Making Learning Engaging Through Interactive Games

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Week – 03

Lecture – 6

The next topic is about a tool which is an interactive tool called Raptivity. And let us see how we can use that for making classroom teaching learning very interactive. Here is a small demo. First, you can go to the website raptivity.com and use your user login to sign in. You can use your Google account for easier sign in.

Once you do that, you will find a lot of interactive activities configured. And let us see how it works. Maybe we will start with a demo of how interactivities are built. So let me go and choose Bowling Rush.

As soon as I click on Bowling Rush, It gives a, it loads a screen and loads a demo game. Let us try to see how this game works. Okay, which of the following is a non-metal that remains liquid at room temperature? Let us check Bromine to see whether the answer is right. Yes, that is the right choice and after answering the question, you click on this ball, it goes and knocks on all the pins and it is a strike. That is because we got the answer choice right.

So, this is a fun way of incentivizing the learner for their correct answer. Now, let us try different question and let me choose a wrong answer deliberately. Let me choose phosphorus. In this case instead of graphite we answered phosphorus and let me see what happens when you click on this ball. This time it's a miss of a strike or you didn't get the answer right and therefore you don't get the full strike.

So, it's a small interactive designed along a multiple choice questionnaire to have the end user feel the fun element of striking a ball or not. So, let's see, atoms are composed of electrons and nuclei. Let's see, Yes, it's again this time it's going to be a strike. Okay, next time we choose decibel as a unit of sound, once again it's going to be a strike. And lastly, I am going to choose frequency which is wrong answer.

Let us see what happens again. We missed a strike and let us see how it summarizes the

score. It says time taken is 2 minutes 40 seconds, the score is 3 on 5, percentage is 60 percent. Now we can see the right answers and what we marked as wrong. We can also see the percentage scored and we can restart the assignment too.

 It is a question of practicing and getting it until you are right. So continuing on, let us choose another game which is probably, let us choose dart game. Click on start. Okay, choose a year. Let us see if it is right.

 Okay, no, the year is 1946. Now, you do not have the access to shoot the dartboard because you got the answer wrong. Let us try this out. The answer is right. So, you have to carefully watch the dartboard and try to click at the right point so that the balloon gets hit.

 Let us see if we are able to do that. Oops, we missed it. So, this is, you have to be careful and be very watchful about the rotation of the disc and hit the dart at the right time. When did, what year did the NBA-ABA merger occur? Let us see your luck here. No, we got it wrong.

 Okay, we got it right this time. Let us try our luck in hitting the dart. Yes, we managed to get it. So, that is how this game goes on and let us try to complete this and see our luck in Okay, we got it wrong and this will be the final question I guess and again it summarizes the total and we need to take the assessment again because they have set the standard looks like at percentage higher than 40%, probably it is 60 or more. Let us try PIN IT.

 So can you pin the appliances in the kitchen? So this is a question that can be used for any subject if we customize it. Here, they have given a generic example. So let's choose all the objects that are kitchen appliances. Here is one.

 Here is another. Here is another. The fourth one. Oops, that's not an appliance. Well, here is one. We have pinned all the correct answers, so we can go to the next question.

 Can you pin the electronic office appliances in the image? One is the laptop, another is the printer. We have got all of them right. Here are the equipments in the hospital, we have to display and click on all the monitors 1, 2, let me choose some wrong ones, this is wrong, this is wrong, let us see what happens if I deliberately choose wrong ones. We have exhausted all our pins and we need to go to the next question. So, we have got 2 out of 3, but essentially you get an idea.

 It allows us to be, it allows us to match and correlate to the right object And it's more a visual interactive. So we saw three interactives so far. There are many other varieties that

are available in Raptivity. And if we go and go to the main screen, we'll get to see which ones are available. There are a couple of games, Super Goldio, Spin the Wheel, Balloon Pop.

Dart game is something that we played, but there are other interactives. And there are some quiz games. I think we played the bowling rush and there are other variants too. So all in all, a lot of collections of interactive games and displays make this tool very, very attractive and easy for the teaching process.