



PIONEERING EDUCATIONAL PERSPECTIVES

Series 2025



PIONEERING EDUCATIONAL PERSPECTIVES

Series 2025

Chief Editors:

Nur Alyani binti Khairol Anuar
Muhammad Irfan bin Mokhtar

Editors:

Aqeela binti Ahmad Kamiri
Hawa Syamsina binti Md Supie
Nurul Nadiah binti Rasdi
Qistina Azra binti Mohani
Siti Aishah binti Taib
Nurul Hijah binti Jasman
Siti Mariam binti Mohammad Iliyas

Published by:

Academy of Language Studies, Universiti Teknologi MARA
Cawangan Johor, Kampus Pasir Gudang, Jalan Purnama,
Bandar Seri Alam, 81750 Masai, Johor Darul Ta'zim.

07-3818455

edgii.apbpg@gmail.com

Copyright © Pioneering Educational Perspectives: Series 2025

All rights reserved. No part of this publication may be reproduced in any form or by electronic or mechanical means, including information storage and retrieval systems, or transmitted in any form or by any means, without the prior permission in writing from the publisher.

e-ISBN : 978-967-0033-31-0

Published date: 2025

Chief Editors:

Nur Alyani binti Khairol Anuar

Muhammad Irfan bin Mokhtar

Editors:

Aqeela binti Ahmad Kamiri

Hawa Syamsina binti Md Supie

Nurul Nadiah binti Rasdi

Qistina Azra binti Mohani

Siti Aishah binti Taib

Nurul Hijah binti Jasman

Siti Mariam binti Mohammad Iliyas

Published by:

Academy of Language Studies, Universiti Teknologi MARA Cawangan Johor, Kampus Pasir Gudang, Jalan Purnama, Bandar Seri Alam, 81750 Masai, Johor Darul Ta'zim.

07-3818455

edgii.apbpg@gmail.com

Preface

Pioneering Educational Perspectives: Series 2025 is a collection of thought-provoking insights and research contributions exploring contemporary educational trends and practices. This eBook presents a diverse range of perspectives on innovative teaching methodologies, digital learning strategies, and transformative approaches in education. Designed to serve as a resource for educators, researchers, and practitioners, it aims to inspire meaningful discussions and advancements in the field. Through carefully curated chapters, this publication offers fresh ideas and practical solutions to enhance learning experiences in an ever-evolving educational landscape.

Contents

BUDGET EASE.....	9
Wan Nurul Basirah Wan Mohamad Noor ¹ , Dr. Mohd Hisham Mahamud ² , Siti Dalina Tumiran @ Kamal Nasser ^{3*} & Siti Noor Azmawaty Abd Razak ⁴	9
PHARMACOLOGY REIMAGINED: INNOVATING DRUG MECHANISM TEACHING WITH TEXT AND INTERACTIVE ANIMATION FOR AN ENHANCED UNDERSTANDING OF CLINICAL OUTCOMES FOR MEDICAL STUDENTS	15
Nafeeza Mohd Ismail ^{1*} , Aida Lina Alias ² , Siti Norsyafika Kamarudin ³ , Noor Fahitah Abu Hanipah ⁴ , Muhammad Huzaimi Haron ⁵	15
EXCEL ADAPTIVE TEACHING AND LEARNING TOOL FOR PLOTTING SUM OF SINGULARITY FUNCTIONS (EATL-PSSF)	20
Nur Atiqah binti Abdul Rahman ^{1*} , Muhd Firdaus bin Muhd Yusoff ² , Zahari bin Abu Bakar ³ ...	20
MANDARIN ON THE GO: UNLOCKING MANDARIN THROUGH DAILY ACTIVITIES	24
Chong Peng Hwa ^{1*} , Choo Kim Fong ² & Toh Ling Ling ³	24
PRIVATE BODY SAFETY EDUCATION COURSEWARE USING ADDIE MODEL WITH MULTIPLE INTELLIGENCE THEORY	28
Norazian Ahmad ¹ , Siti 'Aisyah Sa'dan ^{2*} , Ummu Fatimah Mohd Bahrin ³ & Siti Salbiah Hamzah ⁴	28
TAXATION ESCAPE ROOM: INNOVATING EDUCATION WITH INTERACTIVE TOOLS FOR MASTERING EMPLOYMENT INCOME	32
Suzana San ^{1*} , Nik Zam Nik Wan ² , Syuhaila Razak ³ , Siti Nor Adawiah Hussin ⁴ & Azilawati Abdullah @ Abd Aziz ⁵	32
TIME TO ENGLISH (TTE): PROBLEM-SOLUTION ESSAY	37
Shahira Adam ^{1*} , Ira Syaqira Sukimin ² , Norhafizah Amir ³ , Nur Fadzilah Muhamad Zamani ⁴ & Nur Sherina Zainal Abidin ⁵	37
OPTIMISING TEACHING AND LEARNING THROUGH THE INTEGRATION OF DIGITAL TOOLS - CITEQUEST: DUNGEONS & DRAGONS	41
Nur Syafiqah Abdul Kadar ^{1*} , Aisyah Hani Mohd Habali ² & Nur Amalina Zaharudin ³	41
TIME TO ENGLISH (TTE): FREE VERSE POEM.....	45
Nur Sherina Binti Zainal Abidin ^{1*} , Ira Syaqira Binti Sukimin ² , Norhafizah Binti Amir ³ , Susanna Bithiah Varma ⁴ & Nur Fadzilah Binti Muhamad Zamani ⁵	45
TIME TO ENGLISH (TTE): PITCHING	49
Susanna Bithiah Varma ^{1*} , Ira Syaqira Sukimin ² , Norhafizah Amir ³ , Shahira Adam ⁴ & Nur Sherina Zainal Abidin ⁵	49
UBBL 1984 FIRE SAFETY REQUIREMENT GPT: AI-POWERED LEARNING TOOL FOR BUILDING COMPLIANCE	53
Erdayu Os'hara Omar ^{1*} , Muhamad Syariz Niza Salehuddin ² & Muhammad Haziq Wahid ³ ..	53

OPTIMISING TEACHING AND LEARNING THROUGH THE INTEGRATION OF DIGITAL TOOLS - CITEQUEST: DUNGEONS & DRAGONS

Nur Syafiqah Abdul Kadar^{1*}, Aisyah Hani Mohd Habali² & Nur Amalina Zaharudin³

^{1,2,3} Centre of Foundation Studies, Universiti Teknologi MARA, Cawangan Selangor, Kampus Dengkil, 43800 Dengkil, Selangor, Malaysia

*Corresponding author: nursyafiqahkadar@uitm.edu.my

ABSTRACT

CiteQuest: Dungeons & Dragons is a Digital Educational Escape Room (DEER) game designed to make the learning of APA style citation and referencing both fun and effective. By incorporating the iconic Dungeons & Dragons idea, the game turns the usually tedious and stressful task of grasping citation techniques into an exciting adventure. Players embark on a series of quests, completing puzzles that require them to apply citation rules correctly in order to move forward through the game and eventually slay a fierce fire-breathing dragon. The issue that it addresses is the common struggle among students to learn and master citation practices as students commonly find citation rules complicated and difficult to remember, limiting their ability to apply them appropriately in their academic writing tasks. The game's primary goal is to improve students' understanding, retention, and practical application of APA citation requirements by providing an interactive and engaging learning experience. Key features include narrative-driven gameplay, real-time feedback, and tasks that gradually increase in difficulty. *CiteQuest: Dungeons & Dragons*, designed for university students, allows for both individual and group play, making it suitable for classroom use or independent study. The game's unique selling feature is its ability to turn an essential academic skill into an enjoyable and challenging activity, addressing typical student citation issues and encouraging more consistent use of correct citing strategies.

KEYWORDS: Citation, Referencing, APA Style, Digital Educational Escape Room Game, Academic Writing

PROBLEM AND OBJECTIVE

Citation practices are a crucial aspect of academic writing, yet many students, particularly non-native English speakers, find it difficult to effectively integrate citation forms and functions into their work (Zhang, 2021). Though students understand that citations are essential for academic writing, they often perceive the task of citing and referencing as tedious (Pecorari & Petric, 2014; Mohta & Mohta, 2016). Incorrect citations can lead to plagiarism, academic penalties, and a lack of academic integrity, which can significantly impact a student's academic success. Although they are aware of this matter, they focus less on citations and referencing due to its technicality and they view it as a daunting task.

The CiteQuest: Dungeons and Dragons game addresses these persistent challenges by transforming the often monotonous and challenging process of learning APA citation rules into an engaging and interactive experience. The primary objective of this game is to make the learning of APA citation more enjoyable and accessible through a gamified escape room format. By incorporating game mechanics into the learning process, CiteQuest aims to enhance

students' understanding, retention, and practical application of citation practices, ultimately leading to improved academic performance and integrity.

DESIGN DESCRIPTION

The CiteQuest: Dungeons and Dragons game is specifically designed to teach university students citation and referencing skills in a fun and engaging way. By leveraging a digital platform and the popular Dungeons & Dragons theme, the game transforms the often tedious task of learning citation and referencing rules into a fun and exciting adventure.

The game employs a Digital Educational Escape Room (DEER) format, immersing players in an environment where each room represents a different stage of citation and referencing challenges. Escape room exercises are often presented to small groups of students, who are encouraged to collaborate and communicate in order to address a given problem situation (Giang et al., 2020). In this game, players embark on a series of quests, where they complete tasks to gather colored gems, which represent their mastery of citation rules. The adventure finishes in a final challenge: fighting a dragon, the ultimate 'boss,' while skillfully employing the citation skills learned during the game. This novel and innovative format not only enhances engagement but also imparts the learning process with a sense of accomplishment and excitement, motivating the players to fully commit to mastering the content.

The game also includes interactive puzzles, which reinforce citation rules through activities such as matching references to the correct formats and identifying errors in citations. The user interface is designed to be intuitive and visually appealing, with retro and fantasy-themed graphics that align with the dungeons and dragons setting. The target users for the game includes university students who need to learn or improve their citation and referencing skills, as well as educators who can use the game as a supplementary tool to make citation lessons more interactive and engaging.

The "CiteQuest" game stands out by employing gamification to make a dull subject interesting and fun. Additionally, the learning process is now more engaging and comfortable because of the incorporation of a popular fantasy theme that is reminiscent of Dungeons & Dragons. This design not only makes learning citations fun and enjoyable, but it also ensures that users actively engage with and apply their knowledge in a practical, game-based setting. On top of that, this game also offers a multiplayer mode that strengthens collaborative learning by promoting teamwork and improving knowledge of citation skills. Furthermore, the game aids in professional development by providing a practical and enjoyable way for legal professionals and students to master the principles of citation.

VISUALS



NOVELTY AND UNIQUENESS

The "CiteQuest" game blends educational content with a fantasy adventure. It captivates players with a captivating storyline that incorporates APA citation and reference issues into an adventurous quest. The game transforms traditional learning into an interactive experience, requiring players to solve puzzles, accurately format citations, and follow APA guidelines to progress through several rooms. This approach supports various learning styles by mixing graphic features, textual content, and problem-solving exercises to ensure a thorough understanding of citation practices. Fantasy features such as gathering jewels and killing dragons increase motivation, making learning feel more like an exciting game than a typical academic exercise. Real-time feedback allows players to learn from their mistakes and reinforces correct practices as they progress. Furthermore, the game is flexible, allowing both individual and group learning, making it appropriate for various educational contexts. These elements make the game a powerful, engaging, and successful tool for teaching citation skills, distinguishing it from traditional techniques.

BENEFITS TO MANKIND

The "CiteQuest" game offers an innovative approach to teaching APA style citation and referencing by addressing the current problem of student disengagement with conventional methods of instruction. The game significantly boosts student motivation and recall of citation rules by incorporating learning into an interesting and thrilling digital escape room format. It encourages important academic abilities such as critical thinking and problem-solving while promoting teamwork. Furthermore, as a digital tool, it eliminates the need for printed materials, which aligns with environmental sustainability objectives. This novel approach not only increases educational quality but also makes learning more enjoyable and impactful.

COMMERCIAL POTENTIAL

"CiteQuest" has significant potential in the educational technology sector, especially among universities and colleges that embrace innovative teaching methods. Its main advantage lies in its unique combination of gamification and educational content, which sets it apart from

traditional citation learning tools. The game is highly flexible, allowing it to be adapted for teaching academic skills or citation styles other than APA. Relationships with customers are built through partnerships with institutions, support services, and community engagement, while the game is marketed through online platforms, conferences, and digital marketing. As a digital product, it offers a cost-effective solution for institutions, with revenue options such as subscriptions and licensing deals.

CONCLUSION

CiteQuest: Dungeons & Dragons offers many benefits to society and industry. It will help students to have a better comprehension of references and citations as they are motivated to finish the quest and at the same time improve their understanding of the topic. *CiteQuest: Dungeons & Dragons* is a DEER game that would change the way students view learning of APA style references and citations as it offers interactive features and adventurous quests and for the educators to shift their approach from conventional to a gamified lesson. Therefore, for potential future directions of this game, more levels will be added that are tailored to the specific syllabus of the involved courses. Next, an additional feature such as a scoreboard will also be added to enhance the gamification of this game. This game will cater other styles of referencing and citations, widening the marketing of the game to a worldwide audience. With these advancements, the themes will be more diverse to engage a wider audience of players.

REFERENCES

- Giang, C., Chevalier, M., Negrini, L., Peleg, R. Bonnet, E., Piatti, A., & Mondada, F. (2020). Exploring escape games as a teaching tool in educational robotics. In Moro, M., Alimisis, D., & Iocchi, L. (Eds.), *Educational Robotics in the Context of the Maker Movement*. Edurobotics 2018. *Advances in Intelligent Systems and Computing*, 946 (pp. 95-106). Springer. https://doi.org/10.1007/978-3-030-18141-3_8
- Mohta, A., & Mohta, M. (2016). Accurate references add to the credibility. *Indian Pediatrics*, 53(12), 1003-1006. <https://doi.org/10.1007/s13312-016-0976-z>
- Pecorari, D., & Petric, B. (2014). Plagiarism in second-language writing. *Language Teaching*, 47(3), 269-302. <https://doi.org/10.1017/S0261444814000056>
- Zhang, M. (2021). Citation practices of L2 writers in first-year writing courses: Form, rhetorical function, and connection with pedagogical materials. *Applied Corpus Linguistics*, 1(2), 100005. <https://doi.org/10.1016/j.acorp.2021.100005>