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PIONEERING EDUCATIONAL PERSPECTIVES

Series 2025

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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

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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.

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ARABIC DIGITAL LEARNING KIT FOR BEGINNERS: WATCH, PLAY, PRACTICE!

Adhanawati Abdul Rapa[1*], Nurhanani Abdul Rapa[2] & Dr. Ijlal Saja@Mearaj[3]

[1]Universiti Teknologi MARA (UiTM) Melaka
[2]Pusat GENIUS@Pintar Negara, Universiti Kebangsaan Malaysia
[3] Universiti Teknologi MARA (UiTM) Melaka

**Corresponding author: adhanawati@uitm.edu.my*

ABSTRACT

The open and distance learning (ODL) approach is becoming more popular, so educators need to shift from traditional methods, like using textbooks, whiteboards, and slides, which have less impact on students. However, there is a shortage of open educational resources (OER) for teaching Arabic at the university level. As a result, lecturers need to create innovative digital tools for teaching Arabic. This study aims to introduce and evaluate the "Arabic Digital Learning Kit for Beginners" which is based on the concept of "Watch, Play, Practice!". This digital teaching aid simulates textbook conversations and incorporates gamification and game-based learning. It includes a YouTube playlist with creative videos and links to online games and quizzes. The kit was shared with UiTM students, and their feedback was gathered through a survey. Results showed that the kit improved their engagement, learning experience, and listening and speaking skills. Additionally, it has commercial potential, as the YouTube channel could generate revenue through monetization. Overall, this creative digital tool offers both educators and students a fun and immersive experience, making it ideal for ODL sessions.

KEYWORDS: Arabic teaching aid, YouTube video, Open and distance learning (ODL), Artificial intelligence (AI), Gamification and game-based learning.

PROBLEM AND OBJECTIVE

The Arabic language is offered as a third language option for bachelor's degree students at UiTM. The course has three levels, starting with TAC401 (Introductory Arabic Level I), which includes topics like Arabic greetings, introduction, university life, family, and more. Nowadays, the open and distance learning (ODL) approach is becoming more often, whereby educators have to adapt and change their traditional teaching method that is mainly based on the use of textbook, whiteboard and presentation slides, that have less impact on students (Ijlal Saja et al., 2021). However, due to the lack of open educational resources (Nurain Farahana Zainal Abidin et al., 2021), an innovative digital teaching aid should be developed for ODL through video-based learning with YouTube and game-based learning (Ijlal Saja et al., 2021). Among the problems and challenges faced by Arabic lecturers at UiTM is that the TAC401 textbook lacks audio resources and visual aids or graphics. The language exercises provided are also entirely non-interactive, which makes the teaching and learning experience dull and unengaging, resulting in students feeling unmotivated.

The "Arabic Digital Learning Kit for Beginners: Watch, Play, Practice!" aims to teach students Arabic conversations and vocabulary in an innovative way through creative videos and digital games. By incorporating these multimedia elements and presenting the language in a visual and interactive format, it gives them an immersive and enjoyable experience that enhances their

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understanding of the subject. The learning kit strives to make the teaching and learning process more convenient and accessible. By providing free and online access to teaching and learning materials that are available on Youtube, Genially, MIT Scratch, Wordwall and Quizizz, it promotes self-learning among students allowing them to study at their own pace and convenience.

DESIGN DESCRIPTION

The "Arabic Digital Learning Kit for Beginners: Watch, Play, Practice!" was created using Canva and several generative AI tools, such as Midjourney, Dalle-3, ElevenLabs, Voicemaker, ChatGPT, and Gemini, to generate images, voice-overs, and provide the Arabic to English translation. The escape room games, story-driven digital card games, and quizzes were developed on platforms like Genially, Scratch, Wordwall, and Quizizz. This kit, which was given to TAC401 students at UiTM Melaka, includes multiple creative videos with links to online games and quizzes that offer a practical and innovative approach to learning Arabic for beginners. Learners are provided with an immersive experience, engaging in Arabic conversations spoken by native speakers generated by AI technology. Through this kit, learners are exposed to authentic language usage and pronunciation. Furthermore, the kit goes beyond simple conversation practice by offering practical guidance for learners to use Arabic in real-life situations. By simulating various scenarios and providing situational guidance, the kit equips learners with the skills and confidence needed to converse effectively in Arabic in their daily lives.

VISUALS

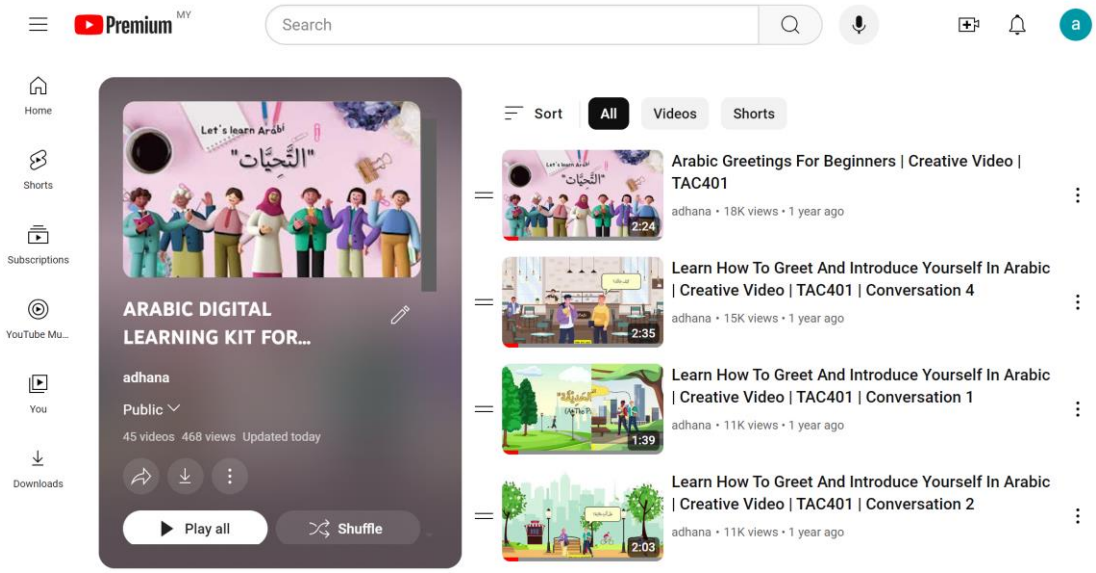


Figure 1. YouTube Playlist: "Arabic Digital Learning Kit for Beginners: Watch, Play, Practice!"

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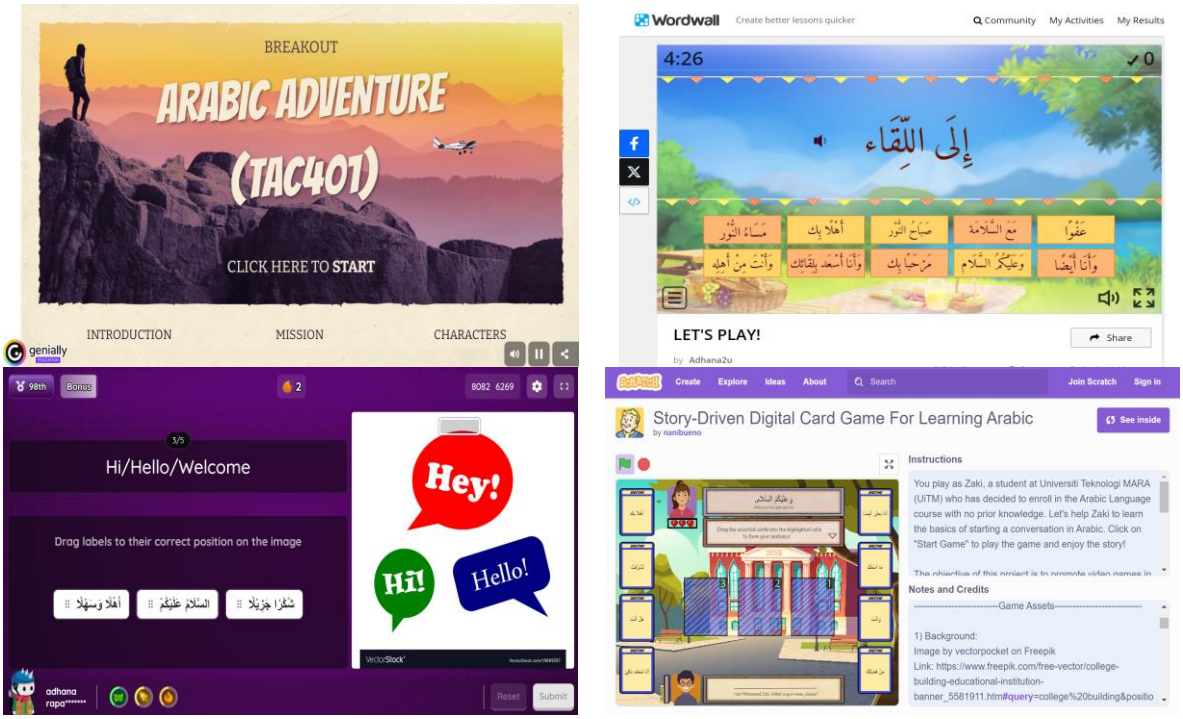


Figure 2. The online games and quizzes

NOVELTY AND UNIQUENESS

This kit introduces the concept of "Watch, Play, Practice!" offering a comprehensive approach to language learning that integrates creative videos and digital games as learning materials which aligns with the demand of the technology era. Learners gain knowledge by watching creative videos on Youtube that feature colourful and high-quality visuals, smooth animation and transitions, cheerful background music, and clear voice-overs by native speakers generated by Artificial Intelligence (AI) technology. The Arabic to English translation for the conversations are developed with the effective use of AI Chatbot, namely ChatGPT. These creative videos provide practical guidance for learners to engage in Arabic conversations in real-life scenarios. The kit incorporates the use of digital games in education, allowing learners to play and practice with escape-room games developed on Genially, a story-driven digital card game created on MIT Scratch, and quiz games on Wordwall and Quizizz platforms. The use of multimedia applications which combine text, graphics, audio, and animation promotes an enjoyable and entertaining learning experience.

BENEFITS TO MANKIND

The kit is significant in aiding the language learning process as it complements the textbook materials which lack audio resources for practicing conversations and improving pronunciation in Arabic. The inclusion of audio elements in the form of AI-generated native speaker conversations addresses this gap, providing an essential component for language acquisition. It serves as a valuable digital solution, enabling learners to do self-revision at their own pace and convenience, as they can revisit the learning materials whenever and wherever they choose, giving them flexibility in their learning journey. This learning kit transforms revision time into an enjoyable experience by effortlessly watching creative videos and playing interactive digital games. This element of enjoyment and entertainment positively impacts motivation, making the revision process more effective.

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COMMERCIAL POTENTIAL

The YouTube channel associated with the "Arabic Digital Learning Kit for Beginners: Watch, Play, Practice!" offers commercial potential by allowing revenue generation through monetization. Once the channel meets YouTube's eligibility requirements, such as reaching a specific number of subscribers and watch hours, it can generate income from ads, sponsorships, and paid promotions.

CONCLUSION

A digital teaching aid with the combination of creative videos, online games and quizzes is an effective way to transform traditional teaching methods into a digital approach that aligns with open and distance learning. It promotes self-pace learning which allows students to understand the subject more easily. The immersive and enjoyable learning experience keeps the students engaged and thus enhances their motivation and interest in the subject.

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