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Ushering in the Age of Endemic

**THE 11TH INTERNATIONAL INNOVATION,
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EXTENDED ABSTRACTS BOOK



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ENGLISH WHEEL OF REVISION GAME (ENL WOR-G)

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ABSTRACT

Learning English is often perceived as a tedious process that involves remembering a lot of rules. The ENL WOR-G game is specially designed to add fun and excitement to the learning process. Students who have tried this game felt very enthusiastic about it and all of them would recommend the game to their language instructors. All agreed that this game could help them improve their language. This game can be easily adaptable to different age groups and levels of proficiency. Thus, the innovative use of the ENL WOR-G game suggested here can be utilized by language instructors in and outside the classroom to enable students to remember aspects of the English language in a fun and entertaining way.

Keywords: *English, ENL WOR-G, interactive learning, language game, fun learning.*

1. INTRODUCTION

Low proficiency ESL learners have often perceived language learning as a tedious and boring process especially if it involves drills and memorization of rules. The fun and interactive nature of games can help improve remembering. When learners associate positive feelings with learning, they're more likely to remember the content. According to Liu et.al (2021), games not only enhance the learners' language skills but also help in developing their social skills as they interact with their colleagues. Therefore, the English Wheel of Revision Game (ENL WOR-G) is designed for this purpose. It helps to assess learners' understanding of the language and in the process helps them remember grammar rules as well as useful expressions like idioms that enable them to function naturally in the language. This game also incorporates teamwork so that interaction among the players in the target language is encouraged to maximize the learning experience.

2. FINDINGS

Tini (2022) indicates the positive relationship between the usage of games in enhancing student vocabulary. Feedback from 47 students who tried out this game was very positive. 100 % per cent rated the game fun and felt the game could help them learn English. When participating in ENL WOR-G, every student will score individual marks. Students could view their score in real time, keep track of individual progress, and these could motivate them to compete in the game. This could be a push factor to stimulate students' desire to learn and actively participate (Liu et al., 2022). In fact, students could enjoy and gain knowledge from the game. Students could also recommend the game to others as it could be used in or outside the classroom where

students can play at their own leisure. This game can also be easily adapted to suit different age groups and proficiency levels.

3. METHODOLOGY

ENL WOR-G was developed for basic and intermediate ESL learners. There are students who may have yet to master some basic grammar rules. It helps facilitate the process of testing their understanding of English grammar and common English language expressions such as idioms and proverbs. However, it can be adapted easily to include other students as well.

For a start, a group of pre diploma students were asked to play the game. Their response while playing was observed and a questionnaire was then given to record their feelings about the game.

4. CONCLUSION

The students' hugely positive responses suggest that this game has a lot of potential to be developed further. Due to its flexibility, this game can be adapted to suit different levels or age groups. It can also be transformed into an online game. The integration of games into education offers lots of benefits that go beyond the traditional teaching methods. It promotes active participation, interaction, and allows learners to apply language skills in practical situations (Kiyasova et al., 2022). Therefore, this study implies the need to expand research on the needs and challenges of students when learning with gamified techniques. This game has already been registered with MyIPO. Thus, the potential benefits to the university are immense.

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