



International Teaching Aid
Competition 2023

Reconnoitering Innovative Ideas in Postnormal Times

iTAC

2023

iTAC 2023
INTERNATIONAL TEACHING AID COMPETITION
E-PROCEEDINGS

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- | | | |
|------|---|------------|
| 116. | <p>SPENDING TRACKER VIA ONLINE BANKING (SAVE4U)
 <i>Nor Shahrina Mohd Rafien , Karlmeen Nabila Binti Sahrin, Nur Syahirah Binti Mohd Ajhi , Nur Shahirah Aina Binti Farris, Nur E'zzaty Syamimi Binti Suhaily</i></p> | 754 |
| 117. | <p>ROAMING RANGERS: A TRAVEL WEBSITE FOR ALL TYPES OF TRAVELLER
 <i>Shazmelyn Diana Syed Said, Syahirah Suraya Binti Omar , Nur Irsalina Binti Zainal, Muhammad Zahir Rashdan Bin Mohd Rashid, Mazlina Mahdzar</i></p> | 760 |
| 118. | <p>JUSTICE TENSES-CARD GAME
 <i>Nur Anisa Amran</i></p> | 764 |
| 119. | <p>INNOVATION OF SECONDARY PACKAGING “NASI AYAM”
 <i>Muhammad Saifuddin Bin Muhammad Zainuddin , Mastura Omar , Shalida Mohd Rosnan, Andrialis Abdul Rahman, Ellyana Mohd Muslim Tan</i></p> | 776 |
| 120. | <p>THE INNOVATION OF STINGLESS BEE PACKAGING
 <i>Muhammad Firdaus Al-amin Bin Abdullah ,Mastura Omar, Shalida Rosnan Aezzaddin Aisyah Zainuddin, Nik Atilla Atasha Shamsuddin</i></p> | 782 |
| 121. | <p>MUAMALAT PLAYING CARD: INOVASI DALAM PENGAJARAN DAN PEMBELAJARAN DI ERA PASCANORMAL
 <i>Hainnuraqma Rahim, Mohd Khairy Kamarudin, Nur Izzati Mohamad Norzilan, Nornajihah Nadia Hasbullah, Nor Arseha Karimon</i></p> | 787 |
| 122. | <p>SMART WALLET
 <i>Azira Amira binti Shahaarudin , Aina Nabilah binti Azarudin, Khairunnisa binti Yussof, Siti Ayu Suraya Baharudin binti Abdul Hafiz</i></p> | 793 |
| 123. | <p>ESL SPEAK AND SMILE: E-KIT VERSION 2.0
 <i>Raja Nur Hidayah binti Raja Yacob, Mohd Azizi bin Ab Ghani, Mimi Mazlina binti Mohamad, Salwani binti Mohd Salleh, Nur Amalina binti Awang</i></p> | 799 |
| 124. | <p>VIVACITY: IGNITING CAMPUS SPIRIT THROUGH DYNAMIC STUDENT RECREATION
 <i>Juliza Mohamad, Nik Nurul Hana Hanafi, Nor Hafizah Anuar, Ahmad Humaizi Hasim, Nur Zulaika Mat Pakurudin. Syed Muhamad Naufal Syed Nadzri</i></p> | 808 |

PREFACE

iTAC or International Teaching Aid Competition 2023 was a venue for academicians, researchers, industries, junior and young inventors to showcase their innovative ideas not only in the teaching and learning sphere but also in other numerous disciplines of study. This competition was organised by the Special Interest Group, Public Interest Centre of Excellence (SIG PICE) UiTM Kedah Branch, Malaysia. Its main aim was to promote the production of innovative ideas among academicians, students and also the public at large.

In accordance with the theme "Reconnoitering Innovative Ideas in Post-normal Times", the development of novel ideas from the perspectives of interdisciplinary innovations is more compelling today, especially in the post-covid 19 times. Post-pandemic initiatives are the most relevant in the current world to adapt to new ways of doing things and all these surely require networking and collaboration. Rising to the occasion, iTAC 2023 has managed to attract more than 267 participations for all categories. The staggering number of submissions has proven the relevance of this competition to the academic world and beyond in urging the culture of innovating ideas.

iTAC 2023 committee would like to thank all creative participants for showcasing their innovative ideas with us. As expected in any competition, there will be those who win and those who lose. Congratulations to all the award recipients (Diamond, Gold, Silver and Bronze) for their winning entries. Those who did not make the cut this year can always improve and join us again later.

It is hoped that iTAC 2023 has been a worthy platform for all participating innovators who have shown ingenious efforts in their products and ideas. This compilation of extended abstracts published as iTAC 2023 E-Proceedings contains insights into what current researchers, both experienced and novice, find important and relevant in the post-normal times.

Best regards,

iTAC 2023 Committee
Special Interest Group, Public Interest Centre of Excellence (SIG PICE)
UiTM Kedah Branch
Malaysia

JUSTICE TENSES-CARD GAME

Nur Anisa Amran
Universiti Teknologi MARA, Kampus Shah Alam, Selangor
nialg120@gmail.com

ABSTRACT

Day by day, English is an important language to communicate among people, particularly in studies and work. Master in grammar is also required in learning a language because it is the foundation of the English language. The lack of comprehension in grammar tenses among university students is quite alarming due to the various categories that make students confused. It is understandable that tenses categories are difficult and perplexing category to learn because it consists of various time phrases and situations that require verbs to change depending on when the action occurred. English, like other languages, has a complex grammar system with numerous subcategories such as tenses, narrations, parts of speech, and so forth. However, this study only focuses on the difficulties in learning to apply tenses. This category has caused a lot of confusion among students; therefore, they must first master the basic tenses. It is compulsory for tenses to be learned because people must distinguish between the correct forms of the present, past, and future tenses in order to convey a clear intended message. Hence, the idea of creating a grammar tenses card game to assist students has been invented as grammar is a tool that can help them be more confident in speaking and writing. The project has undergone a trial run with the students and their feedback shows that the project helps them understand better the uses of tenses. Therefore, the outcome of the project is effective. This project provides limitations and offers recommendations for better improvement.

Keywords: card, game, grammar, tenses, students

1. INTRODUCTION

English is an important language nowadays because it is used as a medium of communication among people, particularly in studies and work. Good grammar is also required in learning a language because it is the foundation of the English language and people need it to be labelled as educated (Mansouri, 2017). English, like other languages, has a complex grammar system with numerous subcategories such as tenses, narrations, parts of speech, and so forth. However, this study only focuses on the difficulties in learning to apply tenses. Tense category has caused a lot of confusion among students; therefore, they must first master the basic tenses. Hence, the idea of creating a grammar tenses card game to assist students has been invented. Tenses Justice is a card game that covers grammar but in a specific category, tenses. The intended audience

is university students, thus, this card game was created to help them improve their tenses in a fun way. Every language has its own set of grammar rules, so it is not just the English language where grammar is necessary. For this reason, learning grammar is crucial although it is challenging. Tenses are included in the grammar sub-topic and it is a difficult category to learn because many people get confused with the different forms of the tense that consist of different time phrases and situations. The majority of students also said that it is more difficult to understand those tricky tenses than other basic tenses (Listia et al., 2020). They began to doubt their responses, which is why it is imperative to learn grammar rules. This card game was designed to assist the target audience in improving their English tenses because according to (Lin et al., 2020), they stated that it helps in the development of motivation in learners as well as the use of the target language. When they learn in a friendly method, they will be more proficient in using the second language. To entice more students to learn English, the attraction must be interesting because language is difficult to learn due to a plethora of grammar rules. Furthermore, teachers frequently focus on the rules rather than how to apply them (Ali et al., 2021), making it difficult for students to understand them. Therefore, a card game was developed to help them in learning how to apply tenses rules in sentences. According to (Lubis et al., 2022), learning media is a device that can assist students to enhance their thoughts, emotions, attention, strengths, or learning skills in order to boost their enthusiasm for learning. Students nowadays are less interested in reading, so it is believed that engaging them in mastering tenses by creating a card game would be beneficial.

1.1. Project Objective / Purpose

Card games are popular among people of all ages because they help the brain think faster and develop problem-solving skills. However, most card games are only for entertainment and not for educational purposes, so the Tenses Justice card was created to help students improve their grammar in the tense aspect. Many students still need to polish their grammar tenses because it has many categories with present, past, and future, which can be confusing. As a result, Tenses Justice cards have simple yet concise explanations for every answer to assist students in better comprehending the reasons for each tense. So, they can refer to the card answer whenever they need it.

1.2 METHODOLOGY

Phase one: Research and Planning

To create the card game, the method that was launched at the beginning of this project-making process was researching grammar tenses usage in Malaysia. The following plan is to create the game instructions and rules for the players in a simple manner so that students who are not fluent in English can understand. Furthermore, create designs and a logo that fits with the title in order to look appeal to players.

Phase two: Creating questions

The following method was creating questions for the cards. The questions were inspired by reality, and the majority of them are about K-Pop, as most teenagers nowadays are 'kpopppers'. The goal is to make the target audience feel more enthusiastic about playing it and to make the explanation of the tenses easier to remember.

Phase three: Getting approval for the questions and answers

After the questions and answers have been written, they must be proofread by lecturers. Following that, reach out to a few family and friends to learn about their understanding of the game so that the target audience can play more easily.

Phase four: Trial run and feedback collection-data analysis

The game will be tested with friends and the intended audience to ensure that the final product meets both player and developer expectations. After that, they must complete a feedback form which will allow the inventor to improve the project and determine whether the goal was met or not.

2.0 RESULTS AND DISCUSSION

2.1: Interest Check via Google Form

A preliminary analysis has been conducted using a qualitative survey via Google Form to determine the target audiences' knowledge of tenses and whether they would be interested in playing a card game to improve their tenses comprehension.

Rate your tenses knowledge

24 responses

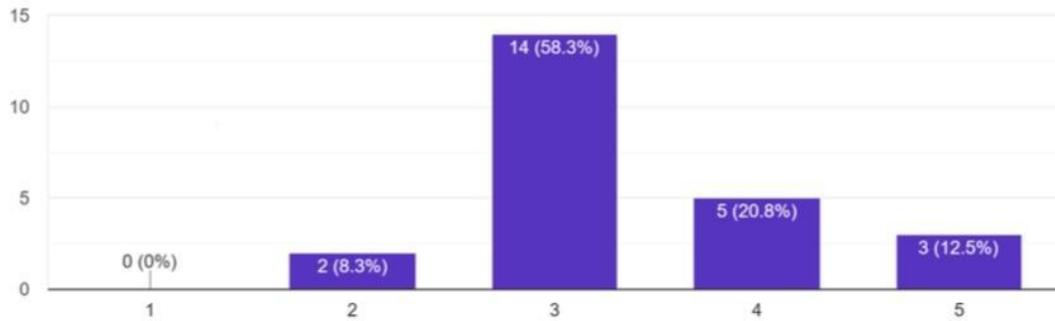


Figure 1.2 Knowledge of tenses

The graph above depicts two respondents who are poor in tenses, 14 intermediate respondents, and eight respondents who are excellent in tenses.

Would you like to try a card game to test your tenses knowledge?

24 responses

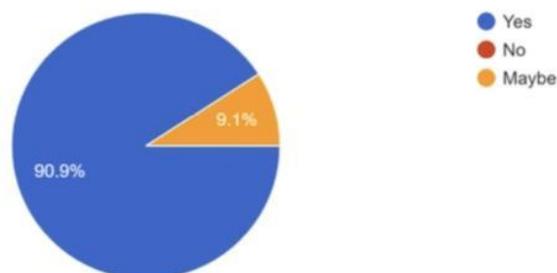


Figure 2.2 Interest in playing a card game to test tenses knowledge

The chart above shows that 95.8% of respondents are interested in playing a card game to test their tenses knowledge while 4.2% are not interested.

Do you think your tenses knowledge has improved?

11 responses



3.2 Students' feedback on knowledge improvement

The feedback from the intended audiences has been used to demonstrate the success of this card game in relation to its goals of helping students improve their grammar tenses knowledge.

3.0 CONCLUSION

It is understandable that students tend to give up on learning tenses due to a lot of confusion in changing the verbs. Thus, this card game was developed to make it simpler and more enjoyable for students to comprehend. The project's outcome is effective because it receives a lot of positive feedback from the target audience. This demonstrates that the project's goal of assisting students in learning grammar tenses through creating a card game has been achieved. Everyone should be fluent in English because it is the language of international communication, and proper grammar can help you to be proficient in both speaking and writing. Tenses Justice has several limitations that make it challenging for players to play. The enormous size of the cards and the flipper pans' lack of durability make it difficult for players to flip them. To improve the quality of this project, it is suggested that the card be made in a small size to make it easier for players. The pans' material can be made stronger, harder, and more resistant to bend. In wrapping up the project, this project provides an opportunity for the inventor to showcase their skills while also benefiting the target audience. This could be a future study for people who need to do research on learning grammar tenses. It is hoped that the inventor will publish the product and assist many students in improving and enhancing their grammar tenses.

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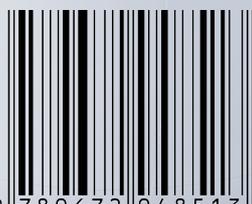


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