal, I would probably choose to play it in the language the game was made in because it is more "pure", and sometimes is done deliberately for theming. Also the alphabet would matter, I would rather be able to pronounce the words than see characters that I have no idea of the meaning.
- I would pick the original language of the game as I would assume that it was truest to the original creative intent

- It depends on the genre, and on how important precise understanding is.
- Second language, as I like English better than Dutch.
- Second, unless the game's original language is my first (which is rare)
- Second language (English), unless I had good reason to believe the first language version (French) would be superior.
- English. As stated, prefer it to Russian. Unless game is in Russian to begin with.
- The one it was intended to be played in by its creators.
- My second language, as I am fluent enough in it to not *need* a translation. I prefer playing games in their original language whenever I can.
- First because I like to get a full understanding of the story.
- First -- there's enough to think about in most games, and I can read my second language but am not fluent in it.
- My first language; a lot of video games have quite specific (or "made up") terminology to suit their mechanics/world-building/etc, which I would likely not have encountered through a formal education in my second language. When these are in my first language, I find it's easier to become familiar with them more quickly.
- In general I prefer listening and reading in my second language over my first language
- Depends on which one is the original language of the game.
- My second language definitely, it's what I've gotten used to
- Probably my second language, most games are originally made in english. (sic) I'd love to play something in portuguese, (sic) french (sic) or

spanish, (sic) but developers usually prefer to design their games in english. (sic)

- Depends on the type of game and complexity/volume of language.

First language for games with moderate or high amount of volume / complexity.

Secondary language (Japanese) for titles originally from Japan and with a degree of volume/complexity that wouldn't hinder my experience

- If the game was developed in French, then French. Otherwise English.
Don't want to deal with bad translation.
- First language because I'm better at it.
- My first language. because why would i want to play a game in a language im (sic) weaker in.
- Second language. Nobody ever publishes games in Esperanto, but English games are commonplace. (I don't care nearly as much about French.)
- Depend, second most of the time, especially if a strong (sic) narrative is involved.
- English (my second language) same reason as the previous question
- My first language, because it's easier.
- The original language of the game, to avoid problems with the quality of translation.

- I would pick my second language, as it sounds more natural to me in games. My command of the second language is such that my comprehension does not suffer.
- First language. It feels more natural to read.
- In my first language, mostly to respect the translators' work.
- This depends. If I'm comfortable with the game & its genre, but not particularly attached to the story, I might play the game in a second language with English subtitles.
- Depends on whether the russia (sic) translation is available and, if so, whether it's good. With no information, I'd probably default to English.
- My first language because I am more comfortable with it.
- I would, without a shadow of a doubt choose my second language due to the same reasoning as with the previous question.
Second. See last question. (Quality, communication and habit.)
- I don't beleive (sic) in good translations in my first language, but if it is good, I'd play that. Also, if a game is rich text-wise - e.g. depends in some level on information player needs to extract from lore - it may be difficult for me to understand it in needed details in my second language.
- That would depend, I often play videogame in English by default but I cannot say just my second language. Because if a game came out made in my first language and made more sense in it than on my second language I would rather go with the original language
- Depends on localisation quality

- Second language (English). More used with the terms, sounds better (as I explained at the previous point). Although I would give the first language version a try out of sheer curiosity.

The third question poses the question whether the participants noticed any differences in their second languages in the context of video games and video game media.

Do you feel any differences in your second language that have developed thanks to gaming or the media surrounding games? What changed?

- I've picked up a few idioms, at least.
- No, because very few games have VO in Dutch.
- n/a
- I don't.
- N/A
- I have become much more proficient in the language overall, especially in speaking and listening.
- I've mostly just got better at it
- I can formulate my thoughts better while speaking English now.
- No idea
- My language has become a bit more flowery, due to my expanded vocabulary.
- More slang, or expanded vocabulary based on a game's lore
- No
- While the majority of my English vocabulary comes from school and reading, I have acquired a significant quantity of slang from gaming and surrounding media.
- No I learned my second language after my faalmily (sic) moved to England when i (sic) was young.
- i (sic) dont (sic) comprehend this question

- My confidence at speaking this language primarily, along with writing & reading & listening is way easier than before
- I'm sure gaming in English must have helped me acquire some vocabulary but overall, I became fluent in English through other means than video game. I don't think video game had a huge impact on me.
- Yes, I have been able to expand my vocabulary and writing skills thanks to being exposed to more English, and have found it much easier to communicate in English with people
- I feel like my pronunciation has gotten better as voice acting became increasingly common in games.
- The Rite is complete. The Marks of the Grail are upon me. The First Mark is what I have said, and the second is what I have done. If I inspect my body, I'll find the Third. I thrill with new appetites.
- my accent and my vocab
- Yes

I definitely have an expanded vocabulary, and after witnessing so many lines of text in English (sic) my grammar has also improved

- Not really? I've picked up a few phrases and words, such as perkele, which is 'devil' in finnish (sic), or so i've (sic) been told,
- Slightly more awareness of some words
- Yes, basically videogames and the media sorrounding (sic) videogames taught me English. Even though I've been learning English at school since I was 6, the classes were always boring, since we always learnt the same things. But then I started playing videogames in English and watching some English native youtubers such as AVGN, which made me

learn new things while I was entertained. So basically games have made me know English.

- I can communicate, hear, and read better in my second language after playing games in that language. Makes it easier to think about those languages and how to effectively use them
- I feel that after playing games for awhile I might be able to figure out what a few different words mean in different languages but nothing other than that.
- I usually only learn words or terms in the second language that are directly related to the game, so the acquisition is not for the whole language but instead the dialect used for the game.
- I have been gaming in my second language since at least fifth grade so it is hard to identify what the effects on my proficiency were; however beginning in middle school I was consistently the student in my English who achieved better results, as noted by both my teachers and my peers.
- It's hard to say because I have been playing games since early childhood.
- Not really, no.
- Now i (sic) know a lot more about couple of specific fields of knowledge, like weaponry and slang
- Though I am still far from fluent, I believe that playing games with German voice acting has allowed me better comprehend the spoken form of that language.
- N/A
- My vocabulary, ability to communicate on everyday level, ability to read books in english.(sic)

- Impossible to tell, as my second language proficiency (sic) was not great before that. My reading improved greatly after playing through Final Fantasy 12 in my second language, as I had no access to it in my native language. After that, it became my primary language for web browsing and media consumption, solely because of breadth of content available. Eventually, I got into online roleplaying, which improved my writing skills. At this point, I would attribute very little of my proficiency (sic) to formal education - it was little more than a starting point.
- I do not, no.
- Ability to quickly think in second language has improved, also I think it helped me in reading sentences faster.
- My vocabulary and grammar improved due to me being more exposed to it
- Exposure through games and media certainly helps develop a feel for the language, however I am somewhat new to trying this so it is just my initial impression rather than a detailed reflection.
- Yes it has. Gaming lead to my usage of the internet, and is probably one of the reasons I can keep up with linguistic developments occurring online.
- My video game related vocabulary is on point
- I swear a whole fucking lot now. I tend to use "gamer linguo" (sic) and call people noobs. My vocabulary has expanded staggeringly too.
- For most media surrounding games, the words that I have learned are mostly related to positioning, (top, bottom, middle, go, stop), greetings, and profanity. I could not hold any form of conversation with these

languages, but in the context of the games I play, it is enough to establish a bond between my teammates, and generally enough to communicate essential information.

- Better awareness of slang and contractions
- Yes, speech in and around games is typically in a less formal register, which is comparatively rarer (and thus more difficult to learn) than formal speech in writing.
- My first exposure to the English language that I remember was through the video game "Tomba! 2: The Evil Swine Return". I certainly expanded my English vocabulary thanks to video games. RPGs, puzzle games and simulation games in particular introduced obscure words that I wouldn't have picked up anywhere else.
- No second language,.
- I started playing flash games in English when I found about them around the age of 10. It was just the question of these games being mainly in English (or being badly translated from English). It was the time when "stickman" animations were popular, and Newgrounds was the main place for all the kinds of games, animations, and digital art. Then I found out about Kongregate, and it had a chat window together with all flash games on the site. You could have participated in general-topic and in game-specific chatrooms. There is even one chatroom for Russian-speaking players.

As a result, I never had any problems (was getting top grades) with English at school. I have also studied German at a time. As a result of playing games, I have vastly improved my vocabulary and

grammar.

Even if a game is in a language I don't know, I prefer to have English subtitles.

- Mostly expanded vocabulary and ease of reading. I encounter words in games that I wouldn't otherwise. Games also lend to reading things quickly, because there's usually a lot of information to process, especially in action-oriented games.
- Yes and mostly receptive skills.
- I'd say that the gaming slang is everywhere applied to real life events. The conversations also turned a bit more brisk and on point. Most of all, the APM (verbal) got higher.
- Expressions and phrases of common use
- Definitely improved the more informal aspects of my vocabulary and speech, though I don't think the impact games made was bigger than that of books or cartoons, for example.
- I speak much more fluently, I can understand accents much better, and I am much more well-versed in slang and common speech
- Puns! And cultural references, things you can't easily learn at school.
- Yes depending on the game, the language is given a sense of life, for example it's one thing to learn Russian and another to listen to or converse in Russian
- Yes, they have definitely improved my second language. My vocabulary has improved immensely thanks to the new words and phrases I encountered in videogames, and if the games have voice acting it also helps my pronunciation as well. My grammar has also improved, just

from the exposure to the sheer amount of text (both written and spoken) I encountered in this way. Over time, you start to pick up on patterns and get more familiar with the language, developing this "feel" mentioned at the start of the form where you can tell if something is wrong without knowing why exactly.

- I feel as though it's just generally increased my proficiency in the language. It's a bit of a challenge to find media in my target language in the US and games fill in that gap
- No
- Sadly, no.
- my second language feels more and more like my native one
- My vocabulary has expanded, since I tend to use the original voices for the games (which is usually the language I'm learning).
- If I hear people speaking my second language I can understand a decent amount of it and differentiate between words and answer basic questions.
- If so, I haven't really noticed, except perhaps that overall voice recording quality has increased due to more and more games being released with support for additional languages.
- Nope.
- Honestly, not sure. I read a lot, so it's difficult to differentiate
- I can say that all the knowledge in my secondary language came from the necessity to understand the games that I was playing since kid. Since translation to my first language is something really rare, I learned by myself to not being limited to play what was available in portuguese. (sic)

Today I can consume not only media surrounding games, but any other content in my secondary language.

- I think i (sic) owe to videogames an 80% of my english (sic) knowledge, mostly (sic) on writing/reading side.
- No change. I don't even think I've picked up any meaningful phrases from games with non-English voice-acting.
- I have picked up a lot of memes. Occasionally when I'm talking to friends irl I say things like "thinking emoji". I've also gotten more comfortable with making puns and speaking casually rather than formally
- Not particularly, no, although Spanish-as-a-first-language games are pretty rare.
- I wouldn't practice as much if it wasn't for video games, I wouldn't need to.
- The most obvious improvement is in vocabulary. But it also fills the gap between language learning and literature appreciation.
- Nope sorry.
- I've improved my listening skills a lot as well as increased size of my vocabulary and 'intuition' about the proper usage of (informal) language.
- Gaming in my second language has helped solidify previously learned skills by building associations between game content and language content. As well, my listening and reading has been directly improved through practice, and game content has helped my writing and speaking indirectly by providing examples of speech and writing that is culturally analogous to content that I'm familiar with in my first language.
- I honestly don't really interact with games in Russian — the only thing is that I had a conversation with my cousin (Russian) about video games,

and realised just how dominant English is as a language when it comes to anything technological? MMO, FPS, etc — all these terms were familiar and needed no translation.

I suppose you could say I learned how much of communication is non-verbal, and how much the internet has condensed verbal language.

- The games I typically play don't often involve interacting with those speaking other languages. I suspect most people I encounter speaking another language don't have it as their first. I honestly couldn't say if gaming has had a noticeable effect of my language skills.
- Yes. Listening to other languages while having English subtitles helps me grasp word usage in other languages passively and also encourages me to start using certain phrases myself in my day to day by giving me the confidence that I am pronouncing things correctly.
- I've learnt so many words I wouldn't have otherwise, especially through text-based games or narratively driven games such as Fallen London/Sunless Sea/Cultist Simulator. When I don't know a word I usually look it up and learn, or start understanding the 'patterns' for it/general meaning.

And games like those three gave me hope again that words really matter and we should use them deliberately.

- My interest in learning it, so that I could understand the game texts.
- No

- Video games are the one area I don't have experience trying in other languages. Books, movies, and TV is what I've tried.
- Not as much as I would like to say. My second language is in spanish, (sic) and I don't feel like spanish (sic) is represented well in video games.
- Yeah, obviously I'm very rich of old vocabulary that no one even use anymore. So i (sic) would say knowledge about vocabulary is the most recognizable changes.

Very little of reading & speaking. Like i browse how to properly spell a word i don't know how to spell, but that's not very often.

- Expanded vocabulary
- I think the answer is yes. I played many Visual Novels in Japanese and they help me understand how ordinay (sic) talks and oral expression could be in the real life when I read the chatting text between characters. Also, it provides a good source of vocabulary as there are many literary expressions in the texts.
- I use discord to basically learn every language I want. I've gotten much better at speaking in Irish due to playing games with my Irish-speaking friends.
- Yes, having played video games since I was 5 in English and not in Russian I feel that my English is significantly better than that of other Russians. I feel that I can better listen to English speech, I read and write better, I can fluently speak English.
- I became much better at understanding simple words and phrases, but I don't think it helped with the more complex parts of the language.
- Perhaps. Mostly just that I read more.

- I feel none, since old RPG's is literally (sic) where i (sic) learned the English at the first place.
- Well I think most of my knowledge in english (sic) comes from videos games and online forums instead of english (sic) classes ahah. They allow you to take part in casual conversations, something you couldn't really have in class.
- Yes, my second language is improved everytime (sic) I play, or participate.
- I think I have become better at writing and understanding my second language.
- I learned a lot of English
- Expanded Vocabulary(thanks to dark souls), I feel like i (sic) know how to pronounce words better and more or less express myself better. Incidentally its easier for me to explain myself(feelings, Ideas, E.T.C) In English
- Oh, plenty. The two most noticeable areas are 1) greater vocabulary and, much more importantly, 2) the correct use of proverbial expressions, the bane of every student of foreign languages.
- I'm not sure I understand the question. But growing up with english (sic) video games is the only reason I speak it almost as well as I do finnish (sic) or swedish. (sic)
- no.
- Absolutely. Everything from vocabulary to sentence structure, reading comprehension, even my accent has been slightly influenced by listening to English voiceovers and game streamers.

- For one of the languages I know a tiny bit of, the repeated use in games and other media makes it easier to pick out the few words I do know
- Games have indirectly provided an environment for me to use my second language in every-day life, through the media and social groups created around them. They also more directly provide a lesser amount of contact with the language directly. My proficiency with the language has greatly increased and remained high thanks to the media around them, by keeping me interested, and, most importantly, *meaningfully engaged* in trying to absorb the meanings in front of me. I don't think I can pinpoint any one thing that has changed in the way I perceive the language in comparison to not having engaged with games, apart from the amount of engagement itself. I do not think the impact of games was anything more than a catalyst, or a gateway, and it probably did not skew or change my sense of the language further.
- My vocabulary improved, I can read by recognizing words instead of deciphering them. I don't translate to French in my head when I read, I know understand directly the meaning of what I read. My listening improved too, I can understand most English accents at a normal speed.
- I have been playing games in English (sic) since before I could properly read them, starting with guesswork and asking around when curious. By the time I pursued a formal education of it, I was already pretty good. The whole process of gaining a formal diploma, as well as the final exams for the English (sic) proficiency diploma, came to me effortlessly and leaving my peers in the dust. So I can, with a measure of certainty, say I learned

english (sic) first from games, and second from a formal education that served to plug the gaps. This is also why my pronunciation is quite horrible: I am used to written words, and my practice speaking is nowhere near my exposure to reading, writing and listening.

- I feel major differences. I wouldn't be able to fill this form and answer those questions without some extensive work of writing jokes to my buddies in discord. I know idioms, I know jokes, i know swears, I can effectively communicate with others and I read books in English just fine. Before I started playing games in English, I wouldn't do either of that, as my knowledge of language was clearly lacking. My language improved so much so that I passed my English EGE exams (they are needed for admission to the University), and I had no hope I would do so before.
- Not in particular. I am able to understand voice inflections better to guess what they might be saying but a second language has not improved.
- I've gotten better st (sic) some more complex junctions in my second languages as well as picking up a few written words, but not enough to be significant.
- No answer
- If anything, gaming "slang" are starting to penetrate onto the actual language. I have friends who use Twitch emotes or acronyms like BRB in actual real life conversation.
- Differences in English as a whole that happened due to gaming? There's lots of terms and in jokes I suppose, but I don't know how much of an effect they've had on English as a whole. It seems to mostly be part of pop culture/meme culture, but I dunno.

- You learn a lot of esoteric words thanks to video games, far beyond the formal education in school (if it exists). It also improved my listening skills since a lot of times there are accents and such. In addition, there is a lot of memorization, even with words I did not know and had to guess their meaning from context which was very valuable to developing my reading skills.
- My ability to read and understand sentences has improved because of gaming.
- It has become much less formal, I would say. When learning a second language in school, it tends to be rather formal. On the opposite, if you talk to people on the internet, all types of slang gets mixed and you have a much broader vocabulary to learn from.
- My confidence in english (sic) has improved and thus my ability to hold a conversation with someone who's speaking it natively
- Definitely. It noticeably improved my ability to understand text and write
- listening to different accents helps me out since the British accent is the only one i really hear except in video games
- I am convinced, I got better at understanding different accents.
- Yes. I basically learned english (sic) through games. When I was a kid I quite liked playing flash games online, but of course these were all in english. (sic) Over time I started to understand them. It was far from perfect of course, but coupled with english (sic) courses in middle and high school later on, and the fact that everything else on the web is also in english, (sic) I ended up speaking english (sic) better than my native languages.

- For me it is a good way to keep up with your second language. It means that you are more actively engaging with that type of content
- A generally refined way of using the language, picked up in a natural way. Ample supply of exercise (sic) in terms of written discussion or analysis with numerous people to instantly give feedback. Paired with a very high interval of those interactions, seeing how, for example, a game of a usual MOBA takes 60 mins and pairs you with 9 other people with various degrees of proficiency in languages and reading-comprehension, while communication is an absolute requirement for efficient and fun play. Natural (sic) motivation to "Improve" your "communication-skills", which includes language-proficiency.
- It's hard for me to notice. Games and game videos are so centered on my first language that I can easily get by without picking up much of other languages.
- Don't understand the question ^^ (the spirit , not the words)
- I feel my reading and writing has improved, but my pronunciation (sic) is relatively the same.
- It has improved a lot, much more than if I learned it at school.
- I'm not sure.
- Some vocabulary, a little grammar, some slang and sayings. All over just more knowledgeable on it.
- No. I haven't played many games or consumed media relating to games with a lot of Spanish language presence.
- I feel that there are no differences; nothing changed.

- My English vocabulary is a lot more refined in the area's of fantasy/sci-fi, game terminology and oddly, politics.
- It has given me a better understanding of slang and non-standard dialects than are often represented in teaching media
- No.
- I used to have a British-English accent, but decades of playing American-English games have switched my accent in that direction.
- Aside from an expanded vocabulary, not much.
- Hard to say, I consume about 60-70% of my media and information in English.
- Masive (sic) exposure to text-heavy games as a child influenced language acquisition.
- Aside from picking up certain gaming-specific terms, slang and the occasional meme, no, not really. I partake of all kinds of different mediums written in my second language, so my language acquisition has a pretty broad base to draw from.
- No, I don't play enough games in other languages.
- On the most general level, of course, gaming does tend to stimulate all sorts of new ideas, and thinking about language and communication are obviously among those, but no more than, say, the way games might stimulate my thinking about economics or physics.
- I've been exposed to elements of that second language that I wasn't taught about as part of a formal education in it - for example, video game vocabulary, internet slang, etc.

- Some games(especially cultists simulator) use words less commonly used in common writing and speeches. That made me come in contact with rare words
- I've got better at speaking and writing thanks to the constant practice. Nowadays I'm able to maintain conversations without a problem, although I still lack some vocabulary and grammar could use some refinement.
- I've learned a lot of slang and informal expressions, both in english (sic) and spanish (sic) (thanks to the multiplayer matchmaking in latin (sic) america (sic)) - content that can be really relevant but most courses won't teach. Games also taught me a lot of cultural elements surrounding the narrative and helped me understand a few different accents and variations of english. (sic)
- Yes

Language acquisition probably helped by problem solving and rule learning skills from games

Practice in Japanese from games and media also helpful as a means of exposure

- I actually learned the language. I always had an easy time learning English, but my proficiency went from good to excellent after I started playing games in English. It also gave me enough confident to explore the English side of the internet, which helped me improve further.

- Not really, I took French all the way up until Grade 11 and then stopped, haven't developed it through my gaming.
- No, i (sic) dont (sic) really understand the question.
- I've learn most of synonyms, phrase turning and technicals (sic) words thanks to videos games (for exemple, (sic) the use of "thanks to")
- Not really, an understanding of game context
- My interest in Japanese was partly sparked by playing the video games which came from that country.
- Not sure.
- I have developed an understanding of the memetic phrases used in gaming communities. Profanity has also been normalised (sic) to a great degree.
- I got more vocabulary.
- Yes, I have developed my vocabulary and the breadth of my expressions a great deal. However, it's difficult to ascribe any one change solely to games, since I've also read books in English often ever since I was fluent enough to do so.
- Not proficient enough to be sure
- I don't think there are much, besides understanding a few game-related memes and learning the names of a bunch of weapons.
- No one makes games for Kannada or Telugu.
- Pronunciation, (sic) understanding and especially recognition when it comes to fast paced speaking, as well as an immense expansion of my vocabulary.

- I kept in training and it played an integral part to learning the language when I was a child/teen.
- I got used to some word constructions in English, that I heard is a good way to learn a second language - if you learn by textbooks only, you try to wrap your first language mental models on the framework of the second language grammar and structure, thus gaining "accent", so any native speaker instantly check you out as a non-native.
- My ability to perceive things has changed, my inner vocabulary as well as I've gotten so used to it that my thoughts are 60/40 in my 2nd and first languages respectively.
- Picked up some informal speech patterns
- Most of my early second language acquisition happened thanks to cartoons not being dubbed. Games just compounded that, introducing me to a variety of terms (military, social) that even if I didn't understand at the time, dug their way in my brain and resurfaced when private tutoring actually arranged my knowledge of English in a proper manner.

The fourth question asks the participants whether or not they have ever played a video game in a foreign language for the purpose of language acquisition and their openness to the concept.

Have you ever decided to play a video game for the express purpose of bettering yourself in another language? Why or why not?

- I have- I regularly emulate old JRPGs in, well, Japanese, for that exact purpose. I'll also play games with Italian subtitles and English audio, or vice-versa, to try and learn through osmosis that way. So far, I think it's been somewhat successful.
- Yes, basically I view every game as such.
- I have not, I play the games because I wanted to for other reasons and just put the game in English (sic) in the process
- I have booted up games specifically to improve my language skills, however I have never purchased a title specifically for that express purpose.
- No. I mainly play video games for the sake of playing the game. I would, however, entertain the concept of learning a new language as I play a game. In a real-life learning way, of course, not the Skyrim way of "I read this weird thing only I can understand and make magic."
- Not really, I already spoke English (sic) pretty well when I started and languages (sic) I (sic) want to learn often don't have translations
- Yeah, because learning from books sucks and I have poor attention.
- I have not but that does seem like a good idea.
- I bought and played a video game specifically designed to help teach me Japanese, and I found it VERY effective. I did it because it was curious

about the language, I had no particular need to learn it however, and only one friend with whom I could practice. In terms of buying any old game to actually learn a language, I have not done so.

- Yes; but not very seriously; because of an awareness my Spanish is very rusty
- Yes, I have decided to play games that were released in only my second language, with part of my goal being to improve my language skills, with the rationale that my motivation to learn will be higher because of my interest in the game, and the language may be more accessible than other works I am interested in.
- Before it became a preference, the choice to play video games in English was a conscious one. Bettering myself in English certainly motivated me to do that. I did the same thing while studying French. When you're already familiar with the game because you played it many times before you still remember e.g. item names, menu buttons, certain lines of dialogue, etc. eventhough (sic) they are now labelled in a different language. It is like rewatching your favourite movie that you know every line of by heart in a different language. You might not understand everything but you'll make the connections. I played video games in English with no prior knowledge of the English language and still managed to pick up some simple words like "Evil, Gold, Pig, Dog, Town, Crab, ..."
- No, because there are very few games that would teach a second language, and my proficiency in other languages is not nearly good enough to do it for a non-educational game.

- Eh. No, it was mainly about games. When I actually got a need to work on my English (I went to study in college in England) it was already at a very good level, aside from some accent.
- No, but I have advised my fellow classmates who are gamers to play games in English to improve.
- OFF! was a good example of that. It's the first time I played a game from the beginning in French and it was quite an ordeal. I've tried to do that with books in the past (mostly the works of Jean-Paul Sartre) and had a difficult time. But a lot of words in game language (menus and the like) become second nature after a certain point, lending to an ease that isn't as easily found in other mediums.
- No. Would rather read a book if so.
- I didn't because I don't have a language I want to learn. However, I sometimes change the audio settings to the languages I barely understand because they have better actors and the language I set is the original, so I get to catch a glimpse of the original meaning of some phrases.
- Yes, games with audio chat to force myself to speak
- No. It never really came to my mind. I don't remember ever intently studying my second language (English) outside of school. It happened organically.
- I did not, my interest was always in the game itself - I never felt a distinct need to play something in particular to learn the language

- I've tried to play World of Warcraft in both english (sic) and german, (sic) the sheer amount of vocabulary you can learn just by reading quest logs is really useful.
- No not necessarily, though there have been games I wanted to play expressly for the purpose of hearing it in that language; but for practice?
No I don't believe I have
- No not necessarily, though there have been games I wanted to play expressly for the purpose of hearing it in that language; but for practice?
No I don't believe I have
- Not specifically, but I have been aware of the positive effect it had on my second language for a very long time. It's just that I didn't need more encouragement to play games, I enjoyed them already and it improving my second language was just an added bonus. Also, I've never really heard of a game that was recommended to me specifically for its language-learning purposes, except games aimed at kids. To me, all games seemed more or less equal opportunities for improving my second language, so I figured I might as well just play the games I enjoyed and played already and not pick one specifically for that purpose.
- Yes, for a very brief period of time I wanted to learn Japanese and I found an rpg whose sole purpose was to help with learning Japanese. I played it for about 30 minutes before dropping it. For pretty much every game I play the language acquisition is a secondary thing for playing a game with entertainment being the primary.

- I have not, mainly because I have never found a game that would actually help do so which did not require a basis of the language in question.
- no, I only play games to have fun
- Yes, a long time ago - to increase my reading comprehension. It was very exhausting though!
- Yes because formal study can be very dry and can feel out of context. Where as in games because there is context it's easier to see where certain grammar points and sentence structures can be used. There is also a repetition of vocabulary that is like flash cards but again not out of context.
- I haven't. The country I live in only really uses one language, and I don't have enough opportunities to use my second language in any meaningful way. Playing a game in a second language isn't something I'm against, but I haven't played a game to learn another language.
- Yes, I'm learning Norwegian as a fourth, and I feel that immersion is a strong way to improve. (not that there are many games in Norsk)
- I tried, I think but I wasn't proficient enough back then, and could not properly enjoy the game. So I dropped
- Yes. From time to time I challenge myself to play games that are heavy in texts (a good example would be RPGs) to see if I can comfortably play it without missing information or lore about the game's universe.
- Nope, for me it's always been the opposite, english (sic) is a tool to access things i couldn't access in my main language.

- I have not, due to a lack of interest and energy. If I was to pick up another language, I don't believe I'm currently competent enough to make a foreign-language video game a useful learning tool.
- I mean I learned what little Japanese I know by watching anime and playing visual novels and admittedly that's part of why I prefer to keep the Japanese voice track
- I haven't, for the same reason as the previous question: Spanish-as-a-first-language games are pretty rare. I also feel like the localization layer sometimes makes it challenging to appreciate nuance in the game.
- No, a game is a game first
- Yes. It was due to the bad reputation of the game's translation.
- Yyyyes (sic) I have, I figured it would be a way to sort of passively practice my language skills, but it was a text heavy game and it was just a little too tiring when I was trying to relax.
- No, because I see games as either recreation or kind of art and don't want to ruin the experience by concentrating on improving the skill not directly related to the game itself.
- Yes. I've consumed more second language video game content than second language literature for the express purpose of learning the second language. The game element helps provide incentive to successfully grapple with the second language. As well, I expect video games to be a common medium that I will continue to interact with in the second language, so it makes sense to use it as a method of developing proficiency.

- No— I've never thought of it as a medium for such, though this makes me want to :) movies and books are my primary method of practising (sic) other languages as they're what my family have always suggested, but I expect a game could help, too.
- No. The game needs to be engaging by itself, otherwise I will hate playing it.
- Yes. I have several games in my library for the purposes of improving my reading and/or speaking ability in other languages because it keeps me engaged with the material for longer.
- Not ONLY for that reason, but when I choose between different games I'm already interested in I generally go for ones I think will be interesting in regards to language as well, because I like languages and they fascinate me.
- No, I haven't
- No, I have just never thought to do that
- No, but I really ought to
- No, but I have watched videos in other languages for this purpose, particularly popular media such as Disney movies. Mostly because, as previously stated, my second language isn't represented well in video games.
- That's a unique view point. But the answer is no, i just play to have fun.
- No, never thought of it.
- Yes, I did. Or I would say one of the biggest motivations for me to learn Japanese is that I want to read Visual Novels in Japanese without too much help or machine translation, so I started with some easy visual

novels and gradually move onto titles that I was really interested in. I have to say the first several easy games did help me get accustomed to the way that Japanese is used in Visual Novel games. I believe that practice is the best way to learn something, and it applies here as well.

- Yes. I played OFF in the original French because I wanted to see how good I was at understanding it.
- I can't say I did that solely for improving myself ever, rather just a positive self-improvement bonus on top of my entertainment.
- Not really, other than a couple of flash games that were introductions to certain languages.
- Yes
- No, but I would. Duo Lingo provides that sort of experience.
- No, i simply play games because i like them. If you play a game ONLY to learn a language from it, then you are doing the gaming wrong.
- Not really, although I take the opportunity to improve myself every time I can.
- Yes, because playing games has always been a part of my life and my second language would have never improved this much if I didn't play games to improve my knowledge of my second language.
- I have not, because I never thought of it. Learning new languages is not one of my priorities.
- No, I prefer other ways of learning languages
- Not Really, if i wanted to get better at a language i would probably just read articles or books written in that language or listen to people speak that language

- Played World of Warcraft in Spanish when I considered learning it (because I used to play WoW a lot and could actually remember the names and descriptions of most items and abilities by heart; the brightly-colored icons and rigid item naming structure helped). It would have been a perfect environment (sic) for immersion-type (i. e. passive) language acquisition if I went ahead with it, but circumstances changed, so I did not.
- No. I always play games in english. (sic) And I do learn passively, but I have never played games just to improve my language skills.
- No, but i did play some games because of interest in the language to see how hard it would be to learn or pick up in a playful way.
- I have. More than once. I liked the additional challenge of having to work through unfamiliar phrases or even unfamiliar languages; I feel like I retain knowledge pertaining those much more easily if it's acquired through a game.
- Does Duolingo count? If so then because I just wanted to learn the language.
Otherwise, no.
- No, learning another language is a task outside the scope of what a single game can provide.
- No, I play video games because I like that. Improving my English is a bonus.
- No. By the time I realised the benefits, I had already acquired significant proficiency with english, (sic) and needed no extra reason to play besides. I had also already flunked and given up on german. (sic)

But, I have repeatedly recommended a 'curriculum' full of games to anyone trying to learn english. (sic)

- Yes, this is how I originally started playing games in second language. I heard it was a great way to learn it and I like playing games, so it felt natural to combine both.
- I have not considered playing a video game to better myself in another language because I have not thought of video games in that way.
- No, I play video games to challenge myself and hone focus. This rarely includes my language skills.
- No. Not enough of a base to work off of.
- When I was very young, I got very worried that I wasn't going to learn English properly, so I played stuff that I couldn't even remotely read and asked my parents to constantly translate. This probably came about because my father speaks a lot of English as well, and I was occasionally over at my cousins who simply couldn't speak Swedish.
- At most I've switched the language of games I'm already familiar with into Spanish, since I'm trying to learn that. It can be useful just for language exposure, but I didn't stick with it for very long.
- Yes, when I was younger I played some educational games for kids. I was aware of my difficulties understanding games, and since there were not many resources in my first language improving my second one was the only option. I also played Japanese visual novels to practice my reading, as they are usually voiced and thus helpful to learning how to pronounce and use kanji.

- I decided to play most games in english (sic) because I wanted to learn the language outside of school since english (sic) is used globally.
- I did not. I didnt (sic) think of it as a learning resource. It just became one, when I changed my focus in games and especially movies to the native language of said medium.
- I have not. Games in my young age were not getting translated in french (sic) in my country so I had to learn english (sic) the hard way so I could actually play my favorite games
- I have not. I see video games primarily as entertainment, so learning is not my main intent
- no cuz im (sic) not a nerd (I mean i (sic) dont (sic) think many people would unless they were toddlers)
- My main purpose of playing games is entertainment. Developing vocabulary would be a secondary one.
- No. I did pick up "Learn Japanese To Survive - Hiragana Battle" out of curiosity in a bundle, but never seriously played it. Honestly I'm just too lazy. It takes a lot of work to learn a new language.
- No. Im not really interested in learning another language. I also play games as relaxation
- I did not, unless the purpose was to learn or become more accustomed (sic) to the "spoken"-language. Then sometimes.

But if the writen (sic) language and reading-comprehension is severely limited, numerous contraproductive (sic) problems arise.

Like: - not understanding the games mechanics

- not understanding the story

- having issues communicating your idea and problems to others,
because

you constantly need to translate from a language you don't use to
another

more familiar language

Not to mention the biggest issue :

- it would stop being fun and instead turn into work or "productive time"
and

who likes that? Noone, (sic) is who!

- I did do that with a game I'd already played in English (Grim Fandango.)
it has lots of text and lots of voice-acting, and your character reads the
exact words of the dialog tree choice you make, so I thought I'd get a lot
of repetition and help with pronunciation. I decided to try this due to really
liking the game and also due to the setting (Mexican/Aztec version of the
afterlife).
- No, because i don't need this sort of motivation to play video games.
- No, video games are for fun. If I wanted to learn I'd study with friends.
- No, but it kind of crept up on me after a while.
- Yeah. I want to eventually be able to read things and play games that
weren't translated to English so it makes sense to try playing video
games not in English that have been translated as well
- Yes, but it didnt (sic) work as well as intended, I think it only helps to
improve casual knowledge of an already existing set of language rules
established by classes or else.

- No. My primary reasons to play games are to enjoy myself and to appreciate a given developer's vision. If I wanted to learn or even acquire a second language I would probably look elsewhere (TV for example)
- No, because I never really thought to do so, honestly.
- I set myself the goal of improving in another language. Games with that specific educational purpose aren't very fun.
- No since I am fluent in the two languages i (sic) know
- I was considering at one point in time to play a shrek (sic) DS game in French to help myself learn it, but I decided not to because I stopped studying French at school.
- No, because I find that the addition of a "chore" corrupts the fun of the experience
- No. Gaming is relaxation time, when my brain is already exhausted.
- Not unless you count DuoLingo. I believe that learning through immersion works better than learning through focused learning: Learning the language while having fun in a game works better than trying to play a boring game focused on language-learning.
- No.
- No, I tend to prefer more traditional methods for learning languages.
- Not really. Never felt the need
- No, because I'm not silly.
- No, not as a conscious decision. As a child, it sometimes happened by accident (practising (sic) my reading comprehension to understand specific game quests, etc. because it was necessary for progression),

but I've never on PURPOSE picked up a game as an educational language tool.

- No, I don't have a language that I'm actively trying to learn.
- No -- but the concept of a game where that's important interests me. If somebody wanted to turn the tabletop RPG Land of Og into an online game I'd love to try it. But that's more about creating languages than learning new ones. Equally, I mentioned Cold War Berlin before -- a game where I had to survive but didn't know the languages in the other Occupation Sectors would be fun.
- If there are games I want to play that are only available in another language, I might try them to see if I can pick up enough of that language to understand the game play - I don't think I am doing it to better my language skills, though.
- No. That is not one of the things I look for in games
- As a kid, I couldn't afford to buy lots of games, so I would redo old ones in different languages as exercise. (sic)

Growing up it just became the way I play games.

- Not really, it's more about the games themselves than the language of choice. There were a few who proved to be a challenge, like The Banner Saga, and while it was hard the first time around I was able to understand it later on
- Not exactly. I grew up playing a lot of games I couldn't understand, and learning english (sic) was a happy accident. I believe I'd get bored quickly if I played those with the sole purpose of learning.
- No, merits of the game itself always play a part

- Yes. First with the Phoenix Wright series, to learn English, as stated before.

Right now, I'm bracing myself to play Lego City in Danish, because it can help me learn the language better while having and I can share the experience with my boyfriend thanks to their multiplayer option.

I usually don't play for the sole purpose of learning a language. I have many other ways to learn (movies, books, etc), and I don't want to miss something important because of the language learning.

- I played Duolingo for a while to improve my French once I got to University but never stuck with it, I didn't enjoy it a whole lot.
- No, thats (sic) what tutors and learning software is for.
- No. There are more effective language learning tools and a language is an enjoyable enough hobby as it is, it doesn't need a game to motivate it.
- No, I play for challenge or fun, not to learn another language.
- I didn't, it was kind of a side effect , I didn't really care about learning said second language until later on
- No, because I play games for fun. Unless duolingo counts as a video game, which arguably it might.
- No, my desire to play games spurred me on to learn English, not the other way around.
- No. Having fun playing was always my goal. My country has good English teaching, so I always knew I would learn. Language skills from video games were just a side effect.

- No, but I am thinking doing this in the future to learn Japanese.
- No. It never felt like a good way to develop a language if done for that purpose. I'd rather read a book or other written text, so I can take it easy and go back if I can't understand something.
- It's not my primary reason, but I view games as a great opportunity to expose myself to a language I'm interested in
- Never
- Nope. I'm not very interested in learning new languages.
- I have not. Usually I play games in order to entertain myself and do not usually use them as a medium to acquiring knowledge. I have also found that whilst games help subconscious (sic) acquisition (sic) of language skills, in order for that to actually happen, one must have some experience with said language and in my case, I have very minute knowledge of german (sic) but not nearly enough to be able to form coherent sentences in an actual discussion.
- I have not done so, but I read books for that purpose.
- I think that I like to keep education and entertaining apart) So I play for fun, not for the purpose of bettering myself in another language. But nevertheless I hope that it helps with my English level in the long run.
- I have not, because I've played games to enjoy the art and the entertainment value, if I choose to take a closer inspection to use it for personal development that's fair but I don't seek it out for that purpose. I feel doing so is limiting the game's true purpose and won't be as interesting an experience.
- No, never wanted to

- Not particularly. Those designed for that reason alone were ineffective, in my opinion, and I always viewed games as a means of escape/exploration of different worlds. I also tend to assimilate things much easier in that manner and I think approaching a game with the express purpose of learning a language would have just made me dislike both the game and learn far less than I otherwise would.

The last question of the open-ended questions asks the participants what they outlook on using video games and their surrounding media as a means of language acquisition.

Do you feel like video games are a viable method of acquiring new language skills? Why or why not?

- Depends on the focus of the game.
- Partly, because it would be more difficult than living in the country but might be a second to that.
- yes,
- Not from scratch, but they provide valuable practice.
- Yes, I think they are a good exposure method, because even when not concentrating on language I think people subconsciously pick bits and bobs up. It's probably nowhere near as effective as actively learning/lessons, but just like living in a country tends to speed up your learning of their language, spending time with the language in any media helps you to improve.
- Yes; language use under pressure
- I do, most games are written in a conversational way, and allow the user to immerse themselves in the experience, much like one would immerse themselves in the country of their second language.
- Yes, both from the combination of games as a medium of language learning directly, but also being able to immerse yourself in the communities around a game. I personally haven't experienced this, but I have several friends that have English as a second language and have gotten better as I have known them.

- Yes, although I feel like they should not be the only source of someone's education. Learning a language effectively through osmosis by playing games works well enough, but what you learn must be refined by more formal means of studying.
- I think video games can help to increase the skill in one language, but not to build an understanding of that language from the ground up.
- They probably are. Unlike movies or literature most of the video-games don't use heavy accents, regional pronunciations or dialects unless it is for an unusual character or situation - language is mostly clear, devoid of uncommon or regional idioms. When you are only starting to learn language it is very important, since it helps to concentrate on basics.
- I don't think it's viable method by itself but combining with other methods it is a really strong instrument in learning other languages.
- Yes, because they provide an enjoyable medium where one can experience the language without the stress of forcing ones self to learn.
- Although I have had limited success, I still believe that it would be possible if I were to attempt it. However, I imagine this would have to be supplemented by other methods of learning for ideal results.
- They're quite viable as they are easily able to hold the players interest, something that most educational mediums struggle to do. However, "mileage might vary", learning new language skills from games can result in picking up errors in pronunciation (sic) or a vocabulary that's overly constrained to game terminology.
- Maybe, with the amount of hours some people put into their games, language can be picked up through repetition

- Yes, as part of general immersion. I do not think it brings any specific advantages over frequenting second language forums or reading books in that language
- Yes, because the acquisition of language is, in my experience, best accomplished through immersion, and gaming is certainly very immersive.
- They can be. Hearing people talk in a language is exposure.
- sure. as long as you dont (sic) get pinged by some annoying ass, but good luck with the questionnaire (sic) anyways.
- Yes, same with film, listening music,,etc ... As long you immerse yourself in a language it's a good way to acquire it
- I'm no linguistic expert. But if reading English language books (Tom Clancy's in my case) after living 2 weeks In America was enough to shift me from bumbling in English to fluent. Then video game have no reason not to be able to help people. If anything video game force you to associate constantly words on screen with gameplay element. "Bullet" hurt, "health" is good and look like a heart.
- Yes, playing games in another language allows you to figure out a language from context much easier while not feeling like you're studying it. So you can learn while still having fun, and making these connections yourself may make this an even more effective way of learning than actual studying
- I feel like they are. Video games are a very engaging medium and are also unique in interacting with players heavily through both text and voice.

- I certainly think the concept has merit. All that is necessary is the creation of a core gameplay loop that obfuscates the more mundane tasks of learning a new language.
- Last night in the Mansus I visited the Malleary, from whose fires one does not emerge unchanged. The Forge's light fell upon me and my heart boiled and when I woke my blood burnt within me so that I had to shed it in a cup before it overwhelmed me and lo, ten drops of it were not blood, exactly, unless it be the Blood of the Sun. Perhaps I found the cup and the blood is not mine. The Forge sears memory.
- yes because you would associate the word and the learning with something fun
- Yes, I believe so, from my own experience
- Well yes, if done intentionally yet still forming a good game. It's engaging, and it makes you focus, keep your interest, and generally just makes you more alert then being in a droning lecture.
- Yes, they link language to context very effectively, and in some genres can passively bombard you with lucid writing as you're entranced with the game's mechanics
- Yes, because they're something that make you entertained (if the game is good, obviously) so you're more inclined to learn new things during that time than during a English lesson, for example. Obviously you can't learn a language only by playing videogames, but they can absolutely improve your skills.

- I think that if you use it along with lessons it can help to acquire new language skills, but wouldn't help by itself, it's like doing a job requiring tools. Just using one tool likely won't get the job done, but using many will. Video games are just one out of the many tools you need to learn new language skills, but it is a useful one
- I don't think it's a viable method because most of the games aren't intended to help teach you a new language. But if it was the intention to help teach you a new language then it may be viable because I've learned a couple of words from games before.
- As expressed in an earlier answer, I do not think video games are adequate methods of acquiring new languages. At least in a multiplayer game, the language used would be considered a dialect of the source language and can be highly contextual. For example a "fat shat" could mean a really good reinhart ultimate ability in Overwatch but is incomprehensible in normal dialogue. Another example would be the term "wallbang" in the counter strike community. In game it is shooting someone through a wall and in real life it has no solid meaning. Ultimately my point is that multiplayer games at the very least usually have a necessity for quick and clear communication so syntactic complexity is lowered and few words are used in order to increase the information content of each word. If you want to examine that aspect specifically I would suggest looking into shannon entropy and how it is applied to language.
- I feel like they're a good way to get acquainted with a language because they present the text and audio together with complementary and

intuitive information such as graphics and game mechanics that provide ample context to understand the language content; plus the fact that they're entertainment means that people are more likely to engage in it for a longer time and thus get more practice.

- I think they can help with things like expanding your vocabulary and practicing reading comprehension, but I wouldn't say they're a substitute for properly learning the language.
- Absolutely they could be - videogames can teach as effectively as any other activity that involves significant engagement and has the opportunity to communicate ideas. I'm sure language-learning videogames have been produced already and I see no reason why they'd be less effective than Rosetta Stone or classroom instruction - although there's probably no substitute for cultural immersion even for "easier" languages like Spanish.
- They could be, because it is good combination of visualization, text and spelling
- Video games seem like a great way to develop new language skills. Video games have the unique ability to actively engage you as a player, meaning that they can immerse you in a second language more than any other form of media.
- Yes, if the player already has a solid base in the language - native slang / turns of phrase / pronunciations can be picked up. I don't think they're viable to learn a language ab initio.

- It definitely is. Exposure to non-controlled language (instead of texts in textbooks) is the best way to improve and use your newly acquired language skills.
- Yes. Because they have helped me progress immensely, even without strong conscious effort from my side. Videogames are a great tool of learning languages, as the engagement with the game provides intrinsic reason to a person to better understand the language, to better engage with the game. However, that is limited only to reading and listening skills when it comes to singleplayer (sic) games. And I do not think online video games are a great way to learn to write. Interacting with the community, on the other hand, may be... but it also may be not. I would personally recommend online roleplaying as a fun interactive (sic) way of learning to write
- I think they can be, in the same way young children's cartoons can be useful in that respect- bright colours and constant repetition of words make it easy to retain the information given.

With an appropriate structure and design, I think that they can be a good way to at the very least start learning a second language.

- Maybe, definitely not the main one tho: for they usually lack real world conversations, can be filled with terms but lack actual substance and can be generally a wild west of content, both appropriate for practicing your languages and not. Also the vast majority of video games isn't structured for learning in mind and can be written in a specific slang or riddled with purposefully inaccurate speech. However, as easily accessible form of

entertainment with sometimes tons of text surrounded by visual representations of said text, it definitely can be an aid in language-learning.

- Yes, I do because it is part of an activity that is not just learning the language
- Yes I do. Exposure and immersion in a more relaxed context defined mostly by the individual acquiring the skills is very valuable and would likely provide synergy with a more formal study very well.
- Yes! Video games necessitate the the (sic) learning of a new language.

The loop is like this:

1. Learning the terms and their meanings
2. Recognizing utterances with these terms
3. Deciphering these utterances on the fly
4. Creating an appropriate response to said utterances
5. Deciphering relevant data to transmit to your peers
6. Translating them in the most efficient way possible

These are more prevalent in multiplayer or competitive video games, but are skills necessary for one to learn and master any new game they've picked up. This is why I feel video games are useful for language acquisition; they necessitate its usage and development.

- I think so, most of them already mix reading and listening skills pretty well and games are very good learning tools.

- I feel that as in all things learning-related it depends on the target, but yeah, it surely would help a lot for interested kids. It's exposure to a language, after all, it helps.
- Yes, if someone has the desire to acquire new language skills than games could provide an entertaining and engaging medium to do so.
- If the game is designed to teach: maybe. Like with any language learning software, unless you have someone to practice with, retention will be minimal. I believe video games have an advantage here due to their interactivity.

One of the best ways to learn a language, from experience and from what I have heard, is out of need/desperation. Plonk yourself in the middle of France, and your brain will do everything it can to help you communicate I.E. learn French. I see a similar situation with video games.

If you need to learn a new language to play the game effectively, I could definitely see it work. I had to learn snippets of Korean to navigate the menus of Black Desert before its NA release. I cannot recall them specifically, but I am sure I would recognize them if I saw them. This process could have evolved further if I had chosen to speak to the Koreans playing with me.

- Yes, but the degree of exposure to language in many games is quite low
- Yes, provided that the learner has a grasp of language basics, video games can provide material in topics that are particularly rare or

interesting to learners, making them an equally valuable resource as other forms of media.

- Absolutely. Video games can help acquire and improve language skills at every level. I remember the first English class I was ever in back in school. The teacher asked us to recall any English words we might already know. They had to cut me off because, despite having no prior experience with the language, I learned quite a bunch of words by playing video games in English. At later stages, video games can help expand the player's vocabulary by more obscure words that never come up in every day conversation (mythical creatures, "ye-olde-english", technical terms referring to e.g. scientific concepts,...) as well as presenting them with different writing styles or speech patterns (what do people expect a villain to sound and speak like? what about a member of the royal family?)
- Yes. Due to unusual play hours, I often find myself gaming with Europeans who I still communicate with (and English is usually their second, or third language). If they are not fluent, they pick up new words and phrases, and if fluent, they are able to practice and refine their English with native speakers. It's also a good avenue to pick up slang.
- They totally are. It is not only about knowing the words, but also about actually thinking with/in the structure and the templates of the language. Words can be learned, but the thinking part most of people I know find much harder. There is even a very distinct separation in level of proficiency before and after a person starts thinking in the language

structure of a language they are learning. Games really help to develop this thinking part.

- Yes, they are. Well, uh..... osmosis.
- Yes, but not as a sole way to learn. With the advent of gameified (sic) apps (duolingo, lingo deer etc) I think going whole-hog and just playing games in another language is a good way to learn certain aspects of language. Much like watching TV shows in another language (with or without subtitles), the immersion of being in another language without many crutches helps with acquisition in my opinion.
- Hard to say. The acquisition efficiency probably depends a lot on the genre and intent of the game. From what I've seen of people playing Japanese mobile games, usually specific game mechanic terms and certain grammatical structures explaining functions can be quickly recognized, but that is far from any proficiency outside of the game context.
- It's a perfect method! First of all, it takes attention. While watching movies with subtitles is less exhausting, it doesn't actually require the viewer to understand what is going on, so the viewer may either just focus on the language they know or just lose attention altogether. Games, however, need player's reaction and constantly give and receive feedback. Second, the language may often be switched on the fly, which lets to move to sound and subtitles in the target language only. And having subtitles in the same language as the sound helps both listening and orthography (sic) skills. Third, the wide variety of settings in video games allow incorporating various dialects and styles of speech between

different games or, sometimes, in one game showing different cultures! Such language acquisition is far wider than something you can learn from standardised, sterile textbooks.

- Yes, because they cover areas not in academic teaching
- Yes. They provide an environment that rewards knowing what's actually going on, that is, knowing the language. I am not sure how much compared to the other media, however. I suppose that depends on the kind of games one plays.
- Yes, video games expose you to actual people speaking that language, flooding you until you recognize speech patterns and can respond and be corrected
- Yes, just like any other form of media, games can help to learn another language, by allowing us to practice our second language. Games are also interactive, and sometimes will require text input, something a book or a tv show won't.
- Yes I feel as though, if done properly, a game could viably enhance our secondary language, especially if it is expressed narratively, but most games do not provide in this way
- Definitely, they are just as viable as reading books or watching television. If used for this purpose, text-heavy games like RPGs or story-driven games will of course be better than games with barely any text in them at all, but the medium through which you come into contact with the language doesn't matter. In fact, if you enjoy games they are a very easy way of exposing yourself to the language, since you want to play them

anyway. For some people this might be more entertaining and motivating than reading a book or watching a TV show or movie.

- Certainly. As long as the grammar and usage of the language within the game is correct, I can't see any reason why it wouldn't be a viable method. It's the same as any other form of media like reading or shows just in a different format. I wouldn't say that they should be the sole method used for learning a language, but they work well for supplementing language learning
- They may be viable, but only if one already has a basis of comprehension on which to build from. Simply playing a game in Spanish won't get me to comprehend Spanish, for example.
- consuming media in foreign languages on a regular basis is a good habit for becoming more comfortable with them
- Absolutely, especially if you start easy and work your way up. It's similar to other forms of language immersion (books, TV, etc.).
- As a supplement but not as a main method because of the vocabulary. When I do formal studies I feel like I don't know a lot of practical vocabulary. This mostly comes down to game choice in my opinion.
- Considering that many people have learned languages by watching films or television in a language other than their first language, I believe it is a fairly effective way to learn additional languages.
- Yes. It's my experience that contact with a language is a very good way to gain facility with it, and (most) videogames provide that contact on at least one, usually two levels.

- Well, in a way. Exposure works, after all, but I believe that formal studies are still required to cement new knowledge and to give a foundation. And to right the misconceptions you'll inevitably get without consulting vocabulary, speaking in informal language etc
- I cannot say that they are viable, but they definitely helps with exposure to the language. I learned while I was growing up playing video games and this was very natural. I can say that video games can be a really interesting way to be explored for this purpose.
- Sure it is, while you play you slowly necessarily and naturally start to recognize the basic structure of a language; we could say that the language is one of the game's structure, so when you learn the game, you learn the language inside.
- If the game was designed from the ground up as a learning tool, I imagine it would be as useful as any other "learn a language" apps. If not, I imagine (with no particular evidence) that it would be a useful way to remain exposed to a language, but would be limited by the lack of natural conversation (even in RPGs)
- Not really. The kind of language used in video games and other media means you'll learn how to say "miracle" or "despair" or "I'll kill you you bastard" before you learn how to say "where's the bathroom". But it can help you understand tone and style later on
- Absolutely, though the specific subset of skills you can acquire might differ dramatically depending on the kind of game it is. Just like any other immersion tool, it has its benefits, but the lack of a focused learning

environment might make people with a predilection towards learning language receive no benefits.

- It is, language is like a muscle and nothing better for this than daily exercise, I wouldn't have this opportunity or need if not for video games
- I think yes. Partly because game itself can be treated as a piece of literature, partly because one is exposed to the certain language-speaking environment of gamer community.
- Oh absolutely, especially in multiplayer. I think there's a lot of people for whom English is a second language who've honed their English b/c multiplayer matches are just a good place to constantly practice English in a live environment. Even in non-MP contexts like you're still picking up a broad variety of themed vocab.
- Definitely as it requires player to understand language in dynamic situations.
- Yes. They implicitly test fluency, as the language acts as a natural barrier to the primary process of playing the game. As well, many games contain a significant amount of literary or conversational content, and so can act just as well as traditional sources of this content for language learning.
- I expect they could be the most effective method, given how immersive they are, but a game with the express purpose of teaching a language would require very careful and well-crafted design to ensure players learn without getting frustrated. That said, they could be useful in the way engaging in any medium of a different language is — by providing an entertaining way to engage with that language.

- I think games can be used to great effect to teach meanings, because the world is interactive, the player can see how things connect to words instead of just being lectured on it. The better language teachers try to emulate this, but I believe games have great potential to be a learning tool in language.
- Yes, because although I have not gained proficiency in another language a combination of traditional study and video games has helped further my knowledge of other languages!
- Yes and no. It depends on the game and whether or not it has accessible language in it. Games with simpler narratives are better for starting out since the context is easier; trying to acquire English by jumping into Cultist Simulator might be very frustrating and difficult without already having a foundation of English.

Fun Fact: I still remember the first word I learned in English through a game: it was 'Loading', when my one year younger brother was playing the game Prince of Persia. That old pixel art version. I would 'translate' the words for him, even if all of my translations were very loose and free. 'Loading' was the first word I realised what it meant. That was a really cool experience. It didn't happen with more 'complex' games until I was older, but it happened more and more with them as I learnt more context to base my understanding of new words on.

- At least, it can lead to an increased interest in learning it
- Yes but it W would have to be designed with that in mind

- Totally. Any practice is good practice and video games sometimes require a massive amount of understanding to play.
- I do believe it can be a viable method if it's a core feature of the game because games. Interactive media is much more engaging and entertaining than lectures or other types of non-interactive media, and active engagement is very important in language acquisition.

- Absolutely yes.

Because you'll learn language easier & faster if you surround yourself with it.

For a comparison, I'm also learning Japanese, but the progression is very slow compared to how I progress in English. Probably it's just because Japanese is harder & doesn't use alphabet, but it's still slow because I rarely read, speak, or listen Japanese language.

- Multiplayer content is, as it involves social interaction. Single Player content could improve language skills, but not lead to new ones, given that the entry barrier is some understanding of the language.
- Video games are definitely good for improving reading and listening skills, but not that good for improving writing and speaking, as the chances of latters (sic) are rarer. I don't like to use a second language to chat with someone I don't know when I am playing video games. It makes me feel awkward and embarrassed when I cannot express my thoughts clearly in another language.
- Definitely. You can play with people who speak your target language, and games with a lot of narration help comprehension.

- Yes, I do. Because games are a fun way of making yourself better in any field.
- I think that games can be a good way to introduce a person to a new language, but I think that learning the full language is better in a formal learning environment.
- Yes
- Only if they target language skills.
- Yes. First there's some games with alot (sic) of text and things you need to know to progress further, pushing the player to learn the language to play. Second: there is voice-chat. For example, joining an english-speaking (sic) clan or guild and spending time talking with them usually improves your skill in English.
- I think somehow, because it will allow you to learn new vocabulary and plenty of new words but I think you'll still need a teacher to explain the grammar and stuff.
- Absolutely. Because in games I get to meet new people who speak that language as natives, while I am progressing through the game I learn the language more than I ever did or I ever will in school.
- I do not feel qualified to give a decisive answer, but I believe that games (digital or otherwise) can be great tools to impart skills.
- Yes, I learnt most of my English from video games
- Yes they are a very good way to start since most games speak a "universal language" thanks to commonly used interfaces
- Yep. After you've played the game long enough, you memorize most of the descriptions and expressions it uses, so playing it in a different

language afterwards is similar to reading a bilingual book, where the same text is in one language on the left page and in a different language on the right - except you already know what the texts/messages say. I love bilingual books.

- Absolutely, if you play games and learn passively. But I don't think you can give a video game to someone who finds gaming unappealing and expect them to learn.
- If the central point of the game revolves around language, or learning a character to speak again it could be viable. Otherwise no, unless you play a lot of games.
- Indeed. I see video games as "interactive texts," in the sense that they have the same impact - if not a bigger one - that books, music or movies have on language acquisition. You're not simply reading or listening to a language; you're actively using it, replying, acting according to instructions and so forth. I believe it helps with retaining new elements one might find throughout the journey, more so than hearing a new word in a song does.
- As much as any other media. For example, someone learning Japanese might do well to watch a lot of anime with the subtitles on and try to listen for words they know
- No, they are very viable motives for a person to learn a language, but not in and of themselves sufficient. Languages are complex, and each word contains myriads of small connections to meanings, while games provide interactions with a small, skewed part of the words' meanings. Learning solely through games, is like learning solely through ballet classes, or

construction work. Yes, you will learn a good amount of terminology specific to that place, and the way words are used in that space, but the large picture is missing.

Story based games, while coming closer to the large picture, are simply too small of experiences, containing maybe a few hundred thousand words in some of the more extreme cases (where usually there is no voice acting, missing another important aspect of making experiences with a language). That is not even coming close to spending time in a country, or even reading a couple books, or watching native media.

All in all, they're a great first step, an even better (maybe among the top 3) method of compounding already existing knowledge (by providing more, emotionally charged experiences which as a result are more memorable), just not enough on their own.

- It's viable as a method to improve one's skills, but maybe not starting from scratch. It allows to practice without thinking about it, without feeling like working.
- Absolutely, by experience. A formal education can help polish your understanding afterwards, and is certainly a handy support, but for me, a lack of games would have meant I wouldn't be nearly as close to my current skill.

Why? Perhaps it is that exposure is organic, in no small part in written form (I prefer english (sic) subtitles even along english (sic) audio) and

completely at the gamer's pace. The player wants to understand, and has all the opportunity to, even as the vocabulary goes beyond strict everyday use, due to the variety of situations (sic) depicted to match

- Looking at myself, I certainly can say it helped me. You have a reason to learn language NOW - you need it to solve the puzzle, to get your Five Stars, to learn the story and to banish the eldritch evil Void thing. With such needs, learning just happens on it's own, and fast as well. Plus, it works for people who would slack off and enjoy themselves instead of working hard - you still play games you like this way.
- I feel video have are a major way one can acquire a variety of skill quickly and safely. I personally have a higher ability to create working systems at my job and can attack problems other though were not solvable because of video games.
- I feel like it could, but throughout my life it hasn't been. Mostly becausr (sic) of thebladtinf (sic) exposure if you play a game in another language such as, Sekiro, in Japanese, you might pick up a few extra Japanese words on your path, but thats (sic) all dependent on how often and long you play.
- Yes. It's immersive learning.
- Why wouldn't it be? You're just talking or reading like any other medium. I suppose your development might be erratic, focused in certain areas and lacking in others. I know that initially, I was quite bad at English in more everyday use but could speak fluently for the purposes of playing games.
- I think they're useful as another source of language exposure. Video games not specifically about teaching a language are probably not going

to teach you a language, but they can reinforce what you already know and perhaps teach some vocabulary.

- Yes, you learn on your own pace, in your free time, and you have motivation to because gaming systems offer instant gratification. It's also a natural and holistic way to learn a language, which has been shown to be more effective than learning it by "blocks" - vocab and grammar on their own, etc.
- Definitely yes, especially english. (sic) When a game is interesting to a player I bet one would like to learn to understand the game properly so they might learn the language just because of it.
- Some of them for sure. It combines learning new words and phrases to a visual and maybe even emotional context that is hard to express in school books. It is also frequently combined with a worldwide community that has the same interest as you (the person playing the game) which you can talk to in that language.

The only issue is that not too many languages are adequately covered in videogames. For example: I doubt it is easy to learn finnish (sic) in video games.

- I would say, it's a viable method as much as being stuck in a foreign country is. As long as the game you want to play is not translated in your language you are forced to learn the language to play it and are fully immersed in said language
- I do. Firstly, because it makes the new language you are learning more comfortable for you. You hear, read (maybe write and speak) it not only at class or while doing homework. Though that depends on what kind of

game you are playing (if it's more story-heavy or just action). Also, you can easily connect with native speakers through multiplayer games and learn something from them

- yeah they are pretty good as a tool because you can learn the more complex grammar rules when you have them instead of boring books. However, the (sic) same case can be made for some books so it's not a *better* option.
- Video games can help with acquisition of new language skills. However, unless it is an educational game, it won't be as effective as studying or conversation.
- Yes. Because that's how I learned English (sic) when I was a kid.
- It could be. The problem is that, in my eyes, you have to have the focus on learning that language or it won't work. If it's not the main focus of your activities you learn slower and it's less likely that it will stick.
- I think they are not really a good way to "acquire" (sic) language skills, because that would imply, for me at least, that you'd start from zero.

BUT

Games and the platforms and frameworks around them are an excellent way to hone your skills in a language and motivate you, naturally, to improve in a certain language.

- Be it a more confident way of "speaking" due to normalizing (sic) the listening-comprehension and imitation of "speech patterns" (sic) exhibited (sic) by native speakers - i.e. the voice actors. (sic) Or through the need to communicate with others and thus naturally

imrpoving (sic) your "written"-form.

And all of that in an informal area, where mistakes, at worst, only get you some badmouthing from other people, who usually don't use the language better than you, anyhow.

It's basically like a playground. The playground in schools or pre-school is supposed to naturally teach kids motoric skills.

And the same applies to games when it comes to languages. And hand to eye-coordination.

- Possibly! I'd like to try some text adventures, too, or Twine games. I had some students for whom English was a second language, and I used Twine games in English to engage them and to get them thinking about language in a less scholastic, formal way. I also used one Twine game with an original Spanish version and a translated English version, having students play both. I think working with a familiar story or setting and vocabulary (within the game) helps people pick up language.
- Yes. Why ? Because i'm (sic) a native french (sic) speaker who never took one english (sic) lesson, and here am I, aswering (sic) your questions. How ? Because I needed English since I was 8 to be able to play all the games that weren't translated and to comprehend the wiki explanations.
- They might be for those who learn from hands-on activities. I learn better from textbooks and seminars.
- Yes, it helped me get better at speaking and understanding it. Less so writing.
- I don't know.

- No bcause (sic) they can not teach it from the ground up, but they can help improve it if a base already exists.
- Maybe? I can see getting a feel for a language by playing a game heavily featuring it. Personally I think there are too many distracting elements that would interfere with the language acquisition, but maybe if you went in with the mindset of trying to get a feel for the language it would help.
- Perhaps if played for that purpose, as a subtle way to teach yourself or someone else a basic understanding of a language, but I do not think the average person will gain knowledge of another language simply by playing video games in their default state.
- They're most likely better at refining skills rather than acquiring new ones. You don't need a lot of words to understand most games, but you do pick up new, somewhat less common words in them.
- They probably are as they involve reading and comprehension
- I feel like they are because if you play them in a different language, they will show contexts with the language that a person can interpret the meanings of the words spoken in the language from. It also in a way forces the player to learn because they will be curious as to what the dialog says and they may require the dialog to understand the game or what they need to do. I feel like this would be especially effective if a person plays through the game in their first language and then plays it in their second language as they would be able to recall a basic understanding of what the words say and be able to relate it to what the words are in the second language. They might then from this sub

consciously (sic) identify patterns in the words to the translation and improve their knowledge of their second language.

- Not primarily; I feel like for sufficiently dissimilar languages, you need a grounding in the grammar and mechanics of the language before you can use games to enhance your knowledge
- I don't know. I suspect you'd have to design the game specifically for that purpose, and that it would appeal primarily as a gamified language tool.
- Yes. I believe this because I learned most of my English through video games.
- Yes. Through sheer exposure if nothing else.
- I think they can help, but you will still need a good base to start with from other sources.
- Yes, but only with other methods. Best for reading comprehension
- They are a form of exposure. Not fundamentally different from other media, except perhaps in that you have to understand some things to be able to play.
- To some extent, yes. Videogames by their very nature often require understanding and being able to give a proper response to a prompt - which means that you are pushed to acquire that understanding. Ex: I feel my English improved faster because as an elementary schooler, I played Final Fantasy 9, a text-heavy game with complex writing, where I couldn't progress in the game unless I understood what it wanted me to do.

- Yes, because games have pedagogy built into them in the form of difficulty curves, tutorials and the like. Games already teach us other skills, so why not language?
- I think games can be used to teach/impart all sorts of skills, and in fact are potentially a much more effective medium for doing that than textbooks are.
- Yes! I think video games are a very hands-on, practical way of encountering a language in lots of different forms - reading (written game text, tutorials), listening (character dialogue), etc. I think that encountering a second language like that sometimes feels more authentic than it would in a formal education, where there are set topics to learn and elements like speaking, writing, listening, etc are often split up into separate categories.

I also think that, even when video games are in my first language, I'm used to having to pick up new language skills when I play them - for example, a video game might use a term I'm unfamiliar with or a term that they've made up to describe an aspect of the gameplay or the gameworld, (sic) and then as I play the game I become familiar with what that means by actually experiencing the context that it's in.

- I would say it can more be a good assistance rather than the only way to learn a language. Many games do not strictly adhere to the grammar rules in favour for communicating quickly to the player
- Yes but in a very focused way and as an additional way to acquire them. You can't replace learning from a teacher or from actually speaking with native speakers.

- If the proficiency is already high enough, people can just understand context and "how" to use the stuff they learn instead of just the "what".
- Yes. There's a huge variety of them, so you don't need to start with a text-heavy experience. I remember playing all sorts of games at first, and whenever I hit a roadblock such as "key? what's a key?" I'd look for it on the dictionary in order to move on. That curiosity is perfectly implied, and it works along with Language in my opinion.
- I guess so! Most media/entertainment can be of great help, but the interactive nature of videogames kinda forces you to learn more quickly, actively seek meanings for certain words, etc.
- Yes

Player immersion, long period of engagement, and rules-learning aspects have overlap with new language acquisition requirements

- Yes. You're actively involved and willing to learn to play through.
- Absolutely, immersing yourself in a language is the best way to learn it and so if you can get lost in a rich RPG or addicted to a puzzler like Duolingo then you will acquire new language skills.
- Not really, context tends to be complicated from the start in videogames, which doesn't (sic) really lend itself to learning as a whole.
- Yes. Exposure to a language and an excuse to practice it is half the battle.
- Yes, I'm convinced that everybody (sic) learns faster any subject when
 1. They're directly involved in
 2. Have fun learning it

Long story short, I'm French, meaning we don't acquire a language in school, we're especially bad at that. (Proof: when I say "Spanish = scholar (sic) level on a CV, it mean I know very little things about it). I strongly encourage my friends and family to watch TV shows or play games in english (sic) to discover new words or phrases, I think it's one of the best method !!!For people who can't travel a lot or talk with english (sic) natives speaker!!!

- Yes, people online teach you and the game itself also does. there is a lot to learn on the internet
- Yes, but they would have to be well designed for it. I did acquire some early skills in my native language via Reader Rabbit, so it's possible, I just haven't sought out that kind of game.
- I do. Not only can games with a lot of text help in acquisition, but so can participating in online communication, particularly voice chat.
- Based on experience, yes. For rudimentary language, it can work like (sic)
- Yes. Being exposed to a foreign language make you learn it (if you know it already enough to partially understand the texts) without doing a lot of efforts.
- Certainly. It presents a language in a natural setting and often requires understanding to get the full experience.
- Yes; in the context of RPGs or Action games, you often get exposed to specific phrases and verbs multiple times and can use context and gameplay to reinforce their meaning

- IMO they are, because in the game you actually *need* to understand what's being said/written (as opposed to eg text which you can skim over without understanding half of it). There is immediate feedback in the game.
- Sure, there's no reason why it can't be.
- As I said before, only if the person seeking that knowledge is at least moderately proficient in said language. Perhaps if some games were constructed with the goal of learning it could be done, but it would have to not feel patronising and be actually interesting in terms of mechanics.
- Sure they are, my personal experience tells me so. Also, professionals reaffirmed that position when I took language courses.
- Yep, for me definitely - because now video games are the same to the books and movies as the movies are to books.
- Yes, because our brains are sponges they absorb knowledge and unlike a film or music, games provide an interactive environment to expose yourself to a language. So the likelihood of the information staying is higher.
- Some of them, it's interactive and offers immediate reward
- Definitely a viable method, especially if you live in an area where said language isn't routinely spoken. They might not give you the proper understanding of grammar rules but they certainly expose you to (sometimes niche) vocabulary. FPS games will teach you some military jargon and terms surrounding weapons. RTS games teach you about military strategy and even social terms. And, from there, you might feel inclined to look into more stuff. Perhaps not quite on subject, since it has

to do more with philosophy, but I found out about Ayn Rand after playing Bioshock.

Appendix C

Appendix C is located on a physical drive that is included within the thesis.