

2019

ACADEMIC INTELLECTUAL
INTERNATIONAL INVENTION,
INNOVATION & DESIGN BOOK

Published by : Student Affairs Department,
Universiti Teknologi MARA Kedah,
P.O. Box 187, 08400 Merbok, Kedah, Malaysia.

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ISBN : 978-967-0314-71-6

Printed by : Perpustakaan Sultan Badlishah,
Universiti Teknologi MARA Kedah,
P.O Box 187, 08400 Merbok, Kedah, Malaysia.

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INNOVATION

CATEGORY

REVISITING THE INDIGENOUS FOLKLORES : AN EDUTAINMENT PROJECT

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An Edutainment project was initiated for the purpose of English Language teaching and learning during the Week Without Wall where students were encouraged to do outside the classroom project work independently. A task was given to a group of students whereby they need to read the stories written about one of the largest indigenous group in Malaysia. Students were to choose one of the stories from the book and create a movie as their project. The project also has its educational purposes specifically in the teaching and learning of English language in fun, interactive and technology integrated way to add values to the previous Semai Reader's theatre project. As the ways to disseminate knowledge is vast, such an edutainment project is significant to promote the stories of the indigenous Semai in a way that can attract the young Semai to learn the priceless cultures and values of their tribe in one hand and learn the English language on the other by doing the interactive activities prepared in the application related to the animated movies they have watched. This interesting and fascinating product design is aligned with the 21st century teaching and learning a language. With the immense popularity of social networking and technology its high time to develop a high-tech edutainment product for the young Semai to quench their thirst for knowledge. Thus, It can also be used in the classroom as technology based language enrichment activities.

Keywords: Indigenous, Semai, week without wall, technology integrated, edutainment.



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ISBN 978-967-0314-71-6



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