# NOUNSENSE: Boosting ESL Students' Language Skills Through Board Games

Amirah Athirah Amir Yazid
Academy of Language Studies,
Universiti Teknologi MARA Perak Branch
32610 Seri Iskandar, Perak

Anis Shahira Bazlan
Universiti Teknologi MARA Kuala Pilah Campus
Negeri Sembilan Branch

Amir Ashraf Amir Yazid
OLM Asia Sdn Bhd, 63000, Cyberjaya, Selangor

Nur Diana Nabila Mohammad Omar
School of Education and Social Sciences
Management and Science University, Shah Alam

Nur Dayana Mohd Raslan
School of Languages, Civilisation and Philosophy,
Universiti Utara Malaysia

Email :amirahathirah@uitm.edu.my

## Abstract

Board games have been widely used in ESL classrooms as teaching aids. This research is aimed at studying the students' understanding of nouns as well as their interpretation of graphics based on the board game. This study's focus group is among undergraduate students focusing on ESL classroom settings. Nounsense is a board game created and curated by a team of researchers focusing on enhancing the vocabulary of nouns as well as allowing students to differentiate between common nouns and proper nouns. The game "Nounsense'' will be introduced in the ESL classroom as an aid as well as a test for students' understanding of common nouns and proper nouns. The board game consists of 30 cards on a deck with mixtures of common nouns and proper nouns. Nounsense uses nouns that are widely used in Malaysia to highlight the Malaysian culture as well as the diversity of Malaysia. This study will also analyze how well the students can identify according to the graphics as well as interpret whether the shown graphic is a common noun or a proper noun. Vocabulary learning is considered an essential part of foreign language learning as the meanings of new words are very often emphasized, whether in books or in classrooms (Hadi, Izaah, & Larasati, 2021). It is crucial to include the usage of Nounsense in the ESL classroom to test the understanding of nouns among students in the ESL classroom as well as introduce Malaysian cultures through Nounsense. Incorporating culture as well as learning English in the ESL classroom, Nounsense has the novelty of creating a fun, interactive, and educational environment for undergraduate students to learn nouns in the ESL classroom as well as learn Malaysian culture through graphics.

Keywords: board game, teaching ESL, nouns, Malaysian culture, language teaching.

# "NOUNSENSE"
## BOOSTING ESL STUDENTS' LANGUAGE SKILLS THROUGH BOARD GAMES

## Abstract

Board games has been widely used in ESL classroom as teaching aid. This research is aimed to study on the students' understanding of nouns as well as interpretation of graphics based on the board game. This study's focus group is among undergraduate students focusing on ESL classrooms setting. "Nounsense" is a boardgame created and curated by a team of researchers focusing on enhancing the vocabulary of nouns as well as allow students to differentiate between common nouns and proper nouns. The game "Nounsense" will be introduced in ESL classroom as an aid as well as a test for students' understanding regarding common nouns and proper nouns. The boardgame consists of 30 cards in a deck with mixtures of common nouns and proper nouns. "Nounsense" is using nouns that are widely used in Malaysia to highlight the Malaysian cultures as well as to show diversity of Malaysia. This study will also analyse on how well the students can identify according to the graphics as well as interpret whether the shown graphic is common noun or proper noun. As vocabulary learning is considered as an essential part of foreign language learning as the meanings of new words are very often emphasized, whether in books or in classrooms (Hadi, Izaah, & Larasati, 2021). It is crucial to include the usage of "Nounsense" in ESL classroom to test the understanding of nouns among students in ESL classroom as well as introduce Malaysian cultures through "Nounsense". Incorporating culture as well as learning English in ESL classroom. "Nounsense" has the novelty of creating a fun, interactive as well as educational for undergraduate students in learning Nouns in ESL classroom as well as learn Malaysia culture through graphics.

### The innovation:

## Advantages

Learning English nouns in a safe environment

Providing an engaging and dynamic educational experience for students in the ESL classroom

Allowing students to get insights into Malaysian culture via the use of visuals

**Language learning** ➕ **Cultural element**

## Objectives

📌 To facilitate the expansion of students' noun vocabulary in English

📌 To improve students' ability to distinguish between common nouns and proper nouns in English

## Usefulness

📌 Leveraging board games as a medium for vocabulary enrichment has the potential to strengthen students understanding of nouns, while concurrently serving as a means to introduce Malaysian cultural elements to participants.

📌 Students get the opportunity to engage in vocabulary noun practise inside the classroom setting, hence facilitating the acquisition and enrichment of information among the learners.

📌 This instructional resource has the potential to enhance language skills for students, while also providing insights into Malaysian culture via the use of visual aids.

## Novelty

Board games were designed as an alternate technique of effective learning in line with Education 4.0, with the goal of stimulating brain function and improving memory skill while keeping students' attention on the task at hand.

The duration of the game can run between 15 minutes to 30 minutes.

Suitable for our intended audience, who regularly engage with concise and easily digestible information on a daily basis and as a means of amusement.

## Commercialisation Potential

" " Given the preliminary phase of this project, Nounsense may serve as an introductory tool for our group's objectives in content commercialization.
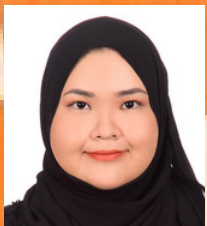
Nounsense board game is a platform provides:

**FREE** access to a variety of board games based on user-uploaded material.

## Inventors

**AMIRAH A'THIRAH AMIR YAZID**
Academy of Language Studies
Universiti Teknologi MARA Perak
Seri Iskandar Campus
32610, Perak
amirahathirah@uitm.edu.my

**ANIS SHAHIRA BAZLAN**
Academy of Language Studies
Universiti Teknologi MARA Negeri Sembilan
Kuala Pilah Campus
72000, Negeri Sembilan
anisshahira@uitm.edu.my

**AMIR ASHRAF AMIR YAZID**
OLM Asia Sdn Bhd
Cyberjaya
63000, Selangor
ashraf93graphic@gmail.com

**NUR DIANA NABILA MOHAMMAD OMAR**
School of Education & Social Sciences
Management and Science University
Shah Alam
40100, Selangor
nurdiana_nabila@msu.edu.my

**NUR DAYANA MOHD RASLAN**
School of Languages, Civilisation & Philosophy
Universiti Utara Malaysia
Sintok
06010, Kedah
ndayana.mraslan@uum.edu.my

Pejabat Perpustakaan
Librarian Office

Universiti Teknologi MARA
Cawangan Perak
Kampus Seri Iskandar
32610 Bandar Baru Seri Iskandar,
Perak Darul Ridzuan, MALAYSIA
Tel: (+605) 374 2093/2453  Faks: (+605) 374 2299

UNIVERSITI
TEKNOLOGI
MARA

Surat kami  :  700-KPK (PRP.UP.1/20/1)
Tarikh       :  20 Januari 2023

Prof. Madya Dr. Nur Hisham Ibrahim
Rektor
Universiti Teknologi MARA
Cawangan Perak

Tuan,

**PERMOHONAN KELULUSAN MEMUAT NAIK PENERBITAN UiTM CAWANGAN PERAK MELALUI REPOSITORI INSTITUSI UiTM (IR)**

Perkara di atas adalah dirujuk.

2.    Adalah dimaklumkan bahawa pihak kami ingin memohon kelulusan tuan untuk mengimbas (*digitize*) dan memuat naik semua jenis penerbitan di bawah UiTM Cawangan Perak melalui Repositori Institusi UiTM, PTAR.

3.    Tujuan permohonan ini adalah bagi membolehkan akses yang lebih meluas oleh pengguna perpustakaan terhadap semua maklumat yang terkandung di dalam penerbitan melalui laman Web PTAR UiTM Cawangan Perak.

Kelulusan daripada pihak tuan dalam perkara ini amat dihargai.

Sekian, terima kasih.

**"BERKHIDMAT UNTUK NEGARA"**

Saya yang menjalankan amanah,

*Setuju.*

*27.1.2023*

PROF. MADYA DR. NUR HISHAM IBRAHIM
REKTOR
UNIVERSITI TEKNOLOGI MARA
CAWANGAN PERAK
KAMPUS SERI ISKANDAR

**SITI BASRIYAH SHAIK BAHARUDIN**
Timbalan Ketua Pustakawan

*nar*