

LEVERAGING ONLINE GAMES FOR ELT: A SYSTEMATIC REVIEW

Risya Kamila

UIN Sultan Maulana Hasanuddin
Serang Banten, Indonesia
Email: 221230006.risya@uinbanten.ac.id

Eti Nurcholisah

UIN Sultan Maulana Hasanuddin Banten
Serang, Banten, Indonesia
Email: 221230019.eti@uinbanten.ac.id

Nafan Tarihoran

UIN Sultan Maulana Hasanuddin Banten
Serang, Banten, Indonesia
Email: nafan.tarihoran@uinbanten.ac.id

Abstract

The use of online games in English Language Teaching (ELT) has gained attention for its potential to enhance student engagement and learning outcomes. This study systematically reviews existing literature on the effectiveness of online games in improving vocabulary, grammar, reading, speaking, listening, and learning motivation while identifying key success factors. Following the PRISMA guidelines, 30 studies published between 2020 and 2025 from Google Scholar, PubMed, and Mendeley were analyzed. The findings show that online games create an immersive and interactive learning environment, increasing motivation and facilitating contextual language acquisition. Gamification elements such as points, leaderboards, real-time feedback, and adaptive challenges improve engagement and retention. However, challenges such as limited technological access, insufficient teacher training, and curriculum integration issues hinder implementation. The study concludes that while online games offer significant benefits for ELT, their effectiveness depends on strategic integration and teacher support. Future research should explore best practices for combining online games with traditional teaching methods to optimize learning outcomes.

Keywords: *educational technology, English Language Teaching (ELT), language skills, teaching strategies, Online Games.*

1. INTRODUCTION

This study provides a comprehensive review of the usage of online games in English language education (ELT). This review aims to investigate the effectiveness of online games in enhancing various areas of English language abilities, such as vocabulary, grammar, and speaking, as well as to determine the factors that influence the success or