Enhancing Students' Learning with Word-Games: A Case of Hospitality OB Class

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ENHANCING STUDENTS’ LEARNING WITH WORD-GAMES: A CASE OF HOSPITALITY OB CLASS

Cass Shum, William F. Harrah College of Hospitality

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<td>Learning a new subject involves learning and memorizing a new set of vocabulary (Parry, 1995), a challenge for an increasingly international student population (e.g., Barron &amp; Arcodia, 2002; McDowell, 1998; Zimmermann, 2009). Learning new vocabularies in a language that is not their first language is especially difficult for students (Huckin, Haynes, Coady, 1995). A failure to facilitate these students to learn the terminology - hurts their academic performance (Senko &amp; Harackiewicz, 2005), - threatens their satisfaction and adaptation (Zimmermann, 2009), - lowers their interest in the subject (Lyons, 2007), - causes low retention/completion (Zepke &amp; Leach, 2005).</td>
<td>- The use of word games can increase students’ interest in the subject-matter (e.g., Feinstein, Mnn, &amp; Corsun, 2002; Jonathan, Jonthan, Michael, &amp; Caroline, 2006). - enhance the growth of vocabulary (Haggard, 1986; Brown, 1995). - Providing cues, such as a number of characters and possible characters helps students recalling the vocabulary (Dubin &amp; Olshain, 1995), minimizes perceived difficulties, increases students’ learning-efficacy and performance (Schunk, 1991).</td>
<td>- 102 OB students agreed to a response to the survey (response rate = 90%)</td>
<td><strong>Crossword puzzle</strong> more games ideas can be found at <a href="http://www.edu-games.org/">http://www.edu-games.org/</a></td>
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| **Word games**
Games I used:
- cross-word puzzle
- Scramble word game
- Decoding word game
| How to make it fun and interesting?
- Use them as a revision test
- With low stake (6.25% of grade)
- In team-based (1 submission per team)
- Encourage collaboration
- Open-book/ cheat sheet allowed
- With 25-30 questions per test
- Each team is a different game
- 45-60 minutes per game
- Provide immediate feedback | - Interestingness (“How much you like this course assessment”. “How much you agree that the following course assessments are fun”) - Usefulness (“How much you agree that the following course assessments help you to understand the OB concepts” and “How much you agree that the following course assessments allow you to learn how to apply OB concepts”) | - 102 OB students agreed to a response to the survey (response rate = 90%) | **Hidden word puzzle** |
| **UNLV Evidence** | **Results:**
- two word-games did not differ in terms of interestingness and usefulness
- word games are more interesting than multiple choice questions
- the perceived usefulness is lower for word games than for multiple choice questions
- non-English speaking students have more difficulties in completing the word-games than English speaking questions
- Better memorization of key terms
- Improved examination performance
| **Student comments:**
- “Test where more creative than the normal short answer or scantron format.”
- “tests were great.”
- “Tests were made in a fun way”
- “group tests were active, fun, and engaging.”
- “tests directly reflected the material” | **Decoding game** |

**When to use a word game?**

- Word games work best for class when
  - Your class has a lot of terminology
  - Remember those terminology is a key part of the class
  - Students have difficulties remembering the terminology

**Challenges of using word games**

- Word game is time-consuming: around 1 hours for each 30 questions game
- Creating and grading a word game is more difficult than multiple-choice questions
- Clear instruction is needed as students are unfamiliar with this type of assessment
- Word games are better at lower level learning objective (e.g., remember, understand) than higher level learning objective (e.g., apply, analyze, evaluate, create)