

Chapter 46

Happy Sampling Card Game

Norani Amit*, Nur Hidayah Mohd Razali, Busyra Latif, Noor Hidayah Mohd Zaki, Noor Aisyah Idris & Nurdia Azlin Ghazali

*Faculty of Computer and Mathematical Sciences (FSKM),
Universiti Teknologi MARA (UiTM) Cawangan Negeri Sembilan, Kampus Seremban 3,
Persiaran Seremban Tiga/1, Seremban 3, 70300, Seremban, Negeri Sembilan, Malaysia*

Abstract

Teaching style refer to the technique that was used during the class lectures. There are a few fundamental teaching styles most educators tend to use. As traditional teaching styles evolve with the advent of differentiated instruction, more and more teachers are adjusting their approach depending on their students' learning needs. Students nowadays prefer some excitement especially on theory topic during the learning process such as watching a video relates to the topic and also playing a game. Regarding to this matter, Happy Sampling Card Games was produce as an alternative approach to encourage students to actively participate during the learning process. This card was creating based on the sampling technique topic which the students need to understand and memorize the basic terminology and definition. Students who learned this topic is choose as a respondent. Result shows that most of the students feel enjoying and happy playing this card and the most important thing students can remembered the term easily while playing this Happy Sampling Card.

Introduction

Sampling technique is not an easy topic for students to learn. In this topic, students will be exposed with basic terminology and definition in sampling such as population, sample, sample frame and variety of sampling methods. In which, the process requires the students to understand and memorize the explanation and procedure in employing sampling technique. At university level, students will learn sampling techniques in diploma and degree studies. Learning this topic is very important to students as they need to employ it in research during final semester. The reason why learning this topic is so important is because it will reflect the quality of results or findings in research. Without a proper sampling technique, it produces inaccurate findings which are not reliable for study.

Teaching sampling technique topic is quite challenging for teachers as teachers are most likely employ traditional lectures. By using this method, usually there is no interaction between students and teachers or between students and this leads to boring and ineffective lectures. To create an active learning, teachers have to encourage students to actively participate in learning by asking question. Other than that, playing games also can encourage active learning. Previous research has proven that individuals are likely to learn more when they learn with others than when they learn alone(Micheal and Chen, 2006).

Playing card game requires interaction between two or more players as it creates excitement and it also canfacilitate learning process happens naturally and effectively. There are many games types but a card game is the most advantageous for enhancing student learning. A card game is a physical game which requires the players to interact with otherswhich involves 2 individuals or a group of individuals which consist of two or more players. Recently, play games as learning method has been supported by broad research in many areas. Alexanderet al. (2008) designed a card game to teach students the symbols of chemical elements and gain subject knowledge. Kirikkaya et al. (2010) designed a card game to assess individual's knowledge galaxies

and space; the game is also applicable in areas other than learning. By playing game card it allows learners to think fast and they need to recall definition in sampling technique in short time thus they can memorize content effectively. The game card is also easy to produce and it can make learning more fun and interesting. Hence, HAPPY SAMPLING CARD GAMES is produced in an attempt to facilitate students for learning sampling technique effectively.

Problem statement

Sampling technique is a topic that is introduced to students in diploma and degree level. Without any adequate knowledge about this topic, generally the students will encounter problem in understanding this topic. Besides, this topic requires the students to use memorizing skills which is difficult as it is the first time the students learn it. Teachers also have to put more effort to assist the students in understand the topic better so that the students can employ this technique in future research project. Thus, this educational card game is introduced as a learning method for students to learn this topic in fun way and effectively.

Objective

The objectives of paper are:

1. To give an exposure to student with basic terminology and definition in sampling methods.
2. To encourage students to actively participate during the learning process.
3. To find an appropriate learning style in order to revises the traditional method of teaching style in practice.

About Sampling Card Game

The card game developed is consists of two types of cards, terminology cards and definition cards. Title cards namely Happy Sampling. This game consists of 32 cards; 16 cards referring to terminology while another 16 cards refer to definition. There are different colour card between terminology and definition card. Players need to find the right combination of terms and definitions.

How to play the game

Four players are able to play this Happy Sampling Card Game. This card game contains 16 terminology and 16 definition cards. First, player need to sit in circle. The 32 cards are dealt round and face down the player. Each player needs to find the right combination of terminology and definition. Once the player get the right combination, they need to show to another player to check whether it correct or not. If the combination is uncorrect, the player needs to take card back and they will lose one turn. If there in no other card match, then 1st player need to take one card from 2nd player; 2nd player take one card from 3rd player and so on. The player who finish ther card first will be the winner.

Novelty of Product

Sampling card is the first card creates in order to revise the traditional method of teaching style. Students can play this sampling card day every day everywhere without engagement of lecture whether inside or outside classroom. Using sampling card during learning activities encourage students to actively participate, especially if students are working on generalizing a learned skill. This sampling card is small such as “UNO Card” and easier for students to carry if they want to bring it to classroom or other places.

Benefit to User

Happy Sampling card game are an excellent tool to encourage highly active learning. It encourages a student to see the information, use it hands on straight away and then recall the information later. It is also self-checking so that it gives your students the confidence they need when learning information. Best of all it is FUN! Other than that, Happy Sampling Card Game provide students with a portable learning tool. Rather than having to carry around a book or notebook, Happy Sampling Card Game allow students the opportunity to transport as many cards as they need. Moreover the portability of Happy Sampling Card Game can improve efficiency when learning new material.

Benefit to Society

Of course students are among the number one benefactors of Happy Sampling Card Game. Skills they learn using Happy Sampling Card Game include memory, association, verbal, cognitive, interaction, listening and more. Teachers benefit with Happy Sampling Card Game in a variety of way: via teacher-directed study, self-paced student study, and by helping team up student partners, teaching them to work with the fronts and backs of flashcards for enhanced learning.

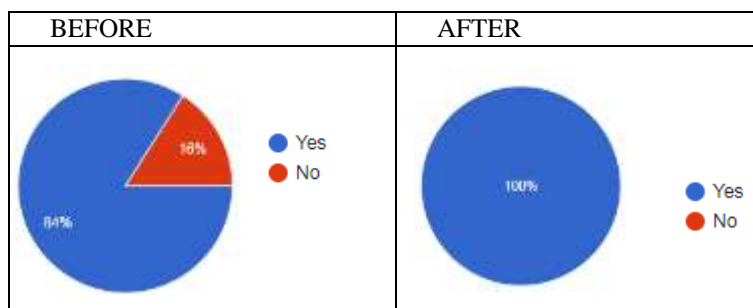
Commercialization Potential

This pocket game card potentially will be sought out by the students who learn about sampling techniques in STA104, STA404 and STA420. It also helps students especially who are weak in memorizing definitions & terminology in sampling techniques. Other than students, the lectures who teach sampling techniques will also want to buy it as one of attractive way to teach their students. We will procure potential bookstore to hold stocks of this pocket game card as a means way to give access to not only UITM students but also to the public and student of any IPTA and IPTS who are in need of this pocket game card.

Analysis

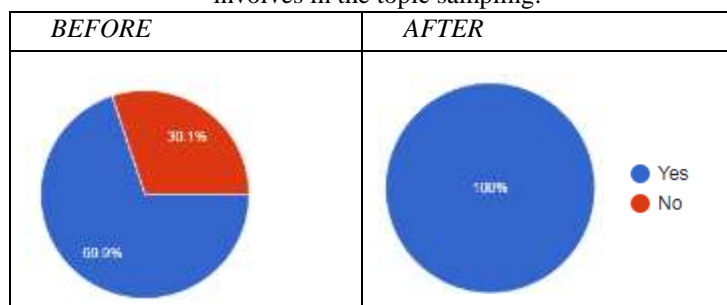
Research had been done by using longitudinal research design. A set of questionnaires being distributed to the students before and after they played the Happy Sampling Cards. Among all student participates, 59.6% suggest that games as a method of learning will help student to understand the topic of sampling and 80.9% agreed it will be very interesting learning while playing games. Based on table 1, the percentage of student who know the differences between non-probability and probability sampling technique has been increased to 100% after playing the games compared to before playing the games.

Table 1: Percentage of student who know the differences between non-probability and probability sampling technique before and after playing the game.



Based on table 2, result shows that students feel easy to understand the terms involves in the topic sampling increase to 100% after playing the games.

Table 2: Percentage of student who feel easy to understand the terms involves in the topic sampling.



Result also shown that, 98.9% said they enjoy playing the games and 97.7% of the students proved that the “happy sampling: card game” is very interesting game since card game is not only increase the level of understanding but it makes the students enjoy while learning the topics.

Conclusion

Happy Sampling Card Games is a product that very useful for every students especially who’s learned about sampling technique and teacher, not exemption. The target customers of this product are students or teachers whose looking for excitement environment during the learning process. The primary customers of course is the teachers who are looking the new alternative of learning style in order to attract the students in class. The feature of this product which is small sized and portable to bring rather than having to carry a book. Thus it is expected that this product will not last for long time.

References

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