ONLINE DIGITAL GAMES FOR ARABIC LANGUAGE LEARNERS

PRODUCT DESCRIPTION

Digital Game-based Learning (DGBL) has been among teaching and learning aids in many disciplines of knowledge. This project presents an educational product of online digital educational games for Arabic language learners. This product was specifically designed based on the language syllabus used by the pre-university students of non-Arabic native speakers at International Islamic University Malaysia (IIUM). This educational digital games in learning Arabic are being used by the learners since 2011 until now. This digital games prototype is using web-based platform with Raptivity e-authoring tool in the prototype development process with a conpendium of 34 various language games for Arabic language learners.

URL: www.arabic-games.iium.net

COMMERCIAL POTENTIALS

- The product is used since 2011 until now.
- The commercialization of this product is wide, including hich include various universities, schools, colleges, educational courses and programmes, etc.
- Various levels of learners in different learning institutions and settings.

RESULT AND DISCUSSION

**AWARD & PUBLICATIONS:**

- The product is used since 2011 until now.
- The commercialization of this product is wide, including hich include various universities, schools, colleges, educational courses and programmes, etc.
- Various levels of learners in different learning institutions and settings.

THEORY: Based on design and development research or DDR (Richey and Klein, 2007)

PRACTICE: Used by learners at IIUM and other institutions outside IIUM. It is also suitable for other settings as it is designed for beginner learners.

CONCLUSION

The findings reported a mixed method evaluation including learners’ perception, concentration, immersion and knowledge improvement and qualitative findings from interview sessions, think-aloud methods, open-ended questionnaires, testimonials and class observation.