

## **The Effect of Interactive Game and Role Activities in Malay Language Writing**

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### **Abstract**

The purpose of this research was to study the effect of interactive game and role activities in Malay language writing. This research was carried out to see whether writing skills can build up student's confidence and competence for daily communication. Group I and Group II students of Level I Malay Language were the sample. There were only 60 students chosen as research sample during the observation and experimentation of the teaching and learning process. The sample was chosen due to their weak proficiency in Malay writing. The quasi-experimental was carried out in this research. Writing skills were based on interactive language game, a computer-based learning, and role activities. After implementing interactive game, all the respondents show improvement in their competence and confidence in writing during the teaching and learning process. In a nutshell, the overall objective of this research was fully achieved.