



SOUND STRIKE

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Target Learners of "Sound Strike" Teaching Media

1. Age Group:

- Primary: **Teenagers (13–18 years old)**
- Secondary: Young adults (19–25 years old) or for those who want to improve their English pronunciation.

2. Proficiency Level:

- **Beginner to Intermediate** English language learners who need structured practice in:
 - Pronunciation (IPA phonetics).
 - Listening discrimination of vowel/consonant sounds.
- Advanced learners may use it to **improve their fluency** or compete in timed challenges.

3. Learning Contexts:

- **Classroom:** A supplemental tool for ESL/EFL teachers to gamify phonetics lessons.
- **Self-Study:** Autodidacts who enjoy card games and want interactive practice.
- **Speech Therapy:** Learners correcting specific phonetic errors.

4. Type of Learners:

- Those who learn better by **doing, seeing, and hearing** (not just reading).
- People who like **games, challenges, or competitions**.

5. Not for:

- Complete beginners who are still learning the English alphabet.

Objectives of the "Sound Strike" Teaching Media

The primary objectives of *Sound Strike* are designed to align with **phonetic mastery** and **active learning engagement** through gameplay. The media aims to:

1. Core Learning Objectives

- **Improves Pronunciation Accuracy:**
 - Help learners correctly articulate **IPA-based vowel/consonant sounds** (e.g., /æ/ in "bat" or /aɪ/ in "kite") through repetitive, contextual practice.
- **Strengthens Phonetic Recognition:**
 - Trains learners to **visually and audibly link phonetic symbols** to their corresponding English sounds.
- **Expands Phonetic Vocabulary:**
 - Expands vocabulary with common words that use specific sounds.

2. Cognitive & Skill-Based Objectives

- **Develop Active Listening Skills:**
 - Trains learners to hear small differences between similar sounds (e.g., /s/ vs /ʃ/).
- **Boost Memory Retention:**
 - Memorize sounds easier by repeating words during gameplay.
- **Encourage Strategic Thinking:**
 - Using **Rune Cards** teaches players to think ahead and manage points.

3. Affective & Social Benefits

- **Reduce Anxiety in Pronunciation Practice:**
 - Encourages a **safe environment** to make mistakes and promotes fun competition.

- **Promote Collaborative Learning:**

- Enable group play where peers **correct and learn from each other** in real time.

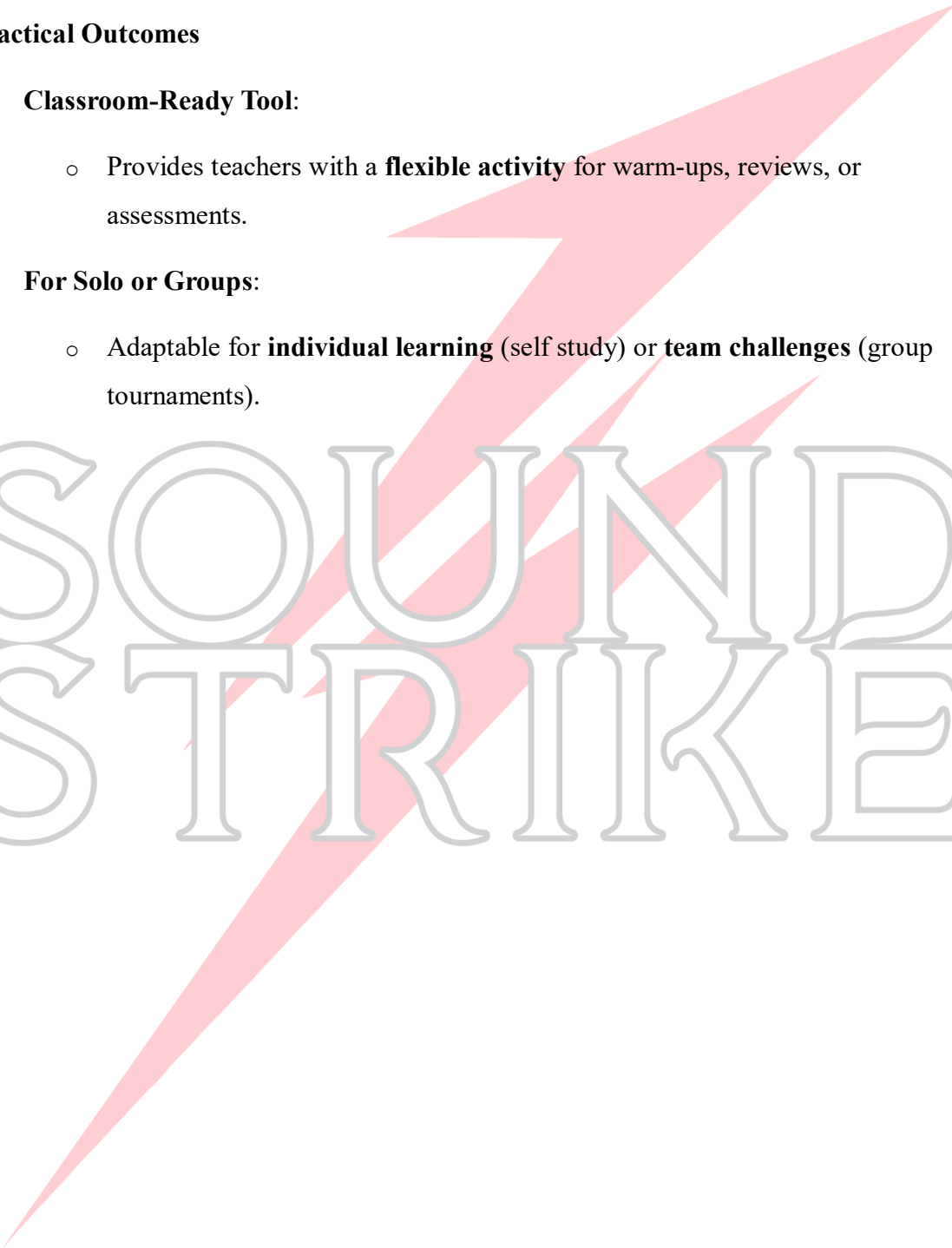
4. Practical Outcomes

- **Classroom-Ready Tool:**

- Provides teachers with a **flexible activity** for warm-ups, reviews, or assessments.

- **For Solo or Groups:**

- Adaptable for **individual learning** (self study) or **team challenges** (group tournaments).



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How to play

Setup

1. **Players:** 2-4 players + 1 supervisor/teacher (optional).
2. **Decks:** Shuffle all cards and separate them into two face-down piles:
 - **Phonetic Cards** (Consonants, Diphthongs, Monophthongs)
 - **Rune Cards** (Trap & Magic card)



- Prepare a **scoreboard** or **paper** to track points.
3. **Starting Points:** Each player begins with **500 points**.

Gameplay

1. **Turn Order:**
 - Players take turns drawing **one Phonetic Card** from the pile.
2. **Pronunciation Challenge:**

- The active player must **pronounce one word** listed on the card using its phonetic transcription (e.g., /bæt/ for "bat").
- The card is then passed clockwise to the next player, who repeats the process with a **different word** from the same card.
- Once all words on the card are pronounced, discard it to the "**Cemetery**" (used card pile).

3. Verification:

- The supervisor/teacher checks pronunciations against the answer key and records scores.

4. Scoring:

- **Correct Pronunciation:**
Earn points equal to the card's value (e.g., 100) $\times$ **number of correct words** spoken.
 - *Example:* 5 correct words on a 100-point card = **500 points**.
- **Incorrect Pronunciation:** Lose points equal to the card's value $\times$ **number of errors**.

5. Bonus/Risk:

- Players may **make up words that are not on the card**.
 - **If correct** (phonetics match the card's category): +100 bonus points.
 - **If incorrect:** Lose points equal to card value + 100 points (e.g., card value = 250 + penalty 100 = **lose 350 points**).

6. Rune Cards:

- Pay **200 points** to draw a Rune Card (Trap/Magic).
 - Each Rune Card has unique effects (e.g., sabotaging opponents or boosting your score).
 - Players are only allowed to have **5 rune cards** in their hands.
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Winning

- The game ends when:
 - All Phonetic Cards are used, **OR** Only one player remains (others lose all points).
 - The player with the **highest score** wins.
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Additional Information

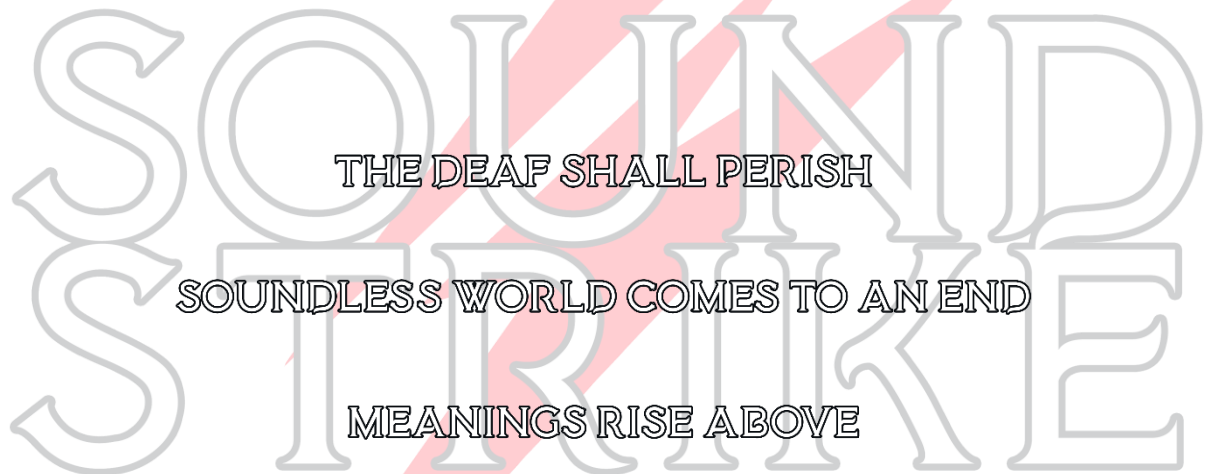
- **Verification:** Use tophonetics.com to verify custom words.
- **Supervisor Role:** To check and clarify the answers, give scores, and gives feedback. If no teacher is present, players may reference answer keys after each round to self-score.

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Closing

"**Sound Strike**" bridges the gap between language learning and interactive play, transforming phonetic practice into an engaging, competitive experience. By combining the strategic appeal of card games with the precision of phonetics, this teaching media not only reinforces pronunciation skills but also fosters confidence, collaboration, and critical thinking in learners.

Whether used in classrooms, study groups, or solo practice, *Sound Strike* turns the mastery of sounds into a dynamic game—where every word spoken is a step toward victory, and every round played echoes the timeless power of language.



THE DEAF SHALL PERISH

SOUNDLESS WORLD COMES TO AN END

MEANINGS RISE ABOVE

LET THE GAMES BEGIN AND
MAY THE BEST LINGUIST WIN

LIST OF CONTRIBUTION

Rafi Adi Cahya Nugraha (231214005):

- Conducted quality assurance by reviewing and revising phonetic transcriptions for accuracy.
- Provided critical feedback on the game report and instruction manual to enhance clarity.
- Supplied additional phonetic word examples to expand the card database.

Raditya Bomantara Paramananda (231214015):

- Developed the core game concept and mechanics.
- Designed all card layouts, including visual aesthetics and typography.
- Created original artwork for card illustrations and title design.
- Compiled phonetic word lists for card content.
- Authored the comprehensive instruction manual.

Alexander Tandri Lideradi (231214017):

- Performed grammatical and stylistic edits to ensure linguistic precision.
- Evaluated and provided constructive feedback on the report and manual structure.
- Contributed supplementary phonetic word examples to reinforce learning objectives.