INTER PRE-UNIVERSITY/ MATRICULATION INNOVATION

Arabiyatůna Board Game 042 ¹Abdul Hadi Bin Mohamma Muhamma Muhammad **Abdul Rahim** d Amnan d Hanis Bin Hafizuddin **Bin Awang** Roslan, **Bin Hussin** Ali Introduction تونس قْقَالشّاا لّمقشة

Unique learning via Arabiyatuna board game incorporating various

elements of life, from basic knowledge to the geography of the Arab world. The players also can gain experience in business while playing the game. Arabiyatuna is focusing on the design and development of an education via ADDIE model. The D&D process was done based on needs analysis process among 103 learners, whereby the evaluation on user testing session was conducted among 5 lecturers at the Centre for Foundation Studies , International Islamic University Malaysia (IIUM).

Objectives

- What are the gamification features needed for Arabic learning?
- How is the process of designing the game model "Arabiatuna" carried out?
- What is the students' acceptance of the game model "Arabiatuna" in Arabic learning?



Innovativeness

Learning Principles

Based on the literature and the experience of the

The unique characters of the Arabiyatuna game board would catalyst the motivation of learners. The board introduces 3 decks of cards, namely as chance, fine and green card. It exhibits the Arab world major cities as the playing squares while it integrates the learning elements of Arabic basic grammar and vocabularies. The Arabiyatuna was designed and developed based by implementing ADDIE model and the need analysis.

experiment of using Arabiyatuna, ten principles of effective teaching were recommended: 1) create an active learning environment, 2) focus attention, 3) connect knowledge, 4) help students organize their knowledge, 5) provide timely feedback, 6) demand quality, 7) enhance motivation to learn, 9) communicate message in a variety of ways, 9) help students to productively manage their time, and 10) develop the financial soft skills.



Novelty





