

MARC - Introducing Malaysia Digitally and Globally

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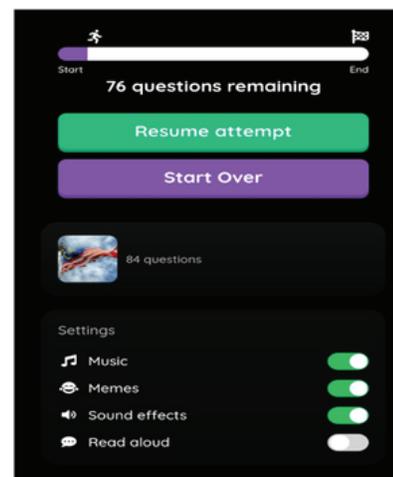
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Travel restrictions brought about by the Covid-19 pandemic have caused instructors worldwide to make changes from the traditional face-to-face method of teaching to online learning. This change not only affected the teaching and learning of content but also the running of other general programs such as orientation programmes for students in institutions of higher learning and universities who embark on their designated program of study.

Between the months of February and June 2022, two staff of APB Seremban were given the opportunity to teach students from various universities situated in China, under the Global Studies Programme (GSC Global Short Course) run by UiTM's Institute of Continuing Education and Professional Studies (ICEPS). These students were originally designated to study in Malaysia in a physical face-to-face mode before the Covid-19 pandemic. The syllabus of the study program included Malaysian Religion and Customs and the Zoom platform was used as the alternative teaching method.



Towards the end of the teaching sessions, the lecturers involved teamed up to design a special post-lesson interactive activity, in the form of a quiz, to help jog the students' memory on the concepts taught and learnt during the lessons. In order to make it even more interesting and interactive, the Quiz was designed as a game and was named MARC (short for, Malaysian Religion and Customs).



MARC was developed using the Quizizz platform where the questions that were posed were delivered via a game platform. Quizizz was selected for its versatility and ease of use – a game-like quiz can easily be produced simply by importing quizzes from ready-made Excel templates as well as PowerPoint slides, made even more interesting with the easy integration of videos and web pages. Additionally, it is relatively cheap and carries a multitude of features, such as its ability to make from scratch, multiple-choice, polls, fill-in-the-blanks and open-ended questions as well as allowing the quiz makers to input audio and drawings. Quizizz's strength also lies in the fact that its multi-platform feature allows the ability to be used by any device with a browser.

MARC is essentially an interactive quiz. Besides allowing for formative assessment feedback on basic conceptual competence, Ross et al. (2018) advocates that quizzes also encourage independent learning.

Boyle (2011 cited in Zirawanga et al. 2017) also underlines many other benefits of quizzes which are designed in the form of games. Amongst the benefits of games in learning is that they help students retain salient points, engage students, and induce their creative divergent thinking.

A pilot study conducted on the use of MARC revealed the students who tried out MARC found it highly beneficial and gave favourable comments towards its design and content. 79% of the students found that MARC has reinforced their understanding of the lesson taught in class and 81% of them agreed that the correct answer option in MARC has helped them better understand and have insights into Malaysian religions and customs, which is the aim of the Global Study Programme.



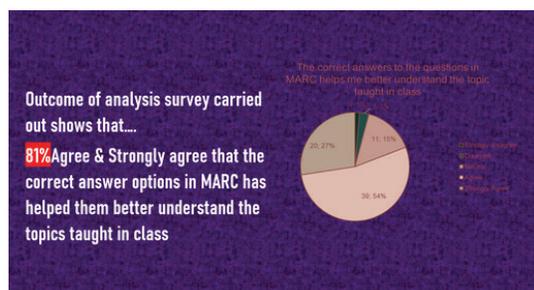
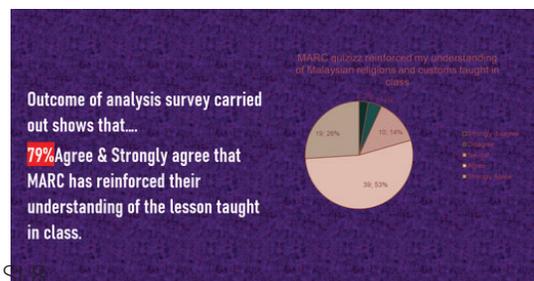
All these are TRUE of the Kek Lok Si Temple EXCEPT:

- It is the biggest temple in Malaysia
- It has snakes in its vicinity
- It is located in Penang
- It is one of the famous temples in Malaysia



The following are regarded as symbols of Buddhism EXCEPT

- The Lotus Flower
- The Swastika
- The Bodhi Tree
- Buddha



Students' feedback from survey

Your educational medium, it is wonderful. (Zhang Jun)

Quizizz is a wonderful tool for us to study knowledge just like a game. I like it. (Ganfu)

Think the number of questions is a little large. Although it is very interesting, it is very time-consuming. But on the whole, it is like a game. I also enjoy it. I'm inexplicably happy to watch the gold coins grow slowly! (Yangcailing)

Malaysian religions and customs are colourful, and all of teachers are enthusiasm. I like the way of teaching, thank you so much! (Yang Jing)

It is interesting. (Ma Ting)

Using Quizizz is interesting. (Jinshui)

It is very convenient and helpful for learning Malaysian knowledge. (Yan Bin)

It's interesting. (Baixue)

The class is very good and help students to (zhangyan)

Lastly, MARC is also a teaching tool which was designed in keeping with the demands of the Industrial Revolution 4.0 which encourages the extensive use of technology, which subsequently calls for more interactive methods of teaching and evaluating. According to a survey by Kim and Bong (2006) in Nuci et al. (2020), IR 4.0 brings about advancements in Internet technology, which is expected to increase the use of interactive games and multimedia in online teaching and learning. MARC is definitely a welcomed innovation in the times of IR 4.0 as it 'harnesses the potential of digital technology and meets the demand of technology enabled platforms that compels students to have self-learning skills' (Oke & Fernandes, 2020).

References

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