

Review of: "Enhancing Vocabulary Acquisition through Gamification"

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Potential competing interests: No potential competing interests to declare.

The study investigates the impact of gamification on vocabulary acquisition and student motivation among 54 participants in a Bahrain higher education institution's Orientation Program. The study effectively employs a mixed-methods approach, combining quantitative pre-test/post-test assessments with qualitative surveys to evaluate the effectiveness of gamified learning using the Kahoot platform. Findings indicate that gamified instruction led to significantly higher post-test scores compared to traditional methods, suggesting its potential to enhance vocabulary learning outcomes. However, the study's limited sample size and focus on a single proficiency level constrain the generalizability of its findings. Addressing technical challenges and exploring long-term retention effects would further strengthen the study's implications for educational practice. Overall, while providing valuable insights into the benefits of gamification, the study encourages future research to broaden its scope and refine implementation strategies for optimal educational impact.