

Interestingly, in one study Hulstijn & Laufer (2001) found that language acquisition may hinge on the “level of involvement in a task”, and video game players are often quite immersed in game play. **This** trait that may enable them to acquire language, since video games often contain simultaneously presented both auditory and text-based language.

Another study done by Prensky (2006) suggests that “videogames allow learners to analyze and decode language at their own pace”. While playing a game, learners may use one input channel to decode the other because videogame players have a great deal of control over the game play. The games have many in-built choices such as games can be paused, actions can be repeated, and conversations can sometimes be initiated according to the players’ pace and level of learning. **In short**, there is great potential in using video games in language learning activities.