MAKING OF JFG (JUMANJI FOR GRAMMAR) BOARD GAME TO LEARN GRAMMAR FOR UNIVERSITY STUDENTS

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Abstract: There are four skills in learning English that should be mastered by students such as listening, speaking, reading and writing. To support those four skills, students should master in grammar. The basic of grammar in learning English is Tenses. One of way in learning grammar is through games. Jumanji is one of games which have many advantages. JFG (Jumanji for Grammar) was adopted by Jumanji that purposed to learn grammar. The purpose of this study is to make JFG board game to learn grammar for university students. The idea of this project comes up because there is no a JFG board game to learn grammar for the university students in Bengkalis. The result of this study was a set of JFG Board Game as medium to learn of grammar especially in tenses. This game consists of a dice, board of jumanji, five sets of question cards and four pawns with different colors. By using this game, the student can learn grammar in a more interesting and effective way.

Keywords: JFG (Jumanji for Grammar) Board Game, Grammar, Students in University.

INTRODUCTION

ASEAN Economic Community (AEC) is a form of economic integration of ASEAN in terms of a system of free trade between ASEAN nations. Indonesia as part of ASEAN countries and ten other ASEAN member countries have agreed agreement ASEAN Economic Community (AEC). To face ASEAN Economic Community Indonesian should be able to compete in all aspect with another ASEAN member. One of aspects is should be master in English. English is an international language should be learned by students in kindergarten until university in Indonesia. English is not only for communication but also to competition in work world when they are graduated from university.

There are some of difficulties in learning grammar that faced by students in university.

Firstly, some of students think that grammar is difficult to be learned.

The students are difficult to memorize the formulas. The causes of students difficult to memorize are many formulas in grammar. Besides that, the students only get the lesson in formal education like school or university.

Besides, the lecturer technique also makes the students difficult in studying grammar. Most of students feel bored because the lecturers do not have variety method in teaching grammar. The lecturer must have tips or method in learning to make students interested and motivated in learning grammar.

There are many ways in learning grammar. One of way is through games. Games and education cannot be separated.

Davidson, et.al (2008) defines that a game is "constructed so the difficulty slowly increases to match the players increasing skills". In addition, game has several ategorize such as card game, athletic game, children game, computer game and board game. One of board game is Jumanji board game.

The Jumanji board game actually adopted from the film with the same title that starring by Robbins Williams. Jumanji was recommended for 2 to 4 players. The board consists of four winding paths with a positioned in center. In playing this game, each player throws the dice and moves their pawns to the center of the board.

Based on the previous explanation, the writer was interested in making of JFG (Jumanji For Grammar) board game to learn grammar ability for university students.

REVIEW OF LITERATURE
Related Theory
Grammar

Grammar was important part in learning English. To master in English students should be master in grammar. According to Swan (2005) "grammar is the rules that show how words are combined, arranged or changed to show certain kinds of meaning''.In addition, Greenbaum and Nelson (2009) say grammar is the central component of language.

Martha and Funk (2012) define that grammar is the structure of languages that get from three steps such as from the systems of rules in our heads, formal description of the rules and social implications of usage.

From definitions above, it can be concluded that Grammar is important part in learning language.

In playing JFG board game the students can learn and improve their grammar ability, especially those related to tenses.

Grammar errors come in many forms. Some common errors are with sentence structure, subject/verb tense, punctuation, spelling, and other basic mechanics and parts of speech (Johnson: 2014). For example, if students wrong to write the punctuation so that will be has different meaning.

Grammar makes written content more readable and more interesting. Grammar skills are important in effective leader. As a leader indispensable master in grammar because the leader always communication with many people so that Communication skills are indispensable in good grammar.

Game

According to Salen & Zimmerman (2004) game is "a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome". It means game is system defined by rules. On other hand, according to Brathwaite and Schreiber (2009) say game an activity with the rules not always involving conflict with the players or the system of games. In addition, Gobet, et.al (2004) game is an understood of transparent by listing the rules. From definition, it can be concluded that game is the activity followed by rules and player must finish the game if they are want to become the winner.

Game has not only bad impact but also has good impact. According to Davidson, et.al (2008) game is could give positive impact such as learn about new language, culture and spoken fluently. It is useful help the player learn about languages and the player more active when they are playing game. Teachers and students play games because their believed games can be used in learning process. Gobet, et.al (2004) says that game has impact to contribute to children's general development or their learning of mathematics, language, or history.

Jumanji Board Game

Jumanji board game can be used by student to increase their knowledge. Jumanji board game provides teachers and students to

explore their creativity. Kile (2012) defines that "Jumanji means 'many effects' in Zulu and playing the game brings about 'many effects' for players". It means Jumanji is game that has many effect and board as media of game.

There are many risky actions and weird situations in Jumanji board game. In playing of Jumanji board game, players will discovery of magical and treacherous board game. Although the game is basically throw dice as determine the players move to center of board but the adventurous theme and suspenseful possibility that all players could lose if the jungle overtakes them before finishing the game.

This JFG board game was different with existed board game because this board game was modified with question cards. It was made for helping the lecturers and students in teaching and learning grammar, especially those related to tenses.

METHODOLOGY OF STUDY
Equipment
1. Hardware
a. Personal Computer

Personal computer was very important for this study to find the sources of data and used for designing the product and making the contents of the question cards that used for playing JFG board game.

b. Printer

Printer was used to print the results of the designs that created in personal computer.

2. Software

a. PhotoScape application

PhotoScape was picture edited application. In this study, it was also used to design question cards

b. Paint application

Paint was a drawing program. In this study, it was also used for designing the question cards.

Material

The materials were used to make the product are:

a. Wood

This wood was used to make the box of JFG board game.

b. Plywood

This plywood was used to make the border of JFG board game.

c. Paints

There were six paints to make the design of rectangle. The colors of

paints are red, blue, yellow, green, white and black.

d. Dice

Dice is important thing to play game because players will throw dice before the players move.

e. Pawns

Pawns were used to represent the players. There are four pawns with different colors used in this game.

Procedure of Study

The data and model of game for this study was retrieved from several resources. The model of game was referred to previous model that has the same model with this study. The JFG board game was modified based on the needs of this study. The question cards for this game were made by referring to several resources such as books, dictionaries, modules or higher education and also internet.

Product Design

a. JFG Board Game Design

The details of the board game were:

Length: 40 cm

Width : 40 cm the model of JFG board game was designed by manual

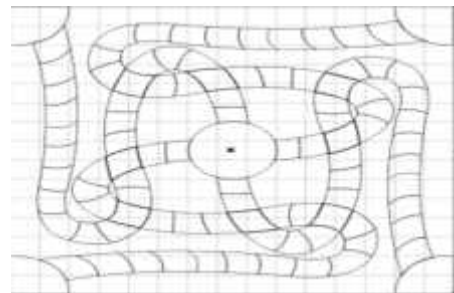**b. The Process of Designing JFG Board Game.**

1. The first thing of designing JFG board game was made the box with size 40 cm x 40 cm using wood and plywood. The design was shown in figure below.

2. After the box was done, the next process was made sketch of winding paths by manual using pencil. The design was shown in figure below.

3. After done the design of winding paths, give the colors and numbers in each square in winding paths. The design was described in figure below.
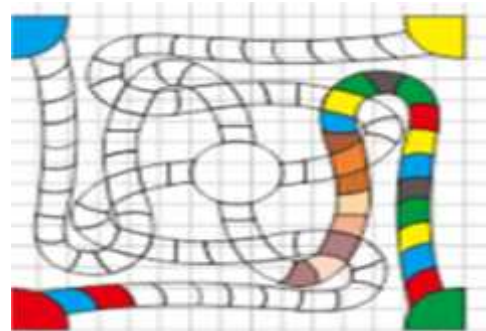
4. The followings were the result of the editing process.

c. The Making of Question Cards.

1. The Process of Making Questions in Cards.

This JFG board game was modified with question cards. It was only discussed about tenses. The questions in cards were based on English grammar book with title Understanding and Using English Grammar (1993) written by Betty Schramper Azar.

There were some example questions in card taken from this book such as what's the tenses? "I called Roger at nine", Jumble "Alaska-it-snows-in", Correct the errors "he was slept when I arrived", Fill the blank "Rudi…..car last night (buy)", Shocking card "say at least 10 nouns".

2. The Designing of Question Cards

The applications for designing the question cards were *Paint* and *PhotoScape* application. The first step was drawing rectangle with size 6x8 cm in *Paint* worksheet. Second, give the color of each card, the first card as front side and the second card as backside of the card. The design was shown in figure.
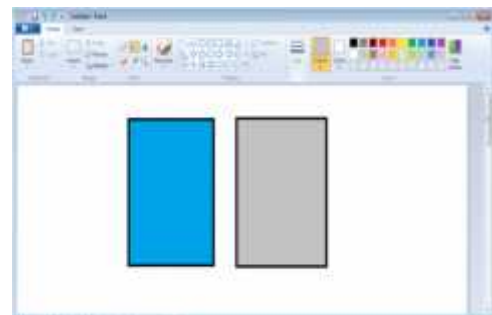
After it was done in *Paint* worksheet the result was saved and edited in *PhotoScape*. The next step was inserted the name of cards using '' insert text'' in *PhotoScape*. The design was shown in figure below:

RESULT AND DISCUSSION

Process of Making JFG Board Game

There were several processes done in making JFG Board Game, started from collecting data and providing materials until designing

model of board and question cards. There were steps in making this game as follows;

Collecting Data and Providing Materials

In this game, there were twelve tenses for higher education students. Collecting data and providing materials of tenses to make question substantially were first thing done. Collecting data and providing materials made by referring many references such as grammar books for higher education, dictionary and internet. After collecting data of tenses were finished, the next steps were design of board and cards. The model of JFG Board Game actually referred to Jumanji board game produced by Milton Bradley. However, JFG Board Game was modified by question cards.

Making of JFG Board

After collecting data and providing materials were finished, the next process was making of JFG board. In the process of making JFG board, the writer actually needed the carpenter to make the JFG board. The first step of making JFG board was cutting the wood and plywood with the size 40 x 40 cm. After the process

done, the next process was weld wood and plywood using nails.

Designing Model of JFG Game

After making JFG board was done, the next process was designing model of JFG board game.

1. The first process was made sketch using pencil.

2. After the process was finished, the next steps were giving the colors in each squares using paints. There were five paints used such as yellow is 16 squares, green is 16 squares, blue is 16 squares, black is 20 squares, and red is 16 squares.

3. Next, the process was continued by giving name which appropriate with question cards. The process of giving name was using pencil. There were five different names used such as yellow is "correct the errors", blue is "jumble", green is "fill the blank", red is "what's the tense?", black is "shocking card". Those processes were take long time because making by manual to get the better result.

Designing Model of Question Cards

The processes of designing question cards were using applications. There were two applications used in the process of

question cards are *Paint* and *Photoscape*. There were 150 cards used for this game divided into five types and colors.

1. The first process was started from drawing the rectangles as the shape of the cards in *Paint*.

2. After the process was finished, the next process was inserting name using *Photoscape.*

Result of Study

The result of this study was a set of JFG Board Game as medium to learn of grammar especially in tenses. This game was consists of a dice, board of jumanji, five sets of question cards, and five pawns with different colors.

JFG (Jumanji For Grammar) Board

The design of JFG Board has been given in chapter III. However, the design of this board was made by manual. This game consists of four winding paths that started of players. Each winding paths have 21 squares that have different colors in each squares. There were five colors such as yellow, blue, green, red and black. Every player has one pawn with different colors.

Dice and Pawns

The dice and pawns were made by wood. There were four pawns and a dice. Each pawn has different colors such as blue, red, green, and yellow. The dice also modified by giving only three numbers.

Question Cards

The question cards were printed by using papers. They were made in five different colors such as red, yellow, blue, green and black. There were five sets of question cards.

1. Red Card

This card was called "what's the tenses?" card. This card asks the players to answer what the tense of the sentence given. The card will be gotten by the players when the players stopped in the red color.

2. Blue Card

This card was called "jumble" card. This card asks the players to rearrange the sentence given. The players have to arrange the sentence into the correct sentence. The card will be gotten by the players when the players stopped in the blue color.

3. Green Card

This card was called "fill the blank" card. This card asks the players

to fill the blank of the sentence given. The card will be gotten by the players when the players stopped in the green color.

4. Yellow Card

This card was called "correct the errors" card. This card asks the players to correct the errors of the sentence given. The card will be gotten by the players when the players stopped in the yellow color.

5. Black Card

This card was called "shocking card". This card consist some of punishment. The card will be gotten by the players when the players stopped in the black color.

The Rule of JFG Board Game

Here are the rules of playing JFG board game:

1. The players are four players.

2. To start this game, players have to "hompimpa" and the winner will be the first player.

3. The first player throws the dice and moves his or her pawn based on the number appeared on the dice.

4. The first player picks a card based on the color of the square where the pawn stops. For example, the pawn stops at Blue Square, so the first player picks blue card and answers the question correctly.

5. The time to answer each question is 10 to 20 seconds. When the time is up and players cannot answer the question, the players will stop in one round.

6. When he or she has answered the question, the turn is given to the next player.

7. The other players also do the same things as the first player did.

8. Players have to answer all questions correctly when they want to be the winner.

9. The cards which have been used are placed separately.

10. When the player is in center of winding paths, the player has to answer the question with correct answer. If the players cannot answer the question they will be lose.

Evaluation

Students of Fourth Semester of Business English Study Program

The first evaluator was students of fourth semester. The evaluation process was done when the students studying in the class. The students of fourth semester were evaluators because the students also learn about

tenses in grammar that appropriate with this game.

Before playing this game, the first thing was introducing and giving explanation about this game. The next thing, the students played this game as randomly. There were 23 students as evaluators, it caused the role of the game were played randomly. After the students were played this game they had to fill in the evaluation sheet that was given. The evaluation watched out by advisor.

There were some opinions, weaknesses, and suggestions given by students. The opinion of the game was good, knowledgeable, interesting and fun. In addition, this game was also creative and can improve the student's ability about English especially in tenses.

According to them, the weakness of this game was times in playing game. Another suggestion was to improve the design of board game to make it more interesting.

Lecturer of Business English Study program

There were some opinions and suggestions from the lecturer of grammar. The opinions of this game were good and fun. The weakness of

this game was there was no box for cards. Furthermore, the suggestion was made small box for cards. Another suggestion was added Polbeng logo and Business English study program.

Problems

There were several problems faced during process of making JFG (Jumanji For Grammar) board game:

1. The Making of Board

The making of this board was manual because this board made by wood and plywood. Therefore, the writer needed the carpenter to make board. Another problem was manual design of winding paths in board. The restrictiveness of painting was problem to design of winding paths.

2. Printing of Question Card

The printing of question card also become the problems in the process of making this product. There were limited places in printing of this product in Bengkalis.

Conclusions

There were conclusions made after the discussions, the making of process and the result of final project. The purpose of this study was made

JFG (Jumanji For Grammar) board game as the medium in learning English grammar especially in tenses. This game referred from many references such as book, dictionary, module for higher education and the internet.

There were several processes to make this product started from collecting the materials, making the board of JFG, designing of board game and question cards. The materials collected mostly taken from the internet such as the model design of board and question cards.

The making of JFG board was using manual process. It started from making sketch using pencils, giving colors and giving names. The designing of question card was using applications. The applications used for designing question cards were *photo scape* and *paint*. It started from making rectangles in *paint* and giving name in *photo scape.*

The result of this study was a set of JFG (Jumanji For Grammar) board game consists of JFG board, five sets of cards, four pawns, a dice. This board was made in size 40x40 cm. There were five different colors in 88 squares representing of question cards.

There were five sets cards with different colors and names such as red is "what's the tense?", green is "fill the blank", yellow is "correct the errors", black is "shocking", blue is "jumble".

The problems faced during the processes of product were limited ability of designing winding paths and difficult finding the place for printing the question card.

Suggestions

Suggestions for Lecturer

There were several suggestions for lecturer as follows:

1. The lecturers have to use learning media in learning process so that the process will be more interesting and alive.

2. The lecturers have to make the students more attractive in learning process.

3. The lecturers have to change the mindset of students about the difficulty in learning grammar.

Suggestions for Student

There were several suggestions for lecturer as follows:

1. The students have to learn by using game in order to the students will not be bored and

the process of learning will not be monotonous.

2. By using game the students can learn in outside or inside of class in order to improve their grammar ability with their friends.

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