

**JABATAN: JABATAN PENGAJIAN AM**

<b>Name of the Programme</b>	INNOVELL – INNOVATION FOR ENGLISH LANGUAGE LEARNING 2018 <i>Theme: From Traditional Games 2 Classroom Learning</i>
<b>Date</b>	01.07.18 - 08.10.18 (FINAL)
<b>Time</b>	8.00 AM – 5.00 PM
<b>Venue</b>	DEWAN TUNKU LAKSAMANA ABDUL JALIL, PIS
<b>Prepared by</b>	CATHERINE NGUOI CHUI LAM (The Programme Manager)

**INNOVATION FOR ENGLISH LANGUAGE LEARNING (INNOVELL 2018)**, an English programme which aims to develop the ability of polytechnic students to present their innovative ideas with the effective use of English language was organized by English Language Unit, General Studies Department on 8 October 2018. The said programme has run for a time frame of three months (01 July 2018 – 08 October 2018) and the details are as follows:



**INNOVELL 2018** is a one-day English Enhancement programme that comprises poster presentation competition and product exhibition. The competition challenged the participants to use Design Thinking approach in ideation and development of an innovation, i.e a language game that would correlate to the theme “*From Traditional Games to Classroom Learning*”.

The competition has gathered a total of sixty-five (65) participants from all four (4) departments of PIS, namely, JRKV (11), JKM (16), JKE (23) and JPH (15). A total of ten (10) PIS teams have been selected to enter the final round of the competition. Meanwhile, this programme has also received a total of eleven (11) participating entries from other institutions, namely Politeknik Tun Syed Nasir (PTSN), Politeknik Mersing (PMJ), Politeknik Metro Johor Bahru (PMJB), Politeknik Melaka (PMK), Kolej Komuniti Pasir Gudang (KKPG) and Kolej Komuniti Batu Pahat (KKBP). A total of twenty (20) innovative products were competed and showcased on 8 October at Dewan Tunku Laksamana Abdul Jalil, PIS.

The poster presentation competition was judged by *Dr. Harwati Hashim*, Head of Undergraduate Programme (TESL) of Universiti Kebangsaan Malaysia, *Dr. Noreen Binti Kamarudin*, Senior

Assistant Director of Curriculum and Evaluation Division, JPPKK and *En. Muhd Al Awwab Che Ahmad*, Science Communicator of Petrosains Playmart Johor Bahru.

The closing ceremony was officiated by the Deputy Director (Academic) of PIS, Tn. Mejar Norizam bin Sekak and the competition results are as follows. **First place** was won by a PIS team with their innovation called Boom Card. Boom Card is a card game adapted from a traditional card game, Old Maid. The team: *Mohamad Safuwan Bin Rosman, Nur Aqilah Bt. Muhammad Kuhonaiyakin, Mimi Asmida Bt Zunkefle and Muhammad Faiz Bin Mohd Faruz* from BTH5 was led by Dr. Prasanna Kesavan. Meanwhile, the **First Runner-up** was won by SPECA, an adaptation from a traditional game called Carrom. The team: *Alfitri Bin Aziman, Muhammad Nadeem Bin Ramli, Abang Nor Azlan Bin Abang Zainuddin and Muhammad Fitri Aman Bin Manzurol Aman* from DEM1B was led by En. Muhammad Alhafiz Bin Amat Esa, PIS. Toss the Gramm, a language game which was innovated based on the Malay traditional game called *Baling Tin* has won the **Second Runner-up**. The team: *Faris' Izzuddin bin Md Yusof, Puteri Alis Asyikin Binti Megat Ahmad Murad, Amirah Binti Ahmad Basri and Mohamad Asyraf Bin Shaari* was led by Dr. Prasanna Kesavan, PIS.

Meanwhile, **The Best Presenter Award** goes to *Mimi Asmida Bt Zunkefle* (BTH5, PIS) while REPEC, a language game innovated from the traditional game of *Ceper* (*Adli Afiq Bin Ali Ahmad, Amirul Firdaus Bin Harun, Muhammad Danial Bin Othman and Azierul Azraie Bin Yazid* from BVC5, PIS) had successfully won **The Best-Selling Idea Award**.

VOTAK, a language game innovated from a Malay traditional game called *Sepak Takraw*, was the overwhelming favourite among the audience. The team which was led by Pn. Miryati Bt. Omar from Kolej Komuniti Pasir Gudang (KKPG) has received the People's Choice Award. A total of sixty-four (64) students from UniKL, MITEC, Pasir Gudang (25) and UiTM, Pasir Gudang (39) have participated in product exhibition by casting votes for their favourite language game.

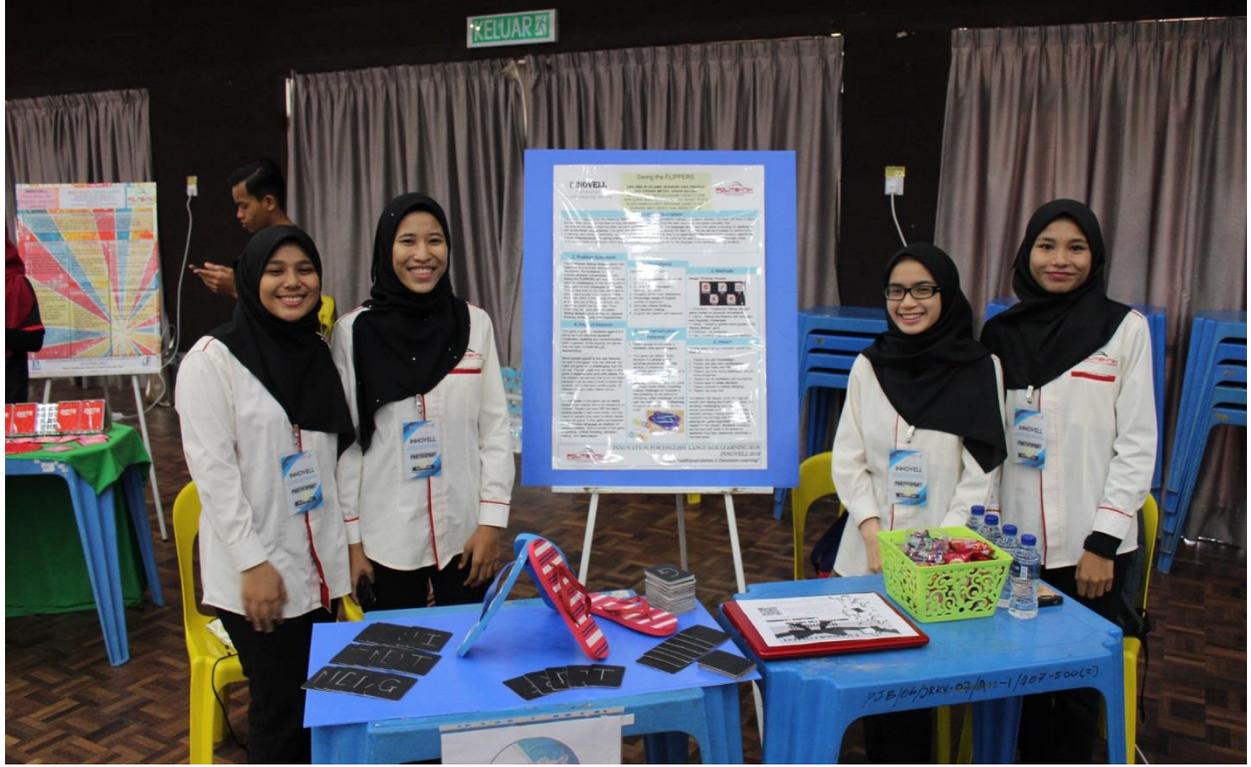
Creativity and strong analytical skills lead to sound innovations. As such, this programme has provided golden opportunities for polytechnic students to explore, identify and solve problems in the most creative way. It also serves as an essential platform to develop students' ability to deliver effective oral presentation to a targeted audience. Hence, this programme can be viewed as a good starting point to cultivate a group of highly creative, innovative and competitive polytechnic graduates, in line with our efforts to promote polytechnic as a centre of academic excellence in the region.

Some of the pictures taken during the event:

















**INNOVELL**  
Innovation for English Language Learning

**TENGLISH TENGUGE**  
BY: BIN BIN MO SAID (LITSAKTIFFIRM), MOHYA QAMARUL ARIFFIN BIN SAKSIAN (LITSAKTIFFIRM), MUHAMMAD SAIFUL HUSAIN BIN AFI' (LITSAKTIFFIRM), NAQIUS DANIAL BIN 'ADU' (LITSAKTIFFIRM), ARIQATULAKMA BINTI 'LITSAKTIFFIRM'

**Innovation Description**  
An adaptation of Malaysian traditional game called TengTeng. Each group consists of four members. The steps of TengTeng is drawn on a mat so that it can be played either inside or outside of the classroom. The game is played by throwing a die and each step has its own task to complete. There are 12 steps with one square for Home and another one for Jail.

1. Problem Statement	2. Objectives	3. Methods
<ul style="list-style-type: none"> <li>1. Problems in learning English among the students.</li> <li>2. Less activities in English classroom.</li> <li>3. Learning English is dull.</li> <li>4. Less teamwork among the students.</li> <li>5. Some students do not know the existence of tengteng.</li> </ul>	<ul style="list-style-type: none"> <li>1. To expand and improve the use of English language among the students.</li> <li>2. To improve teamwork and collaboration between the students.</li> <li>3. To attract students and interest among the students in learning English.</li> </ul>	<p>Describe the Design Thinking process that you went through to solve all of the innovation.</p> <ul style="list-style-type: none"> <li><b>Empathize</b> - Interview the students who are not English.</li> <li><b>Define</b> - Interview the students and establish relationship between the students.</li> <li><b>Ideate</b> - Brainstorming with team members.</li> <li><b>Prototype</b> - Create the prototype of TengTeng.</li> <li><b>Test</b> - Test the prototype of TengTeng.</li> </ul>
4. Product Features	5. Commercialization Potential	6. Impact
<ul style="list-style-type: none"> <li>Adapted from Malaysian traditional game called TengTeng.</li> <li>TengTeng involved a lot of psychomotor movement where players need to jump from one step to another step.</li> <li>It requires quick responses/answers based on the task given.</li> <li>It allows requires a lot of language information in order to respond to questions.</li> <li>TengTeng does not need high cost to design, just use recycled paper mat and marking tape.</li> <li>It can be played not only in classroom, but also outside classroom (on variety yard, grass field, sand).</li> </ul>	<ul style="list-style-type: none"> <li><b>Target group</b> <ul style="list-style-type: none"> <li>Preschool kids - 4-6 years old</li> <li>Primary - 7-12 years old</li> <li>Secondary - 13-17 years old</li> <li>College - 18-22 years old</li> <li>Family</li> </ul> </li> <li><b>Market potential</b> - Can be sold at RM70 only.</li> <li><b>Strategy for commercialization</b> <ul style="list-style-type: none"> <li>Arrangement of school, home, school, center, kindergarten.</li> <li>Show a video on social media (Facebook, twitter, instagram).</li> <li>Applying for educational program grants that it is relevant to our task product.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>The learning of English would be very meaningful as the students learn English in a very interactive way.</li> <li>The framework enhances the students' oral proficiency.</li> </ul>

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