

Exploring the application of game-based teaching in teaching Chinese as a foreign language: A case study of Universiti Malaysia Sabah

ABSTRACT

With the expanding global influence of Chinese culture and the popularity of Chinese as a foreign language, more and more individuals are exhibiting a significant interest in studying Chinese. As an innovative pedagogical method, game-based teaching in Chinese as a foreign language has garnered significant attention from scholars due to its unique appeal and substantial educational benefits. However, research on game-based teaching in Chinese as a foreign language is still limited, especially in the context of Malaysia. Therefore, this paper aims to fill this research gap by investigating the application of game-based teaching in teaching Chinese as a foreign language (TCFL), taking Universiti Malaysia Sabah as a case study. It is widely acknowledged that gamification is an effective approach to facilitate classroom education. It not only improves the quality of teaching and learning of Chinese as a foreign language, but also increases students' engagement and interest in learning. This paper will explore game-based teaching in TCFL from three perspectives. Firstly, it will discuss the definition of games in TCFL. The second part will elaborate on the types of games used in TCFL at Universiti Malaysia Sabah and the learning effect they bring, include role playing games, communicative games, and online games. Finally, this paper will employ a questionnaire to investigate the learning effects of game-based teaching as perceived by students and propose prospects for Chinese language game-based teaching at Universiti Malaysia Sabah.