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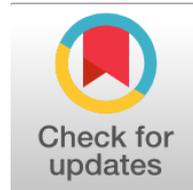
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## Ray's Werewolf social life deducting Card-game for learning purposes : Kartu Permainan Werewolf Ray untuk Pembelajaran

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### Abstract

This study presents **General Background** on the growing integration of game-based learning in English as a Foreign Language classrooms to support communicative competence. **Specific Background** highlights the need for interactive media that encourage high school students to practice speaking in authentic and low-anxiety contexts. Despite various digital and traditional game applications, **Knowledge Gap** remains in the development of structured social deduction card games specifically adapted to foster speaking confidence in secondary EFL settings. **Aims** of this study are to design and describe Ray's Werewolf Social Life Deducting Card-Game as an interactive speaking learning media for high school students. **Results** indicate that the game structure, consisting of role-based cards, morning and night discussion phases, and persuasive interaction, creates opportunities for spontaneous verbal expression, collaboration, and critical thinking. Preliminary user feedback suggests increased student engagement and motivation during speaking activities. **Novelty** lies in the pedagogical adaptation of a social deduction card game into a structured EFL speaking medium with simplified English instructions and role-based communicative tasks. **Implications** suggest that this card-based learning media can serve as an alternative instructional tool to support communicative language teaching and reduce speaking anxiety in secondary education contexts.

**Keywords:** Game-based Learning, EFL Speaking, Learning Media, Social Deduction Game, Speaking Confidence

### Key Findings Highlights

Role-based interaction facilitates spontaneous oral communication in classroom settings.

Cyclical discussion phases support collaborative reasoning and verbal argumentation.

Card-based design provides structured yet flexible integration into secondary language lessons.

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## 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[1] [6]. 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[5] [8].

## Product Content

### 1. Front side of the card

#### Back Side of the card

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

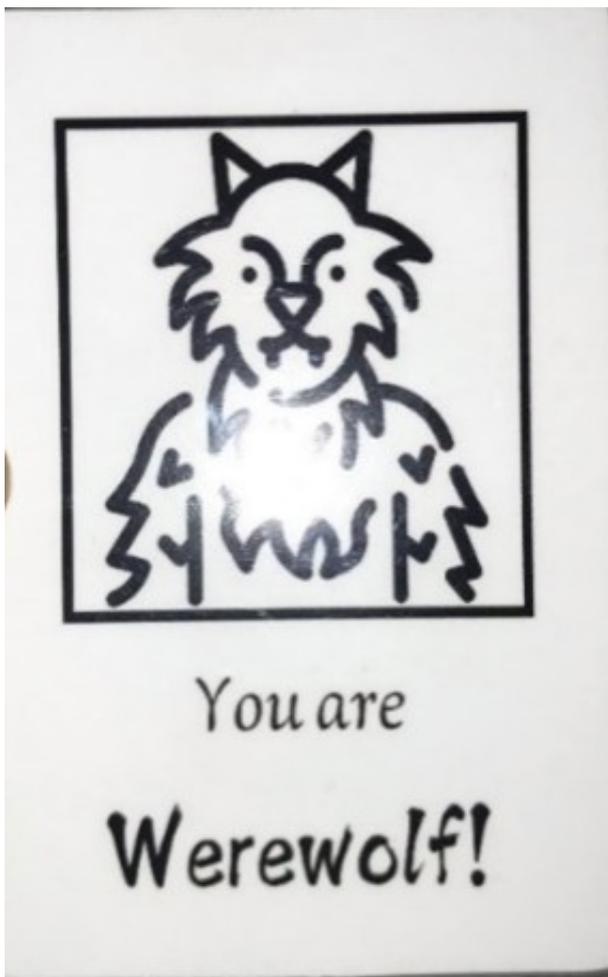


Figure 1.

## 2. Back Side of the card

The cards feature vibrant, warm-colored illustrations—especially in the cartoonish wolf image—designed to evoke positive emotions and aid engagement in younger learners.[\[11\]](#)

- Card's title: 'Werewolf Cardboard Game'



Figure 2.

## 3. Card's Description

The *Ray's Werewolf Social Life Deducting Card-Game* consists of a series of printed role-based cards, each representing specific character identities such as *Werewolf*, *Villager*, *Seer*, *Doctor*, and optionally *Robber*. Each card is carefully designed with simplified English descriptions, varied font styles, and cartoon-based visual elements to enhance clarity, engagement, and accessibility for high school learners. These roles are intentionally structured to foster interaction, role-play, and spontaneous verbal expression within an immersive game setting. By integrating distinct character functions into the narrative sequence of the game, this media provides learners with contextualized opportunities to practice speaking English naturally. A detailed explanation of each role is provided in the following section.

### 1. Werewolf:



Figure 3. **Picture 2 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:



Figure 4.

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:



Figure 5. **Picture 4 The 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:**

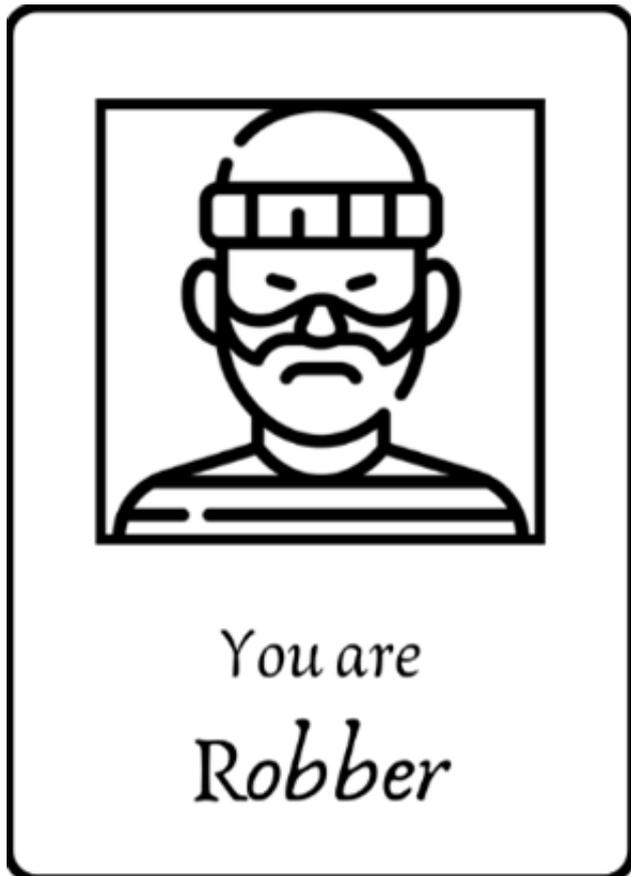


Figure 6. **Picture 5 The Robber**

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.



Figure 7. **Picture 6 and 7 The Villager**

## 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.

## 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] phases occur in a continuous cycle-with each having distinct rules and objectives, as Described bellow:

- **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.
- **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.



## Morning Phase

- Villagers wakes by teacher to discuss and debate to identify the werewolves.
- In this moment teacher can gives a chance to every participants or else pointing 2-3 student's to interact each other using english.
- All villager votes to eliminate a player or more (Including & the unspoken werewolves, also special role card holder.)



## Night Phase

- ◇ Teacher wakes the werewolves and secretly told them to kill a villager.
- ◇ Special role (e.g., doctor, seer, robber) may take actions during the night.
- ◇ Every night phase each student will knock the tables using elbow or the hands

Figure 8.

## 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:
    - The werewolves silently open their eyes and agree on a player to eliminate.
    - 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.
1. 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.
2. Repeat Night and Morning Phases
  - The cycle of night and morning continues until one of the following win conditions is met:
    - Villagers win if all werewolves are eliminated.
    - Werewolves win if the number of werewolves becomes equal to or exceeds the number of remaining players.

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