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Title:

Applied entertainment language education and its effectiveness compared to the regular methods (short period study on 15 female students between the ages of 11-16 (the intermediate stage)

I certify that all the articles in this special search of my effort, but does not have any work prior to this work, but I quoted some words of scientists.

Signature

Table of Contents

Abstract	3
Introduction	3
Literature review	4
Significance of research	7
Research Questions	8
Research Methodology	8
Ethical Considerations	9
Limitation of study	9
Expected Results	9
References	10
Appendix	11

Abstract:

With the big realize for the need to learn the English language skills among Saudi youth who are looking to develop their professional skills, grows the need to use more technological and developmental methods enhancing the education system to qualify the needs. Especially if the main focus is on helping students to communicate more effectively in English at the international level. For this reason the educators and the teaching faculty in the teaching language field had to take a step in advancing this process by using more advanced tools like computers (software programs and websites), projectors, videos and virtual learning.

Introduction

Mitchell Resnick in his article (Edutainment? No Thanks. I Prefer Playful Learning) said “I have found that many of people’s best learning experiences come when they are engaged in activities that they enjoy and care about.”

From this idea, he suggests, why the learning process is should be boring, and what are the results if it got mixed with some fun. Since this paper is going to discuss English language learning, it’s going to be limited to this kind of learning.

It seems a necessity at this time to learn other languages, making a way to communicate with other cultures for several

purposes, one of them is simply to find a decent job. And because learning another language has its own difficulties for some people, the faculty of a new language has to be creative and they manage to find a way to make it interesting and more fun by using many approaches, such as: posters, videos, software programs, websites and virtual learning and the teacher must pick what is most useful for his\her own student.

Literature review

When Mitchell Resnick gave us his opinion about playful learning saying “I have found that many of people’s best learning experiences come when they are engaged in activities that they enjoy and care about.” (Edutainment? No Thanks. I Prefer Playful Learning) I think edutainment (education-entertainment) is the same thing as playful learning and the changing of terms doesn’t change the process itself.

The first time this term has been used by the Walt Disney Company to describe the true life adventure series and after that in 1973 by Robert Hayman when he started to make documentaries.

The term edutainment is defined in the Wikipedia as “content designed to [educate](#) and to [entertain](#). It includes content that is primarily educational but has incidental entertainment value, and content that is mostly entertaining, but contains educational value.”

Supporting my opinion Dr. (Okan, 2003) mentioned in her paper Edutainment: is learning at risk? The opinion of Morrisett saying “People have become “compulsive information consumers” who favor the passive reception of information as a form of entertainment over the more challenging act of thinking”

Thanks to this generation, technology became a dominant field in these days, and for this advantage it got more involved in nearly everything. Because of that, many worldwide companies develop applications and software programs to help the language learner either he\she is a beginner or advanced, child or adult to make the ability to learn much easier and unconfined (not restricted to some people). Not like before it was hard and exclusive. Whoever wanted to learn a new language had to go to an institution or some specialized school, which cost money lots of people can't afford.

The same is mentioned on the review for the (felicia) "Game-Based Learning is becoming increasingly popular thanks to its ability to both motivate and teach a new generation of learners frequently referred as "digital natives." This new breed of learners uses computers on a regular basis, plays video games frequently and is often driven by emotionally-charged material"

The same book has this theory "summative evaluations of the U.S. And international productions of sesame street consistently show that children who have been viewers score higher than nonviewers in tests of ability in all curriculum areas (Ball & Bogatz, 1970;Bogatz &Ball, 1971; Tan, 1985 CTW, 1988). Sesame Street's success comes from combining the technology of television with the art of entertainment and specific educational aims, claimed Morrisett (cited in Lesser, 1974). However, there is evidence that sesame street might increase the information gap between children that are already better informed and of higher socioeconomic status than their less fortune counterparts (Cook et al., 1975). That is, the program raises the level of information of all children, but it especially benefits the information –rich, thus widening the information gap (Tichenor, Donohue, &Olien, 1970).

Also in the article (Using Games to Promote Communicative Skills in Language Learning "These tools offer students a fun-filled

learning atmosphere. They are also motivating by introducing an element of competition into language-building activities. This provides valuable impetus to a purposeful use of language (Prasad 2003). In other words, these activities create a meaningful context for language user. The competitive ambiance also makes learners concentrate and think intensively during the learning process, which enhances unconscious acquisition of inputs. Most students who have experienced game-oriented activities hold positive attitudes towards them (Uberman 1998). An action research conducted by Huyen and Nga (2003), students said that they liked the relaxed atmosphere, the competitiveness, and the motivation that games brought to the classroom. On the effectiveness of games, teachers in Huyen & Nga's (2003) reported that action research reported that their students seem to learn more quickly and retain the learned materials better in a stress-free and comfortable environment.”

The methods of teaching the language play a big role in enhancing the efficiency of their precautions. Identifying the very importance of the methods of teaching different languages have been developed by experienced educators for the benefit of teachers in making in teacher education institutions.

The language teaching system can be placed at par with any advanced education system in the modern world. In fact, the language learning is a vast sea and teachers are a stream in it. So it makes it essential that the responsibilities of the faculty members are focused on the task of providing better training to the future teachers, for their best learning and proper development. And the responsible exercise can only be undertaken, if the trainers are equipped with all the needed skill and knowledge of the subject, and the best tools can give the teaching process better results.

Significance of Research

With the big realize to the need to learn the English language skills among Saudi youth who are looking to develop their professional skills. Especially if the main focus is on helping students to communicate more effectively in English at the international level.

Globalization obliges us to speak one language so we can understand each other and share knowledge and information. And since the English is the worldwide formal language for communication, it became a necessity to learn it. But there are some people who find it a difficult advantage to own, because of this, we should consider various ways to make it easier for them. One of these ways is edutainment. But that doesn't mean that everything is fun and educational is useful for us as "Morrisett (1996) adds that institutions of higher education have adapted to these conditions but, as a result, they have also compromised the habits of mind (study, analysis, reflection, contemplation, and deliberation) that are associated with logic.

The teacher when gets into the class with just a book, the student won't take the best learning, but when the teacher is ready with the proper tools like posters and visuals as projector, for example definitely the result will change and the education system had been enhanced to a higher level, the same will go with the students who will gain a better education.

Of course, it should be prepared to do the job and the teacher as well should be trained to use it when it needs to be used.

That's why we need to study and examine whether these tools are useful for our learning process or not and how to improve them

for our own benefit. And to make sure how to use them properly.

Research Questions

This research will give us answers to the following questions:
Do the students understand more with entertainment language educational method or the traditional one is better?
Did they find a difficulty of using the tools?
Do they have to repeat the lesson? If done how many times?
And the most important question: did they have a good time while learning?

Research Methodology

In this research I will show some posters, videos and software programs to the participants. Three categories will be used and every category has its own test. Then they will be given a test (four questions for each category to five participants) and see if they understand.

After that, I'll give them a questionnaire about this experience.

Ethical Considerations:

The participants in this research will be given the questions in

their own classroom and their names will be anonymous. Unless if they comfortable writing the first name only.

I'll make sure that there is no pressure on them to take the test.

Limitations of the Study

This study will be taken in a limited time period. A week would be enough and the time for each participant is 5-10 minutes.

The participants will be 15 female intermediate school students between the ages 13-16 years old.

Expected Results

Like what has been said before by Chen, I-Jung Takming College, (Taipei, Taiwan) this study will show competence and rise the concentration and thinking and of course learn more quickly than the traditional ways.

I noticed that there are from the fifteen participants nine of them have shown good progress through this study and two of them show no progress, perhaps the exercises were too hard for them. The last four shows that they are ready for the next level and they were very enthusiastic during this, they even suggested other ideas to expand the field.

Reference:

felicia, p. (n.d.). *Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches: Multidisciplinary Approaches*. ireland : waterford institue of technology.

Okan, Z. (2003). Edutainment: is learning at risk? *British Journal of Educational Technology* , 255–264.

resnick, m. (2004). *edutainment? no thanks i prefer playful learning*. MIT Media Laboratory.

Appendix:

First:

Posters and flash cards:

Question Words Flashcards

Questions? Raise up your hand!

Where?

Who?

What?

Where?

When?

Why?

Which?

How many?

How much?

How?

How old?

Questions? Raise up your hand!

Pronoun Flashcards Freebie!

He

She

We

They

Finish

Start

Read out the sentence when you land on the space.

I am eating

She is skating

You are sleeping

We are singing

He is driving

They are swinging

She is playing

Finish

Start

Weather Flashcards

STORMY

WET

FOGGY

SNOWY

CLOUDY

RAINY

WINDY

SUNNY

COOL

PARTLY CLOUDY

HOT

COLD

Opposites

hot	cold	far	near	black	white
big	small	fat	thin	soft	hard
old	young	tall	short	tidy	messy
fast	slow	night	day	bent	straight
up	down	wet	dry	in	out
loud	quiet	inside	outside	happy	sad

Plural Nouns

knife - knives

life - lives

wife - wives

half - halves

wolf - wolves

loaf - loaves

potato - potatoes

tomato - tomatoes

volcano - volcanoes

analysis - analyses

crisis - crises

thesis - theses

cactus - cacti

nucleus - nuclei

focus - foci

phenomenon - phenomena

criterion - criteria

sheep - sheep

deer - deer

fish - fish

man - men

foot - feet

child - children

person - people

tooth - teeth

mouse - mice

Second:

The YouTube videos:

On the conjunction grammar:

<https://www.youtube.com/watch?v=RKlvpPBh8Pc>

Verbs and actions:

<https://www.youtube.com/watch?v=ikC80uIEAp8>

Every day greetings:

https://www.youtube.com/watch?v=mfxC-C27Nco&index=3&list=PLhDf3-oR4mYjEX_Ljlq0BqOqjE6fgUvRy

Third:

The software programs:

On this website (the Google play app store) we can find many apps that can help us to learn English .

<https://play.google.com/store/search?q=%D8%AA%D8%B9%D9%84%D9%8A%D9%85%20%D8%A7%D9%84%D9%84%D8%BA%D8%A9%20%D8%A7%D9%84%D8%A7%D9%86%D8%AC%D9%84%D9%8A%D8%B2%D9%8A%D8%A9&c=apps>

I used the app called learning the English conversation by the developer mowuood alghzali the 1.2 version.

The questionnaire:

*First name:

Age:

The category:

- Have you had any difficulty understanding the material was shown to you? If yes, why?
-

2. Have you had any difficulty answering the test? If yes, why?

3. Do you think this way of teaching the language easy or do you prefer the traditional way?

4. Did you have to repeat the lesson more the one time? If done how many?

5. Did you learn and have fun during this experience?

6. Did you use the apps to learn English? If yes, name few.

*not required

The test: (every category has its own test)

The first category (posters and flash cards)

Choose the right answer:

- ----- is 8 years old boy.
 - He
 - She
 - They
2. It's ----- today. I think it will rain.
- a. sunny
 - b. cloudy
 - c. foggy
3. -----do you wake up every day?
- a. Where.
 - b. What.
 - c. When.
4. ----- kittens are in the basket?
- a. How many
 - b. Where.
 - c. What.

The second category:

(The YouTube videos)

- My favorite meal is mac _____ cheese.

- Or
- But
- And

- Jowhara is _____ the book.

- Reading
- Washing
- Singing

3. _____ to this beautiful view!

a. Look

b. Bounce

c. Laugh

4. How are you?

a. Good night.

b. I'm good.

c. I'm 9 years old.

The third category

(The software programs and phone apps)

English conversation, learning app

(At the restaurant)

- What would you feel like eating?
 - Steak and potatoes.
 - Water.

(At a new school)

2. Class, this is Donna from Chicago.

- Ok.
- Hi Donna.

(Chatting on the phone)

3. Hello Erin it's Donna.

- Hi Donna, how are you?
- Good bye.

(Driving test)

- How long will the test take?
 - I will adjust the mirror.
 - It will last for about one hour.