



2025

TITLE

**Evaluation in Teaching English:
Inside Out**

Speaker: David Chapman

Date: 19 August @14.15 – 15.00

Presentation Type: Workshop



Abstract

Using games in the classroom can be a polarizing topic among teachers. If “game” is defined as ‘something done solely for enjoyment’, it is not appropriate in class. But if, as Hadfield defines it, a game is ‘an activity with rules, a goal and an element of fun. (1998), then it can be an engaging mechanism for language practice and instruction. This workshop examines criteria for selecting educational games while considering factors such as: language level; maturity; balancing competition and collaboration; and integration with the curriculum beyond foreign language instruction.

Biography

David Chapman is an associate professor at Kamakura Women’s University, where he works with future elementary school teachers. He worked in junior and senior high schools for almost 25 years and taught university classes for over 20 years. He researches the development and application of educational games in the classroom.