



Arabiyatuna Board Game



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Abstract

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 education via the ADDIE model. The D&D process was done based on a 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

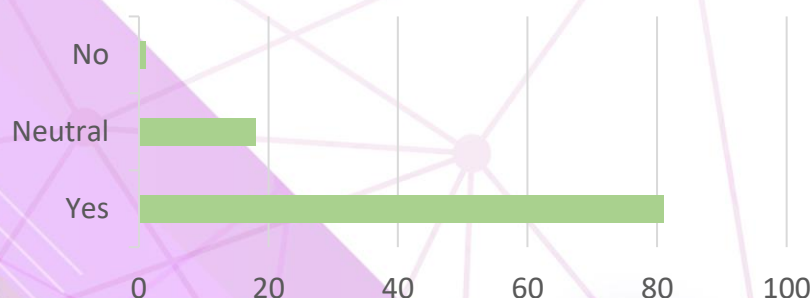
- To identify the gamification features needed for Arabic learning.
- To investigate the process of designing the game model "Arabiatusna".
- To explore the students' acceptance of the game model "Arabiatusna" in Arabic learning.

Usefulness

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

Impact on Learning

Q: What is the students' acceptance of the game model "Arabiatusna" in Arabic Learning?



Awards



Novelty

STUDENTS

Easiest way to learn Arabic language

TEACHERS

A fun way to teach Arabic Language

PUBLIC

Understandable and easy

MINISTRY:

Supplementary material for textbook

Added Value

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

Commercialisation Potential

Ministry of Education

Universities

Secondary & Primary Schools

Arabic Language Centres

