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Ray's Werewolf social life deducting Card-game for learning purposes (Kartu Permainan Werewolf Ray untuk pembelajaran)

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**Abstract:** Ray's Werewolf Social Life Deducting Card-Game is an interactive English learning media designed to improve students' self-confidence in speaking. Adapted from the classic Werewolf game, this product engages high school learners through role-play, persuasive communication, and social interaction using English. The game encourages students to speak naturally in a fun and competitive atmosphere, helping reduce anxiety and promoting spontaneous expression. By integrating language use into a popular game format, this media creates a relaxed learning environment that supports speaking fluency and builds communicative confidence in EFL classrooms.

**Keywords:** speaking confidence; EFL; learning media; Werewolf card game; high school

**Abstrak:** Ray's Werewolf Social Life Deducting Card-Game adalah media pembelajaran bahasa Inggris interaktif yang dirancang untuk meningkatkan kepercayaan diri siswa dalam berbicara. Media ini mengadaptasi permainan klasik Werewolf ke dalam konteks pendidikan, sehingga mendorong siswa SMA untuk terlibat dalam permainan peran, komunikasi persuasif, dan interaksi sosial menggunakan bahasa Inggris. Suasana permainan yang menyenangkan dan kompetitif membuat siswa terdorong untuk berbicara secara alami tanpa tekanan. Media ini menciptakan lingkungan belajar yang santai dan mendukung kelancaran serta kepercayaan diri berkomunikasi di kelas EFL.

**Kata kunci:** kepercayaan diri ; EFL; media pembelajaran; kartu Werewolf; siswa SMA

### 1. Product Description

Ray's Werewolf Social Life Deducting Card-Game is a cardbased learning media designed to enhance high school students' selfconfidence and speaking skills in English. The Werewolf game encourages players to interact in small groups through discussions and debates, requiring them to use argumentation and persuasion skills in English[1]. This game has been adapted to accommodate learners with different proficiency levels by varying characters and game rules suitable for both beginners and advanced players[2]. The cards are designed with a minimalist and cartoonish style to maintain focus on gameplay without unnecessary visual distractions[3]. The competitive and enjoyable atmosphere motivates students to speak spontaneously and actively, while practicing communication skills in authentic social contexts.[4] This product serves as an engaging alternative method for speaking practice in English as a Foreign Language (EFL) classrooms, supported by research highlighting the benefits of gamebased learning and traditional/traditional-inspired games in lowering speaking anxiety and building confidence[5]. Furthermore, the social nature of the game fosters collaboration and critical thinking as students negotiate roles and persuade peers, mirroring reallife communicative scenarios that enhance language acquisition[6]. The flexibility of the game's structure allows teachers to easily integrate it into various lesson plans, making it a versatile tool that can complement traditional teaching methods[7]. Preliminary user feedback suggests that the interactive and immersive qualities of the game increase student motivation and engagement, key factors in effective language learning[5]. By situating language practice within a playful and goaloriented context, the game helps reduce the affective filter that often hinders EFL learners from actively participating in speaking activities[7].

### II. Product Content

#### 1. Front side of the card

1. The minimalist, cartoonish illustrations are clear and easily recognizable, which helps maintain students' focus and supports cognitive processing in early learners[9].
2. Each role wrote in different font, adding visual appeal and differentiation[10].
3. Printed with art paper and laminated to make the card last longer.

#### 2. Back Side of the card

4. The cards feature vibrant, warm-colored illustrations-especially in the cartoonish wolf image-designed to evoke positive emotions and aid engagement in younger learners.[11]
5. Card's title: 'Werewolf Cardboard Game'

#### 3. Card's Description

1. There are a total of 8 cards that can be played, but this game can be played with more players.
2. There are 4 special characters-with their unique abilities + 1 common character, as mentioned below.

##### 1. Werewolf:

The antagonist character who will be the enemy of each player, werewolf have the ability to eliminate a player in the night phase without anyone noticing besides the moderator and The Seer.

##### 2. The Seer:

Character with the special ability to secretly checking upon every player's card in each night phase to spot the werewolf. When necessary, you can use it to save yourself or your ally. Be wise to use this special character.

##### 3. Doctor:

This character have the ability to save one player each night phase, whether others or themselves. If the Doctor chooses to save the werewolf, then none are eliminated on that night phase.

##### 4. Robber:

A character with the special ability to secretly exchange itself with another player's card in the night phase. If you lucky enough, you will get special character. Just like The Seer, this card also plays significant roles in the game. Be wise, be cautious.

5. Villager:

The common character without special abilities, yet through collaboration, they possess a significant potential to achieve victory in the game. Remember to not open up to anyone if you are holding this card, werewolf will look for you.

## 1. Basic Rules and Instruction to play

### 1. Basic Rules

Each round of the Werewolf game is structured into two primary phases: the Morning Phase and the Night Phase.[12] These phases occur in a continuous cycle-with each having distinct rules and objectives, as Described bellow:

1. Morning Phase: During this phase, all players open their eyes and engage in open discussion to deduce who among them may be a werewolf.[13] The objective is to analyze behavior, share suspicions, and collectively decide on a player to eliminate from the game. After a brief period of deliberation-typically managed by the moderator-all players vote.[14] The individual with the most votes is eliminated. It is important to note that only one player is typically removed per round, and choosing the wrong person may inadvertently aid the werewolves in achieving victory.

2. Night Phase: Once the night falls, all players close their eyes.[15] The moderator then sequentially calls upon players with special roles to awaken-quietly and in secret-to perform their respective abilities. For example, the werewolves silently open their eyes and agree on a target to eliminate. Other special roles, such as the Seer or the Doctor (depending on the version being played), are also given an opportunity to use their unique powers. Regular villagers, having no special abilities, remain asleep throughout the night. The moderator must ensure the process remains discreet and impartial, maintaining the integrity and mystery of the game. This cyclical structure continues until one of the victory conditions is met-either all werewolves are eliminated, resulting in a win for the villagers, or the number of werewolves equals or exceeds the number of remaining players, securing a win for the werewolves.

### 2. Instruction to play:

#### Game Flow of Werewolf

##### 1. Role Card Distribution (Secret)

- The moderator discreetly distributes one role card to each player. Only the player and the moderator are aware of the role assigned.

##### 2. Night Phase

- All players close their eyes.

- The moderator (typically a teacher or facilitator) guides the sequence as follows:

3. The werewolves silently open their eyes and agree on a player to eliminate.

4. Players with special roles (e.g., the Seer, Doctor, etc.) are called upon in turn to perform their specific actions-such as identifying a player's role or protecting someone from elimination.

##### 3. Morning Phase

- All players open their eyes.

- The moderator announces who was eliminated during the night (if the player was not saved by a special role).

- A discussion begins, during which players may accuse others or defend themselves.

- All players then vote to eliminate one individual from the game based on suspicion.

##### 4. Repeat Night and Morning Phases

- The cycle of night and morning continues until one of the following win conditions is met:

5. Villagers win if all werewolves are eliminated.

6. Werewolves win if the number of werewolves becomes equal to or exceeds the number of remaining players.

## ACKNOWLEDGEMENT

All praise belongs to Allah SWT, whose infinite mercy, blessings, and guidance have made it possible for the author to complete this research paper. Peace and blessings be upon Prophet Muhammad SAW, his noble family, his companions, and all those who follow his path. This research paper has been prepared and submitted to the Department of English Education at Universitas Muhammadiyah Sidoarjo as part of the requirements to obtain a bachelor's degree in English Language Education. The author would like to extend his deepest gratitude and utmost respect to his dearest parents, whose unwavering prayers, unconditional love, and endless encouragement have been a source of strength and inspiration during this academic journey. The author's appreciation also goes to his siblings, who have provided encouragement and joy, helping him to persevere in completing this work. Special thanks and sincere appreciation are addressed to Mr. Niko Fediyanto, S.S., M.A., the author's advisor, for his exceptional guidance, thoughtful feedback, **and constant support throughout the writing of this paper. Finally, the author recognizes that** this paper may still have shortcomings, and he welcomes any constructive feedback or suggestions for its improvement. It is hoped that this work may benefits to all who read it.

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