**Gamifying Grammar: Enhancing Students’ Mastery of Active and Passive Voice through ‘Oh, My Tenses!’**

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**Abstract**

*This study explores the effectiveness of a game-based learning approach in enhancing students’ understanding of active and passive voice structures in English. Developed by the researchers, the Android game “Oh, My Tenses!” was implemented with 30 first-semester Diploma in Information Technology students in Politeknik Seberang Perai. The intervention spanned four weeks and incorporated pre- and post-tests to measure learning outcomes. Findings demonstrated notable improvement in students’ grammar performance, indicating that the integration of gamification not only increased engagement but also supported comprehension and application of grammatical rules. The study highlights the potential of educational technology as a valuable tool for language instruction and encourages the adoption of interactive strategies to support student-centered learning.*

**Keywords**
Game-based learning, Active and passive voice, Educational technology, ‘Oh, My Tenses!’