

A SYSTEMATIC REVIEW OF GRAMMAR GAMES FOR ENGLISH LANGUAGE TEACHING (ELT)

Roja Arribath Eka Daep

UIN Sultan Maulana Hasanuddin Banten
Serang, Banten, Indonesia
221230066.roja@uinbanten.ac.id

Amalia Farid

UIN Sultan Maulana Hasanuddin Banten
Serang, Banten, Indonesia
221230061.amalia@uinbanten.ac.id

Nafan Tarihoran

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

Abstract

Grammar games have become widely adopted in English Language Teaching (ELT) to enhance students' grammatical competence through engaging and interactive approaches. This study systematically reviews existing literature on the effectiveness of grammar games by analyzing their application, benefits, and overall impact. Using the Systematic Literature Review (SLR) method, data were collected from Taylor & Francis, PubMed, and Mendeley databases. From an initial pool of 102 articles, 14 met the eligibility criteria, with nine included in the final analysis through the PRISMA framework. The findings demonstrate that grammar games significantly enhance student motivation, participation, and mastery of grammar. Tools like Kahoot!, Duolingo, Quizizz, and traditional games contribute to a more student-centered environment. Challenges such as time constraints and off-focus behavior were noted. The study recommends further research into long-term effects and the integration of grammar games into complex grammar instruction.

Keywords: A Systematic Review, English Language Teaching (ELT), Grammar Games

INTRODUCTION

Technology, now an unavoidable part of everyday life, also plays an important role in learning. Its presence has significantly impacted education, prompting teachers to re-evaluate their teaching methods. In addition, Technology has positively changed the role of the teacher and supported a more student-centered approach to learning. Using various technological tools in language learning allows teachers and students to achieve more optimal results (Castillo-Cuesta, 2020a). The advancement of Technology and task-based learning creates an ideal combination, fostering interactions that benefit both parties. Integrating Technology into task-based instruction allows