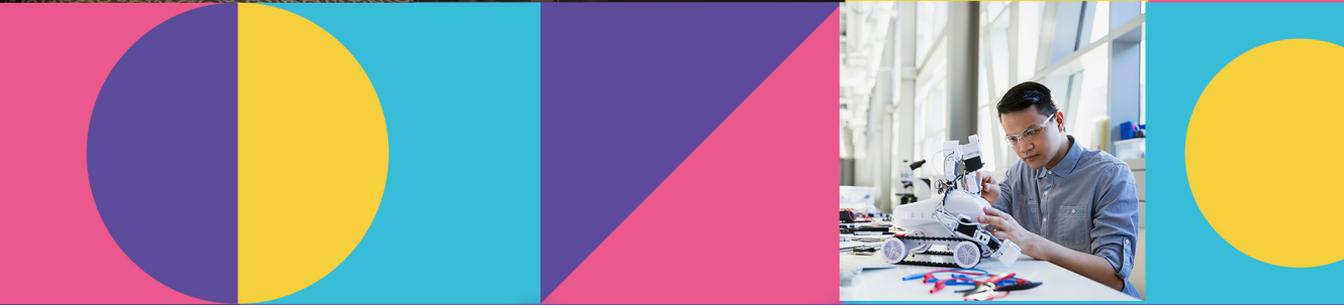


# SoTL *bulletin*

Fostering Advancement and Innovation  
in Teaching and Learning

Vol. 2  
2020



## Enhancing Teaching & Learning

## Editorial Info



**Patron :**

Professor Datuk Dr Mohamad Kadim bin Suaidi

**Advisor :**

Professor Dr Ahmad Hata bin Rasit

**Chief Editor :**

Professor Dr Chen Chwen Jen

**Editors**

Dr Kartini Abd Ghani  
Chuah Kee Man

**Design and Layout :**

Chuah Kee Man

Views expressed by the author(s) in the article do(es) not necessarily reflect the views of the Editorial Committee. Images are taken from open sources databases namely unplash.com and freepick.com.



All articles published in this bulletin are licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

### FREE DIGITAL COPY



Download the digital copy by scanning the QR code or go directly to [bit.do/soflbulletin](https://bit.do/soflbulletin)

### Follow us on:



[fb.com/UNIMASCalm](https://fb.com/UNIMASCalm)



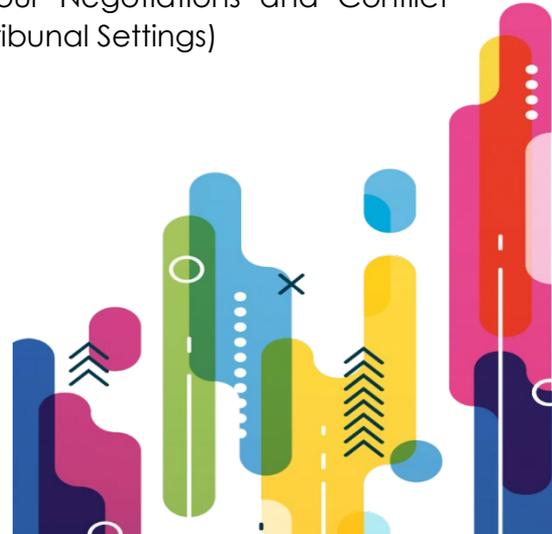
[twitter.com/unimascalm](https://twitter.com/unimascalm)

# SoTL Bulletin Vol2.0/2020

## Content in this Volume

- 01** Integrating Blockchain In Business Curriculum: Lessons Learned for The Faculty of Economics and Business
- 03** Learning 3D Computer Animation Via the Modified Team-Based Learning (mTBL) Approach
- 04** Reflective Writing as a Tool to Assess Affective Domain: A Case Study of Educational Field Trip in a Linguistic Anthropology Course
- 07** Reflective Practice, Active Thinking and Academic Performance
- 08** Students' Awareness of Ethics in Information Technology
- 09** Developing Rubrics for Performance-Based Alternative Assessments Through Collaborative Efforts
- 12** The Development and Evaluation of a Simulated Web Application for Electronic Health Documentation: Nursing Students' Experience, Perceptions, Attitude and Intention to Use
- 14** The Effects of Mathematics Anxiety Towards Students' Behaviour and Performance in Pre-University Studies
- 18** Collaborative Learning Among Students from Different Faculties: A Case Study of UI/UX Design and Multimedia Technology Courses



- 
- 
- 19** The GIS and Social Science: Integrating GIS for the Development Studies' Programme
- 23** Self-Directed Question Formation: Enhancing Students' Meaningful Learning and Performance
- 27** Board Game in The Learning of Academic English Writing
- 30** The Effects of Design-Based Learning in Teaching Augmented Reality for Pre-University Students
- 31** Authentic Assessment: Using 21st Century Skills in Engaging Students' Participation
- 32** Guided Learning to Improve Self-Directed Learning: A Study Among First Year Psychology Students in UNIMAS
- 35** Cultivating Research Skills among Undergraduates: A Research Methodology Toolkit
- 38** Knowledge, Awareness and Practice of Self-Directed Learning Among Year 3 Medical Students
- 40** Assessing Student Knowledge Level Using Fuzzy Modelling Approach and Visual Analytics
- 44** An Effective Delivery Mode of Labour Negotiations and Conflict Management Course (Classroom Vs Tribunal Settings)

# BOARD GAME IN THE LEARNING OF ACADEMIC ENGLISH WRITING

by Joseph Ramanair, Souba Rethinasamy, Damien Mikeng, Ashley Edward Roy Soosay, Jecky Misieng,

## Background

Making connections between learning and teaching in the classroom is crucial as it empowers learners to realise the purpose of education as a whole. It enables learners to put their learning into perspective, stimulate them to master the required skills and knowledge in a thoughtful manner, and encourages them to interact, collaborate and cooperate so as to learn from one another. Classroom teaching approaches thus, need to facilitate learners to learn by helping them to make connections in their learning. Making such connections is also important in an increasingly interconnected world of the 21<sup>st</sup> century particularly as the future of learning as envisioned in Education 4.0, is built around shared knowledge and aspiration (Fisk, 2017).

## Literature Review

One approach in connecting classroom language learners in particular is through the use of board games. The use of board games in the English-as-a-second language (ESL) classroom offers much potential in enhancing the language learning experience. It not only makes learning enjoyable through play but also encourages interaction and supports learners to recall important salient learning points. Through the playing of board games, learners are supported to adapt to reality, and solve problems which are otherwise difficult to be tackled, in a collaborative manner with the help of others and unconsciously (Bettleheim, 1987; Hughes, 2009; Vygotsky, 1978). Further, the use of board games enhances learning as it empowers learners to jointly construct their social experiences and become active agents of their own learning (Rama, Black, van Es, & Warschauer 2012; York & deHaan, 2018). Using board games also enables language learners to learn through tasks. a learning activity is considered a task when it emphasises meaning-focused language use, provides a gap, requires

learners to depend on their own resources to complete it, and presents a clearly defined outcome or goal to ensure that learners use language as a means for achievement (Ellis, 2003; Long 2014). The potential that board games offer to the ESL scenario thus supports socio constructivist learning principles and fulfil criteria for task-based learning.

## Problem Statement

However, despite the potential that board games offer to language learning, research into its use is still lacking. While there are research studies investigating the use of board games in the language classroom, these are largely digital based (York & deHaan, 2018). York and deHaan (2018) observed that studies investigating the effect of table-top non-digital board games which is the focus of this research remain underexplored. While digital-based games offer learners an interactive attractive animated multimedia based environment that can promote language learning (Felicia, 2011), these types of games are limited in promoting face-to-face learner socialization and interaction that are crucial to the learning process as afforded by table-top non-digital board games (Kovačević & Opić, 2013; Lean, Illingworth, & Wake, 2018). Further, studies that investigate digital-based board games tend to largely focus on the context of high school ESL learners (Benoit, 2017; Cook, Gremo, & Morgan, 2017), low-proficiency ESL learners (Fung & Min, 2016; Sevy-Biloon, 2016; York & deHaan, 2018), and in enhancing oral skills and vocabulary development (Al-Bulushi & Al-Issa, 2017; Fung & Min, 2016). There is, therefore, a dearth in the board game research literature investigating undergraduates' reactions to using table-top non-digital board games and its effect on their learning of academic English writing.

## AIM OF THE RESEARCH

The main aim of this research is to explore students' reactions to using a specially designed table-top non-digital board game and its effect on their learning of academic English writing.

## RESEARCH OBJECTIVES

The objectives of this research are as follows:

1. To investigate students' reactions to the use of board game in the learning of academic English writing.
2. To determine the effect of the use of board game on students' understanding of the organisation, structure and language features of academic English writing.
3. To determine the effect of the use of board game on students' performance in academic English writing.

## Methodology

This proposed study will involve both quantitative and qualitative approaches. Data collection will consist of a questionnaire, two tests (pre and post), group interviews, and scores of written essays. The participants for this study will involve students who have registered for the Academic English 2 course which is offered every semester at UNIMAS. A total of 200 students will be involved as participants in this study. Data will be collected during the learning of the writing genre in the Academic English 2 module, and for the duration of two academic semesters. Data from the

questionnaire, tests, and writing scores will be analysed using descriptive statistics while the interview data will be thematically analysed.

All students will participate in playing a specially designed table-top non-digital board game. Participants will be grouped into two main teams (3 persons per team) to compete against each other. Each team will be assigned the board game, instructions to play the game, task cards, six counters, two dice, and a score sheet to play the board game. This board game will consist of numbered spaces for the participants to move their counters. These spaces also state the instructions they need to follow at particular points in the game. Participants will also need to pick a task card that will require them to answer a question, give an opinion, or discuss. The instructions and tasks will cover aspects related to the organisation, structure and language features of academic English writing.

Currently a prototype of the tabletop board game is being designed and finalised. Data collection will commence in 2020.

## Acknowledgement

This work is supported by UNIMAS Scholarship of Teaching and Learning (SoTL) Grant through SoTL/FBK/2018(1)/021. The authors would like to thank Universiti Malaysia Sarawak for supporting this work.

## References

- Al-Bulushi, A. H., & Al-Issa, A. S. (2017). Playing with the language: Investigating the role of communicative games in an Arab language teaching system. *International Journal of Instruction*, 10(2), 179-198.
- Bettleheim, B. (1987). *A good enough parent: A book on child-rearing*. New York, NY: Knopf
- Benoit, J. (2017). *The effect of game-based learning on vocabulary acquisition for middle school English language learners*. (Unpublished doctoral dissertation). Liberty University, Lynchburg, VA.
- Cook, M. P., Gremo, M., & Morgan, R. (2017). *We're just playing: The influence of a modified tabletop role-playing game on ELA students' in-class reading*. *Simulation & Gaming*, 48(2), 199-218.
- Ellis, R. (2003). *Task-based language learning and teaching*. Oxford, UK: Oxford University Press.
- Felicia, P. (2011). *What evidence is there that digital games can be better than traditional methods to motivate and teach students*. Waterford, Ireland: Waterford Institute of Technology.
- Fisk, P. (2017). *Education 4.0 ... the future of learning will be dramatically different, in school and throughout life*. Retrieved from <https://www.thegeniusworks.com/2017/01/future-education-young-everyone-taught-together>
- Fung, Y. M., & Min, Y. L. (2016). Effects of board game on speaking ability of low-proficiency ESL learners. *International Journal of Applied Linguistics and English Literature*, 5(3), 261-271.
- Hughes, F. P. (2009). *Children, play, and development*. (4th ed.). London, UK: SAGE Publications.
- Kovačević, T., & Opić, S. (2014). Contribution of traditional games to the quality of students' relations and frequency of students' socialization in primary education. *Croatian Journal of Education*, 16(1), 95-112.
- Lean, J., Illingworth, S., & Wake, P. (2018). Unhappy families: using tabletop games as a technology to understand play in education. *Research in Learning Technology*, 26.
- Long, M. (2014). *Second language acquisition and task-based language teaching*. Malden, MA: John Wiley & Sons.
- Rama, P. S., Black, R. W., van Es, E., & Warschauer, M. (2012). Affordances for second language learning in World of Warcraft. *ReCALL*, 24(3), 322-338.