1st ONLINE TEACHING
ENHANCEMENT AND LEARNING
INNOVATION CARNIVAL (eTeLIC)
BOOK SERIES

SYNCHRONOUS@REAL-TIME
ONLINE INTERACTION

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Editors:
TAN TSE GUAN
FAIRULADILAN HAMADUN
SURIA BABA

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Perpustakaan Negara Malaysia Cataloguing-in-Publication Data

Online Teaching Enhancement And Learning Innovation Carnival (1st : 2021 : Online)
1st ONLINE TEACHING ENHANCEMENT AND LEARNING INNOVATION CARNIVAL (eTeLIC) BOOK SERIES : SYNCHRONOUS@REAL-TIME ONLINE INTERACTION / Editors: TAN TSE GUAN, FAIRULADILAN HAMADUN, SURIA BABA.
ISBN 978-967-2912-78-1
1. Educational innovations--Malaysia.
2. Web-based instruction--Malaysia.
3. Educational technology--Malaysia.
4. Government publications--Malaysia.
I. Tan, Tse Guan, 1982-. II. Fairuladilan Hamadun, 1989-.
III. Suria Baba, 1960-. IV. Title.
370.9595

Executive Producer: Azman Hashim. Copy Editors: Amirul Firdaus Zilah, Raihana Sulaiman. Acquisition Editor: Siti Asma Mohd Rozid. Technical Assistant: Mohd Suhairi Mohamad. Art Director: Yusroyka Karim. Designer: Mohamad Kamarul Hisyam A Rahman.

Published by:
UMK Press
Universiti Malaysia Kelantan
Office of Library and Knowledge Management
16300 Bachok, Kelantan
(Member of Malaysian Scholarly Publishing Council (MAPIM))
(Member of Malaysian Book Publishers Association (MABOPA)
Membership Number : 201903)

Printed by:
RTS TYPESETTING AND TRADING
No 14 Jalam Jemuju Empat 16/13D
Seksyen 16
40200 Shah Alam, Selangor

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CHAPTER 2:

ONLINE ROLE PLAY IN MANDARIN AS A FOREIGN LANGUAGE LEARNING BY USING GLOBAL CLASSROOM METHOD

Kuan Wee Ling and Kang Mei Feng

Learning Outcome(s)
Cluster 1, 2, 3A, 3B, 3C and 3D.

Course Area(s)
Mandarin as a Foreign Language Learning

INTRODUCTION

Students have limited access to practice Mandarin language in the real-life context. They only practice Mandarin language in their own class, within their coursemates, friends and relatives occasionally. They do not have opportunity to practice Mandarin language with people outside their life cycle.

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INNOVATION/INTERVENTION

Description of Innovation

This activity was using Zoom video conferencing tools for students who are in different locations, which are between UNIMAS and UMP to be at the same "cloud place" and real time to do the role play activity.

Thirty-seven students from UNIMAS and UMP were required to use their laptops or smartphones and Wi-Fi connections in this online role play activity. Basically, this idea is to provide the students with more opportunities to practice their Mandarin language, to see if they can apply the knowledge that they have learned in the unit of Food and Drinks and to enhance students' listening, speaking, reading and writing skills in Mandarin language. The global classroom also provides a broad platform for engaging student's digital and media literacy.

The students felt interesting with the new idea of role play since they can get to know new friends across the sea via the video conferencing and they can practice what they have learned immediately with those people outside of the classroom.

The Importance of the Online Role Play Activity to Education

Online role play (The use of video conferencing/global classroom) is designed for the purpose to guide students to self-learn, read, think and discuss the role play topic which we have prepared earlier in. After that, we asked students to go online, using Zoom video conferencing tools to facilitate role play for students who are in different locations (between UNIMAS and UMP). In the role play activity, the students were evaluated based on four language skills – listening, speaking, reading and writing.

The whole teaching and learning process of this activity is incorporated well with the most important skills required for 21st century education, such as critical thinking, communication, collaboration and creativity. It also promotes independent and lifelong learning.

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DESCRIPTION OF APPROACH

The Main Approach That We Have Used in This Innovation

This activity was adapted from video conferencing tool that gets people who are in different locations to be at the same place at the same time to do the same thing. We redesigned our face-to-face role play (in traditional classroom) to online role play (in global classroom) by using video conferencing to facilitate students' role play.

The Implementation of the Approach

Before the class:
Instructors prepared the role play topic in advance. All students were required to bring their own laptop and smartphones. They were asked to sign up for Zoom video conferencing account as well.

During the class:

1. Instructors taught unit of Food and Drink. Starting with pronouncing the vocabulary and moving on to sentence structure (grammar). After that, students were given 10 minutes to self-learn, read, think and discuss the text which included all the sentence structures (grammar) in their textbook.
2. When self-learning time was ended, the students were given the role play topic. Instructors were there to guide the students if they have any doubts on the role play topic.
3. All the students got the same role play topic. However, in some circumstances, they needed to respond accordingly in their role play activity.
4. The students were given 5 minutes to get ready themselves with the role play topic before they started the Zoom video conferencing with UNIMAS/ UMP students.
5. Each UNIMAS student was paired with one UMP student in each of their Zoom breakout rooms.

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6. They started to do online role play on their own in Zoom breakout rooms.
7. Instructors went around to see the students if they need any assistance.
8. After student finished the role play activity, student raised up her her hand and the instructor asked a few questions to check their understanding on the related role play topic.

At the end of the class:
All the UNIMAS and UMP students need to fill in an online questionnaire before they leave the class. Please find the result of online questionnaire at this link: https://is.gd/qXb4SR.

The Advantages of the Approach Towards Education and Community

1. Students were able to have the opportunities to use Mandarin language for spoken purposes in a range of everyday situations.
2. The students can increase their motivation, more fun and hence, increase their performance in the learning process.
3. Students practice teamwork with other students to complete the online role play activity. They learn, read, think, discuss and practice in the class independently while being facilitated by the instructor.
4. Boosting both UNIMAS and UMP students' level of intercultural and global competence.
5. Provide a broad platform for engaging student's digital and media literacy.
6. Create a global platform to promote and market the niche research and competence skill with Universities partner.
7. Enhance collaboration in terms of innovation in teaching and learning.
8. Every student had fun and they gained new knowledge after the class. This is proven to be useful and meaning learning experience as we have done the photo shooting. Please find the photos at this link: https://is.gd/HX8No6.

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9. Students are able to initiate interaction regarding Unit: Food and Drinks clearly and effectively using simple phrases and sentences in correct Mandarin's pronunciation and intonation. Please refer to the video provided in this link: https://is.gd/fwaLA3. There are 4 testimonial videos from UNIMAS and UMP students based on this online role play activity. Please find the videos at this link: https://is.gd/1HPiCh.

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