

ONLINE DIGITAL GAMES FOR ARABIC LANGUAGE LEARNERS



PRODUCT DESCRIPTION

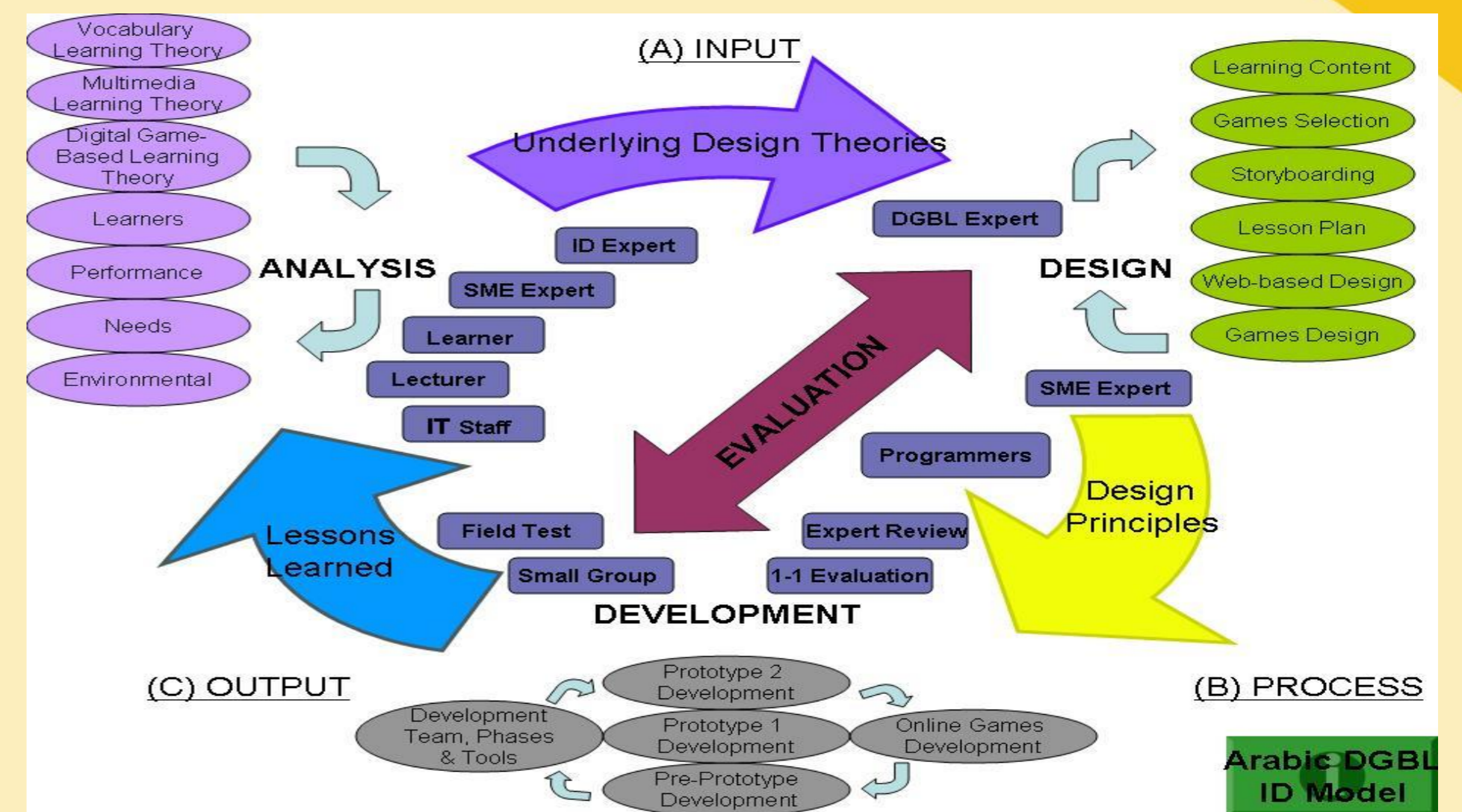
Digital Game-based Learning (DGBL) has been among teaching and learning aids in many disciplines of knowledge. This project presents an educational product of online digital educational games for Arabic language learners. This product was specifically designed based on the language syllabus used by the 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 compendium of 34 various language games for Arabic language learners.



URL: www.arabic-games-iium.net



METHODOLOGY



COMMERCIAL POTENTIALS

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



IID-SE 2010 (SILVER) IRIIE 2011 (SILVER) i-INOVA 2011 (BRONZE) IRIIE 2012 (BRONZE) NUCEL 2014 (SILVER) PECIPTA 2015 (GOLD)

NOVELTIES

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.

AWARD & PUBLICATIONS:

- Muhammad Sabri, Sahrir (2011). *Formative evaluation of an Arabic online vocabulary learning games prototype : Lessons from a Malaysian higher learning institution experience*. In Alias, N. & Hashim, S. (Eds.). Instructional Technology Research, Design And Development: Lessons From The Field. IGI Global, Hershey, PA, United States. ISBN 9781613501986 (In Press by November 2011, indexed in IDEA Group).
- Muhammad Sabri, Sahrir & Nor Aziah, Alias (2011). *A study on Malaysian language learners' perception towards learning Arabic via online games*. GEMA Online Journal of Language Studies, volume 11(3), pp. 129-145, September 2011 (SCOPUS-indexed)
- Sahrir, Muhammad Sabri and Alias, Nor Aziah and Ismail, Zawawi and Osman, Nurulhuda (2012) *Employing design and development research (DDR) approaches in the design and development of online Arabic vocabulary learning games prototype*. TOJET: The Turkish Online Journal of Educational Technology, 11 (2). pp. 108-119. ISSN Old (1303 - 6521), New: (2146-7242) – (ISI/SSCI-indexed)
- Sahrir, Muhammad Sabri and Yusri, Ghazali (2012). *Online vocabulary games for teaching and learning Arabic*. GEMA Online Journal of Language Studies, 12 (3). pp. 961-977. ISSN 1675-8021 (SCOPUS-indexed)
- Sahrir, Muhammad Sabri (2013) *Al-al'aab al-lughawiyah al-muhausabah fi ta'allum al-lughah al-arabiyyah li an-naatiqiin bi ghayriha bayna al-nazariyyah wan al-tatbiq: al-jaami'ah al-Islaamiyyah al-aalamiyyah bi Maaliziyyaa namudhazan*. Journal of Faculty of Dar Al Uloom, Egypt, 28. pp. 1-15. ISSN 6867-1999
- Sahrir, Muhammad Sabri (2013) *Rekabentuk permainan bahasa Arab komputer dalam pembelajaran bahasa Arab di kalangan para pelajar peringkat permulaan di UIAM dari tahun 2008 hingga 2011*. Special Bulletin by Saudi Cultural Attache in Malaysia. p. 13.
- Sahrir, Muhammad Sabri and Alias, Nor Aziah (2012) *A design and development approach to Researching Online Arabic Vocabulary Games Learning in IIUM*. Procedia - Social and Behavioral Sciences, 67. pp. 360-369. ISSN 18770428
- Catalogued in the National Grassroot Innovation Databank of Yayasan Inovasi Malaysia (ONLINE DATABASE).
- SILVER** : Invention, Innovation and Design – Special Edition (IID-SE 2010), UiTM Shah Alam.
- SILVER** : IIUM Research, Invention and Innovation Exhibition (IRIIE) 2011, International Islamic University Malaysia (IIUM).
- BRONZE** : Islamic Innovation Expo 2011 (i-Inova' 2011), Indoor Nilai Stadium, organised by USIM and MoHE.
- BRONZE** : IIUM Research, Invention and Innovation Exhibition (IRIIE) 2012, International Islamic University Malaysia (IIUM)
- SILVER** : National University Carnival of E-Learning (NUCEL 2014), organised by UiTM, MEIPTA and MoE.
- GOLD** : Gold Medal, 14th International Conference and Exposition on Inventions by Institutions of Higher Learning (PECIPTA 2015) on the 4th – 6th December 2015 at KLCC organised by MoHe and UPSI.

RESULT AND DISCUSSION

USER TESTING SESSIONS	MEAN SCORE AND INTERPRETATION			
	PERCEPTION	CONCENTRATION	IMMERSION	KNOWLEDGE IMPROVEMENT
Small Group Evaluation (16 users)	4.09 (High)	4.01 (High)	3.48 (Moderate High)	4.56 (High)
Field Test Evaluation 1 (35 users)	3.98 (Moderate High)	4.01 (High)	3.27 (Moderate High)	4.48 (High)
Field Test Evaluation 2 (49 users)	3.89 (Moderate High)	3.78 (Moderate High)	3.28 (Moderate High)	4.37 (High)

** . Correlation is significant at the 0.01 level (2-tailed).

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.

