THE INTEGRATION OF INFORMATION TECHNOLOGY INTO HIGH SCHOOL ENGLISH TEACHING IN CHINA

Approved: Date: 05/02/2018

                     Paper Advisor

THE INTEGRATION OF INFORMATION TECHNOLOGY INTO HIGH SCHOOL ENGLISH
TEACHING IN CHINA

A Seminar Paper

Presented to

The Graduate Faculty

University of Wisconsin-Platteville

In Partial Fulfillment

Of the Requirement for the Degree

Master of Science in Education

English Education

By

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2018

ACKNOWLEDGMENTS

Abstract

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Currently the video games and information technology has produced a great impact on the English language teaching and learning, this paper will explore the workable methods to help English language teaching and learning

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TABLE OF CONTENTS

Chapter I Introduction

With the development of the Information technology, learning English is more convenient, even the learner does not need to study abroad, they can also master English language well. Nowadays, with the advent of the internet, the learner can find the bilingual reading materials from the Internet to learn English. e.g. The Chinese version of The New York Times. These news websites provide readers with not only the English news, but also the Chinese translation for reference.

According to the 2013 Full-time General High School English Curriculum Standard, the teacher should develop students' ability of comprehensive using English, the content of high school English course should focus on the ability to search information through English language, processing information, analyzing information and solving problems. From this paper, it suggests that the school had better provide the elective English curriculums, e.g. information technology English, secretary English, elementary travelling English, etc. I want to mention information technology English here; in less developed areas, the place for using English language is very limited, not to mention foreign language teachers help learners study English language. But websites provide English language learners with high quality learning resources, especially the news media like *The New York Times*. Even in the remote place, the learner can obtain high quality English resources if the internet access is available.

In addition, I will try to design the pedagogy of translating video game: Battle for Wesnoth to improve learner's English proficiency under the video game context. The objective of this is to help the learner play the game in English.

In the twenty-first century, the gaming industry is becoming one of the strongest and most creative industries. Therefore, how can students learn English with the current technology and edutainment? It will become an interesting topic for me to study.

Statement of the Problem

What are the problems for high school student in China learning English through Information technology? How can we deal with these problems? How can students learn English through information technologies and make it more interesting? To what extent does playing game can enhance the acquisition of the specific-purpose vocabulary? Does playing free, open source games like *the Battle for Wesnoth*, and translation help with learning a second language or specific-purpose vocabularies?

Definition of Terms

GFW: Great Firewall of China, the wall has blocked many news media, like *The New York Times*. And search engines like Google, and YouTube, Twitter, etc.

Free software: software that respects users' freedom and community. Roughly, it means that the users have the freedom to run, copy, distribute, study, change and improve the software. Thus, "free software" is a matter of liberty, not price. To understand the concept, you should think of "free" as in "free speech," not as in "free beer". We sometimes call it "libre software," borrowing the French or Spanish word for "free" as in freedom, to show we do not mean the software is gratis." Cite From (Free Software Foundation,1985)

Open-source software: "(OSS) is computer software with its source code made available with a license in which the copyright holder provides the rights to study, change, and distribute the software to anyone and for any purpose." (Debian Free Software Guidelines, 2004)

The battle for Wesnoth: a turn-based tactical strategy open source game with a high fantasy

theme. (<u>office website</u>,2003)

Edutainment: edutainment blends "education" and "entertainment", especially computer games, with an educational aspect.

Netizen: A person who uses the Internet a lot.

Purpose of the Study

Introducing the game translation pedagogy in the English class to help the high school English leaner use information technology and video games to learn English language more efficiently and autonomously and arouse interest of learning language by games.

Significance of the Study

It is very crucial for students to master the basic information technology and computer skills to obtain, process and analysis information. Merely reading or obtaining the information from the required single resources is not enough, which is a passive reception. When the receiver is going to search information (learning materials), processing and analysis the information (learning materials) initiatively. then the action of reading required material becomes active and productive. Finally, those language and information will be internalized by learners.

Delimitation of the Study

The research materials are only obtained through second-hand resources, Elton S. Karrmann Library will be used, the search terms are 'English teaching', 'high school', 'China', 'Computer'. If conditions are allowed, first hand resources should be needed and investigated.

Methodology

I will write a library research seminar paper about how to learn English by information technologies and make it more interesting. What are the problems of the Chinese Internet? To what extent does playing a game enhance the acquisition of the specific-purpose vocabulary?

Does playing free software game (open source game), *the Battle for Wesnoth*, will be good for learning second language or specific-purpose vocabularies? To answer these questions, Elton S. Karrmann Library will be used, the search terms are 'English teaching', 'high school', 'China', 'Computer'. A brief review about Chinese internet and researching on the impact of multimedia computer-based English teaching in high school. Then review of the potentials of computer games for English learning. Another review of the effect of online violent video games on levels of aggression. Next review of translation as a Learning Method in English Language Teaching. Finally, the finding will be given and summarized.

Chapter II Review of Literature

Nowadays, learning English is a compulsory subject in Chinese education system, students begin their English classes as the elementary student of grade three. There are different opinions about the most appropriate age to acquire a second language. According to the theory of crucial development period of human, it argues that the most suitable age of beginning to learn foreign language is at ten years old ago. There are many supplemental methods to master English language besides traditional English class. Nevertheless, the amount of time that students learn English in the traditional English class is not enough, the extra curriculum time is necessary. If students who learn English from the time of compulsory classes have an interest of English language and have found pleasure of learning English, then this language education can be successful.

According to the investigation, Xianghu Liu (2014) points out the positive result of computer assisted language learning and recommends more funds in learning facilities. Some scholars also argue that the technological aids play an important role in the help of learner autonomy. From a teaching perspective, XinTang and Weiran Zhang (2013) think that teachers should master the advantage of the traditional teaching mode first, and then absorb the

However, if the English learner wants to make full use of the Internet in China to explore the English culture, but this is not an easy task. English learners want to get the updated news report from the English news websites, like *The New York Times* (this website also provides news about China). Not only about learning English language, The English learner will also get some information about the current China. Yet many English news websites have been blocked in China.

1. English Learners Acquires Information Through Chinese Internet

To be a qualified global citizen is one of the important educational goals, students should learn English language, which required by the ministry of Education of the People's Republic of China. language learners can know the world and China by learning English language. Xiao Qiang (2011) thinks that "the Internet has become training ground for citizens participation in public affairs" There is a popular saying in China "across the Great Firewall, you can reach every corner of the world", Michael Anti(2014), Chinese name Zhao Jing has expressed the Internet has become an important public platform for Chinese netizens and the existence of the Great Firewall of China. However, many good-quality original English news websites have been blocked. If the English learner can't visit those English websites, they will feel frustrated, especially since they don't have a chance to make use of the acquired English language.

Therefore, the English learner must better equip the basic technical skill of bypassing the Great Firewall of China to visit famous English news websites to know about updated hot news of China and World. The learner not only knows about news but also learns the usage of English language. Currently, the most effective information technology of tools for bypassing GFW is the VPS, Virtual Private Server, which is the best tool comparing with the others.

2.The Integration of Information Technology into Language Teaching

The English learner can use the acquired language in the authentic context of English games. Nowadays, video games contain different kinds of technologies. The multimedia-based education provides vivid context and triggers an interest of learning English. Anastassiya Yudintseva (2015) points out the game can help the learner's acquisition of the second language vocabularies

In high school, teachers prefer to use the textbook instead of multimedia-based education. And they don't use the high quality updated foreign English news website to help students to

familiar with the fresh and first-hand language materials. Like English news websites, *The New York Times*, etc. This kind of news websites usually provides the newest text corpus. Students will feel bored using a stale textbook. And the teaching topics are limited to the classroom, therefore the discussion topic is not open for teachers and students. The classroom is closed, which it's not open for the society and the student's life. Finally, it doesn't help students to form critical thinking and to prepare for future independent life to some extent. Tao Guo and Qijian Jia (2018) also find that the advantage of using multimedia computer-based technology in high school will help improve the English grade of students.

3. Video Games as A Tool for Learning English Language

In the twenty-first century, edutainment is a good invention for language learners. The word, edutainment blends "education" and "entertainment". Like Rosetta Stone, an education technology software company that develops language, literacy and brain-fitness software to help users learn foreign language. Howard hao-Jan cheng and Wendy yu-chen huang (2010) claim that most students believe the suitable computer games can aid second language learning. And in this paper, it mentions Tomasz Szynalski, a Polish programmer, in his website (http://www.antimoon.com/how/advgames.htm), adventures games are highly recommended to use as an effective tool for English learning. In the book, *What Video Games Have to Teach Us About Learning and Literacy,* James Paul Gee (2003) suggests teachers, educators and administrators change the approach to educational pedagogy.

Video games have become a good way to arouse students learning motivation and interest, because there is a context in the multimedia-based English game. If players want to understand the mechanism of English video games and stories, the player will become a language learner definitely. The more familiar with the English, the more fun and interest will be taken to the

English learner. In the process of the acquiring language and playing the English games, the learner will also have a feeling of achievement.

To master the English language and play the English video game well. The player must make use of the caption of games to help acquire English language vocabularies. Ching-kun Hsu, Gwo-Jen Hwang, Yu-Tzu Chang and Chih-Kai Chang (2013) express that the language learner who uses full-caption and target-word caption modes has achieved a better learning result than learners of using the non-caption mode. Therefore, as long as the English learner makes good use of the caption in the video game, it will produce a good study result of language vocabularies acquisition.

Additionally, Fang-Chen Lu and Ben Chang (2016) designed a specific-purpose vocabulary acquisition framework, through playing an engaged and authentic role-play game (RPG), learners can get an effective learning result.

Therefore, English games can facilitate learning vocabularies as well as motivation. As long as the teachers adopt suitable English games, and the English learner will acquire vocabularies in this game.

However, some factors should be paid attention to by the teachers who make use of the video games as the teaching pedagogy. There are a variety of the games. But how can we choose the most suitable English games as edutainment for the learner? This research question needs to be further studied. According to the study, Jack Hollingdale and Tobias Greitemeyer (2014) points out that users who play video games online and offline will increase aggression comparing to playing neutral video games. So inappropriate games will produce the reversed effects to the English learner.

The English teachers should pay attention to the educational aspect when learners choose suitable English games. Appropriate English games will bring fun to the English learner, and the same time students will learn English from playing edutainment.

4. Translation of Video Game (the Battle for Wesnoth) as Pedagogy

The video game (*the Battle for Wesnoth*) is a multi-language game and it can be used as edutainment for learners to acquire English. It's a turn-based tactical strategy open source game with a high fantasy theme. "Open source" here means the source code made available with a license in which the copyright holder provides the rights to study, change, and distribute the software to anyone and for any purpose. Additional, the definition of "open source" is very similar to the free software. Yet the free software respects users' freedom, which means that the users have the freedom to run, copy, distribute, study, change and improve the software.

However, the video game *The Battle for Wesnoth)* is free in price, so teachers can use it as the teaching tool for any purposes without any expenditure. And it's a game of high fantasy theme, the content of the game is very attractive. Therefore, to help the learner plays the English language-based *The Battle for Wesnoth*, the English teacher could import the teaching method of translation into their teaching classroom.

Dr. Shamim Ali (2013) points out the translation is useful practice and communicative tools for English learners to dissolve the real-life task. The students have the natural tendency to adopt translation to acquire English. Inga Dagilienė (2012) argues that translation is a good way to enhance learners' foreign language skills. Through comparing the target learning language (English) to learner's sources language (native learning language), the learner will find the difference of both language code and the nuance of expressing meaning of both language. Especially when the teachers integrate the method of translation into the task activities, learners

adopt it as a medium to achieve the task. Radmila Popovic (2001) also expresses that translation are important as a teaching method.

To translate the video game (*the Battle for Wesnoth)* is a good task activity for English language learners. Chen Meng-jie and Shi xi-chun (2015) find the English translation teaching is out dated. It needs to improve the teaching content and curriculum. The following are the pedagogy steps of translation activities.

the player can choose language in this game. For learners to know about this game, the learner begins to play the game with a tutorial in Chinese. In this tutorial, the game will guide the learner to know the basic controls of the game. The learner will play the role of prince Konrad or princess Li'sar. Learning form the Elder Mage Delfador. The players just follow the instruction from the guider of the computer (the Elder Mage Delfador.) to master the mechanism of the game, the language register, language terms and the story plot in Chinese.

Vocabularies part

Firstly, taking some vocabularies from this game for the learner to practice of translating English to Chinese.

E.g. Tutorial 教程 Campaign 战役 Multiplayer 多人游戏 Load 读取 Add-ons 附加组件 Map Editor 地图编辑器 Language 语言 Preferences 首选项 Credits 贡献者 Quit 退出

These are the vocabulary words from the main menu of this game, the learner can look up from the dictionary or click the language button to display the Chinese language to check and recite those English vocabularies.

Before the class (playing the original English game), learners are given the vocabulary list for reference. Through the video game playing, it creates the room for different players to share the same value and same goal. Through the player communicates with the native player

(especially in the multiplayer mode), the language acquired by the learner can be put into the game context. The learner gets more chances to use the acquired language, the better result of learning can be achieved by the students.

Sentences part (English to Chinese translation)

Good games don't require the player to understand all the language terms in the manual before the players start the game. As the player spend hours in playing the game, the help manual in this game can provide useful tips and the context for the player to solve their questions that they have met. Even the player doesn't understand the language terms for the first time in the manual, those unfamiliar terms will become clear after the learners have played for hours. In this way the game encourages the player to read more information in English, their English reading proficiency has been improved by reading at the same time.

Through selecting some sentences from the game for the learner to translate, the teacher also had better explain the grammar point in the English sentence.

E.g.

1. Move Kara to the signpost

移动 kraa 到指定路标

2. Move the Gryphons around to explore how the guardians react

移动狮鹫们到周围来探究卫兵如何反应

3. Watch the lurkers move around and fight them if you want

观察潜伏者的走动，如果你愿意打败它们

In these translation exercises, the learner will master the grammar of the imperative and the new English phrase.

4. The tutorial is a real, but basic, game which teaches you some of the basic controls needed to play the game.

这个教程是一个真实，但很基本的游戏教程，它教会你一些基本的玩游戏所需要的操作控制。

In this sentence, teachers will teach the grammar point, like "which clause "in this sentence is used as an adjective, and the adjective clause, the adverb clause and noun clause will be taught here too. The translation exercises come from the text corpus of the game, which helps students to know about the game and learn the language at the same time.

Paragraphs Part (English to Chinese translation)

Translation material of English to Chinese sample as follow:

The commander is usually placed in a castle on a special hex called a keep. Whenever your commander is on a keep (not only your own, but also the keep of any enemy castles you capture) and you have enough gold, you can recruit units for your army. In later scenarios you can recall experienced units that survived earlier scenarios. From here, you can start to build your army to conquer the enemy.

刚开始场景或战役的时候，你将仅仅发现地图上仅有一些单位。其中的一个将是你的指挥官（由一个小皇冠区别）。你的指挥官通常放置在一个特别的六边形方格称为主楼的城堡内。每当你的指挥官在城堡内（不仅是你自己的城堡，而且包括任何你所攻占的敌军城堡）并且有足够的金币，就可以招募自己的军队。在随后的场景中，你可以召回之前场景所存活下来的老练兵种。从这儿，你可以开始创建自己的军队来打败敌人。

The first thing you will probably want to do is recruit your first unit. Press 'ctrl-r' (or right click on an empty castle hex and select 'recruit') and you will be able to recruit a unit from a list of all the units available to you. Each recruit is placed on an empty castle square. Once you have

filled the castle, you cannot recruit any more until units move off. Your opponent's commander is similarly placed on its castle keep and will begin by recruiting its troops -- so don't dilly-dally looking at the scenery, there's a battle to be won.

可能你将要做的第一件事情是招募你第一个单位兵种。按下"ctrl 键和 R 键（或右击城堡内无单位的六方格并且选择招募）并且你将能够从一列所有可用兵种单元里面招募一个兵种单位。每次招募将放置在无单位的城堡方格内。一旦你的军队站满了城堡，你将不能招募，直到把你的军队移开留出空间。你的对手指挥官也相类似放置于它们的城堡主楼，并且开始招募它们的军队。因此不要拖延时间看风景，这有一场需要打赢的战争。

At the end of each successful scenario, all your remaining troops are automatically saved. At the start of the next scenario you may recall them in a similar way to recruiting. Recalled troops are often more experienced than recruits and usually a better choice.

在每场胜利的场景后，所有你剩余的部队将自动保存下来。在下个场景的开始，你可能可以用类似的方式把它们招募出来。招募经验比新兵更为丰富的老兵通常是一个更好的选择。

The English learner is asked to translate the paragraphs from the text of the game. After the learner has finished the required translated material (if the material is too long, leave it as the homework), Learners are asked to explain their translation version in the classroom. The learner will find the different translated version in the class and come to discuss and compare with each other translated version to decide the best one.

5. Summary

Translation is good pedagogy in the class for teachers, especially when they integrate the vocabulary and the grammar into the translation teaching activity at the same time. Translation is

also a good way to improve the learner's language proficiency. Moreover, Although English video games are also unorthodox methods to increase learner's English vocabularies, yet it is a good supplement method of traditional drills in the English teaching class and a good leisure learning time for English language learner.

Chapter III Conclusions and Recommendations

Finally, the suitable edutainment of language learning are good teaching media for educators, English learners' interest and motivation would be triggered. The video games can help the English learner to acquire language vocabularies to some extent. Especially, the translation is imported into the classroom teaching by the educator.

However, it's hard to draw a conclusion of what video game strategies are more beneficial for vocabularies learning, since the lack of high quality studies and empirical data. For the harder evidence, the future investigation should have a greater focus on empirical data, comparing gaming and traditional teaching is not necessary.

Additionally, because of the condition of Chinese Internet, the English learners want to visit the foreign English news website to learn the English language and updated news, like *The New York Time*, *Bloomberg News,* etc.by the information technology. The most suitable tool is the VPS (Virtual Private Server).

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