AncienTechnology: Going back to basics and a step into the future

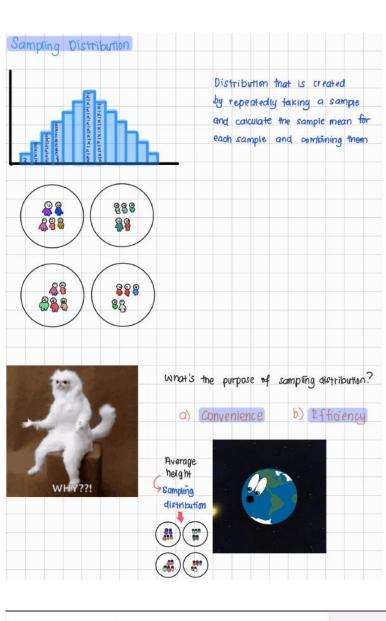
its not good , and i scared



INTRODUCTION

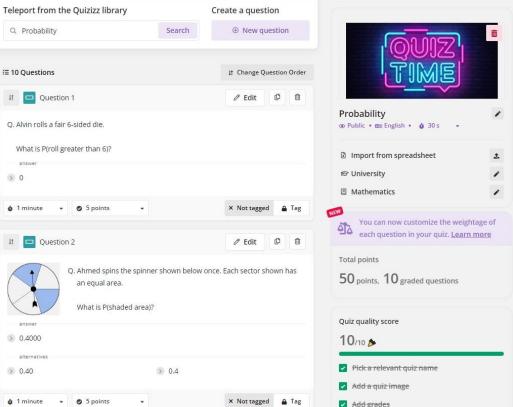
- Due to the nature of the subject, it is difficult to ensure that the class is informative and fun simultaneously.
- Large number of students, therefore, it is a challenge to ensure two-way communication between lecturer and students
- The class consists of students with different backgrounds, therefore, it is crucial to simplify the subject into digestible chunks

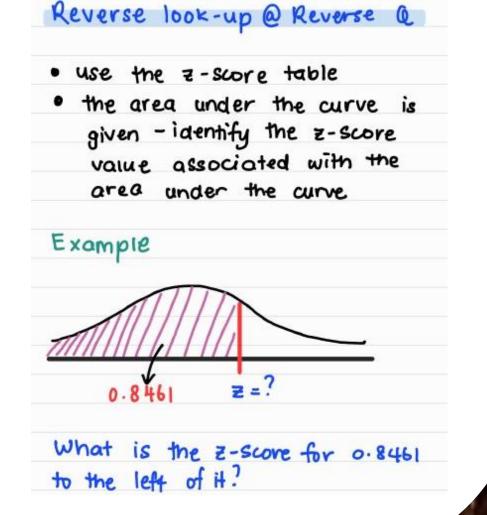
STRATEGIES





Incorporatesummarized notesand mini quizzes





OBSERVATION OUTCOMES

August 2020 — before the implementation of the new teaching strategies

The lecturer inspired me to learn.

Overall

Overall

Overall

Overall

Overall

Overall

Average Score: 80%

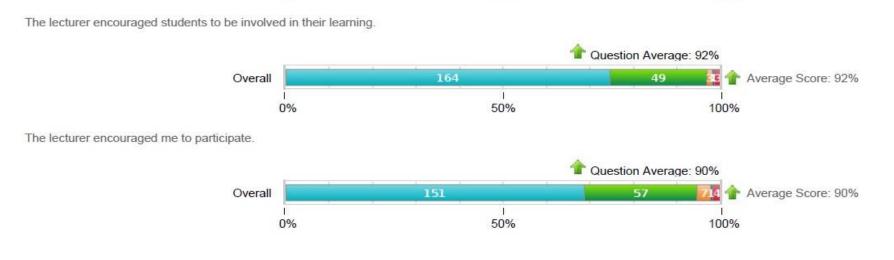
Overall

Average Score: 83%

Overall

Average Score: 83%

April 2022 – after the implementation of the new teaching strategies The lecturer inspired me to learn. Overall Overall





the additional notes given and extra exercises

the additional notes is letting me become more understand about the topics.

Lecturer was great! Notes are simplified and easy to digest. Lecturer explains very clearly and patiently. Overall, subject was fun to learn

SUMMARY



- To explore the possibility of gamification of learning
- Incorporate video games element to capture the interest of Generation Z students
- Maximize enjoyment and engagement of students