

**VIDEO GAMES AND SECOND LANGUAGE ACQUISITION:  
SIX GENRE CASE STUDIES**

Reachel Ringgold

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On the post test, the subject answered 37 out of 88 questions correctly. Gaming can both be entertainment as well as competition, as a new trend known as electronic sports is becoming more widely accepted.

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The subject said in the last interview that she learned the names of things which she can use in her daily life, but it seems to be the case that not all of the language used in this adventure video game is realistic, like that of other genres of games. Similarly, Bellotti, suggest useful guidelines for the performance assessment of serious games.

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