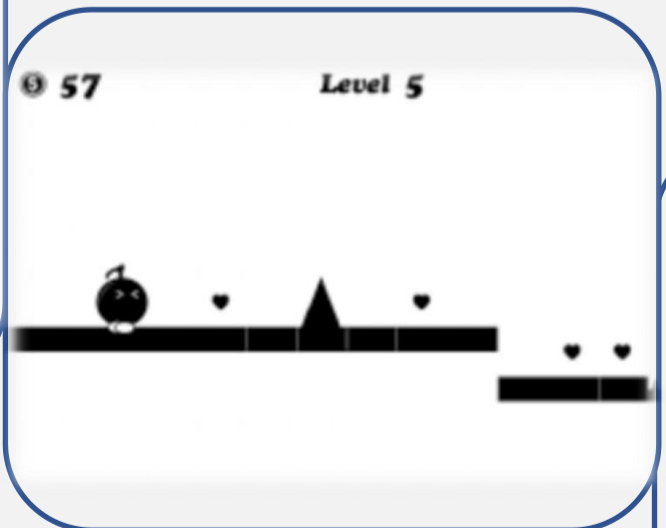
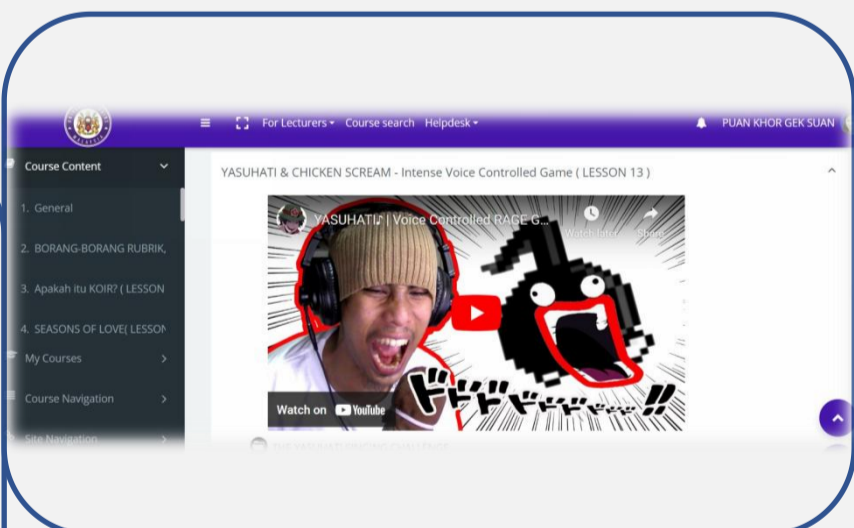


## ABSTRACT

'Learn through playing' is a learning technique which using games to educate in the classroom. It build up student's interest in learning singing and Mandarin. At the same time, it depict singing and Mandarin language to the students effectively. Firstly, the student will be introduced to Mandarin language and singing skills by the teacher. Then, they will do the practice to master the tricks via apps such as Yasuhati and scream.go.hero. In the game app, student need to increase their voice volume to control the movement of the character to pass through the obstacles and reach the final point. During WCC109 choir class, the game is played via singing while during LAC 100 Mandarin class, the game is played via pronunciations of Pinyin. By applying this game-based learning in choir class, students can utilise it as a breathing exercise and have better controlment on their quality and volume of sound while singing. Furthermore, this learning technique can also allow students to master different singing techniques such as falsetto and head voice. This concept can also be applied in LAC 100 Mandarin class where students can be familiar with pronunciations of Pinyin. The icing of this learning method is the student can master singing skill and Pinyin by doing practice in the game such as Yasuhati and scream.go.hero. Moreover, the learning processes can be done offline. Students can record the game using the screen recording function and send it to the teacher for evaluation to improve their skills which makes the learning processes easier.

## OBJECTIVE

The objective of our idea is to build up student's interest in learning singing and Mandarin. Also, it aims to depict singing and Mandarin language to the students effectively.



### ADDED VALUES

The app enable the students to play the game with different methods such as singing, reading and speaking. This feature enables the multipurpose of the app for educational purpose. Also, there is a ranking system in the app to enable the students to check their improvement from time to time and correct their mistakes made.



### USEFULNESS

The apps used is applicable to help the student in master the skill in singing and mandarin language. The apps act as a guideline, enabling the students to polish their skills. Also the obstacles inside the games are playing their roles as tests to examine the proficiency level of the students.



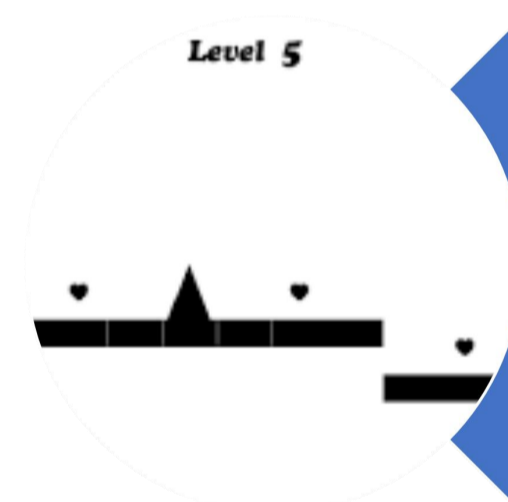
### COMMERCIALIZATION POTENTIAL

The apps are potential to be introduced as an educational app to enable the students to have a training after classes and without the supervision of the lecturers. The apps' potential can be seen also from a similar app which is Flappy Bird. The gaming instructions are similar so the students are easy to get started with the game.



#### Teaching

- Student learn mandarin and singing skills from teacher.



#### Practicing

- Student practise the new skills through playing game apps.



### RECOGNITION

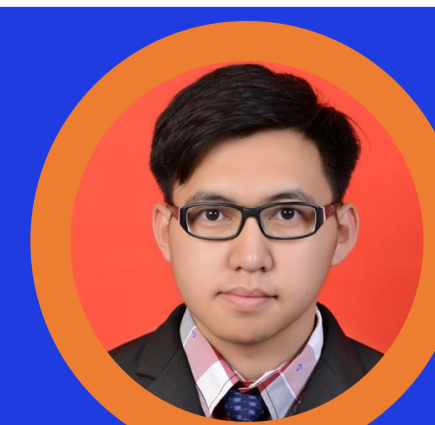
Around 82.6% students said that the Internet and applications are encouraging them to learn Chinese. Hence, this result showed that the virtual method of learning is attracting the students in learning Chinese language.



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