Research Article

Interactive Module of OPAC

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Abstract: *The Interactive Module of OPAC was initiated to assist students in effectively understanding the Online Public Access Catalog (OPAC). Contents of the module was designed for creating an enjoyable learning session by using the online resources platform such as Quizizz, Crossword, Wordwall, and interactive slides, which engage students in an interactive learning setting. By engaging in easy online interactive quizzes and puzzles, the module's development aims to expose students to interesting learning experiences. The lesson is created incorporating interactive slides, comprising Quizizz, Crossword, Q&A, and Guess the Word. At the end of sessions, a quiz is conducted using the Quizizz application in order to measure the students understanding of the topic. The highest-scoring students are qualified to receive a gift for their participation as soon as the results are released. Several responses from students who took part in the feedback survey said that the activity was "excellent and easier to understand," "fun and interesting," and "a great opportunity and way to learn". As a result, to the interactive approach that the lessons are taught, students are seen to find the course to be interesting and understandable. The questions posed on the online platform and the slides distributed to the students can be helpful. They can more easily comprehend the subject by independently responding to the quiz questions online.*

Keywords: Interactive Module of OPAC; Online Public Access Catalog; interactive quiz.

1. INTRODUCTION

Gamification in education has received a lot of attention recently. Gamification, conversely is a strategy that encourages engagement in non-game activities by adding elements of game design, game mechanics, and game thinking (Al-Azawi et al., 2016). In this technologically advanced era, instructors have searched for creative ways to enhance student's educational experiences. One of these strategies is the use of educational games (Minovic et al., 2012). Quizizz, Kahoot, Worldwall, Crossword Puzzle, and other educational game applications are available.

According to a study (Jones et al., 2019), integrating gaming educational tools in a fun and engaging way had a favourable effect on the students and teachers. The application's game-like design and competitive activities encourage students to enjoy studying, which effectively draws their attention and encourages participation in class (Taesotikul et al., 2021). Other than that, the current study indicated that doing interactive crossword puzzles was a good learning aid. According to the students, the exercises helped them learn new information, reinforced what they already knew, and kept them interested in both cooperative and competitive activities (Abubaker et al., 2022).

Interactive slides, quizzes and puzzles are great online tools for grabbing attention, focus, and interest. With the help of resources online game platforms and interactive slides, an instructor, such as a teacher or lecturer, may be able to design the course material and deliver it in innovative ways that engage students in a fun learning environment. Therefore, the Interactive Module of OPAC was initiated to assist students in effectively understanding the Online Public Access Catalog (OPAC) which is part of the content for collaborative teaching project.

2. METHOD

Unconventional methods are used by the Interactive Module of OPAC to assist and support students in learning and comprehending information skills practices. Additionally, it is a collaborative teaching project employing gamification as an interactive teaching method with lecturers and students from the UiTM Rembau Campus, UiTM Sungai Petani Campus, and UiTM Samarahan Campus. The lesson is created incorporating interactive slides, comprising Quizizz, Crossword, Q&A, and Guess the Word. The module was used by the lecturers during the collaborative teaching session between the campuses. At the end of sessions, a quiz is conducted using the Quizizz application in order to measure the students understanding of the topic. The highest-scoring students are qualified to receive a gift for their participation as soon as the results are released.

Figure 1. Interface.

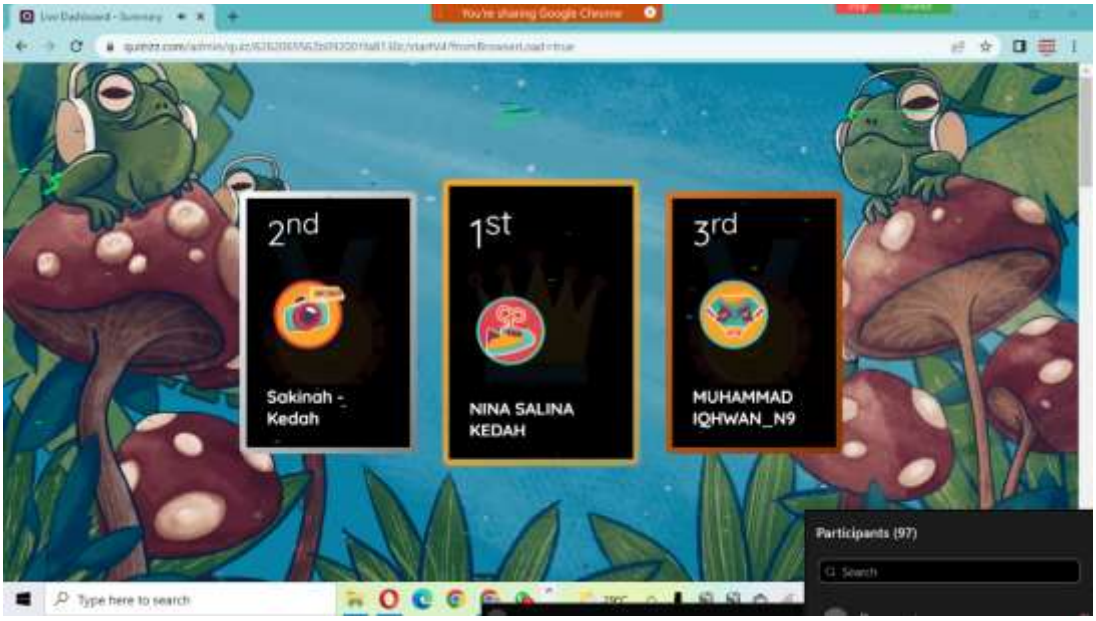

Figure 2. Short Quiz.

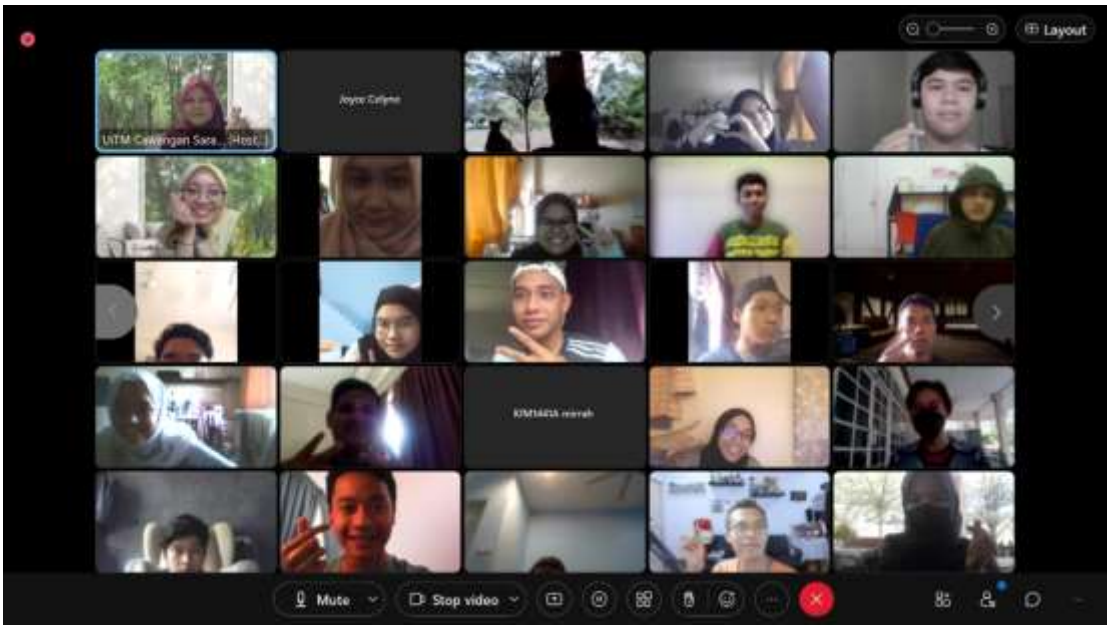

Figure 3. Student's participation.

3. FINDINGS

The results from the observation during the sessions show how gamification and traditional teaching methods can boost students' learning outcomes and motivation. Gibson et al. (2015) indicate that gamification and prizes for students participating in online educational activities encourage participation and achievement. Gamification exercises improved learning and increased student achievement (Ozturk & Korkmaz, 2020). Students were exposed to learning the course from various lecturers on three distinct campuses thanks to this collaborative group teaching approach. Some of the responses made by the participated students included "it is a great opportunity and a fun way to learn",

"very fun", "fun and interesting", and "excellent and easier to understand". As a result, to the interactive approach that the lessons are taught, students are seen to find the course to be interesting and understandable. The questions posed on the online platform and the slides distributed to the students can be helpful. They can more easily comprehend the subject by independently responding to the quiz questions online.

4. CONCLUSION

In conclusion, instructional games are becoming more and more common, which makes learning sessions more entertaining. The Interactive Module of OPAC provides examples of excellent blended learning strategies for teaching information literacy in higher education classroom settings. Through engaging teaching methods, students are seen to be interested in and understanding the subject matter.

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