Karnival INOVASI @UMT 2020

REACH AND CHANGE: MEANINGFUL ENGLISH LANGUAGE LEARNING THROUGH IFAMRES MINECRAFT

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ABSTRACT

IFAMRES Minecraft was created as a framework to facilitate real, interdisciplinary, and practical English language learning. The outcome of this project is twofolds. First, students will have a new and motivating way of learning English language, and second, students will become the agents of change that will reach the society.

① Integrate environmental problem-based learning (PBL) for a more meaningful English learning

② Use Minecraft to make learning English stimulating and fun

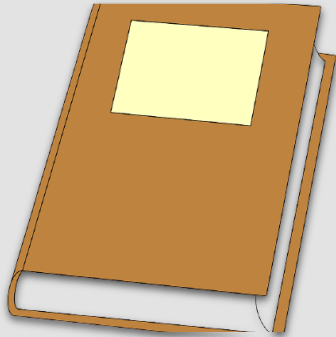③ Promote students' autonomy in learning

④ Improve students' soft skills

⑤ Encourage students to reach society; agents of change

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IFAMRES Minecraft framework

I	Information Searching
F	Finding Solution & Doing Presentation
A	Awareness
M	Minecraft Design
R	Reaching Community
ES	Experience Sharing

Handbook to be sold to educators, developers and public

Module Training for 21st century educators who will develop from the framework template or for public

Other educational institutions locally and globally

Micro-credential course for public

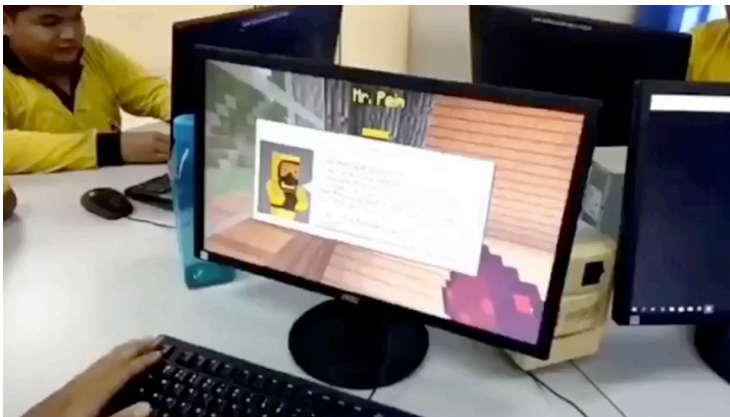## Intellectual Property (IP): LY201900449

Award
- Gold Medal, Carnival Research and Innovation, UMK 2019
- Gold Medal, TELIC 2020, UMK

Publication

- Nur Hafezah Hussein, Nor Hanim Mustafa & Anur Naimi (2019). Investigating students' needs of English Minecraft games for second language learners in SMK Kubang Keria 1, ICOEL 2019.

- Nor Hanim Mustafa, Nur Hafezah Hussein & Anur Naimi (2019). Minecraft and language learners: The impact on the students' performance in writing and speaking. International Online Journal of Language, Communication and Humanities - article (under review)

- Nor Hanim Mustafa, Nur Hafezah Hussein & Anur Naimi (2019). Exploring learners' perception in using Minecraft module for basic English language. Education and Human Development Journal - article (under review)

- Conference paper in International Conference On Ummah: Digital Innovation, Humanities And Economy (ICU: DIHEc) 2020, UMK-UNUSA, 18 – 19 August 2020

Creating Minecraft

Constructing Sentences

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Reaching Society

Experience Sharing

Conclusion