BREAK THE BOREDOM IN READING CLASS: INTEGRATING ONLINE GAME WITH ESA TEACHING METHOD (ENGAGE, STUDY, AND ACTIVATE)

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Abstract

This paper aims to promoteand integrate game online with ESA method in reading class. In this digital age, teaching should be technology-basedto follow the latest upgrading of technology.One of the forms of technology is game online. Thus, synchronizing game online with ESA method in reading class is very needed to enhance proficiency level of the learners and to avoid the boredom in learning. There are some numbers of the strengths in integrating game online with ESA method in reading class. Furthermore, this paper also points out some limitations as well as solutions. Finally, this paper is aimed to give the new innovation in teaching for teachers to conduct teaching activities especiallyin reading class.

Keywords: ESA method, technology, reading, game online

INTRODUCTION

Enhancing English proficiency level of the students cannot be avoided from its teaching method and media. Learners feel so bored in learning if the teaching and learning activities are always monotonous. These mean that there are no improvements neither media nor teaching method to attract students to exposure their English. Some study find that learners feel so bored in learning which are caused by the lack ofmedia to attract and exposure the learners to use English also the lack of implementing of the teaching method (Normazidah et al, 2012; Trawiński, 2005). Technology itself can be used as media in learning. One of the forms of technology is online technology. There has been some research which investigate about the use of online technology in learning. Online teaching enhances the motivation of the students and their comprehensions in learning English (Miner, 2004; Mansor, 2007; Prapinwong and Puthikanon, 2008). Miner (2004) conducts the research to investigate whether online teaching enhances the motivation and assists language learning. The participants are divided into two categories, they are students moderated discussion board and instructor moderated discussion board. The findings of this study show that students moderated discussion board had been increased in the number, length and quality of the posts. They more motivate to learn English and are significantly more comfortable. Another study is conducted by Albert in 2009. He finds that interactive communication in learning through online technology solved the problems in learning because the students will interact among them without feeling like embarrassed. Students tend to be active through online technology rather than conventional ways in learning because less threatening or equalizing effect in learning participations (Jarrel,2005; Jepson, 2005). Hence, technology holds great potential to develop English students' proficiency (Fukushima, 2006; Zhao, 2003).

Online media can be used in reading class. Wright et al (2013) investigate about the students who read e-book and paper based book. It is found that there are no diversities in comprehension of material; however, the students more like to search information through online media as digital text. E-readers facilitate the learners and teachers to find information more accessible easily and adequately (Cavus and Ibrahim, 2009; Chen, Kao and Sheu, 2003; Hung et al, 2013; Wang et al, 2013). Park and Kim (2011) investigate about online reading media for EFL students. They find that most of the students comprehend information and they adopt the same strategies like reading paper based media. Some of them adjust to use new strategies such as hypermedia. Barwani and Ibrahim (2010) conduct the study to find whether EFL students with advance level prefer to use online or conventional media. They find that most

of them prefer to use online media to get information. Hence, online media is useful to be used in reading class.

Online game as the online mediain readingclass must be considered both fun and educational value innovatively (Prensky, 2001). Some researchers have ever been conducted the lesson by integrating game onlinewith reading. They are Squire and Barab in 2004. They employ online game in learning then providing reflection and discussion about the results of their game. Prensky (2001) leads the research about *The monkey wrench conspiracy* game online. He proves that most of the participants comprehend the instruction of that game. Thus, they easily finish the game. Aldrich in 2004 develops game online in teaching. The players must construct the scenarios, represent agenda with the different staff and different levels also observe the staff whose come in that meeting.Therefore, game online is effectively to be applied for reading classand has to be provided with innovative method to enhance the proficiency level of the students in reading (Coiro, 2007). However, it should be integrated comprehensively with teaching method.

Teaching has several types of the methods. One of its types is ESA method (Engage, Study and activate). It is made by Harmer in 2007. This method consists of three stages namely engage, study and activate.A teacher should "try to arouse the students' interest, thus involving their emotions". (Harmer, 2007). In this case, this method is really appropriate combine with online game, since online game is already well known by the students to arose the students' motivation in the beginning of the lesson. Fesakis et al (2010), find out that the use of the internet for communicative learning activities in kindergarten make the learning fun and enjoyable. Khalid (2012) find out that ESA method is appropriated combine with the use of YouTube in the literature class, teachers here use YouTube to motivate student and attract their attention to literature class, and students will feel comfort while they are watching events on video, they will follow the events step by step to get better understanding f the novel. From the studies above it can be seen that ESA method can be used as a teaching method combine with game online.

Therefore, this paper attempts to integrate game online with ESA method in reading class at advance level of English department. Further, deliberately this paper provides the definition of reading, game online and ESA method, some strengths of game online and ESA method, the design of synchronizing game online with ESA method for reading class and the limitations as well as their solutions. These aspects are used to break the boredom in reading class and as future teaching way. Hence, the teaching and learning activities will not be left behind with the development of technology especially in this digital age. By integrating game online with ESA method for reading class, these can remain the teachers to be innovative in teaching. For the students, they will be entertained and attracted in lesson. As basic principle of this integrating game online with ESA method for reading class, learning must be fun and be better. Thus, it will enhance their English proficiency especially in reading skill. Furthermore, they will be competitive and innovative in the future to face this digital age.

ONLINE GAME FOR ESA METHOD

Online game has many types and form. There so many kinds of online game that can be used to increase the students reading skill, here are some of the types of online game that can combine with ESA method in reading skill. From many type of online games that provided a multiplayer playing and also the only type that appropriate with the teaching of reading skill is MMO (Massive Multiplayer Online) game, this game allows the player to play with the other people across the world. MMO are the games that has been developed by many countries in the world, the player will control the avatar from the game and meet the other player across the world. This game also allows chat in the game to communicate between players. Delwiche (2006) find out that MMO game based assignmentsare most effective when they build bridges between the domain of the game world and an overlappingdomain of professional practice. Mere (2014)

stated that MMO is provided a social aspect for everyone in working together towards a common goal. MMO also being divided into:

1. MMORPG (Massively multiplayer online role-playing game) such as *Ragnarok Online*.
2. MMORTS (Massively multiplayer online real-time strategy) such as *Age of Empires Online, Clash of Clans*.
3. MMOFPS (Massively multiplayer online first-person shooter)
   Point Blank, Counter Strike Online
4. MMOSG (Massively multiplayer online social game)
   The Sims Social, Small World.

From all of this form of the MMO game has provided a good instruction to play the game, and from that instruction the students can foster their reading skill by reading the instruction in the game. This game also provided chat feature between player that allow the students to increase their vocabulary in to chat and send message between other players around the world.

STRENGTHS OF GAME ONLINEAND ESA METHOD IN READING CLASS

Compared to conventional media, there are some strength in the use of game online in reading class. Retrieved from http://www.teach-ict.com (accessed on June, 8th 2016) and Martinez-ortil et al (2006) provides the strength of that integrating. These strengths are pointed, as follows.

1. *Online Games are fun.* Students have access to learn English fun because the basic reason of developing video game is to entertain the players. This facilitates the students and also teachers to collaborate innovatively between online game and teaching – learning activities. Because of average age like online game through spreading the internet access around the world, thus it is applicable as long-life learning.
2. *Online games are immersive.* Students can play the game as like they do because they are as player thus they can control all heroes in that game. They can control the hero to create the age, home, social activities etc. therefore, the use of online game will provide them to enhance constructivist of the students.
3. *Games stimulate the students in competition and/ or corporation.* Game online provides feature for the player. It can be used as single and multiple players. If the students use it, both lead them to compete and/ or join to win the game. The others feature, usually the game is providing the column to chat among the players. Thus teacher as guide has to instruct and guide the students to chat in English. Therefore, it can be concluded that game is as representative of real life.
4. *Gamers can be intellectual*. This is because they must use clever strategy to beat other gamers. Sometimes it will require quick thinking to solve the riddle in game or missions. Thus, it enhances their thinking ways and their eye-hand co-ordination for playing those fast action games
5. *Games can be educational*, it is because game provides a simulations of real-life situations

ESA method has strengths if it is compared with other method. These are strengths of this method (Harmer, 2007).

1. ESA is developed to help the students in lesson. This method will provide the active students because it is as students – centered.
2. The engage stage is to exposure the students to talk and learn in Englis. Hence, the students will be involved actively in lesson. This will enhance students' confident as well as teacher
3. The students will be more interested with ESA method which is integrated with game online because they learn English in fun activities and they feel entertain through this media.
4. The students will achieve better input and enhance their proficiency when they are stimulated, amused and challenged with can learn better, when students are amused, stimulated, and challenged to play game online with ESA technique,

5. Through try out real language, role plays, and so on in activate phase, the students can use language as freely and communicatively.

DESIGNING AN ASYNCHRONOUS GAME ONLINE WITH ESA METHOD IN READING CLASS

There are three stages basically in ESA method, namely Engage, Study and activate. Therefore, in integrating game online into these three stages, this paper offers and inserts game online within especially for advance level.

1. *Engage*. At this stage, the teacher must involve the students. Hence, it can help the students to arise their interests their motivation and attract them in learning. Because of the boredom of the students in monotonous reading activity in class such as reading book, doing task, discussion; the teacher must introduce this game to attract the students and what they do is to read the instruction of the game to win the game. hopefully, it will break the boredom of the students to stimulate and enhance their willingness in learning as the basic principles of developing game is entertaining the player while they learn. Therefore, it clear that lesson is not only fun but also better learning.

2. *Study*. At this stage, the teacher must ask the students to read all the instructions in game on how it is constructed to comprehend the instructions. Therefore, the students can learn how grammar in that game, they can learn on how sentences in that game are constructed. The main point is that the students can discover how language from the instruction of its game. Thus, it will enhance their comprehension in English by reading and comprehending the instruction of that game. Every stages in that game always provides different the instructions. Thus, it will enrich the students' input of English.

3. *Activate*. At this stage, teacher asks the students to play the game while if there are instructions appearing; the students have to read to achieve the goal of each instruction. While the students play the game, they can chat other students to elaborate or join as mutual friend in game. Hence, the students can communicate actively and comprehensively among them. In note, the teacher must lead the students to use English in their chatting.

POSSIBLE LIMITATIONS AND THEIR SOLUTIONS

Several limitations may appear in the integrating game online and ESA method. Retrieved from http://www.teach-ict.com (accessed on june, 8th 2016), the limitations are as follows.

1. Some game online may provide only for single player. This potentially will isolate the player from his family and friends

2. They usually spend lot of hours to play the game, if they are addicted with game online. Meanwhile, they can do something more productive and sociable

3. Too focus on screen in playing game online to win a missions, it potentially causes such as eye strain, RSI and other physical problems

4. Games are not providing much physical movements. This will make the players unfit although the emotions of playing game are extremely active and sensing

5. The limitation of internet data package will disturb the players to access internet to play game online

6. Both hardware and softwareare expensive and complicated thing; it will challenge to spend much money and time to repair if these are having trouble.

In order to cope with these limitations, this paper offers several recommended solutions to solve those limitations. These are explained in the following points.

1. Students can communicate with others by using chatting features in game online. Thus, they have to choose game online with its feature. In real life, they have to socialize with other people. Hence they will be isolated by game online

2. Teacher must limit the time for the students in accessing game online in learning. This will make the consciousness of the students to limit their time in playing game online because they have lot of time to produce other activities positively in real life.

3. Teacher must provide the computer with "cover screen" to protect the eyes of the students. Hence, they will not have such as eye strain and other physical problem
4. Students must be able to balance with real life activities to avoid them being passive person who only spend the time for game online
5. Teachers and staff must check the internet data before using it in learning
6. Teacher must collaborate with IT staff and any school administrators

CONCLUSIONS

Online technology can be integrated in teaching and learning process including reading activity. The integration of technology in reading class with ESA method is very recommended to enhance students English proficiency and to avoid the boredom activities in reading class. Therefore, this paper suggests teachers to conduct reading class through game online as media which is integrated with ESA method to prepare the students to be an innovative and competitive with the challenges in the future.

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