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Abstract: Grammar Buzz (GB) is an edutainment board game that helps to promote students' grammar acquisition and their ability of using English grammar in sentences. It is a multisensory game which requires players to physically throw the dice and move the token to the phrase category destination. Then the players are to construct a grammatically correct sentence using the phrase category. Students who have difficulty with single-modality learning method would benefit from this visual, kinaesthetic and auditory board game as GB supports intentional grammar learning. While the players are doing something fun, they can be learning grammar without noticing it. Past studies found revamping the delivery of grammar lesson to be fun and enjoyable, helped increase learners' motivation and also interest. Inspired from the Monopoly board game, GB is definitely a creative and innovative alternative to dreary grammar drills. Games can remove boredom without sacrificing repetition that is necessary for successful learning of language elements, especially grammar. GB certainly brings about fun and excitement amongst the players and offers entertaining language practices other than the traditional pencil-paper grammar exercises. GB has huge potential to be commercialized in schools as it is applicable for both students and teachers in schools and also at tertiary level.

Keywords: board game, edutainment, multisensory, grammar

1. Introduction

Grammar Buzz (GB) is an edutainment board game that promotes students' grammar acquisition, parts of speech in particular and their ability of using them in sentences. GB is a multisensory game which requires players to physically throw the dice and move the figurines to the parts of speech destination and get a card with a one-word category. Then the players are to construct a grammatically correct sentence using the word. Students who have difficulty with single-modality learning method would benefit from this visual, kinaesthetic and auditory board game. GB supports intentional grammar learning in which while the players are doing something fun, they can also be learning a great deal without noticing it. Past studies found revamping the delivery of grammar lesson to be fun and enjoyable and helped increase learners' motivation and interest (Gaudart 2003).

Inspired from the Monopoly board game, GB is definitely a creative and innovative alternative to dull grammar drills. As posited by Chitravelu, Sithamparam and Teh (1995), games can remove boredom without sacrificing repetition that is necessary for successful learning of language elements, especially grammar. GB certainly brings about fun and excitement amongst the players and offers entertaining language practices other than the traditional pencil-paper grammar exercises. GB has huge potential to be commercialized in schools as it is applicable for both students and teachers and also at tertiary level with students at higher cognitive level.

2. Problem Statement

Malaysian employers have lamented that poor English competency has hampered graduates' ability to communicate effectively at the workplace. In a national study commissioned by the Ministry of Higher Education (The Star, 2015), it was found that more than 54% of undergraduate students from 6 universities in Malaysia were considered limited users of English. Some people could say that grammar is not very important, but it is the essence of any language. Grammar is incorporated in all four skills namely listening, speaking, reading and writing. One of the contributing factors to the decline of English proficiency level among local graduates is the English grammar teaching and learning processes involving the use of rote teaching methods that are mostly found boring. Therefore, educators need to come up with innovative approaches to make grammar lessons interesting.

3. Objective

The research objectives of this study are:

1. What are the students' attitudes toward the board game - Grammar Buzz?
2. How has the board game impacted the students?

4. Novelty

Unlike other board games available in the market, Grammar Buzz is unique as children can learn or improve their grammar while enjoying the game. It's easy to use, visual, interactive, and fun! Grammar Buzz enables "learning-by-doing", an approach that cognitive scientists have identified as the fastest and most effective way for human beings to learn. Grammar Buzz immerses the learner in a highly visual and interactive environment in such rewarding ways that learners feel intellectually and emotionally engaged in the experience of competing with each other or teams. It can also be used not only at an educational setting, but also could be enjoyed at home with the family. Grammar Buzz is highly motivating since it is amusing, interesting and at the same time challenging.

5. Usefulness

Grammar Buzz is designed as a tool for youths and adults, to be used as an educational tool to complement other learning materials in a grammar class. The game incorporates grammar components like parts of speech, vocabulary and sentence structures which are not incorporated in other known board games in the market. It is apt to be used by students of all ages – primary, secondary and tertiary levels. It can provide a valuable learning opportunity for an individual or entire class, within a single hour of use or over an extended period of time. The educational foundation and ease of integration in the classroom and syllabus make Grammar Buzz the wise choice among learners who are in the process of learning English language grammar, as well as educators and trainers who are providing English language teaching.

6. Commercialization Potential Or Impact Towards Socio Economy/Humanity

There are vocabulary board games in the market but no board games on grammar. It is believed that Grammar Buzz has good potential for commercialization purposes. Games as instructional tools in grammar classes can improve students' ability in incorporating grammar knowledge in written and oral tests. The Grammar Buzz board game can increase students' language proficiency as they will have a chance to use the language in many situations required in the games.



Figure 1 Grammar Buzz Box Design



Figure 2: Grammar Buzz Board Design



Figure 3: Grammar Buzz Cards

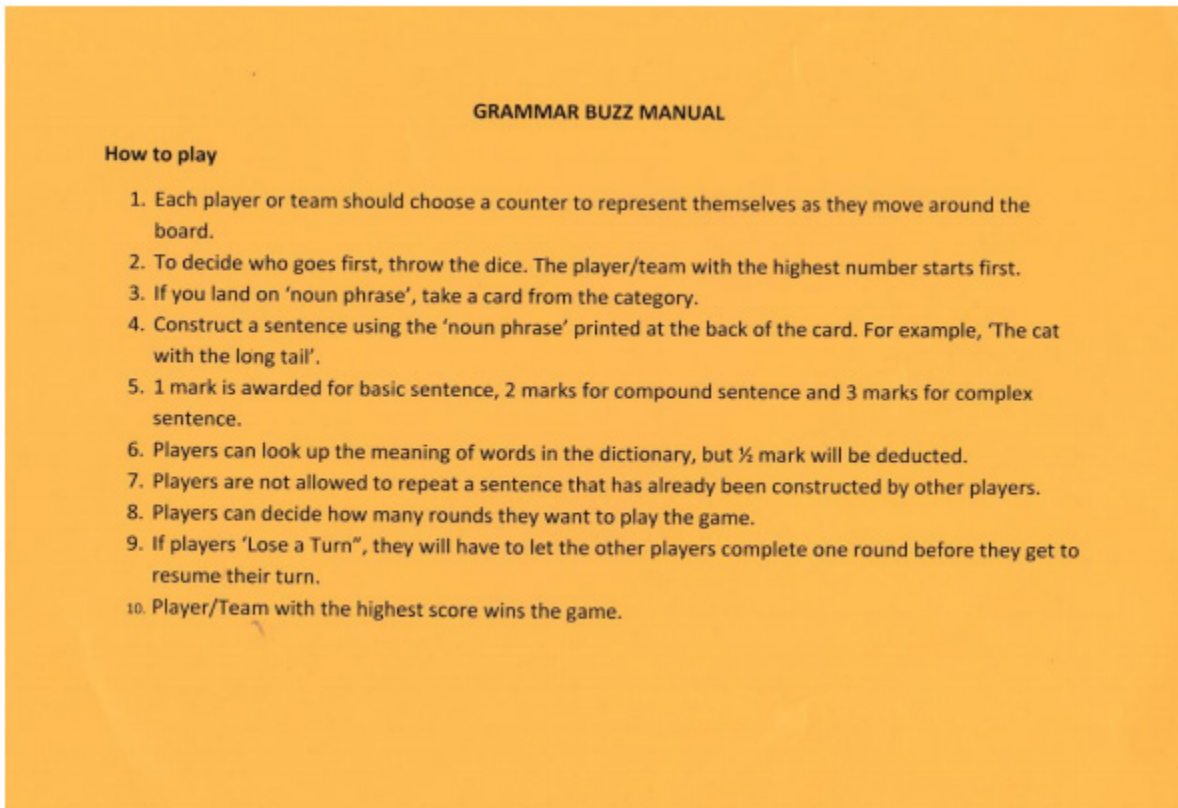


Figure 4: Grammar Buzz Manual



Figure 5: Students Playing The Grammar Buzz board game

7. Conclusions

The important premise behind the use of board games in teaching grammar is incidental learning. When a student is doing something that is fun, he can be learning a great deal without noticing it. Learning does not necessarily have to be jamming information down a student's throat. Consequently, students should be allowed to adopt goals and be given materials that will cause them to pick up the desired information in passing". The first trick in employing the incidental learning principle is to find things that are inherently fun to do like playing board games. Since incidental learning principle emphasizes the importance of subconsciously learnin-by-engaging in interesting tasks, thus the board game Grammar Buzz was created to ensure students learn English grammar in the non-explicit way.

8. References

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