

Excellpreneur Board Game (EBG)

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Abstract

Purpose: The creation of Excellpreneur Board Game is to support the learning environment of secondary school students by embarking on the approach of ‘learning through play’ during learning and teaching process. The main purpose is to promote entrepreneurship culture and spirit among teenagers in Malaysia.

Design/methodology/approach: This study uses the Excellpreneur Board Game as a tool in developing and improving student’s entrepreneur and problem-solving skills.

Findings: The findings show that students enjoyed playing board game, and the game helps them in gaining new knowledge on entrepreneurship and testing their risk appetite in doing business.

Research limitations/implications: This board game is focusing on accounting and economic syllabus for secondary students in Malaysia. Further research can be focused on developing interactive board game focusing on other subjects like history, English and etc.

Practical implications: Excellpreneur board game could help in increasing the awareness on how educational games can be applied to nurture entrepreneurship, economic and accounting education among secondary school student.

Originality/value: Questions in Excellpreneur Board Game are designed according to Higher Order Thinking Skills (HOTS) which is in line with the aspiration of the Malaysia Education Blueprint. It is a game to test risk appetite in doing business among secondary students in Malaysia.

Keywords: Entrepreneurship, Secondary School, Board Game, Problem Solving Skills,

Introduction

Entrepreneurship is the concept of capturing business plans, transforming them into products or services, and bringing the concept to the market. The key elements for entrepreneurship include risk taking, pro-activity, and innovation (Iscenco & Li, 2014). Additionally, knowledge in areas related to entrepreneurship such as accounting, financial management, and economics are essential for entrepreneurs.

Nowadays, in an era when many students are oriented towards game; board games have become one of the useful tools in teaching and learning. Many educators have chosen to use board games to enhance the way of delivering course contents. An effective board game will help students understand the concept quickly and get involved in experiential learning, where students can manage and solve problems in an actual situation (Zainuddin, Rahman, Sahrir, & Abd Khafiz, 2019). Board game is a game involving a counter or token that is placed or moved

on a board game provided by a set of instructions. The implementation of a tool like board game provides a nonthreatening, playful and competitive environment where students can learn from their mistakes due to their weaknesses and failures in achieving the learning goals (Treher, 2011).

Findings from research locally and abroad show that board game is one of the effective ways in nurturing positive learning behaviour and prosocial behavior (Moore, 2012; Ramaswamy & Bergin, 2009; Vlachopoulos & Makri, 2017). A study by Najdi and El Sheikh (2012)) also mentioned that educational games improve learning skill while also developing a positive inclination towards learning. Moreover, the study argued that the use of games could eliminate the stress that is often associated with the conventional learning process. Unfortunately, many teachers are not adopting this practice of learning through playing. This can be explained through the view that playing does not facilitate learning, particularly in terms of academic aspect (Chin & Zakaria, 2015).

Thus, this study proposes a board game, Excellpreneur Board Game, where the focus is to help students improve financial management, decision making and risk taking. Considering that Form 5 students will be facing Sijil Pelajaran Malaysia (SPM), it is hoped that Excellpreneur Board Game will be a step towards helping them in improving their accounting and economics subjects in a more engaging and fun way. Furthermore, questions in this educational game are designed according to Higher Order Thinking Skills (HOTS) which is in line with the aspiration of the Malaysia Education Blueprint. Excellpreneur Board Game is a game to test risk appetite in doing business among secondary students in Malaysia.

Innovation Content

Product description

Excellpreneur Board Game (EBG) is intended to be a collaborative game. It can be played in a group comprising 2 to 4 players or students. The game emphasizes on how student can practice and attain basic learning on financial management, decision making and risk taking. It will give students an opportunity to learn from their colleagues and share their entrepreneurial appetite. The most important aspect of EBG is to play it with a positive mind and entrepreneurial spirit.

Gameplay

First, students will be divided into 2 to 5 students in one team, and every team needs to assign a banker. This banker will be responsible for managing the game cash flow and asking questions to the students. The banker also holds the responsibilities to jot down the marks of each student. Each student will start with RM 2000 each. Then, they will begin the game by spinning the wheel at the centre of the board game and move according to the number. For the first round, for every move, each student is required to answer questions in order to collect points. The questions are for the economics and accounting subjects which are aligned with Higher Order Thinking Skills (HOTS) syllabus. In this game, each student is only allowed to buy land at the second round, and each time the students pass start, they will collect RM 500 from the banker. Whenever students land on a land that no one owns, they can buy it from the banker, but they need to answer the given questions first, and if they are able to answer the questions, they are allowed to buy the land. All of the prices for the land are on the board. Once they own the land, other students must pay a rent if they are waiting on the owned land. If students land on a profit card, they must do what it says; for example, "Refinancing, collect RM 400 from the bank." Once they own all of one colour land, they can start to build shops. Shops make the land more costly, and every time student adds a shop, the price goes up more. Once there are two shops on each land, student who owns the shops can establish a company

(there can only be one company on any land). Students become bankrupt when they cannot pay rent, and if they declare bankruptcy, they are done with the game. The winner of the game is the one who collects the highest points and the most amount of money at the end of the game. Figure 1 below are the flow of the board game.

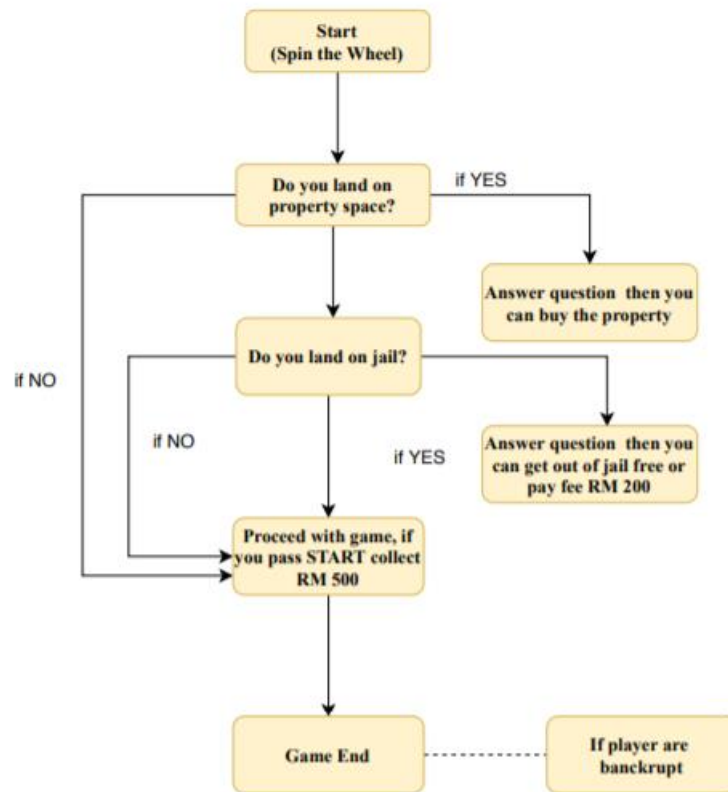


Figure 1: Flow Chart

Boardgame Design

The board game used in this study is called “Excellpreneur” which was designed by the researcher. The board game consists of 40 spaces, 22 property spaces, 6 Profit spaces, 4 Supermarkets (Econsave, Giant, Mydin & Aeon), 1 Pengurusan Air Pahang Berhad, 1 Tenaga Nasional Berhad, 1 Income Tax space, 1 Assessment Tax space, 1 Bonus Spin Wheel, 1 Go To Jail , 1 Jail Or Just Visiting”, and 1 Start space. Other than that, instead of using a dice, to make it more fun, these board games come with Spin Wheel. The spin wheel comes with numbers from 1 until 9, Back Two Sites, Missing Turn and Forward Two Sites (refer Figure 2).

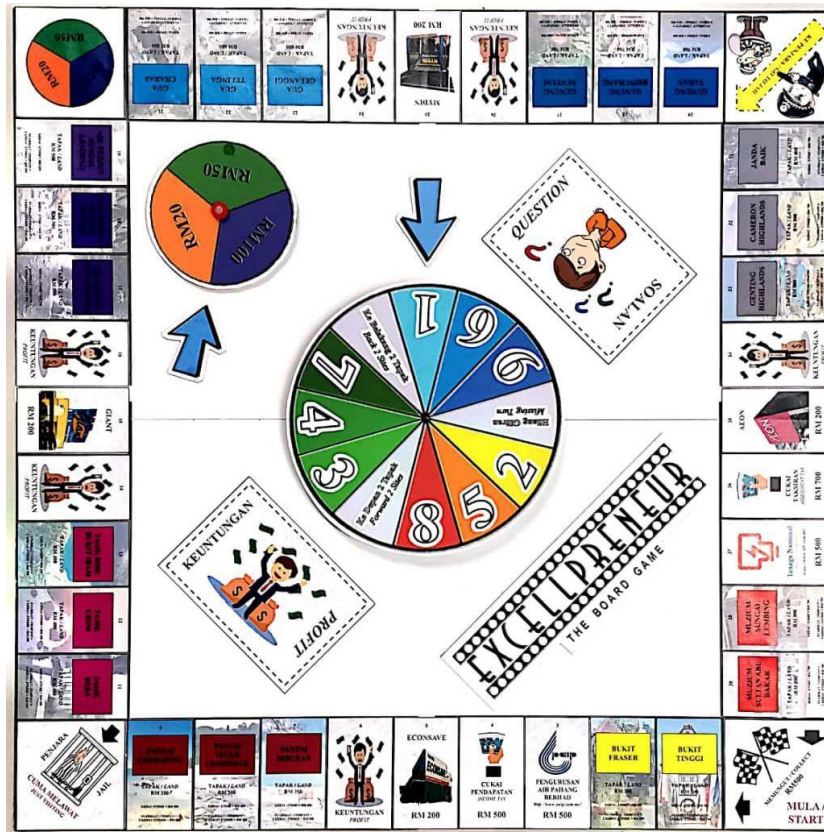


Figure 2: Excellprenuer board game design

Novelty of Application

Questions is design according to Higher Order Thinking Skills (HOTS) which is use as a guideline in school base assessment that is in line with the aspiration of the Malaysia Education Blueprint. Additionally, EBG use spin wheel to play the game where there are more options to make decision as compared to using dice with only four options.

Benefit of Application

It is a game to test risk appetite in doing business among secondary students. Other than that, it applies experiential learning in understanding accounting and economics subjects.

Commercial value

The application could be commercialized to:

1. Ministry of Education
2. School
3. Generate income for service provider

Method

Excellprenuer Board Game is a tool in developing and improving student’s entrepreneurship and problem solving skills. Four Form 5 students from Sekolah Menengah Kebangsaan Agama Pahang (SMKAP) took part in the pre-test (refer Table 1). Students were explained on the rule, and gameplay. They were given 1 hour to play the game. Interview was conducted with 4 players or students and their teacher at the end of the game. The purpose of the interview is to obtain feedback from them on the game and also to obtain suggestions for further improvement.

Table 1: Summary of key informant interviewed

Key informant	Gender
Key informant 1	Female
Key informant 2	Female
Key informant 3	Male
Key informant 4	Male
Key informant 5	Female

Findings

Board games can be used to promote understanding on entrepreneurship as well as accounting, economics and problem-solving skills. Key informants 1-5 were asked on their view on the Excellpreneur Board Game. Below are their feedbacks:

“The board game helps me in increasing my knowledge on accounting, economics and entrepreneurship” – Key informant 1

“The game increases knowledge and it is fun as we can gain knowledge while playing” – Key informant 2

“The game helps in improving entrepreneur skills, as well as financial management” – Key informant 3

“The board game is fun and interactive” – Key informant 4

“The board game helps in improving critical thinking, problem solving and financial management” – Key informant 5

The outcome also shows that students have enhanced their participation and collaboration as well as their critical thinking and problem-solving skills in giving their answers.

Conclusion

The Excellpreneur Board Game is beneficial particularly for SPM candidates in increasing their understanding of economics and accounting. Preliminary discussion with teacher and students showed a positive feedback. Furthermore, the students also said that they enjoyed playing this educational game. In addition, this board game also utilizes experiential learning in promoting the students’ understanding on the subjects. However, there are still areas for improvement. Thus, it is recommended that educators apply educational games into their teaching to encourage active learning among students and provide them the opportunity to experience business activities as an entrepreneur. Lastly, since Excellpreneur Board Game is focusing on accounting and economic syllabus for secondary students, it is recommended that further research can focus on developing interactive board game that focuses on other subjects like history, English and etc.

Acknowledgements

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