



CASE STUDY – ESL Games World

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Futonge N. Kisito,
Founder, ESL Games
World

About Futonge N. Kisito

Futonge Kisito has been an English as a Foreign Language teacher for over 8 years in China. Earlier on, Kisito realized the importance of the internet in aiding language acquisition. That led him to start building content for his students. This part-time exercise soon spiraled out into a full-time employment. He is now the author of the many educational sites, including www.eslgamesworld.com, www.englishmedialab.com, www.chinese-ilab.com, www.english-4kids.com, www.esltower.com. These sites draw an estimated 500,000 highly-targeted unique users each month.

About ESL Games World

ESL Games World (www.eslgamesworld.com) is a site dedicated to helping teachers by providing Fun ESL games for Classrooms, PowerPoint Games & Templates, Printable Board Games, Interactive Games for Classrooms, Games for ESL Kids & Adults, Grammar Games, Vocabulary Games, Reading Games, featuring Snakes & Ladders, Hangman & Wheel Games.

Challenge

ESL wants to put up a lot of free games that will make the lives of teachers and students much easier for teaching and learning English as a foreign or Second Language. The games need to be available online. Developing these games from bottom up would require storyboarding and development in flash, which would be prohibitively expensive.

Solution

To meet the demand of developing eLearning games in less time, ESL opted for Raptivity. Through the use of Raptivity, they were able to create games rapidly without the need for instructional designing and programming. In addition to creating courses rapidly, they were also able to publish the Raptivity games online with ease. Futonge says, “We always used the samples provided as templates to quickly build on.”

Benefits

Raptivity games on the website quickly became a big hit among users. Users were staying longer on the site, which brought along significant financial gains. For ESL Games World, it turned out to be one of the easiest ways to create fun and engaging activities for teachers and learners, without the need for any programming skills. Raptivity can output games in one single SWF file which made for neat and easy deployment on the website.




Action Verbs & Sentences Catching

Click and drag the terms and images to drop them in their relevant category boxes.




Drinking


Eating


Writing


Reading


Swimming

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Present Progressive Spelling

03:53 ?

This is a game where you have to guess and spell the missing word in the present progressive form. For example : EAT present progressive is EATING.

He is _____ a book.

I	I	G	I	I	S	I	R	I	T	A	N	G	I	D	T
G	I	V	I	K	M	C	R	G	W	N	N	O	N	G	W
I	M	A	C	I	N	I	D	O	E	I	R	N	N	D	
I	S	H	G	G	W	G	R	I							

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Completed Items

Score

0

Restart

Skip

Submit

Read the Hint and drag each letter to the bar below to form your answers. Click Submit to confirm if your answer is correct.

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Snakes and Ladders - Present Simple vs. Present Progressive

Score 0

What time do you usually _____ up?

- gets
- getting
- get

Submit

Give Up

Restart

Answer the question correctly to get a chance to roll the dice.

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