Viability of Using Games In Teaching and Learning

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Introduction

The attention of this project was to conduct an investigation to explore the viability of using the games in teaching and learning to improve learners understanding of the subject matter, creativity, team work, and leadership mind-set and language expertise.

The project engagement the use of tests to collect data among 100 students in two different streams/class within the same class as respondent where 50 in a control class and 50 in uncontrolled stream/stream.

Figure 1 the first stage of playing the game

Method

This project has used the sample of two class/stream within the same class, where one stream/class will be taught by using the game which we have term us class Y and other stream will taught without game which we term as class X. The data of this project have been collected using test/examination, where student in class x and class y have been given a test as the method for data collection. The data was presented using simple graphs for comparison and pictures have been used to support the finding.

In our experiment we created the game, which is some extent is a physical, because we want respondents to transform the informal game which they are obvious playing into the context of formal learning, that's why we name our game us "HUNT GAME". After creating our game, we test our game in class where wo decided to use two streams, stream one which we call it "X" and another stream we call it "Y" , the X class has been taught without the application of game, but the same content has been taught in the class Y but with the application of the game.

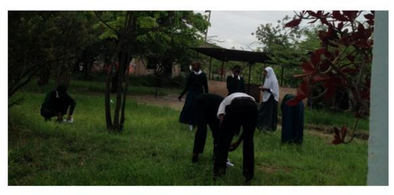


Figure 2 Students playing hunt game -outside session (where every group hunt their treasure)

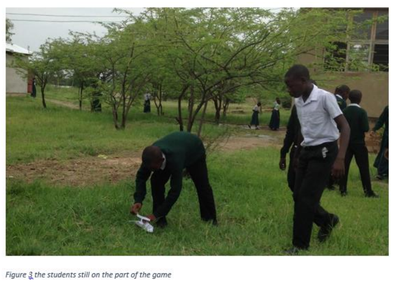


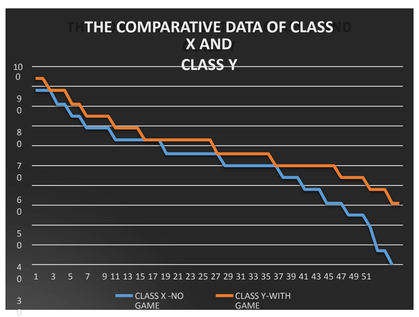
Figure 3 the students still on the part of the game

Results

The project found that game has transformed on how students understand and interacts within the process of teaching and learning. Within the controlled class the students appear to be friendlier, interactive and self-confidence due to the interactive nature of the teaching compared to the uncontrolled class.

It's viable that games can change how students can learn and interact within the classroom, however the project found that application of games in teaching and learning help students to understand the vocabulary of the content and make them easy to remember how the certain words are written. In addition to that, the project have shown the gap in results between the controlled class and uncontrolled class as the data have been shown on the statistics page.

The study has employ 100 responded, where 50 responded where in a class "X "and 50 class "Y". The result shows that within the class Y students have been doing good with 11 students get A grade (75%-100%) where most of the respondents scored 88%-94% while in class X 7 students scores A (75%-100%) where most of the respondent got 88%-75%. While, the class Y has scored on lower average of 0%-29% while in the class X there seven respondent who have scored 0%-29%).



To conclude the results, the class which has been applied with game has shown the positive changes compared to the class without application of games, that means there is the relationship between independent and dependent variable, because the change has been occurs due to the application of the game during the teaching and learning.

Conclusion

Our projects aim to test on how game can be visible for the teaching and learning in formal setting. The data analysis focus on evaluation on how games improve the student's performance by comparing two class, the one which is under control and without control. The projects comes with up with the following recommendation;

1.Games is the effective way of delivering information/content especially in the classroom setting, taking example of the hunt game, the result shows the students using the game have perform compared to uncontrolled class.

2.Students need to learn in the environment that make them being free and involved, the space where they can share their ideas despite of the level of ability they have.

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