

## Appendix

### Questionnaire: English Learning Through Video Games

**Directions:** Read the following questions and choose the answer that best represents you.

1. Age:

18 – 19 – 20 – 21 – 22 – 23 – 24 – 25 – > 25

2. Number of years in the English Department?

1 – 2 – 3 – 4 – 5 – 6 – > 6 years.

3. Have you ever played video games?

Never – only in the past – started playing recently – started years ago and still playing

4. Duration of playing video games:

less than 3 months      3 month –      1 year      1-3 years      3-5 years      more than 5 years

5. Duration of playing video games in hours:

1 hour per day      1-3 hours per day      more than 3 hours per day      a few hours per week  
a few hours per month      not regularly (play from time to time)

6. Preferred language of video games: Arabic – English – both Arabic & English – others

7. Video games were/are played utilizing: (*choose all that apply*).

Consoles      PC      phone      tablets      browsers

8. Preferred genre of video games: (*choose all that apply*).

Action – adventure – sport – mystery – horror – strategy – shooting – simulation – educational – others

9. You have played/play video games for: (*choose all that apply*).

enjoyment  
improvement and practice of English in general  
both enjoyment and improvement/practice of English  
improvement and practice of specific English skills  
other reasons

10. When you play video games in English, you try to learn and focus on:

language form      language meaning      both form and meaning      neither from nor meaning

11. Video games are effective for learning and improving learners' English skills because they: (*choose all that apply*).

make learning easier  
make learners learn faster  
provide a safe and comfortable environment for learning  
make learning exciting  
Actually, are not effective for English learning

12. Do you usually play video games alone or with other players using the internet and attempt to communicate with them?

a. Alone  
b. With players and do not talk with anyone  
c. With players and communicate with them

**Directions:** Read the following statements and indicate if you (strongly agree (SA), agree (A), are neutral (N), disagree (D), or strongly disagree (SD) with each statement.

Statement	Degree of Agreement				
	SA	A	N	D	SD
1. Playing online video games with other players helps me to recognize and learn the culture(s) of native speakers.	SA	A	N	D	SD
2. Playing online video games with other players helps me to recognize and identify different varieties of English.	SA	A	N	D	SD
3. English that I learn while playing video games is easy to remember even after a long period of time.	SA	A	N	D	SD
4. Playing video games motivates me to learn English because I need to know the language in order to proceed in the games.	SA	A	N	D	SD
5. Playing video games motivates me to learn English because I enjoy learning English while playing.	SA	A	N	D	SD
6. Playing online video games with other players makes me willing to use English to communicate with them (e.g., to solve a problem while playing or to win the game).	SA	A	N	D	SD
7. Online video games with other players provide a comfortable environment to practice English without feeling anxiety, even when I make language mistakes.	SA	A	N	D	SD
8. Video games enable me to become independent as I can practice and improve my English skills by myself.	SA	A	N	D	SD
9. Playing video games enables me to know and assess my abilities, competences, strengths, and weaknesses in English.	SA	A	N	D	SD
10. Video games provide me with many opportunities to practice English outside schools and universities.	SA	A	N	D	SD
11. Playing video game enables me to know things about English that might not be taught in schools and universities (e.g., slang, video games-related words, etc.).	SA	A	N	D	SD
12. It is difficult to focus on learning English while playing video games since I would be overwhelmed with the challenges in the game itself.	SA	A	N	D	SD
13. I would like the courses I take at the university to have tasks or assignments that I should do through playing video games.	SA	A	N	D	SD
14. I would like the lessons in the courses I take at the university to provide tasks where I play video games in-class time.	SA	A	N	D	SD
15. Using video games play as tasks in or out of class time or as assignments in courses make lectures more enjoyable and exciting.	SA	A	N	D	SD
16. Video games should be used in particular courses or to improve specific skills and not in all classes since the latter would make education less serious.	SA	A	N	D	SD

17. If video games are to be used in schools and universities to improve English learning, I think:

The available video games are suitable to choose from, and there is no need to design specific games that target English learning.

The available video games are suitable to choose from; however, they should be modified to become more effective for English learning.

The available video games are not suitable for English learning, and there is a need to design specific games that target English learning.