

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

Thesis Author: Martin Chýlček

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 theoretical background serves well as the basis of the study. Nevertheless, fewer direct citations would make the work smoother.</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 | <i>Although the author presents relevant information on the topic, a more critical view (e.g. possible negative aspects of digital games) would add more objectivity view on the issues discussed.</i> |

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| 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

Mr. Chýlček clearly demonstrated his interest and investigation into the topic of digital games in English language teaching. In the theoretical part, he describes and examines information from different sources. Among others, the author mentioned previous studies on similar topics (pp. 19-21). It would be interesting to compare those with the current study when discussing the results.

The positive influence of gaming on learning English is confirmed by the practical part of the thesis. Despite the fact that the descriptions of the data coming from the interviews are slightly lengthy, the results are communicated in an easily understandable way with the aim to reflect upon hypothesis of the research.

I suggest that the thesis is awarded a "very good" grade.

Questions:

Based on the results of your research what specific methodology advice would you give to teachers who wish to implement digital games into their English classes?

How did the results of this study influence your own future teaching?

Reviewer: Mgr. Barbora Benešová

Date: August 24, 2016

Signature:

