

Graduate Thesis Assessment Rubric
 Department of English, Faculty of Education, University of West Bohemia

Thesis Author: Martin Chylek
 Title: Value of digital games in English language teaching
 Length: 57 pages
 Text Length: 52 pages

Assessment Criteria	Scale	Comments
1. Introduction is well written, brief, interesting, and compelling. It motivates the work and provides a clear statement of the problem. It places the problem in context. It presents and overview of the thesis.	Outstanding Very good Acceptable Somewhat deficient Very deficient	
2. Literature review is comprehensive and complete. It synthesizes a variety of sources and provides context for the research. It shows the author's understanding of the most relevant literature on the subject matter.	Outstanding Very good Acceptable Somewhat deficient Very deficient	<i>The author touches upon a number of topics yet he doesn't go too much in depth in the educational aspects of gaming (including gaming in language learning) and doesn't present too much research associated with the topic. Overall, the chapter serves as a good introduction into the issues of digital games and their role in education.</i>
3. The methodology chapter provides clear and thorough description of the research methodology. It discusses why and what methods were chosen for research. The research methodology is appropriate for the identified research questions.	Outstanding Very good Acceptable Somewhat deficient Very deficient	
4. The results/data are analyzed and interpreted effectively. The chapter ties the theory with the findings. It addresses the applications and implications of the research. It discusses strengths, weaknesses, and limitations of the research.	Outstanding Very good Acceptable Somewhat deficient Very deficient	
5. The thesis shows critical and analytical thinking about the area of study and the author's expertise in this area.	Outstanding Very good Acceptable Somewhat deficient Very deficient	

6. The text is organized in a logical manner. It flows naturally and is easy to follow. Transitions, summaries and conclusions exist as appropriate. The author demonstrates high quality writing skills and uses standard spelling, grammar, and punctuation.	Outstanding Very good Acceptable Somewhat deficient Very deficient	
7. The thesis meets the general requirements (formatting, chapters, length, division into sections, etc.). References are cited properly within the text and a complete reference list is provided.	Outstanding Very good Acceptable Somewhat deficient Very deficient	

Final Comments & Questions

The subject of game-based learning is not an easy one to explore in actual practice for it offers various challenges ranging from access to technology to access to relevant digital games. For this reason, Mr. Chylek conducted qualitative research into the perception of games and gaming for educational purposes among secondary school language learners rather than a close observation of students' behavior in game like learning environment. The use of a semi-structured interview allowed him to collect qualitative data that provide interesting insights into the minds of young adult students. Although the results are rather of a general nature, they do make the reader think about the examined subject matter and consider game-based activities for language learning. Even though the thesis bears some limitations as pointed out above, the work has, without any question, positively contributed to Mr. Chylek's understanding of the subject matter and raises valuable questions around game-based language learning.

I suggest that the author is awarded the grade "very good" for his thesis project.

Supervisor: Mgr. Gabriela Klečková, Ph.D.

Date: July 25, 2016

Signature: