

TurTense

THE MOBILE GAME APPLICATION

A case study of the Malaysian indigenous learners in grammar learning

Muhamad Khairi Fakhri Fazil
National University Malaysia

Background

Most of the indigenous learners in Malaysia are in the rural areas. They have low English proficiency and they are struggling to learn English. The purpose of this study is to develop a mobile game application to help them learn English grammar.

Underpinning Theories

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Methodology

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Intervention (TurTense Mobile Game App)

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Findings

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Significance

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Research Questions

1. How effective is the TurTense Mobile Game App in helping indigenous learners learn English grammar?
2. How do indigenous learners perceive the TurTense Mobile Game App?
3. How do indigenous learners use the TurTense Mobile Game App?

Findings

ICRI - HASS CONFERENCE 2nd - 4th June 2021

Pedagogical Implications

ICRI - HASS CONFERENCE 2nd - 4th June 2021

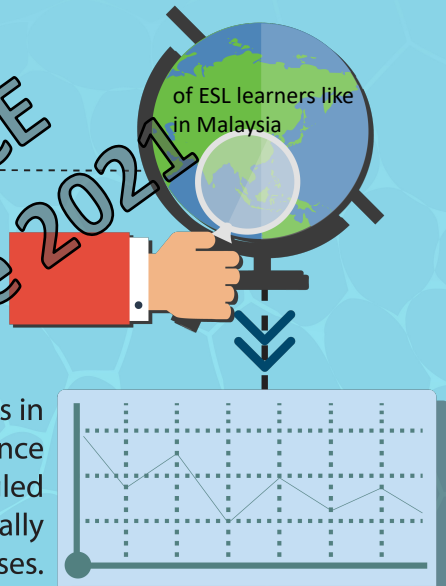
Background

Previous Studies on English Language Learning

(Yunus & Mat 2014; Ien, Yunus & Embi 2017)

ICRI - HASS CONFERENCE 2nd - 4th June 2021

showed difficulties in writing proper sentence structure & struggled with grammar especially in tenses.



of ESL learners like in Malaysia

Most of these students learn English as a second language. They have their own dominant first languages, which affects their capability of acquiring the English language's complex sets of rules



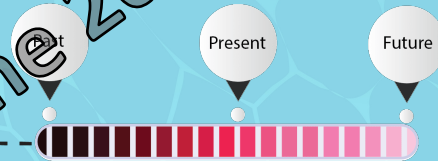
But what about indigenous learners?



Bahasa Melayu

Mandarin language

L2 has different & less complex indicators of time unlike tenses in the English language



There is a need to supplement students' grasp on the concepts of tenses in English

As English is learnt as a second language (L2), Malaysian indigenous learners' linguistic expectations inflates as the English language is their third or foreign language (Renganathan & Kral 2017; Rosnon & Chinasamy 2012; Adnan & Saad 2010). This linguistic overlapping would be much more disadvantageous compared to the linguistic struggles faced by mainstream pupils (Darus & Ching 2009).

But what about indigenous learners?



Illustration: <https://twitter.com/samruzone>

Underpinning Theories



Research Questions

1

What are the research participants' mastery level of English continuous tenses in the pre-test?

2

Is there any significant difference in the research participants' mastery level of English continuous tenses in the post-test?

3

How does the use of TurTense mobile game app reinforce the mastery of continuous tenses in EFL classroom?

Methodology



Kemmis & McTaggart's Action Research Model (1988)

20 research participants

- Indigenous young learners (Temuan)
- Rural outpost of Jelebu, Negeri Sembilan, Malaysia
- Year 4 Primary School pupils (10 years old)

Intervention (TurTense Mobile Game App)



Findings



Findings

	Mean	N	Std. Deviation
Pre-test	4.4500	20	2.18769
Post-test	15.1000	20	3.73188

Table 1. Mean scores for pre-test and post-test results

	Mean	Std. Deviation	Std. Error Mean	t	df	Sig. (2 tailed)
Pre-test – Post-test	-10.65000	1.34849	0.30153	-35.320	19	0.000

Table 2. paired sample t-test

themes of observation

Positive physical responsiveness

■ yes ■ no

10%

2 out of 20 pupils

90%

18 out of 20 pupils

ability to reconstruct full sentences in continuous tenses

■ yes ■ no

45%

9 out of 20 pupils

55%

11 out of 20 pupils

Pedagogical Implications



Communicative
competence skills

- Indirectly enriching the ability of constructing sentences.
- Integration of grammar and writing skills.



Stimulates active & fun learning

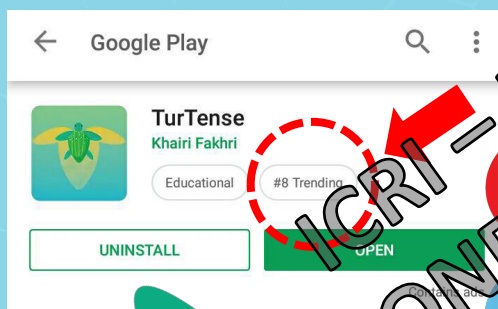
- Active individual gameplay, "playing while learning"
- Elements of learning autonomy and self-achievement via marks and ranks
- Vibrant vector graphics



An alternative teaching tool

- Deviates from traditional approach of teaching grammar.
- Mobile, easy access.
- In-trend with Gen Z

Significance



The first story that features mobile-assisted language learning on indigenous learners

The first game that features awareness on locally vulnerable species (leatherback turtles - Dermochelys coriacea)

3

Became the 8th Trending app on Google Play (mid October 2019)





For further inquiries

- Email: khairisstudies@gmail.com
- Facebook.com/khairifakhri