

HOW TO LEARN LANGUAGES WITH VIDEO GAMES. TRANSCRIPT

One of my three main goals for this channel is to make language learning fun because if it's never fun, you will fail. It doesn't have to be as difficult as we make it sometimes. So let me start with this question. Do you already play video games? If the answer is yes, then it's a no-brainer. You should definitely be using video games to help you with your languages. And if not, you have the potential to pick up a huge new tool for your language-learning toolkit.

But you have to be careful because if you do it wrong, not only will you learn nothing, but you will also waste a huge amount of time that you could have used more effectively doing something else. So let's get into some of the benefits and risks.

First of all, if you're using video games to study, you will never have to force yourself to study your language. That's why I put so much of an emphasis on making language learning fun. Video games in a foreign language are a type of simulated language immersion. You're basically going to be interacting with other people in a virtual setting, and you'll get exposure to language the way people actually use it on the street, not just the language that people use in a textbook, which is something that nobody actually talks like.

You're gonna learn a lot of vocabulary that they just don't teach you in class, and you're gonna get a lot of repetition of rare vocabulary. You'll start noticing certain vocabulary words pop up every time you go into a battle or every time you're in a new town or whatever it is in that video game. Gaming gives you a context to place your language learning in. Vocabulary words just don't mean the same thing to you if you only see them on a flashcard. You'll remember words better if you have a real-world scenario in which to use them. This will help you start building the neural connections that are going to help you remember these words.

Now let's talk about what kinds of games to get and where to get them. This goes without saying, but dialogue-based games are gonna be much better than action-based games. If you're an advanced learner, then games that are really heavy on the dialogue are gonna be great to help you maintain your level.

Sometimes you'll be able to set the language of the game from inside the app, but other times you'll have to go to your settings. You'll have to find the area that talks about languages and change the language of your iPad or of your phone or tablet so that the language of the game will automatically change to the language that you're learning.

The last place I want to mention where it's easy to get games in other languages is Steam. This is a place where you can download all kinds of different games from the internet. I'm gonna look up Skyrim because I've heard a lot of people say that Skyrim was one of the best games that they've used for learning other languages. If you go down here to the right, you'll see all kinds of different languages that the game supports. It'll show you which languages you can set this game to as far as the interface of the game, the voices and the voice acting, and the subtitles. You can see here that Skyrim is available in Spanish, English, French, Italian, German, and nine other languages. I apologize that my computer is set to Spanish. I didn't think about this when I was recording the video, but if your computer is set to English or a language that you understand, then you'll be able to understand this portion of the page when you look it up. There are a lot of games available on Steam, so you should be able to find whatever game you're looking for. Steam is just a great resource.

VOCABULARY

context (noun) - the situation or background that helps you understand something

dialogue (noun) - a conversation between two or more people

effectively (adverb) - doing something in a way that works well

emphasis (noun) - special attention or importance given to something

immersion (noun) - being fully involved in or surrounded by something

interacting (verb) - talking or working together with someone or something

neural (adjective) - related to the brain or nerves

no-brainer (noun) - something very easy to decide or understand

portion (noun) - a part or piece of something

potential (noun) - the ability to become something or do something in the future

resource (noun) - something that helps you do a job or learn something

scenario (noun) - a situation or example of what might happen

toolkit (noun) - a set of tools or things needed to do a job

virtual (adjective) - something that happens on a computer or online, not in real life