



# Night in Ace Department Store A Board Game Project

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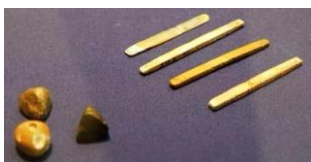
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## Abstract

Research indicates that playing board games is helpful for developing the right hemisphere of human brains while school education emphasizes developing only the left. This is the reason why we design this board game that hopefully will help enhance users' English listening, speaking and reading at the same time. It encourages student players to give it a try and to express their feelings as well as ideas verbally. Furthermore, it may also raise their motives for studying English. This paper not only depicts the rationale and research background of the game but also its framework design.

## Origins of Board Games

The earliest recorded board game was be played as far as 3,500 BC in pre-dynastic Egypt. The early dice were made of woods or stones. The dice today originated from the dice of the Ancient Rome. With the progress of the times, themes of modern board games have become more and more diverse.



Early dice (Attia, 2016)

## Goals

It is hoped that users will learn English and like it while playing the board game. It is also hoped that they simultaneously learn more than just English.

- **Sharing Experiences**
- **Etiquette**
- **Teamwork**
- **Responsiveness**
- **Speaking and Reading Ability**

## Background

To help children cultivate international competitiveness in the the future world, parents highly value their English ability. Therefore, this set of board game is designed with teaching aids for English listening, speaking, and reading to enhance their interest in studying English. With the help of this design, hopefully children's English ability may get better.

## Applying Board Game to Education

Board games are enjoyable and can be applied to education. Users' interpersonal skills and problem solving ability may also be enhanced as well as English abilities when playing board games. During the process, their concentration and mathematic skills may also improve.

	<b>Enhancing Concentration</b>
	<b>Improving Social Skills</b>
	<b>Enhancing Motivations and Interests</b>
	<b>Problem Solving</b>
	<b>Enhancing Mathematic Skills</b>

## Conclusion

In order for today's children to be more competitive in this global village, this board game is made so as to enhance their self-study and strengthen their ability to work with others. At the same time, it helps cultivate correct values of the players.

## References

