Folk Play Learning System Based on Word Games

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Abstract

A word program is educationally valuable just with its functions of practicing the keyboards and typing, but if it additionally provides different types of games, its educational effect will be enhanced further. The present system purposed to provide indirect experiences in disappearing folk plays through word games.

Using the system developed in this study, users can improve their ability to type, the basic purpose of word programs, and indirectly experience folk plays. It is possible to explore the educational use of games through the system. As the word program is not just a program for typing practice but includes other educational areas, student study the areas while playing word games. What is more, students may learn the rules and concepts of folk plays naturally while playing typing games, the rules of which are similar to those of folk plays. Besides, playing word games, children who are absorbed in computer games may become familiar with and interested in folk plays. Furthermore, children can make friends with different types of people while playing word games.

1. Introduction

A word program is educationally valuable just with its functions of practicing the keyboards and typing, but if it additionally provides in the forms of games, its educational effect will be enhanced further. Also thematic-based learning programs can promote student's learning effect[1]. So this system purposed to provide indirect experiences in disappearing folk plays through word games.

Using the system developed in this study, users can improve their ability to type, the basic purpose of word programs, and indirectly experience folk plays. It is possible to explore the educational use of games through the system. As the word program is not just a program for typing practice but includes other educational areas, student study the areas while playing word games. What is more, students may learn the rules and concepts of folk plays naturally while playing typing games, the rules of which are similar to those of folk plays. Besides, playing word games, children who are absorbed in computer games may become familiar with and interested in folk plays. Furthermore, children can make friends with different types of people while playing word games.

2. Web-based Discussion Learning System

Word programs are to practice the keyboard and typing. Peterson(1991) reported that keyboard technique obtained before attending to computer class makes a great contribution to students' interaction with computers[2], and Yeong Chang(1993) reported that more than 80% of students who experienced the computer keyboard thought it is necessary to acquire keyboarding skills[3]. Word games are educational games that are played using the keyboard.

2.1. Analysis of existing typing practice programs

Existing typing practice programs have noticeable characteristics.

A typing practice program developed by A Company presents keyboard practice to learn key positions first, and then words, sentences paragraphs for systematic practice and training. In addition, the users can confirm their typing speed and accuracy by key and understand their weak points. Programs offered by B Company provide a variety of sounds, and a program from C Company provides a web-based game that multiple users can play, competing together for typing speed and creating a new community in the typing practice area.

Previous word practice programs, however, are focused on the function of typing. Thus this study developed a program that provides not only the function of typing but also folk play learning.

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3. Design of the system

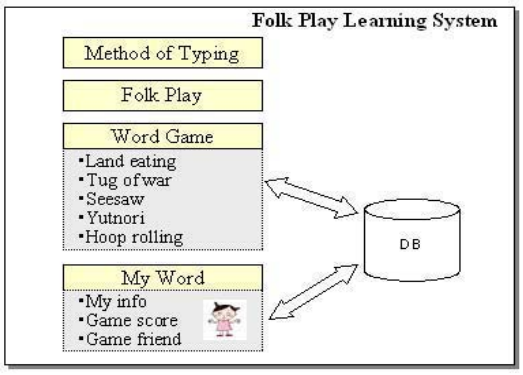

Figure 1. Design of the system

'Folk plays' are typing games played by two persons. The games are linked to folk plays and present explanation about the folk plays as well as about how to play them. In addition, they provide personal avata, scores, grades, etc. in order to motivate users to use the program continuously.

□

4. Implementation of system

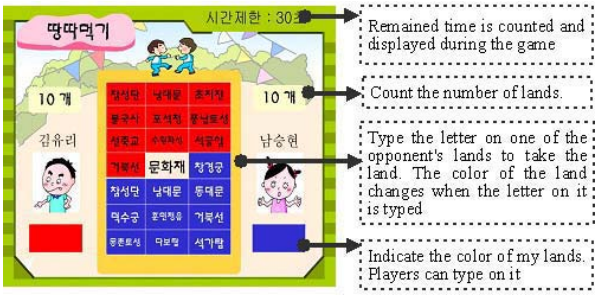

Figure 2. Screen of Land eating game

While playing folk play word games that associate their rules with the rules of folk plays, students can understand the rules and concepts of folk plays in a natural way□

5. Conclusion

A word program is educationally valuable just with its functions of practicing the keyboards and typing, but if it additionally provides a different forms of games based on various areas, its educational effect will be enhanced further. The present system purposed to provide indirect experiences in disappearing folk plays through word games. In conclusion, the word game folk play system contained not only functions for typing practice but also other educational contents so that students additionally learn these areas while practicing typing.

6. References

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