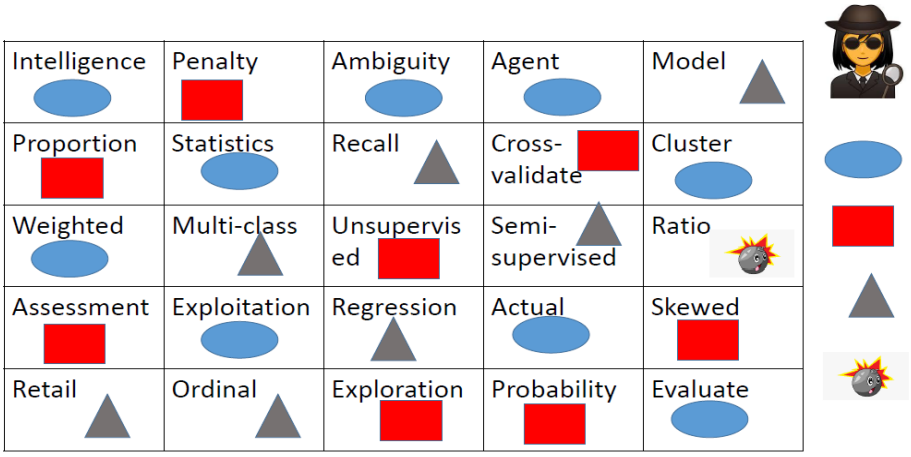
IT 3103 Machine Learning

Who wants to be a spy? - Sehmat hain app?

15th September 2022

Description: This is a game of guessing which words in a given set of words are related to the clue-word given by spymaster of the same team. Two teams (Red and Blue) compete at a time. 25 word in Machine Learning are laid out in 5x5 rectangular grid. A few words belong to red team, a few to blue team, a few are neutral and one word is a bomb/killer. The spymaster is given a color-coded 5x5 grid layout whereas the other member gets the plain grid of the same layout. The spymaster gives 1-word hint and the number of words related to that hint. Using this hint the other member has to identify the words that belong to their color. Both the teams take turns. The one who first guesses all its words correctly is the winner. If bomb/killer is guessed, the game ends and other team is declared as winner.

A sample color-coded 5x5 grid layout for the spymaster



Objective: The objective of this game (pedagogic technique) was to encourage students to learn and remember most commonly used words in Machine Learning in fun way.

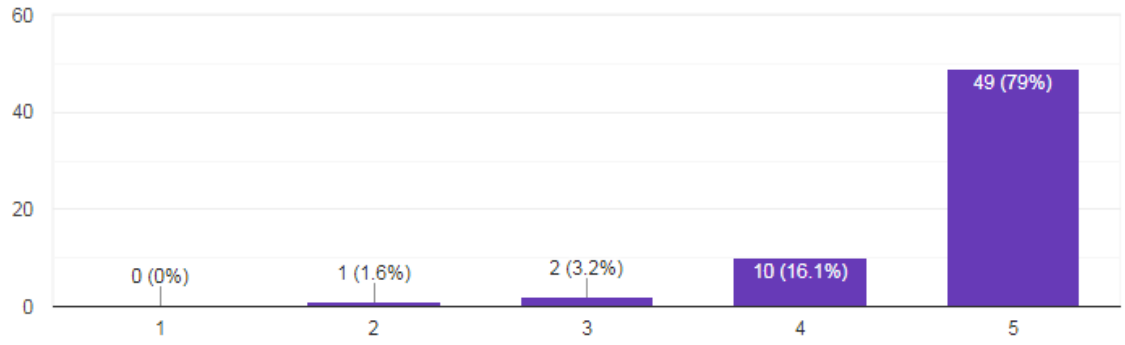
Impact: Students liked this new way of looking at technical concepts. They found this technique interesting, helpful, innovative, refreshing, creative and so on. They found it refreshing and learnt a new way to co-relate the words.

Feedback from students:

Rate how effective was the game - Who wants to be a Spy? Sehmat hain aap?

Copy

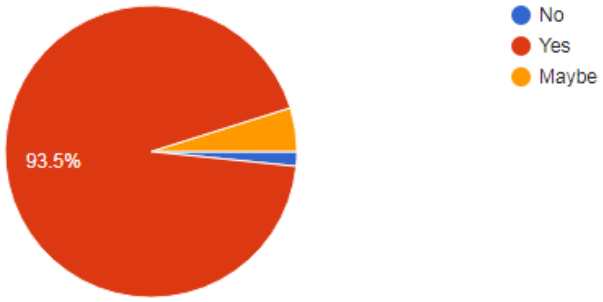
62 responses



Did it help you learn/remember ML concepts in a different way?

Copy

62 responses



It was very thoughtful and new and it really helped me remember small concepts.

Guessing.. thrill

The partial observbility

To guess the word correctly one had to give a clue that has to be very accurate, this thing helped me to keep in mind the most important terminologies and how they were related.

Interesting,way to understand concept, Practice implementation help to understand better.

We were able to differentiate between terms more effectively, and it helped us understand which keywords work more appropriately for a particular term. It also elaborated the significance of teamwork and how one's bonding would help in effective communication.

Whole game concept

Easy to play, both teams had an equal chance to win

It make us think about the ML concepts

It was fun and tested our spontainiety

The idea was fresh and we could recall the concepts while thinking about different clues for the given words.

It made us see concepts from a different view as everyone understood it in a different way.

Concept of the game

Guessing the word