

Ray's Werewolf social life deducting Card-game for learning purposes

Oleh:

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Abstract

Game-based learning offers significant advantages for students by increasing engagement, lowering anxiety, and promoting active participation in the classroom. In the context of EFL, this approach supports more natural language use and helps build learners' confidence in speaking. A study by Nurhasanah and Kuswandono (2021) found that integrating games in English lessons significantly improved students' motivation and willingness to speak, as games made learning more enjoyable and interactive.

Product Description

Ray's Werewolf Social Life Deducting Card-Game is a card-based learning media designed to enhance high school students' self-confidence 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

Product Content

Front side

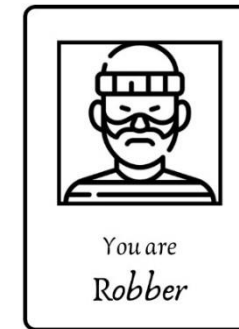
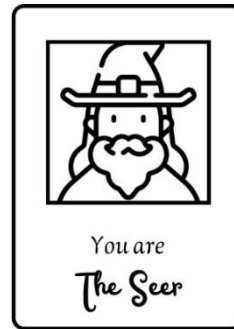


Back Side



Product Content

Special Character

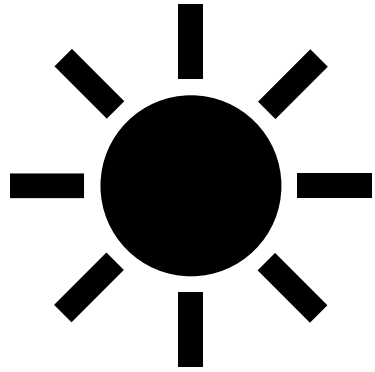


Common Character



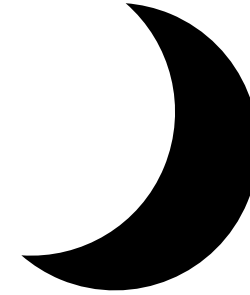
Basic Rules

There are 2 phases of this game, which is



Morning Phase:

- Eyes Open
- Discussion
- Voting



Night Phase:

- Eyes Closed
- Special Character use their abilities while anyone remain silent
- Werewolf chooses its victim

Instruction to play

