

Innovations in Teaching Seminar IIT\$ 2017

Pedagogies of learning technologies: how does technology create new possibilities for learning?

3 Oct 2017, Tuesday Lecture Theatre 7 (NS1-02-03) 8:30am to 5:00pm



Faculty Showcase

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Game-based Learning for Increased Participation / Engagement



Organized by Centre for IT Services (CITS), in collaboration with Teaching, Learning & Pedagogy Division (TLPD).



Background on MS3015 material aspects in design

- Group Project–based course
- Technical Report, Business Plan & Oral Presentation
- No Final Exam*
- Poor lecture attendance (could be as low as 30%)
- Since there were no exams, students didn't feel the need to attend lectures or participate / engage during lectures
- Need to "pull" them back to lectures, rather than "push" lectures to them





Ideas / Objectives

After Brainstorming:

- Play Games to Learn (Reinforce Lecture)
- Include Element of Competition
- Interactive participation instead of just participation
- Choice of Device
- QR Code use

Objectives:

- Active Engagement
- Active Participation





Platforms

Active Engagement – Padlet Dashboard



Active Participation – Kahoots







GAME 1

Thinking Outside the Box (Warming up and leading to ACTIVE engagement)







Sample of Lecture

Think Outside The Box

Discard self-imposed constraints – which are the constraints that are truly constraining and which are not and can be ignored?





Download QR Code reader app

QR Code Reader and Scanner on the App Store – **iTunes** if you are using an iOS device.



QR Code Reader on the Android Apps on **Google Play Store** if you are using an Android device.



QR Code Reader

Scan Tools

3+

1 This app is compatible with all of your devices.





Self-introduction

Step 1:

Use a QR code reader (in your mobile device) to scan the QR code below to scan the QR code below.



http://bit.ly/1U1cp40

Step 2:

Tap anywhere on the background twice to post your response on the padlet wall.







Situation 1 - Driving down the road

Use a QR code reader (in your mobile device) to scan the QR code below. Alternatively, you can key in the link into your browser.



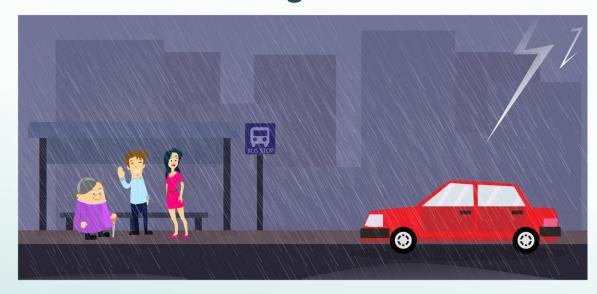
bit.ly/1pwEG62

Dashboard





Situation 1 - Driving down the road



You are driving down the road in your car on a dark, stormy night when you pass by a bus stop and you see three people waiting for the bus:

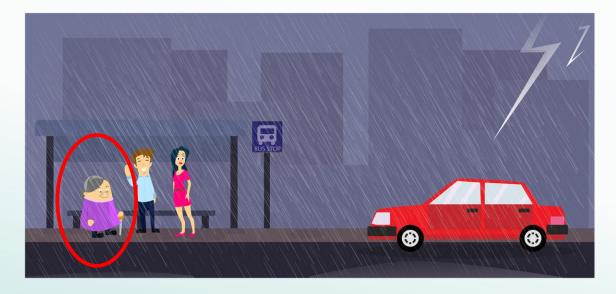
- An old lady who looks as if she is about to die.
- An old friend who once saved your life.
- The perfect partner you have been dreaming about.

Who will you pick up if you can only choose 1, and why?





Situation 1 - Correct Answer



The old lady of course! After helping the old lady into the car, you can give your keys to your friend, and wait with your perfect partner for the bus.





Situation 2 - Dead man in snowy field

Use a QR code reader (in your mobile device) to scan the QR code below. Alternatively, you can key in the link into your browser.



http://bit.ly/1Mz33p3

Dashboard





Situation 2 - Dead man in snowy field



A man is lying dead on a snowy field. There are no footprints to or from his body. The man has a pack on his back.

How did he die?





Situation 2 - Correct Answer



He jumped out of an airplane with a parachute on his back that failed to open.





Situation 3 - Two Daughters

Use a QR code reader (in your mobile device) to scan the QR code below. Alternatively, you can key in the link into your browser.



http://bit.ly/1RfDmOh

Dashboard





Situation 3 - Two Daughters



A woman had two daughters who were born on the same hour of the same day of the same year. But they were not twins.

How could this be so?





Situation 3 - Correct Answer



They were adopted or two of a set of triplets (or quadruplets etc.).





End of GAME 1

Comments from 1 - 2 members of audience







GAME 2

Systematic inventive thinking (engaged participation)







Sample of Lecture

Systematic Inventive Thinking (SIT)

- Subtraction reduce features (iPod vs Creative, Lexus vs BMW)
- Addition add features
- Division modular systems
- Multiplication models, scale & scope (platform strategy)
- Transformation give existing feature entirely new role





Game #3A: VOICE OF THE PRODUCT (SIT)

Use a QR code reader (in your mobile device) to scan the QR code below. Alternatively, you can key in the link into your browser.



Kahoot.it





Game STARTS!

Scores will be given to the fastest correct answers and there will be a winner at the end of these 6 rounds.





Question 1 of 6



Lexus car control panel

(Image 8)



BMW car control panel

(Image 9)





Question 2 of 6



MP3 player

iPod







Question 3 of 6



Number pad door lock



Finger scan security door lock





Question 4 of 6



Umbrella

Golf Umbrella





Question 5 of 6



Water bottle

Bobble filtered bottle





Question 6 of 6



Analog watch



Xiaomi smartband





Game #3A: VOICE OF THE PRODUCT (SIT)



Lexus car control panel (Image 8)



BMW car control panel (Image 9)



Umbrella



Golf Umbrella



Number pad door lock



Finger scan security door lock



Water bottle



Bobble filtered bottle



MP3 player (Image 10)



iPod



Analog watch



Xiaomi smartband





End of GAME 2

Comments from 1 - 2 members of audience







Outcomes / observations

- This TEL has been run for 3 semesters
- Attendance has steadily increased (word of mouth) to 95%
- Students sit on edge of seats to see who is in the lead during game
- Students excited to see both correct & "wrong" responses from classmates
- "Culture" of responding and participating is built up

