

Conference e-Proceedings

eISBN 978-967-2072-43-0

Physical & Online



I-RoLE 2023

INTERNATIONAL CONFERENCE OF
RESEARCH ON LANGUAGE EDUCATION 2023

**EMBRACING CHANGE:
EMANCIPATING THE LANDSCAPE
OF RESEARCH IN LINGUISTIC,
LANGUAGE AND LITERATURE**

13 - 14 MARCH 2023

**NOBLE RESORT HOTEL MELAKA
MALAYSIA**

ORGANISER



Cawangan Melaka

CO ORGANISERS



**UNIVERSITI
MELAKA**



UTM
UNIVERSITI TEKNOLOGI MALAYSIA



UMS
UNIVERSITI MALAYSIA SABAH

CONFERENCE MANAGER



WMIT GROUP SDN BHD
138118-A



eISBN 978-967-2072-43-0

Physical & Online

I-RoLE 2023

INTERNATIONAL CONFERENCE OF RESEARCH
ON LANGUAGE EDUCATION 2023

Conference e-Proceedings

International Conference of Research on Language Education 2023

13-14 March 2023 • Noble Resort Hotel, Melaka



Conference e-Proceedings
International Conference of Research on
Language Education 2023
e-ISBN: 978-967-2072-43-0

**“Embracing Change: Emancipating the Landscape of
Research in Linguistics, Language and Literature”**

13-14 March 2023
Noble Resort Hotel, Melaka
Physical and Online Conference

ORGANISER



CO ORGANISERS



CONFERENCE MANAGER





EDITORIAL BOARD

Chairman

Dr. Ameiruel Azwan bin Ab Aziz
Universiti Teknologi MARA

Committee Member

Fazlinda binti Hamzah
Universiti Teknologi MARA

Mohd Azlan Shah bin Sharifudin
Universiti Teknologi MARA

Dr. Amirah binti Mohd Juned
Universiti Teknologi MARA

Coordinator

Zesdyzar Rokman
WMIT Group Sdn Bhd

Rozielawati Rosli
WMIT Group Sdn Bhd

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or any means, electronic, mechanical, photocopying, recording or otherwise, without prior permission, in writing, from the publisher.

The views and opinions expressed therein are those of the individual authors and any statements in this publication do not imply endorsement by the publisher or the editorial staff.

e ISBN 978-967-2072-43-0



Publisher:
Zes Rokman Resources (2131022-P)
Bandar Baru Bangi, Selangor Darul Ehsan



Conference e-Proceedings
International Conference of Research on Language Education 2023
e-ISBN: 978-967-2072-43-0

Table of Contents

No.	Title	Page Number
1.	Galaxy Tense A+: The Effectiveness of English Tenses Board Game Among Tertiary Students	6
2.	Graphic Design Website: Exploring Market Needs for Services	14
3.	Beyond What Eye Saw	21
4.	Creative Writing: Through Her Eyes - Tales of The Heart	28
5.	Let's Play Phonetic Charades	34
6.	A Visual Novel Game on Social Anxiety	40
7.	Skin Care with Fisha: New Media Content Creation for Basic Skincare Education	48
8.	e-Book of Poem Collections	55
9.	Toodles: Flashcards for Children	61
10.	Digital Flashcards (Tenses)	68
11.	Investigating Students' Concerns on The Development of Masterly!	74
12.	Googly Eyes: A Game to Improve English Usage Among Teenagers	80
13.	Providing Subtitles for Malaysian YouTuber	86
14.	Read and Play: Improving Adolescent's Reading Skills Through Video Games	91
15.	Thoughts by Her Soul Bookmark	99
16.	The Comedy of Errors Simplified: "Egeon's 18Th Reasons Why"	105
17.	Oliver Green: Improving Homonyms Understanding Through Comics	112
18.	PWSP: Phonetic Word Search Puzzle Book	117
19.	Floriography	121
20.	A Preliminary Study on The Young Adult's Perception of Learning English Using the Website: Swifties Read	126
21.	A Place for Poets: An Online Poetry Recitation Series	133
22.	Say It Right with Ya	140
23.	Don't Touch My No-No Square	150
24.	Templatify: An E-Book Collection of Ecards Templates	158
25.	Short Story: Disease Takes Happiness Away	164
26.	Dusted Lines: A Compilation of Self-Written Poems	170
27.	'What's Your Philosophy?' An Edutaining Card Game	177
28.	Be Cool, Not Cruel	185
29.	Grammar Made Fun with TikTok	192
30.	Interactive Journaling as A Mental Health Coping Strategy for Youths	201
31.	Learned – Spoken: Manglish	212
32.	Lost in the Labyrinth of My Mind	218
33.	Translation of Abqorie's Fardhu Ain Module for Smart Tahfiz & Transit Abqorie	225
34.	Poetry for Us: Expressing Feelings Through Creative Writing	231
35.	Lyacomms' Proofreading and Editing Service	238



No.	Title	Page Number
36.	The Effectiveness Of ‘Master the Verbs’ Instagram Flashcards Among Year Six Low Proficiency Level Students	244
37.	My Malay Fables	252
38.	Talking Story: eBooks to Improve Reading Comprehension Skills	259
39.	Exploring Creative Writing as A Tool to Enhance Mental Health	272
40.	Movie Moo	281
41.	English Pitstop	288
42.	Upin Ipin Reding Kit	294
43.	Seventy-Two Beats a Second	301
44.	Knowing Kristang	308
45.	Creatorslation: The Role of Technology in Translation Service	313
46.	Travel Guide as a Medium to Improve English Comprehensiveness	319
47.	Posterlance	328
48.	Crossfunetics	336
49.	The Effectiveness of Board Games to Promote Student Attention and Enjoyment in English Subject	342
50.	The Use of e-Books and Social Media in Introducing Malaysian Folklores Among Children	352
51.	Creepypodcast YouTube Channel	357
52.	Mastermind’: English Board Game	363
53.	한국어 In Melayu!	369
54.	Triple P with Sang Kancil: Pronunciation, Phonetics, and Playbook	376
55.	"So, She Reads" Book Blog	383
56.	Abbyfication: A Grammar-Based Word Game	389
57.	Klick! A Content Writing Service	396
58.	The Love Levanter Podcast	403
59.	Let’s Talk Feelings Podcast	409
60.	Grafixmoon: Poster Designing Service	415
61.	The Circle of Life	422
62.	Hops the Dwarf	430
63.	Malay Corner: Learning Malay Through Discord	435
64.	Movie: This and That	441
65.	Phone the Phonetics: Phonetic Flashcards	449
66.	And What If?	455
67.	Interrupted: Life in A Podcast	458
68.	@Phoneticisfun	463
69.	Culinary and Creative Writing: When Two Worlds Collide	468
70.	Talk in Senses	473
71.	Piano Pleasure Course	480
72.	Step by Step: A Motivational Instagram Account	486
73.	Figurative Language! An Educational Autobiography	492
74.	Of Power, Devotion and Betrayal: A Collection of Malaysian Princesses’ Folklores	499
75.	Tell Me, How’s Everything? An Anthology of Poems to Increase the Understanding of Figurative Language	505



No.	Title	Page Number
76.	Oh, Lendu Youth	513
77.	Living the Hard Life	520
78.	Mirror, Mirror, on the Wall, Who Is the Best of Us All?	528
79.	Beyond the Crowded Space: The Use of Podcast in Improving Psychological Well-Being	535
80.	Samdil: Same Music, Different Language	541
81.	Bejalai: A YouTube Journey	547
82.	Mind Your Language	552
83.	Pop Music Podcast: A Bop or A Flop?	560
84.	Exploring The English Language Teachers' Beliefs And Practices In Implementing CEFR-Aligned Formative Assessment In Malaysian Primary Schools	570
85.	Pencapaian Ucapan Bayi Sejak Lahir Hingga Dua Belas Bulan	575
86.	Mengkaji Makna Bahasa Lukisan Kanak - Kanak Muda Usia 0-3 Tahun	585
87.	Penelitian Terhadap Kesiediaan, Motivasi Dan Faktor Persekitaran Murid Bukan Penutur Natif Terhadap Pembelajaran Dan Pemudahcaraan Karangan Respon Terbuka Di Sekolah Antarabangsa Kuala Lumpur	599
88.	Pengaruh Bahasa Ibunda Dalam Kalangan Murid Bukan Melayu Tahun 5 Semasa Menulis Karangan: Satu Kajian Kes	610
89.	Meningkatkan Penguasaan Penulisan Karangan Naratif Murid Tahun 6 Menggunakan Kit Ikan Karang	619
90.	Pengaruh Dialek Kedah Terhadap Fonetik Dan Leksikal Kata Soal Pelajar Pispmp: Satu Kajian Kes	633
91.	Tahap Pengetahuan Guru Pelatih Mempengaruhi Kekekapan Pelaksanaan Kemahiran Berfikir Aras Tinggi (Kbat) Dalam Pengajaran Dan Pembelajaran Subjek Bahasa Melayu	643

TEMPLATIFY: AN E-BOOK COLLECTION OF E-CARDS TEMPLATES

Nur Faqiha Sakina Patlillah¹, *Zainab Mohd Zain², Hainnuraqma Rahim³, Noor Azzura
Mohamed⁴, Khalilah Bintin Ibrahim⁵

^{1,2}Academy of Language Studies, Universiti Teknologi MARA Melaka

³⁻⁵Faculty of Business and Management, Universiti Teknologi MARA Melaka

²zainab500@uitm.edu.my

*Corresponding Author

ABSTRACT:

This research aim is to establish a compilation of an e-cards templates in e-book form for students and those who are interested. In line with this aim, three research objectives had been established i) to ensure everyone has access to this e-book at an affordable price. (ii) to identify student's interest in e-book. (iii) to identify potential customers' preferences. The data is gathered by analysing the existing templates used by university students. In addition, a pilot survey was also conducted among students in UiTM Alor Gajah, Melaka. The data were analysed using descriptive analysis. The finding reveals that majority students agree that having a template will ease their work. Therefore, there is a significant need in creating 'e-book: Templatify' as e-card designs that will ease the process designing their e-cards design for their future events.

Keywords: e-book, Templatify, students, research, designing

1. INTRODUCTION

Academic institutions around the world have dealt with physical closures and the necessity to shift teaching and learning online. The Industrial Revolution 4.0 (IR4.0) has given a fresh impetus to educational transformation. Technology has evolved into a very helpful and usable tool for either assisting teaching and learning or supplementing the traditional student effort in mastering a certain skill. The technology advantage has been consistently applied to anyone especially students. (Access Dunia Editor, 2022), has reported that there is an enormous growth in the number of e-books purchased in Malaysia in the last few months. As a result, many e-books have been created to assists students from various education backgrounds. Technological improvements in education have made life easier for students. When opposed to a weighty book, surfing an E-book is easier (Haleem et al., 2022).

Templatify comes from the word "template" and "simplify". In research from Cambridge Dictionary (2023) it is a system that helps you arrange information on a computer screen and helps you to make something less complicated and therefore easier to do. As a result, the project's name corresponds to its goals.

During period of stress, especially when clients are on tight budget and lack of time, it is quite hard to design an invitation, or posters, thus causing a mental breakdown. Given the increasing popularity of technology, it is confident that there is a need to create an e-book that have a compilation of templates for teaching and learning purposes. This shows that e-book can be an added advantage while reaching out to a broader number of students. Hence, to address

this need, the researchers created an e-book called “Templatify” whereby users are persuaded to use the templates to help them save time and money.

1.1. Project Objective

1. To ensure everyone has access to this e-cards collection of templates at an affordable price.
2. To identify student’s interest in e-book.
3. To identify potential customers’ preferences.
4. To develop a rapid and low-cost method of designing things.

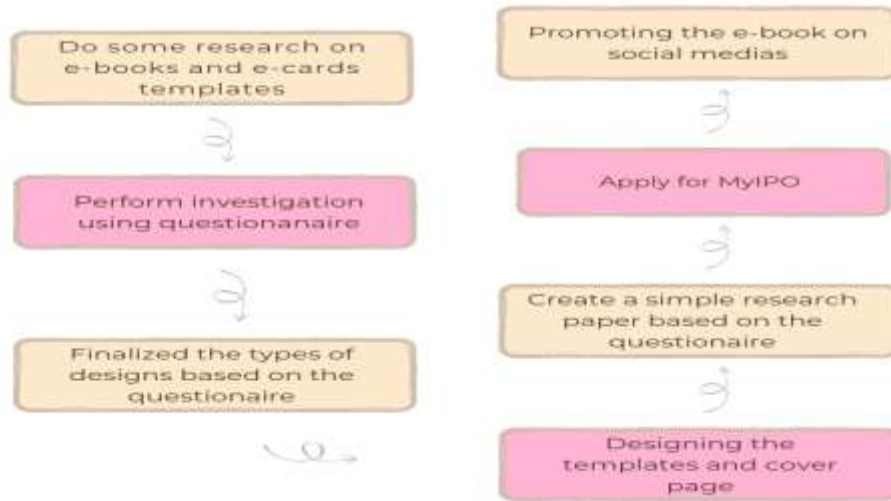
1.2. Entrepreneurial Opportunities

This e-book, Templatify, does have a potential to grow and make profit in the future which is by selling the book that contains templates for all, especially students. It is because the intended client are largely students and individuals on a tight budget. Moreover, the book not only can be sold in online platforms, but it can also be sold in a physical form. Additionally, with the epidemic affecting not only our country but the entire world, internet businesses appear to have a greater potential to attract buyers as everyone is urged to remain at home. As a result, the opportunity to grow is not limited.

To add on, the Intellectual Property Corporation of Malaysia (MyIPO) has already granted this e-book a copyright, and this e-book already has a certificate too. From this current perspective, we can see that this e-book has the potential to accomplish more in the future. The researcher also intends to apply for an International Standard Book Number (ISBN) to assist in the official marketing of this book. In the future, this e-book may become a physical book, and it may also be possible to generate new books or e-books with similar material as this one, or even a series for this e-book.

2. METHODOLOGY

The e-book has been designed using the flowchart below. The flowchart explained the overall process during the development of the e-book. Before we start developing the e-book, a questionnaire have been distributed to students in UiTM Alor Gajah, Melaka, to help us identify the needs for the content of the e-book. The results have been discussed in the Results and Discussion section. From the questionnaire that I have created using google form, I started to design the templates for the content of the e-book. The completed e-book has been sent to the Intellectual Property Corporation of Malaysia (MyIPO) to get a copyright.



3. RESULTS AND DISCUSSION

A questionnaire has been done to identify the potential customers' need and choose a suitable illustration for the e-book. A total of 44 responses were recorded.

3.1: Potential Clients' Area

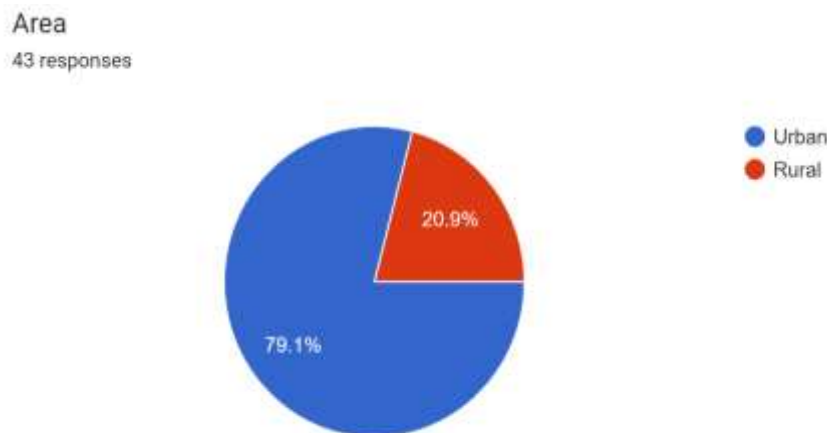


Figure 1. Respondents' Living Area

Figure 1 shows that most respondents (79.1%) lived in a city. According to ("Urban Area National Geographic Society," n.d.), an urban area is defined as an area that is highly developed and densely populated with human structures such as residences, commercial buildings, bridges, and railways. As a result, most potential clients who responded to the questionnaire may have extensive knowledge of technology. Furthermore, they may have been exposed to the benefits of e-books. They are also more likely to have a lack of time and are more likely to engage a graphic designer or use templates to make their task easier and quicker. Rural areas accounted for 20.9% of the total. Finally, this survey successfully approached both urban and rural areas.

3.2: Potential Clients' Income

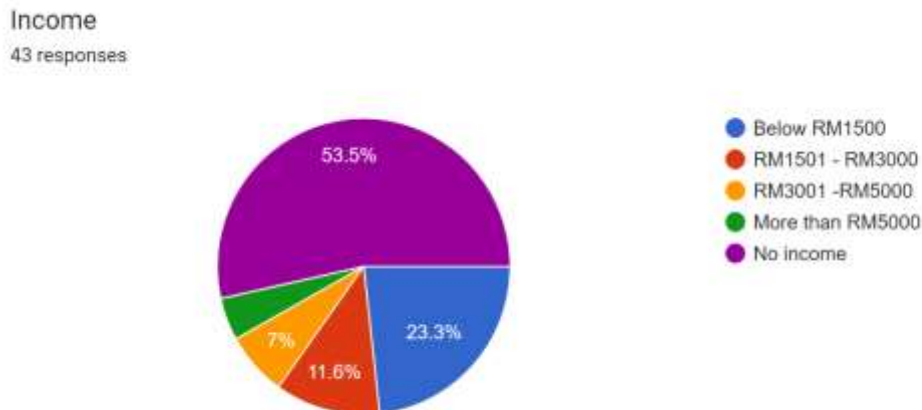


Figure 2. Respondents' Income

Figure 2 reveals that most respondents (53.5%) had no income, while 23.3% have income less than RM1500. Only two (2) respondents, or (4.7%), have an income of greater than RM5000. The researcher can conclude that the e-book is reasonably priced because most potential customers are low-income.

3.3: Potential Clients' Preference in Types of Templates

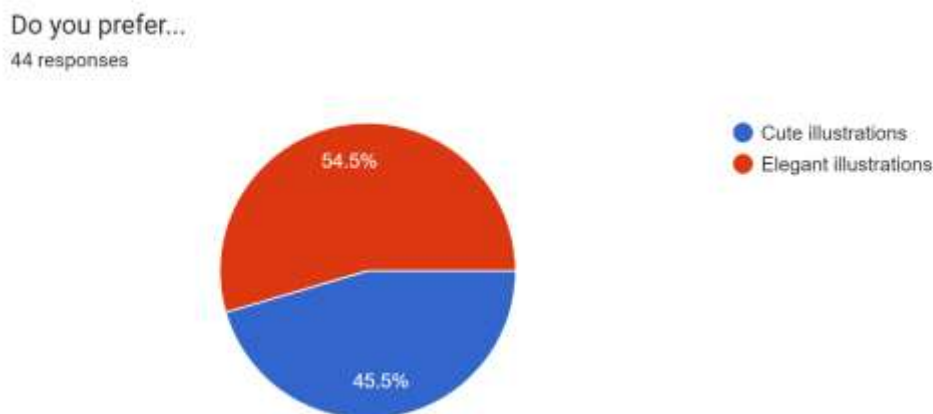


Figure 3. Respondents' Preference

Respondents were asked whether they prefer cute or elegant graphics for their e-cards, and the researcher also provided some examples of e-card templates in the survey. About 24 respondents (54.5%) prefer elegant pictures to amusing illustrations. However, roughly 20 respondents (45.5%) like cute graphics. As a result, the researcher designed an e-book featuring both types of designs so that clients would have more options.



3.4: Potential Clients' Thoughts on Templates

Do you think having a template will ease your work?

44 responses



Figure 4. Respondents' Thoughts on Templates

In figure 4, respondents were asked what their thought on using templates and whether they thought it would help them with their work. It was shown that the vast majority (97.7%) of respondents believe that using templates will make their jobs easier. The researcher can infer that this e-book will benefit those who desire to save time doing their task while also saving money. The goal of this project can be attained in this manner.

3.5: Potential Clients' Thoughts on e-book

Would you purchase an e-book of template compilation ?

44 responses

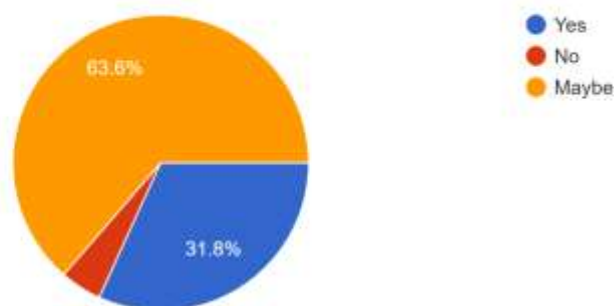


Figure 5. Respondents' Thoughts on e-book

Finally, respondents were asked if they would be interested in purchasing an e-book containing a collection of templates. The majority (63.6%) were unsure or hesitant to acquire the e-book, possibly because they had no clue or couldn't picture how the e-book might seem. However, around (31.8%) of respondents said yes.



4. LIMITATIONS

Finally, even though we have successfully created the e-book: Templatify, we have encountered some difficulties. Firstly, the platform that we have been utilising, Canva, has limitations on certain things. For example, the writer could not sketch freely because Canva does not include a drawing part. The writer can only choose from the elements offered, if we want more, we have to buy the package. In addition, some of the elements provided could not be change the colour depending on the writer's preferences. As a result, some of the e-card designs differ from what we had planned. Next, another limitation we have faced is an unstable internet connection at home, and if we go to the library, there will be a lot of people, making the connection even slower. At the same time, it will slow down my workflow because we only have a limited time to spend in the library. Furthermore, there have been instances where Canva's system has failed. In addition, due to the inability of the laptop to freely design the e-cards' templates, the writer need to buy a new device to make the work easier.

5. CONCLUSION

Incorporation of technology which has evolved into an extremely useful and effective tool for either enhancing teaching and learning or supplementing traditional student effort in mastering a specific skill. As pointed out, e-book helps to empower and engage learners with motivational skills toward learning in a relaxed atmosphere. E-book: Templatify focuses on helping potential clients to designing their own e-cards in which the process takes place in a relaxed atmosphere where they do not feel pressured as the researcher will provide guidance and design it for them, the only thing left is for them to choose the design they prefer, and after that they can focus on the context of the e-card only. Therefore, the researcher conclude that e-book: Templatify is one of the alternative that can be taken for those who are in need. Templatify can also be transformed into a physical form to widen the opportunity to grow in the future. ‘

REFERENCES

- Access Dunia Editor. (2022, April 25). Malaysian University's Shift to Ebooks. *Access Dunia Sdn Bhd*. <https://www.accessdunia.com.my/malaysian-universitys-shift-to-ebooks-results-in-93-usage/>
- Cambridge Dictionary. (2023). *simplify definition: 1. to make something less complicated and therefore easier to do or understand: 2. to make. . . . Learn more*. <https://dictionary.cambridge.org/dictionary/english/simplify>
- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. <https://doi.org/10.1016/j.susoc.2022.05.004>
- Lim, A. (2021, September 20). Educational Technology: How Important Is It In Today's Education Industry? *ELearning Industry*. <https://elearningindustry.com/how-important-is-technology-in-todays-education-industry>
- Urban Area | National Geographic Society. (n.d.). *National Geographic*. <https://education.nationalgeographic.org/resource/urban-area/>