



## Introduction

This study is to reflect on the impact of gamification to increase engagement in both teaching and learning, aiming to improve sentence structure by using the V-table (subject, verb-phrase, predicate) with an innovative learning card game concept named the 'Avatar Empire'. In this regards, gamification in learning has been evolved these days that is built specifically for the purpose of learning to acquire knowledge, hone skills and foster positive traits through the game built as it is a student-centered process in learning activities (Hoe, 2015).

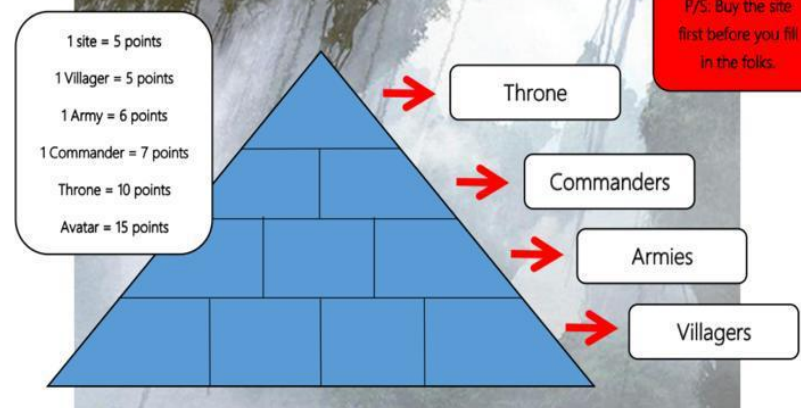
## Significance

The uniqueness of this game is the idea of the avatars by having the elements of competitions and rewards, building an empire from collected points by arranging three (3) different cards which stated the subject (S), verb phrase (V) and predicate (P) on the cards.



### THE AVATAR STATE

The state is in pyramid with 4 levels and squares. The squares are the sites. Basement level has 4 sites. Second level has 3 sites. Third level has 2 sites. The fourth level, the top level, has 1 site for the throne and to achieve the Avatar. In order to achieve the Avatar Empire, you must complete the state with folks. Make sure you buy the site first! The basement level will have to be filled with villagers. You may buy a villager with 5 points from the points you have collected by making sentences. The second level will have to be filled with armies. An army will cost you 6 points. The third level will have to be filled with commanders. A commander will cost you 7 points. Once you achieve the top level, you may buy a throne with 10 points. Once you have enough points, you may change throne with Avatar with 15 points. By then, you have achieved the Avatar Empire!



### HOW TO DRAW THE FOLKS IN THE STATE?

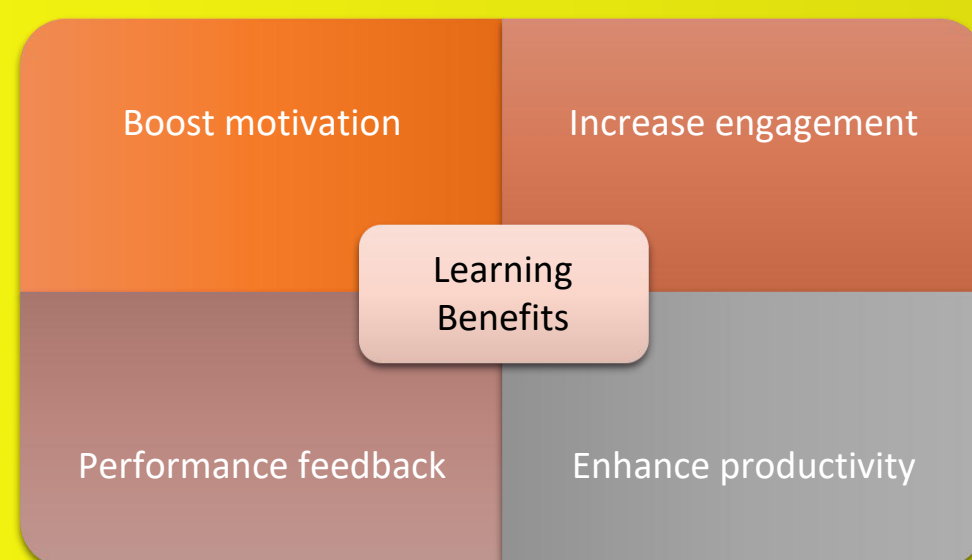
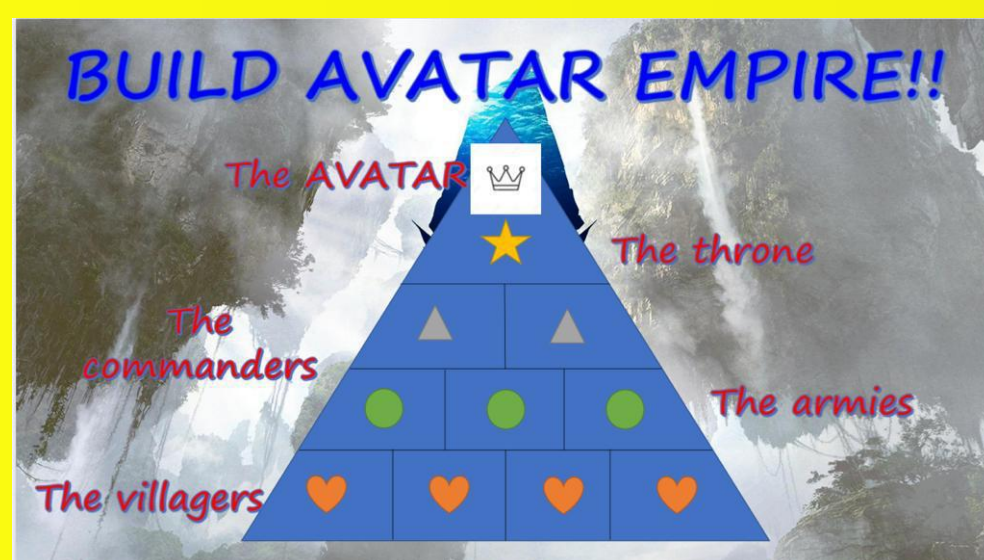
FOLKS	SYMBOL
1) Villager	Blue Heart
2) Army	Blue Circle
3) Commander	Blue Triangle
4) Throne	Blue Star
5) Avatar - The crown will be drawn on the top of the throne	Crown

### THE V-TABLE

SUBJECT	VERB	PREDICATE

## Objectives

The objective was mainly to stimulate learning by making sentence structures through a competitive rewarding game concept. Learning needs to become more like games to hold and arouse their attention to capture their interest. By including gamification technique in learning, students would believe to have an outstanding learning results.

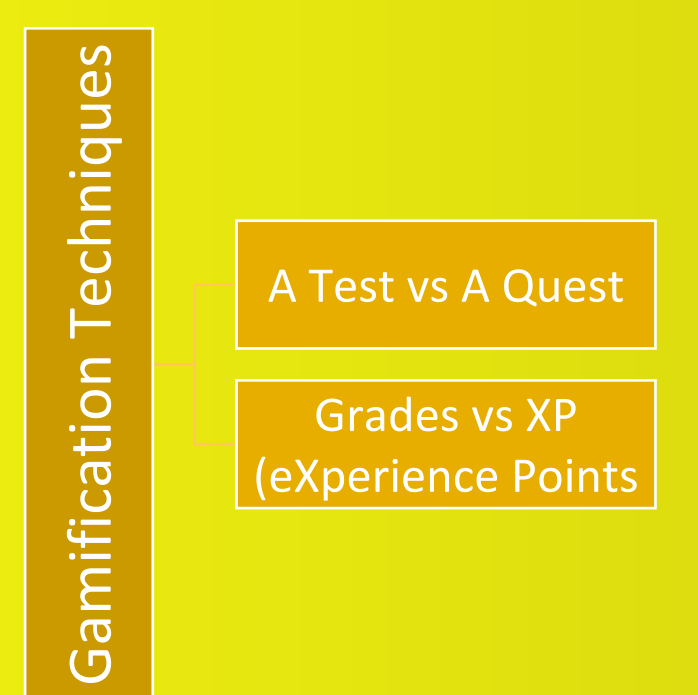
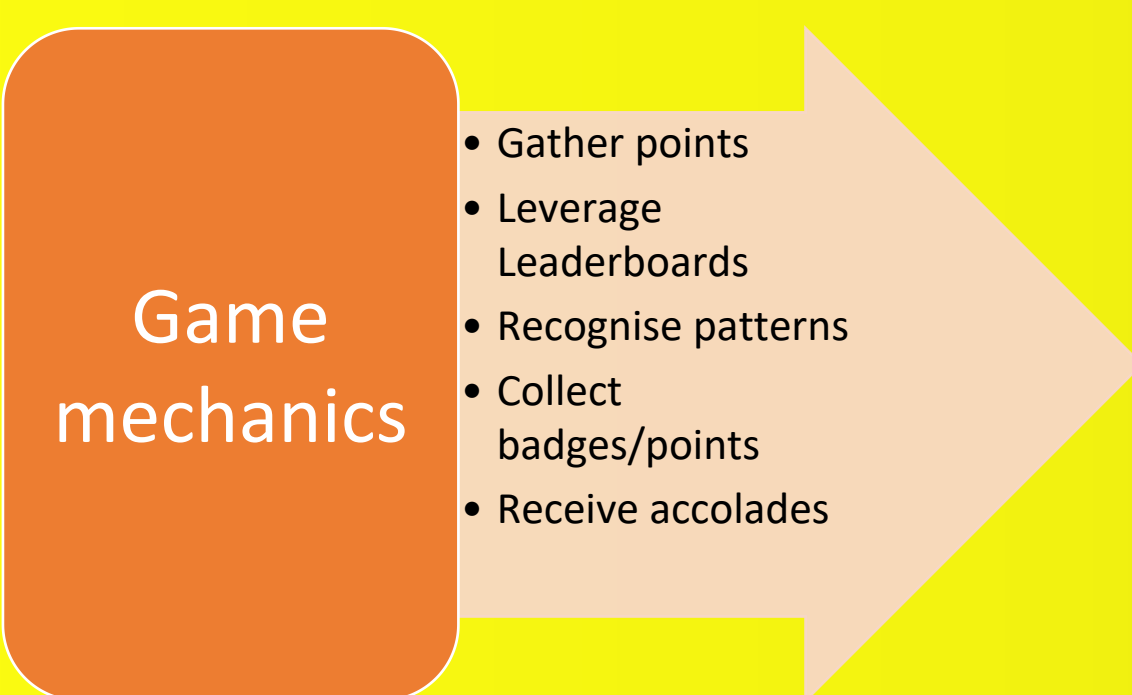
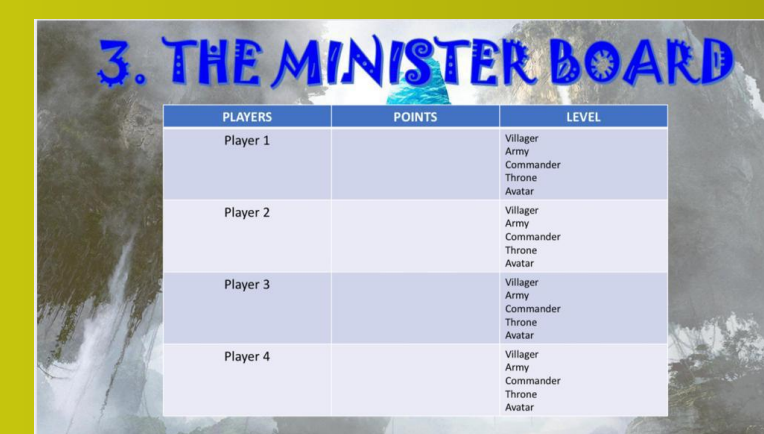


## Requirements

There are a total of 115 cards including the reward cards, joker cards and colonist cards. Each of the players has one 'Avatar Estate' drawn on a mini-whiteboard or a board mat based on how it is illustrated once it is commercialized. Each players has to collect points from the cards they have thrown while making the sentence structure in order to have completed required folks of their estate. This game requires 2 to four 4 players.

## Concept

Gamification is the idea of adding game elements of a non-game situation. Gamification is the concept of applying game mechanics and game design techniques. It improves learners engagement and motivates them to achieve their goals. Gamification is an effective approach to make positive change in students' behavior and attitude towards learning, to improve their motivation and engagement.



## Gamification in Learning Design

1. Make learning more personable: If there is an emotional attachment in learning, it makes it more powerful as enhances memory.
2. Provide a narrative that users can identify with: Providing a character to follow, empathise and identify with, brings a story to life and gives it meaning.
3. Handy and flexible yet competing to come back: Making it easy to prepare yet competing and rewarding which adds fun element whilst removing none of the communication value.



### Creating Educational Card Games with Card Game Toolkit

1. Practicing valuable skill: provide opportunities to practice important skills such as problem solving and strategic planning.
2. Social Interaction: provide memorable bonding experience yet fun and engaging.
3. Relatively low cost: handy and flexible