

## ENHANCING SPEAKING ABILITY USING “DARE TO SPEAK?” INTERACTIVE BOARD GAME

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### **ABSTRACT:**

“Dare to Speak?” is an interactive game board designed for educational context especially in improving students’ or players’ speaking skills. The players can play the CD which the game is being installed. They need to give response according to different situation given. In this Interactive board game, students or players can practice several effective social interactions skills in variety of situations. Pop up question cards address social skills in the home, at school and in the community. Socially Speaking cards allow students to discuss social situations, emotions, and appropriate behaviors. Situations given in the question cards are based on either opinion or general knowledge. Most of the situations are based on Malaysian perspectives or Malaysian cultural related background. Students take turn to click to roll button as the dice and a screen will pop up to display the questions and they have to speak on the situation they have landed on. There are also rules and regulations for the students to obey during the activity. This interactive board game is created using Adobe Flash. This is an innovative tool for teaching and learning English language in a fun way. Games can involve all the basic language skills, i.e., listening, speaking, reading, and writing, and a number of skills are often involved in the same game (Lee, 1995).

*Keywords: interactive game board; Malaysian cultural; innovative tool*

### **INTRODUCTION**

Teaching and learning English as second language to students in tertiary level can be quite challenging. This is because many students are not confident enough to use the language. Some of them are very shy or reluctant to communicate in English especially in classrooms. This interactive game was created to promote students to speak up within groups, to encourage students to sharpen their general knowledge as Malaysian and to give students a platform to practice their English proficiency of social interaction in a fun way.

### **METHODS**

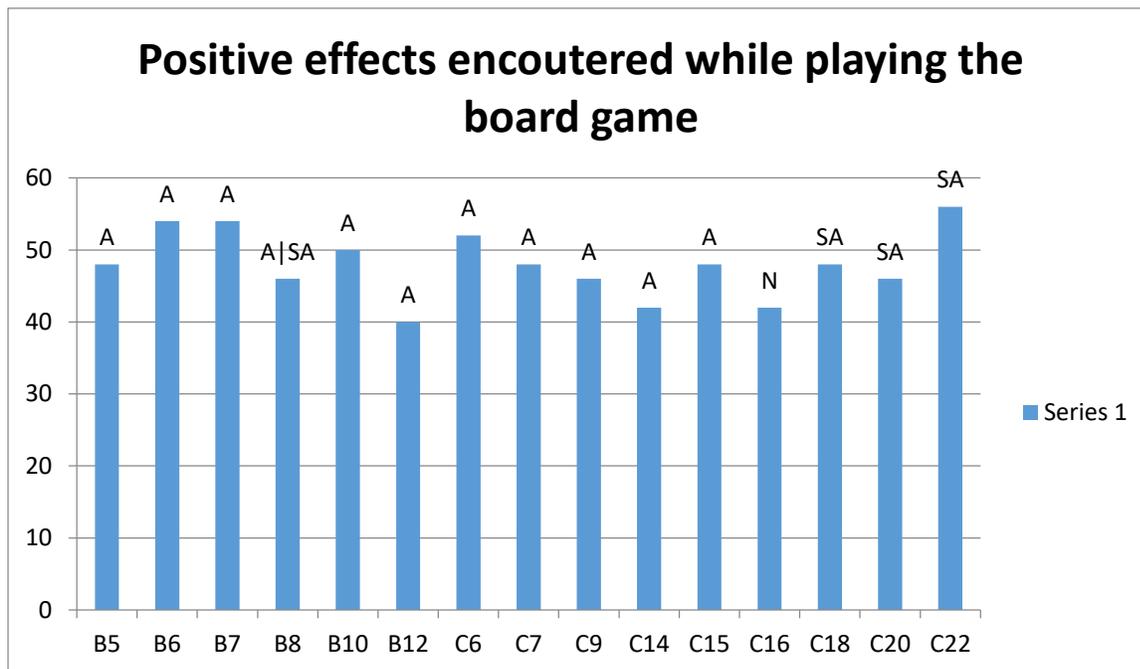
This interactive board game contains a game board, 200 pop up question cards, a button as the dice and an instructional booklet. Minimum of 2 and maximum of 5 people playing at one time. Each player needs to press the button as the dice once to decide who goes first. The highest score of the number will determine as the first player. Each player needs to answer the question on the card chosen. Each player needs to adhere the rules and regulation while playing this game.

### **FRAMEWORK**

As we all know, one of the main goals of language teaching is to equip our students with the ability to communicate in the target language. Using board games in the language classroom is an effective, low-anxiety, and fun way for students to learn and practice communication skills as well as develop their own communication strategies that can be readily applied to the real world. Games can connect to a variety of intelligences. Games played with others involve interpersonal intelligence, games often have a hands-on element, such as cards, spinners, or pieces, which connect with bodily/kinesthetic intelligence and Games involving drawing connect with visual/spatial intelligence (Gardner, 1999). According to Lee (1995), games can involve all the basic language skills, i.e., listening, speaking, reading, and writing, and a number of skills are often involved in the same game.

## RESULTS AND DISCUSSIONS

The research focused on the student's perception on the board game. A set of questionnaire were distributed to get their responses and the result were analyzed using SPSS.



Graph 4.5: Positive effects encountered while playing the board game

The graph shows the answers based on the positive effects encountered playing the board game. The analysis will be divided into two parts, which are the game's effects on students' speaking and the second is the students' feelings and perception towards the board game.

The game is proven, throughout the survey, which helps to boost the students' confidence level, increases their general knowledge and their perception towards this game is very good that it is addictive and also challenging at the same time. The results highlights the board game's ability to not only entertains but also to educate and improve students' speaking skills.

## CONCLUSION

Games provide students, especially teenagers, a situation to learn without barriers created by social norms, and mundane routines or performances. Games encourage language production and social interaction in a playful, nonthreatening way. This game has been proven to be a good way for students to improve their language speaking skills. They feel more motivated and less of inferiority while playing this game. The limitation of this game is the interface and limited sounds. This game can be improved in many areas such as adding more questions on selected items. The interface can also be improved using latest interface.

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