

Department of Information Technology
Subject: Human Computer Interaction
Class: SYBTech IT(2023-24)
(Game based learning as a pedagogy technique)

Memory game in Lecture Session to make students understand the concept of Short Term Memory and Long Term Memory

Objective:

The memory game activity was designed to help Second Year BTech IT students understand the concept of memory and its types within the context of Human-Computer Interaction (HCI). The activity aimed to provide a practical demonstration of memory processes and pedagogical strategies to reinforce learning.

Overview of Activity:

Students participated in a memory game where each student had to remember and recite a list of objects, adding one new object sequentially. The game began with one student stating an object, and each subsequent student had to recall the entire list of previously mentioned objects before adding their own new object.

Pedagogical Approach:

The activity was structured to illustrate key memory concepts:

- **Short-Term Memory (STM):** The need to recall the list from the beginning of the game highlighted the limited capacity of STM.
- **Long-Term Memory (LTM):** The progressive nature of the game illustrated how information can be transferred from STM to LTM through repetition and reinforcement.
- **Working Memory:** The game emphasized the role of working memory in holding and manipulating information temporarily.

Procedure:

1. **Introduction:** The students were explained the principles of memory types and their relevance to HCI, emphasizing how memory affects user interactions with computer systems.
2. **Game Setup:** Each student took turns adding a new object to the list while reciting the entire list from the beginning.
3. **Execution:** The game continued until all students had participated effectively.
4. **Discussion:** I as the faculty led a discussion on the challenges faced during the activity, linking these experiences to theoretical concepts of memory.

Observations:

- **Memory Load:** As the list grew, students found it increasingly challenging to recall and accurately repeat the entire sequence. This illustrated the constraints of short-term memory and the importance of strategies to manage cognitive load.
- **Reinforcement:** Students who practiced mnemonic devices or employed strategies to chunk information were more successful in remembering longer lists. This highlighted techniques for improving memory retention.
- **Engagement:** The interactive nature of the game kept students engaged and facilitated active learning. The competitive aspect of recalling the list added a layer of motivation and interest.

Conclusion:

The memory game activity effectively demonstrated various memory types and concepts in a practical, engaging manner. By integrating theoretical knowledge with a hands-on experience, students gained a deeper understanding of how memory functions and its significance in HCI. The activity also provided valuable insights into pedagogical approaches for teaching complex cognitive concepts through interactive and experiential learning.

Feedback form For Memory Game Activity

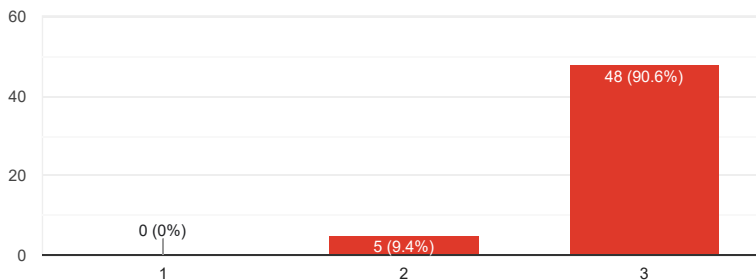
53 responses

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Rate Memory Game activity as a part of Game based learning for HCI.

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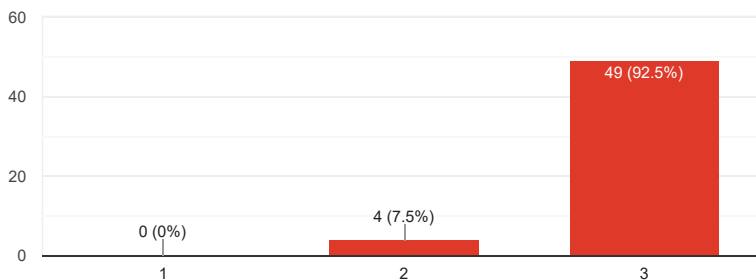
53 responses



Should this activity be used for other topic as well?

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53 responses

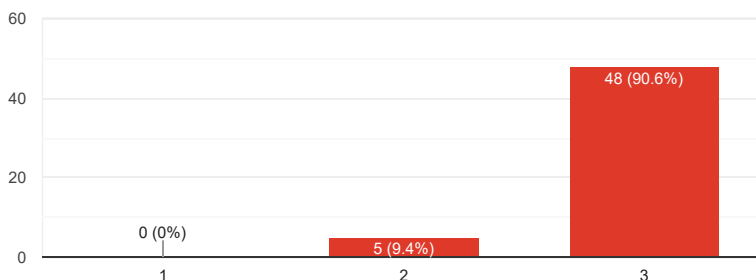


Did Memory game activity help you to understand different types of memories for the users of the system?

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53 responses



How was the overall learning and your experience related the activity?

53 responses

Good

Good

Great

It was amazing

Nice

It was good

It gives the real life experience or proof of theory part we have learnt.

.

It was great! These kind of games are fun and it really helps to boost your brain cells

Loved it

Very good.

It was creative, intellectual and fun

It was fun and we learnt new things

Very interesting

It was very much fun. We could practically experience the concepts that we could possibly only imagine before this activity.

Enjoyable

We enjoyed the activity.

Amazing,change from the regular schedule is needed from time to time

It was Awesome, feel interesting learn.

It was fun



Awesome

I was able to observe the general memory pattern. We are able to recall the first and the last things of a particular list very well.In between is sometimes forgotten.

Enjoyed and learnt different ways to remember things.

The overall learning was fun and I learned about my memory power.

It was nice experience

fun experience

It was fun with learning

It helped in concentration and in developing attention span

Yeah it was very good. I realized that I can remember the words 🤩 Very interesting game.Thank You Ma'am

Excellent

Memory game was really fun and it taught us how memory was interrelated to HCI

Excellent

Helped in developing temporary memory

Very interesting activity, though it was played at once in class and related to short time memory , we got to know about short time memory and how it works.

Very good

It was good

very interactive and interesting

Good activity

Memory of human being on an average so by taking this thing in mind we should design means we should build something which will be memories

It was nice

Any suggestions

53 responses

No

-

NA

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Could you please explain the hci models in that fashion?

It would be really fun and enjoyable if it is conducted one in a month for a specific topic to remember

It was good

We will definitely enjoy play more such games related to study

.

...

No it was nice

NIL

Arrangement of such games is a requirement in the future.Thank you.

None

none

1 hour time is not sufficient



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