

**Analysis of lexical acquisition in foreign languages through video games**

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**Final Project**

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## INTRODUCTION

Softwares as video games allow a virtual interaction with characters and environments which belong to the proper system, and these programs in turn need of an electronic device for its execution. Eguía argues (2012), video games promote a constructivist experience, which is defined as the foundation of an idea through students' participation in didactical processes.

Piaget Explains (1969) the process of knowledge is inherent in human reasoning, more specifically since childhood. The absorption of insight works from the first stages of children by means of experiences, which give them a meaning or a symbol to an action. For instance, take the hand of an adult express a way of conduction to the child. This philosophy of knowledge obtained by own experiences and discoveries is well-known as constructivism. Video games works as entertainment systems, but also could be a good instrument to develop different skills. As Sedeño interprets (2010), video games foment reflection and strategic thinking and these help to stimulate levels of mental agility. In this sense, VG's (abr of video games) can generate from general knowledge until specific one as abstract thought.

This text has as objective give some positive reasons that made of these virtual instruments a tool of enrichment a foreign language, and so on, approach an innovative and new kind of study, also this study will analyze diverse levels of lexicon disposed in VG's. the research will have different steps explained with more details further on. It consists of different trials which subjects have to recognize unknown lexicon in different dialogs and sceneries taken from three distinct video games, each one has a dissimilar lexical complex level. This research will be focused only in English as regarding competences.

## BACKGROUND

Many authors have proposed and explained the distinction of video games into the develop of knowledge procedures, in this case, four authors will be taken as support. In Karam's research (2010) about creativity and videogames as new paradigms in the autonomous skills improvement and investigative study generation. Cognitive procedures in video games players are assessed, also he explains how these softwares benefit to the development of metacognitive processes, the author considers:

*“Is important to continue introducing ludic platforms in which the influence of these as metamemory<sup>1</sup> and metacognition<sup>2</sup>’s reason activators can be analyze better, this can be converted in a field of many possibilities which significative progress will be witnessed in future years”*

Now then, in according with the study of Gros (2001), in which proposes the video games as something more than entertainment and fun, but a mechanism that allows acquire and improve multiple abilities, very detailed experiments have been done using the video game competences betterment method to incite the relationship teacher - student, this study was conceived to make a new technique of enrichment of language known.

In short, using of VG's supply different elements in the growth of knowledge as much as skills basing in a technological environment highly integrated in actual society and in the new waves of knowledge growth. In line with Vadellós's research (2010) about videogames as cultural devices and educational tools taking into account the argument and type of game, where is exemplified and reflected how certain video games evolve capacities. As a

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<sup>1</sup> understanding of all related with the process of memorize, remember and record into the mind and all the data stored there.  
<http://prezi.com/hkzd0seald8f/metamemoriameaescritura/> checked: October 3rd 2014

<sup>2</sup> it refers to people's capacity to reflect about thinking processes and the way how they learn, in foreign language it alludes to the control that can be realized during our competences progress and understand why results of an activity have been positives or negatives. Crespo Allende, N. M. “Metacognition, Metacomprehension, Education”

conclusion, this investigation emitted that is necessary to know the argument and the essence of the game, and thus recognize what sort of abilities are successfully developed.

Finally, Miranda's analysis (2012) about strategy video games for developing competences, it was produced in order to study usage of these softwares from a pedagogic perspective and taking as basis strategy video games. This study defines the different aptitudes that are boosted using VG's that are not only individual capacities the perked up ones, but also collective ones as team-working and cooperation raised as well. Besides, is considered a useful mechanism for attaining cultural wisdom.

Also, usage of video games should be prudent and controlled if kids will be the aimed subjects, their parents play a remarkably role in order to control the employment of these devices, they should follow the respective classification of parental control disposed by several associations as Pan European Game Information (PEGI) or Entertainment Software Rating Board (ESRB).

## **PROBLEM STATEMENT**

In order to start, this text consider the following questioning: *¿How video games can be a technological element that work also as a skills improvement system for young people?* The technological era enclosed by extreme changes at social, economic and technological level make of this new acquaintance boosting models something relevant in society more than other ages. This transcendence permits to individuals the developing of new discipline methods, or at least, in terms of improvement in a foreign language.

In Colombia, for instance, education is going through a considerable difficulty as consequence of lack of resources from some communities to get access to at least the basic one, also is evident the lack of motivation that students constantly suffer with the traditional methods of progression. Learners don't conceive any interest for the subjects formulated. This is the reason that traditional systems' objectives are based on giving to students an

objective to reach following the same patterns, which causes a lack of critical thinking and imagination.

The main idea of education is to build up an own sense to solve problems, apart from transfer knowledge that has been gathered and stored during human history. The problem already marked with education is students' interests and if there is no concern and impetus in learners, the mainly intention of youth formation will fail. As the psycho-pedagogic and teacher from the University of El Salvador Andrea Beltrán (2009) interprets the issue is that many of the academic wisdom is separated of their interests. According to the Ministry of National Education in Colombia (2016) as reported by the Programme for International Student Assessment (PISA) 51% of students did not reach the minimum standard facing the participation of these people in a nearly future among the national socio-economic context. Another study that hold up the difficulties and achievements of the educational system that happened in Colombia. Although there is a huge number of strategies to make the acquisition of a foreign language a possibility, videogames in this field still being scarcely explored.

Therefore, this project is focusing its efforts to analyze and present an alternative of bigger reception for learners, more exactly, modern languages learners who constantly suffer because of lack of innovation at the moment of employing several methods in foreign language competences improvement. Consequently, this affects motivation and the reception of knowledge what sway in the effectiveness of educational processes in its turn. Lastly, there is also repercussions in these population who are the future belonging to society.

The contribution of these investigation to future generations of Modern languages students is to examine and validate a recent manner which scholars can earn cognition in an autonomous mode what is also related to one of the projects already managed previously inside ECCI University such as the creation of a video game that could support in fact

English skills improvement. Ergo, this researching uphold and back the reasons of this system that the university look forward to implant.

The theoretical context of this research will be associated with technology, the characteristics of videogames, the manage of CIT's as language enrichment methods, how technology come with education, and the range of knowledge using technological procedures. In the meantime, the methodology to follow will be handled through praxis using fun video games with different lexical field (*basic, colloquial and technical*) for noticing how much new lexicon could be acquired through this technique and in this way its effectiveness with learners can be observed. Also the affinity between students players (motivation) and this method can be evaluated.

## **JUSTIFICATION**

The current study starts from the need to bring students closer into the context of communication in order to expand students' interest for languages in a divergent way which should be helpful for increasing positively the reception of new knowledge by user's own initiative. As a result, the pupil will particularly improve its erudition of a communicative competence, in addition to boost each one of the competences existing in communication processes. In this text the reader will be guided by competences as reading and listening, the gathering of new words and colloquial structures of English (slangs), apart from specific technical lexicon.

The implementation of this instrument is focused mainly to students, procedures and only dependents on users' decisions and incentives that are based on experiences of players and learners in the field of video games. Therefore, for immersion of apprentices to this system is essential to inform and prepare whom are not familiarized with this topic.

In the development of this practice, the solution of the deficiency of incentives at the time of learn a foreign language is searched. In sequence, this shortage could be generated by

employment of traditional material and methods which are no longer throwing positive results. The practical indications are also dependents of pupils' stimulus, but also it is noteworthy the popularity that have been reached by video games nowadays because of their unique enveloping that is an advantage of this industry to take into account in educational and autodidactic fields, as Naulin and Seguel (2009) elucidate:

*“If there is an interactive multimedia document quintessentially, it is the video game. In it is incorporated and combined diverse signs systems forming an interactive digital setting like no other media can be found. this is perhaps a “hyper book”, a spot of events where user or gamer is the main character of the whole action, incarnating a role of a fictitious character”*

In this respect, videogames are interactive experiences with several components explained profoundly in their respective frames, but it is necessary to argue as a support or advantage of the research. because it works as a backing to the inclusion of not only an acquisition of knowledge in a language, but also competences involved beyond of theoretical features as practical ones applied through online gaming which is the interaction with people belonging to diverse cultures and communities via technologies and platforms proposed into various VG's.

In addition to, a viable project considering the utilization of these devices to go further like the creation of an immersive virtual world, despite it has a very high cost and hence this possibility must be detailed studied because it needs a huge economical investment by the ones who try to create a product of such magnitude. But this project tilted to the usage of actual fun games as a possible self-ruled knowledge improvement technique could be far more possible system and without extremely high costs. For the analysis, this project stipulates the evaluation of certain fun games in several consoles in order to reproduce the games and levels regulated for the investigation.

## **RESEARCH OBJECTIVES**



## **General Objectives**

- To analyze how fun video games help to the development of new lexicon and language skills.

## **Specific Objectives**

- To explore how video games develop communicative competences in a foreign language
- To identified factors that interfere of a foreign language skills progress.

## **THEORETICAL FRAMEWORK**

In the following framework will be introduced diverse theories related to the actual research study. With regard is pertinent to introduce topics connected to each other. Among the topics to treat are there video games, education and educative technology.

### **ICT (video games), acquaintance increase and education**

The massive prolongation of video games over the 90's provoked a great climax in researches, since medicine, sociology, psychology, interculturality until education. Besides, the assessments that these class of games have received by parents, masters and mostly by distinct social media whom usually video games have a negative and damaging impact. In spite of, the most prestigious institutes and colleges, magazines and scientific publications emphasize in one of the subjects focused to look beyond of seeing video games as a platform for only entertainment, but also can convert it in an increase of competences medium throughout the usage of technology of a virtual game. The purpose of online and offline games should be to prompt the capacities of individuals for building relationships, making inferences, making decisions and planning behaviors, such essential skills of cognitive conduct.

Given the limitations of such educational resources should be necessary to commence the construction of open, flexible and combined knowledge absorption environments which can adopt the best qualities of CIT and of the experiences elapsed by pupils and professors. In this way, a status is conceded, as Derry & LaJoie (2002) assert, that is not concerning professors or experts, however cognitive appliances that are capable of being plug-in of mind, thus they are not intelligent by themselves.

### **Educational Technology**

The educational technology, likewise the rest English language competences fields, receives contributions from numerous sciences and disciplines to feed and improve its resources and researches. As Cabero (2005) contends, into educational technology many scientific currents as physics, engineering, also psychology and pedagogic, even theories of communication, languages and culture are added. It has a multiple and diversified base.

Other specialists like Pérez (2009) expands the range of influence of pedagogic sciences into educational technology and considers between its sources: didactics (games), school structure, curriculum, and innovative education. In any case, the theory and practice of educational technology cause an extensive appliance of provided models by well based disciplines that are useful as guide. One of the most suggesting ones is the didactical one because is always trying to improve the way how people could reach a comfortable, dynamic and pragmatic manner to learn.

Initially, educative technology is developed based on models that Escudero (2009) gathers under the generic denomination of “*knowledge for domain*”.

Lots of discussions have been generated about the significance of videogame in motor language cultivation, cognitive and social-affective in children, but ¿*What are video games’* role in the improvement of communicative competences? also ¿*What is the role of them in a cognitive development in students of modern languages?* Some elements related to this games

as levels of cognitive effectiveness and the mediator's role in the transition between these levels could allow to elucidate, from a psycho pedagogical perspective, if video games contribute to improve thinking or are just source of entertainment for youth.

### **Features of Video games**

*“Video games are a complex interplay of storytelling, graphics and music underpinned by technology which provides the mechanics that make it possible to weave together a thrilling experience for players. The story provides a context for players' actions and choices, and gives the game's significance”,* explains Warren Spector to WIPO Magazine.

Nowadays, video games are a breach among the developing of human capacities and education, and that rift is constantly connected to more particularities of men as much socially as individually through senses and personal capacities, together with other common characteristics in users of these virtual systems. These characteristics, either abilities too, have been studied recently in an extensive shape. Delgado & González (2014) states, there is also a bunch of abilities that shows a significance in capacities assimilation called adaptive abilities which are made up by different techniques that take part en masse with cognitive abilities.

Those kind of mental and motor aptitudes, take part of an ensemble of processes developed with VG's. Sequently, the remarkable items of these characteristics developed by Video games will be defined. Based on the experience taken from praxis in VG's, those characteristics are:

#### **Display of Environment**

Video games allow the visual perception of gamers, because in many video games pay attention to every particular detail around the character is essential. Sometimes gamers have to look out for something hidden and the only help they are able to use is the environment as

a guide, each detail would be important for a gamer to know where he or she has to go. Sometimes the visual field marks a difference, or a spot to follow. For instance, a mission of one of the games that will be studied you have to look out for some specific cars hidden in some buildings, inside the map of the game there is no spot marked, the only clue is a message which has some photos of the buildings where the cars are located, and the street where the street is situated. In this case the gamer needs to use the environment and the visual capacity to find and reach the objective. Thus, is possible to conclude that in display of environments is generated a method of improvement in some skills as a better accuracy during observation, also the effectiveness to find a position or an object.

### **Color**

Colors are a significant topic in video games domain, but as well as in management of sensations and emotions in advertising aspects. But is in video games specifically where colors are tightly associated with details and the development of a sharper visual perception. Colors not only work as a spot of distinction in details to fortify of players' observation, is also related to transmission of emotions in-game, for instance, in Call of Duty World at War, one of the games that will be studied, is filled of dark and lugubrious colors that could be related to the mournful world completely devastated and mournful by war. Also when the character used by the player is triggered several times, the screen turns red as a signal of a close death.

### **Musicality**

This characteristic is relevant in video games due to the implementation of different rhythms and harmonies could become an accompaniment to the accomplishment of objectives, is also part of the characteristics that could express certain emotion or feeling, a

concerning moment, an epic end, an amusing moment, or a sad one. Etc. Sometimes this musicality could be a reason of how a gamer gain interest in a video game.

## **Sound**

Sound is much related with musicality, but also has some unique points that made of this distinct of the point already treated. Sound in video games is affiliated to the technical aspects, for example, a good sound mark a difference between the management of cultures or personalities. Into this characteristic and connected to this investigation is possible to identify aspects as phonetic in languages, or the diverse shades of pronunciation within dialects. In the particular case of this feature is associated with the ability to perceive changes in communication applying of a Standard English, as well as of a very common and colloquial English practiced in an everyday nature culture.

## **Improvement of knowledge and skills**

This feature is presented through this project, where is analyze videogames as an appropriated device that have the capacity to help gamers to acquire multiple knowledge, skills and dexterities through practice and experience in several game environments which is required.

## **Communication**

Particularly, communication could show in numerous contexts, for instance, it can be taken as comprehension of communication between characters of video games, also is possible the path of intercommunication between gamers into an online platform. Both are processes concerning to communication. However, their procedures are various, because one of these functions for boosting the faculty of understanding sundry situations between protagonists. Here is possible to find topics like phonetics and lexicon. This project is focused in this context specially. On the other hand is possible to catch new lexicon as well through

the discussion and conversation in real-time with people of other cultures playing an online game, also some aspects of team working and collective efficacy can be witnessed. Aside from this characteristics, is proper to clarify that there is more characteristics cored to comprehension of a foreign language as phonetics, grammar and lexicon.

### **Slang**

What slang really is, how, where it is used and by whom will be exposed below. Slang is a type of language that consists of words and phrases that are regarded as very informal, which are more common in a speech than writing field, and typically restricted to a particular context, group of people or a common linguistic behavior.

It is a crucial part of every language used by different social groups to send a social signal, in order to indicate informality, irreverence or defiance, to add humor or to mark someone's inclusion in, the term slang is applied to almost any sort of vocabulary.

## **REFERENCE FRAMEWORK**

According to the following investigation it is appropriate to enunciate sort of similar investigations that made before on concepts related on the current research study (*video games, technology, competences improvement, foreign language, ICT*)

### **Technology**

Conforming to Cabero (2009) the concept of educational technology is considered as a polysemous, conflicting, meaningful discipline of education. Regarding to Alegsa (2009) technology is a broad concept which tackle a set of techniques, knowledge and processes that serves to design and construction of objects to meet the human needs. On the other hand the author and mentor Yukavestsky (2013) claims that technology is the systematic application of structured knowledge and practical tasks, such as teaching.

## **ICT (Information and Communications Technology)**

Information and communication technologies (ICT) according to Mela (2011) are all those tools and programs which dealing, manage, transmit and share information through technological supports. IT (*computer science*), internet and telecommunications are the most widespread ICTs, although its growth and evolution are causing more and more models to emerge.

As stated by Belloch (2011) ICTs are those which are developed from the scientific advances produced in the fields of computing and telecommunications. ICT is the set of technologies that allow the access, production, processing and communication of information presented in different codes such as text, image and sound.

In contrast, for Cabero (2005) media (ICT) should not be conceived strictly as transmitting information instruments but rather as thought and culture instruments which, by means of interaction, expand our intellectual skills which in turn they serve to represent and express the knowledge from this perspective ICTs are justified as wisdom, educational and intellectual developer tools.

In the aforementioned ICT concepts, the one closest to field of study of this research is the one proposed by Cabero, who defines them not only as an instrument of transmission, but also relates it to elements of thought and culture, which helping to expand the intellectual skills in a didactic method. That leads us to consider the concept of video game.

## **Video Game**

In agreement with Wolf and Perron (2005) a video game is considered all sorts of things, it is generally considered as narration, simulation, performance and art. A potential educational tool or a work-object for a behavioral psychology, has been acknowledged as crucial as a means for social interaction without mentioning the already known concept of toy as medium of entertainment.

Although Alegsa (2008) claims that a video game is the game which involves an interaction between a video gamer with a user- interface to generate a visual and sound response in a game device. Nevertheless might be considered the definition of video game defined by the author Cordoba (2012) which refers that a video game is a type of digital content which can be sold as a service.

The definition that corresponds most closely to the current research is the one proposed by Wolf and Perron due to represents the main set of videogames characteristics such as narration, simulation, performance, and an art likewise as an efficient tool for apprenticeship. Taking into consideration the definition given by Alegsa, since it defines the videos games functions by means of mechanical-visual and mechanical- sound response implemented to learning definition as will be detailed below.

It is pertinent to clarify that this project is not based in learning into the field of pedagogic, but also is important to mention the process of learning and wisdom acquisition because is a close field to the development of the last suggested.

### **Foreign language**

By definition foreign language refers to it as other language than the mother tongue or own language, and different language from the one of the country in which it is learned. For Fantechi (2013) as well as for Pato normally, when referring to foreign language is when this one is not *LI* (*mother tongue*), nor a language particular to the own country in which studying or developing, in other words the language from another country. Due to the fact that for this concept has not been found differences between the previous definitions, therefore it is appropriate to take both of them for the current research.

## **METHODOLOGICAL FRAMEWORK**



The following chapter presents the methodology that allowed the method in the current research study. It shows some of the different aspects such as the type of research, as well as the techniques and procedures that will be used.

### **Research Design**

For this research study, it is considered relevant to apply the qualitative research, since this type of design focuses mainly on a descriptive process, aside from the fact that will be further systematically an empirical process whereby are given an established usage and environment to develop the research and thereafter conclude based on results obtained. However, the population which be part of the whole research process will not be strictly chosen by very specific characteristics. In addition, the instrument used to gather all the data to reach the goals, characteristics and results expected to reach is the observations report to know which kind the procedures and aspects are adequate to the different stages and parts of the methodology procedure.

This is generally done under a strictly controlled conditions in order to describe in what way or what is causing a particular circumstance or event that took place. The approach that will be applied in the current study research is of qualitative approach type.

Thus this is found relevant because through the questions that were asked an analysis is made to make a theory known of the phenomenon that is being studied. Once presented the type of research is followed by explains where, when and how the study was carried out, the process that will be used in the respect data collection and analysis. Currently, the study shall be carried out by researchers themselves and then it will be testing with the respective students.

The unit of study is that one to extract relevant information, besides where the information is obtained in such information allowing to focus directly on the group to study, either the

individual or the group. It should be pointed out that also will be observed and assessed the reactions, the test time to solve, also the capability of analysis, the ability to think abstractly but in addition through English reading comprehension. The Following paragraph as well the population as the sample of the current research work is defined.

This investigation will have different stages to reach in order to accomplish not only as a final work itself, but also to open a gate to a future research in the same field into the multicultural research group. In the first stage, the investigation is based in an analysis of the basic and slang lexicon discovered in the games proposed further on. The analysis will be organized in a matrix which is considered translation and equivalence of the word detected into the Colombian cultural communication system. These matrices are important to perceive the utility of the games focused on the educational features within. Ending this process starts the foreign one, related to the previous method but taken forward to evaluate the effectiveness on students which have to identify new lexicon of each one of the games, including the technical one. After the lexical gathering, all the data will be analyzed taking into account the kind of lexicon (Basic, Slang, Technical) and how many times students gathered the same word.

### **Population and Sample**

The population is the total number of individuals of the same group or species that may become part of a study and that meet certain conditions or common characteristics. The sample is the selected subset of a specific population to be part of the study's analysis and must have the variables in common, such as: age, gender, beliefs among others.

The test implemented is aims to first and third semester modern languages students at ECCI University. Among its most noteworthy features include that population must be provided with certain experienced in use of video games. There is not necessarily; exists a specification in terms of gender, nor to social stratification. Doubtless, to be part of current

research study it is especially necessary to take into account that the population must have not less than a basic level of English.

### **Data Collection**

The process that is implemented to obtain data is explained below and is in turn to evaluate each student and their competences in three different specific games of entertainment, which are: *Call of Duty World at War*, which is evaluated within an historical context which students are required to possess a basic understanding of vocabulary, but also has a certain terminology of its own particular and specific context (world war II).

As a foreign game *Grand Theft Auto* which contains a developed context into a multicultural world, handles various advanced colloquial lexical terms (slangs between different ethnic groups), which generates a further difficulty for each student within textual comprehension, allowing them to appropriate a vocabulary most use in today's culture.

Finally, the third game to use is *Phoenix Wright: Ace Attorney* which contains a more technical lexical. Since it has characteristics related to a judicial environment in addition that, it develops into a different cultures contexts and even contains colloquial conversational expression another of its main features it is a game guided by the gamer decisions, which is designed to allow video gamers to connect with the story and that way understand each of details in it. This game will be evaluated at the foreign stage of the research.

The apparatus required for the analysis are the respective video games consoles, such as XBOX 360 to develop the two first games and will make use of NINTENDO 3DS to develop the last one game . Each of these games have a specified level to evaluate, that is to say, all of the video gamers are tested from a same level and then to identify what kind of new vocabulary they have acquired once they develop the test. Subsequently, to carry out an

evaluation lexical assessment matrix in each of the games. The tables below have every important aspect to analyze, these aspects are already defined through the observations report.

**Table 1.** First test: GTA V slang lexicon matrix. Mission 1 - Franklin and Lamar

English Word	Spanish Translation	English Meaning	The wording in which the sentence is used	Equivalence in Colombian lexicon
smoking dope and jerking off	fumando hierba y masturbándose.	to inhale marijuana and to masturbate.	smoking dope and jerking off while he plays that fucking game.	Fumando mota y pajeándose.
smuggled dope	pasaba drogas.	to deal with drugs.	I robbed banks, I ran whores, I smuggled dope.	era jíbaro.
Overriding futility	abrumación por la desesperanza.	to be stressed out because of a lack of hope.	Well, a sense of overriding futility is a vital part of the process.	Extrema desesperanza.
straight	estar limpio.	to be out of illegal processes.	I'm getting my money in the hood, I'm straight, fool.	Estar en lo legal.
spidnot	lugar.	an urban word for spot.	yeah, homie, this is the spidnot right here	Parche. (this word has different meanings)
ballin'	disfrutando.	in this context, could be taken as when somebody enjoys extremely with someone or something.	Aw you ballin' hard with the drop top. huh?	Gozando.
If you need some bread	si necesitas dinero.	is an urban answer when somebody is asking for money.	Homie, man, if you need some bread, I could hook you up with JB's tow truck.	Si está muy vaciado.

schoolin'	enseñando.	in this context, is when somebody is teaching you, or giving you a lesson.	I'm schoolin' yo' ass boy.	Te enseñare a no meterte conmigo.
Chuck them thangs	buscar problemas.	is an urban phrase to question if someone is looking for troubles.	If you wanna chuck them thangs?	quiere que le den chumbimba .
holla	Hablar/saludo	american slang for who will to call or to phone to someone later.	I'll holla at you, homie.	Le estoy llamando.
pee-zocket	cartera/billetera.	a slang to say wallet.	How am I gonna knock a bad, grown and sexy bitch, if I don't got a fat pee-zocket?	Estar sin lucas.
get rid of a yee- yee ass	Eliminar/ deshacerse de/ acabar con algo ridículo.	a slang to say that something or someone look extremely horrible.	Maybe, if you got rid of that old yee- yee ass haircut you got.	Quítese eso, qué boleta!
freeloader	gorrón, aprovechado.	a person who lives without doing nothing. An opportunist.	Goddamm freeloader.	"Avión."

**Table 2.** foreign test: GTA V slang lexicon Matrix. Mission 3 - Chop

English Word	Spanish Translation	English Meaning	The wording in which the sentence is used	Equivalence in Colombian lexicon
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fo' sho'	esta bién	is an expression similar to OK.	fo' sho', but what you got up?	Hágale.
make paper	ganar dinero	a slang to say that you want earn money.	I'm trying to made some fucking paper	Ganarse la yuca/ luca.
a dime	una persona muy atractiva.	A word to express that a person is very sexy or hot.	you seein' that bitch back there? she a dime. I'm all over that. And she probably the same, like I said, they flock.	Una persona que está buena
sit in the ass with kicked up feets.	flojear, hacer nada.	An expression to suggest laziness of another person. being a Lazy bones.	Nigga, you just sit on your ass there with your feet kicked up!	Mirar pal' techo.
take care of my sizelf.	cuidar de mí mismo.	slang of self.	I'm a motherfuckin' gangster, you know how I do. I can take care of my sizelf.	Cuidarse el pellejo.
cizain't	no poder.	a slang of can't.	No the fuck you cizain't.	No se lo cree ni usted mismo.

**Table 3.** third test: GTA V slang lexicon matrix. Mission 6- Marriage Counselling.

English Word	Spanish Translation	English Meaning	The wording in which the sentence is used	Equivalence in Colombian lexicon
Bounce	tener sexo.	a synonym of having sex.	Guy bounced my wife is what happened.	Coger, pichar.
Cuckold	cornudo.	to be a cheater.	I'm a cuckold, a snob and a fucking cliché.	El chachón.
The world	creer que el	to think a	they think the	Creerse el putas.

owes you a living	mundo está en deuda con ellos.	person is egocentric.	world owes them a living.	
Finna	va a.	going to.	you finna pull his deck down?	va a.
Fuckin' A Bubba!	Alucinante!	a slang to exclaim an extreme excitement. similar to Fuck yeah!	My heart pumped like that in years. Whooo! Yes! Fuckin' A Bubba.	Qué chimba!

**Table 4.** Fourth test: Call of duty: World at War. basic lexicon test. Mission 1-Semper Fi

English Word	Spanish Translation	English Meaning	The wording in which the sentence is used	Equivalence in Colombian lexicon
We are go!	estamos listos!	a term similar	We are go! Move!	¡En la juega!
So much as	siquiera	a term that suggests a minimum expected.	don't leave so much as one of the bastards standing.	Por lo menos.
Get off	despegar	a word that works as a synonym of retire or take away	Get him off me!!!	Quitar de encima.
Take out	asesinar	an informal way to refer the action of murder somebody.	take out that MG.	Dar de baja.
MG	Ametralladora	An abbreviation of Machine Gun.	Keep on that MG	Metralleta.
Creep out	dar miedo	an informal phrasal verb for expressing fear to something or	this place creeps me out.	Paniquear.

		somebody.		
booby-trap	trampa explosiva	substantive employed to name bombs settled to surprise and kill.	Damn it! Booby trap!	Mina.
Hold your ground	mantener posición	an idiom commonly applied in armies for ordering to not move.	Hold your ground! HOLD YOUR GROUND!	Mantenga su posición.
Jerry-rig	improvisar	an informal way for referring to the action of	Sullivan... We had to jerry-rig the	improvisar.
Dud	defectuoso, basura.	An ordinary mode to say that something is defective.	Where's the Fireworks? Tell me those charges weren't duds...	Porquería.

### ANALYSIS DATABASE PHASE

In order to analyze the data recorded from the research, it is find relevant to use a table of the matrix data analysis with information on the word list that found toughest to understand for the population. It then clarifies into which type of lexicon these words are catalogued, into which of the video games these English lexicon is implemented and the number of people who obtained this as new information.

The following table is the one proposed to make the outcome data analysis. This will be used to examine the results during the test proposed to the foreign stage of the investigation. Here will be placed some words that could be observed by the subjects to test during the foreign stage of the research.



**Table 7.** Analysis data base for the foreign stage of the methodological process

word	Type of lexicon	Game which appears the word	Number of people who appropriated this word

### **BENEFICIARIES IDENTIFICATION**

The current project is focused according to the objectives proposed to generate a new way to achieve the knowledge of a foreign language within an unconventional way. Likewise to develop lexicon knowledge throughout a self-improvement of competences, to verify such advances the knowledge acquired must be properly evaluated. In order to do this an evaluation matrix is proposed in which are identified novel terms in each of the tests presented, in this particular case, the three suggest video games for specific level (*basics, slang and technical*), the term, the word meaning in English, the word meaning in Spanish and the meaning in itself. While who the most immediate beneficiaries from the current project and study research are the students of modern languages at ECCI University, those who are also involved into the project. The respective table of results that are sought to achieve, along with the indicator that evaluates the monitoring and progress of research is presented below.

**Table 5.** Table of Beneficiaries

Result expected	Indicator	Beneficiary
Lexical improvement of a foreign language.	Evaluation of respective tests, to investigate what lexical enrichment the student has got. ( <i>Evaluation matrix</i> )	Especially foreign language students.
Encourages the process of self-improvement of	Evaluation of the motivation of students tested during the	Language students, who are affected by the different

competences.	test.	traditional methodologies of knowledge boosting.
Identify factors that interfere in the improvement of language.	Observation of students tested during the experiment.	Students whose purpose is studies based on the improvement of language and its obstacles.

## **RESULTS AND IMPACTS EXPECTED**

This project has as an expected result a possible expansion of knowledge where a significant focus has been placed on foreign language skills enrichment process. And which are those possible aspects that infer into this process, and whether previously named videogames characteristics are part of a personal and social enrichment process focused on students.

The most closer impact which should eventually result through the use of this method focused on the attainment of the knowledge that allow to develop the competences belonging to foreign language to learn, in this case, the reference is in the English language and also in the different types of lexicon handled during the research, since this method along with the outcome evaluation are generated in a short period of time.

The longer term impact is the use of this practice in a more personal and solid way. As well as project implementation as a method for increasing communicative competences. Due to both purposes must deliver sufficient results over an extended period of time, based not only on the results of the current research, but also on the abilities reflected in students with performance to these entertainment systems, which might laid to a change the procedures traditionally used by newer methods such as the one proposed in this research work.

The table corresponding to the expected impacts, along with the supposed time of visibility of the project work results, the corresponding indicator to these impacts and the

assumptions which prevents the environment in which these impacts are developed is presented below.

**Table 6.** Table of impacts

Expected impact	Deadline	Verifiable Indicator	Cases*
Improvement of lexical knowledge in a foreign language.	short term.	an auto-evaluation of User working in this method, could improve the capacity of intercommunication having a better language management.	Usage of video games that raise an issue starting from a lack of comprehension in the lexicon employed. Later, it will be assessed independently to solve incognita and reach the objective.
usage of this method as a tactic of improvement of autonomous communicative competences in a foreign language .	mid term.	Recognition of a range of cases whereby the use of video games for the improvement of different aptitudes in language is efficient	It must has related different cases of effectiveness of this method, along with the respective studies previously proposed (referring to this project and the others during the research of the subject) which lead the way to step toward implementing to carry on this method more formally

<p>Identification of this method as a solid self-employed competences development strategy.</p>	<p>long term</p>	<p>Wide evaluation of different researches that show the positive result of the use of this system</p>	<p>In order to this system to be considered as effective method, it must acquire consistent confidence between those who is use it and those who study with different processes and systems which would lead to the identification of the current method as formula with a high efficiency to develop self-employed lingual skills.</p>
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## CONCLUSIONS

According to the objectives already placed to this research and the tests formulated and analyzed, the current text can throw several conclusions at least in the first part as a final project and open a gate to keep investigating this topic ahead. The first conclusion is that video games have the advantage of being a technology very assorted with different cultural environments.

As can be observed in the respective matrices the lexicon management is different in a war or inside a cultural gang and that could be helpful to acquire different lexicon depending on the cultural contexts in fun video games. These kind of games are preferred because attract attention of gamers for several reasons as graphics, story, sounds and environments, even multiplayer platforms are a good way to captivate players, all these characteristics could mark

a point of interest to understand more about the game, for instance, the way how characters communicate each other.

Also, fun video games help to the lexicon because sometimes you need to understand what is happening or know what you have to do and how you have to act to reach an objective, as can be in some words of Call of Duty, you have to pay attention of what they say to understand your orders and objective in-game.

The usage of the video games can be a useful method to improve a foreign language competences as the resolution of the problems to the real need to encourage the acquisition of new self-developed skills individually and collectively. This may lead into a broad context mediated by human interaction and digital- virtual interaction, promoting the competence of a sort of digital literacy composed by many characteristics as social abilities, thinking communication strategy and the new language self-developed competences through the use of the video console immerse to the video games into meaningful communicative competence.

In addition to that the formal and informal developed through the lexical, inasmuch as learn new ways to communicate something and how the structure form of communication change depending on culture, on basis of the table results it can be seen how comprehension of phrasal verbs can avoid falling into a tautology when it comes to deeply rooted phrases or words of a culture that allow recognize and get to interact in totally different field as a slang language. It enriches the languages use new terms and giving certain personality to the way of communicate allowing the language does not seem systematic and repetitive or monotonous.

To conclude the improvement of competences of a language depends on the interest to learn take a look at the table it is possible to view a significant number of lexical into a video game which is entertainment for many people such as Grand Theft Auto or Call of Duty, so

the level of entertainment and dynamism of a system for improving knowledge can be identified as an important factor. Over the years allow us to see that new technologies can become an effective tool of educational properties which as a consequence can become as method of change in which students learn by themselves in cooperation with technology.

## **THE RESEARCH GROUP**

The research group which lead the current project has had a connection with the technology proposed (*videogames*) along with the interculturality seedbed to foster the knowledge development through cultural interaction at ECCI university. Also, mention must be made the contribution of content for one of the projects previously carried out which still worked by others seedbed, project known as BABEL, whose purpose was the production of a videogame that works as a tool for the improvement of a foreign language into a multicultural context on the basis of an insufficient English knowledge and the cultures raised, thus a verbal and nonverbal intercommunication.

This previous project allowed to the group to strengthen knowledge of the competences growth, in addition to establish a relationship between all those characteristics which are searched into a videogame and the motivation received by video gamer to seek to solve unknown in accordance with the knowledge already acquired and the one to should be considered to achieve the objective proposed.

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## ANNEXES

### Research Report

**First Stage**

**Year:** December, 2016.

**Resources:** Computer.

**Activity:** To choose different games to analyzed

**Objective:** Choose which are the appropriate games to evaluate.

**Participants:** Alejandra Corredor, Yheyson Dubois

**Agreements:** To choose a game with Basic lexicon, another with complex lexicon (*slangs and idioms*), and finally one game with technical lexicon.

**Description:** The choice of the different games to be used was made by two participants, where they commented on which could be appropriate for the current analysis. After a long search, the games with the best characteristics are found. These games are Grand Theft Auto V because of the multicultural content it has, Call of Duty: World at War because of the simple structures and the need of understand orders to continue playing, and Phoenix Wright: Ace Attorney because of the technical lexicon that could be helpful in a future law research group.

**Interpretation:** After the research of the games finally we can conclude that Grand Theft Auto V, Call of Duty: World at War and Phoenix Wright: Ace Attorney are the appropriate games because it has the characteristics we are looking for.

**Participative observation:** Both of participants establish carefully common agreements in order to their choices are the most accurate to carry this activity out to generate effective results in it.

## **Research Report**

### **Observation and Gathering**

**Date:** June, 2017.

**Resources:** PlayStation 4, Grand Theft Auto V.

**Activity :** The analysis of the first video game: Grand Theft Auto V.

**Objective:** To extract some complex lexicon like slangs and idioms and to know if it possible to use this method to the lexicon development.

**Participants:** Alejandra Corredor, Yheyson Dubois.

**Agreements:** To create a matrix which would appreciate some aspects of some unknown words.

**Description:** Through the observation of vocabulary was extracted many of unknown lexicon, such as: verbs, phrases and nouns in a multicultural context, next, due to its word complexity was structured a matrix that exemplifies the context in it, with its corresponding meaning for a better understanding.

**Interpretation:** In this game there are a great variety of new lexicon, but is necessary for us to understand better the meaning and the idea, so it is pertinent to give an extensive data of each word to complete the understanding of this lexicon, because depending on the context, some words have a different significance.

**Participative observation:** the good structure of the story of this game made of it very funny and entertaining, that gives to you as a player a sensation of motivation and incentivisation when you see it beyond of entertainment.

**Participative observation:** The participation produced such a positive outcome thanks to the great result of the growth in vocabulary in the activity.

## Research Report

### **Matrices Build-up**

Date: June, 2017.

**Resources:** Computer.

**Activity:** The creation of the matrix of the first stage of the project.

**Objectives:** To increase the understanding and the context of unknown lexicon.

**Participants:** Alejandra Corredor, Yheyson Dubois.

**Description:** In order to understand better the meaning of the words already extracted, it has to be considered the context which these new lexicon appear to comprehend better how and when users can use them. For that, it is necessary to create a matrix to combine and organize every aspect around the significance a word. First is placed the word already extracted from the game. Later, the literal translation of the word is placed, this is the first level of understanding reached. Now, the english meaning depending on the context that will be placed on the third column gives a deeper context which is used the words, and to find that significance for context is necessary first to take the whole sentence in game where the lexicon appear and to search in different of informal and current lexicon data sources in order to apply and understand better the significance of each word.

**Interpretation:** Allowing a better differentiation among the different lexicon and context meaning that allow an enrichment into the participants promoting the search for more and new vocabulary.

**Participative Observation:** In the section (before mentioned) allowed to us to see that we as a group can shared and found unknown meanings for us which developed effectively into a matrix table in order to create a differentiation among them taking all those unknown vocabulary.

## **Research Report**

### **Observation and Gathering**

**Date:** August, 2017.

**Resources:** Xbox 360, Call of Duty: World at War.

**Activity:** The analysis of the foreign videogame: Call of Duty: World at War.

**Objectives:** Extract new lexicon in a basic lexicon game.

**Participants:** Alejandra Corredor, Yheyson Dubois.

**Description:** The extraction of vocabulary in different levels of lexicon left the project into the field of basic lexicon enrichment. here, the same process of the first gathering is used.

The structures of ideas are different, is a game with less cultural content and easier lexicon, one of the lexical differences is the imperative structures in sentences and vocabulary specific from wars.

**Interpretation:** In this case was very important to pay further attention related on vocabulary particularly because for this game there are not extensive conversational dialogue but there are commands that is important to understand in order to follow those difficult commands and progress through the missions in this game proposed.

**Participative Observation:** There is a huge difference in quantity and variety between complex lexicon results and and basic results. The most redeemable aspect is the gathering of phrasal verbs and some informal nouns related to the field of war.

## **Research Report**

### **Addition of a new column in the matrix**

**Date:** August, 2017.

**Resources:** Computer.

**Activity:** The addition of a new category into the matrix of results.

**Objective:** To get closer into the significance of new lexicon through the usage of cultural records.

**Participants:** Alejandra Corredor, Yheyson Dubois.

**Description:** A matrix of equivalence was carried out, in order to approximate to the type of lexicon found, as of cultural records and then to compare and took that to approximate it into a own cultural context.

**Interpretation:** this column is one of the most important, because is the way we can put at the same level of culture to understand even better the context which this new lexicon can be employed.