

## POLITICAL WHEEL

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### **ABSTRACT:**

The Introduction to political science is one of the crucial subjects for Public Administration students. This subject is offered to part 2 students and it is a prerequisite subject to pass before students are able to take PAD 240 Government and Politics. Therefore, this study is embarked to examine PJJ (Pengajian Jarak Jauh) students' problem in understanding PAD120, to identify which is the toughest chapter to be understood by PJJ students and to design a fun learning approach in order to help PJJ students learn very well. A qualitative approach is carried out in this study in order to answer the research questions. The findings show that the PJJ students experienced difficulty in grasping eight chapters within five meetings with their lecturer. In addition, chapter 4 (Law) is the toughest chapter to learn and they believed that by having fun learning approach (game), it helps them to excel in their studies. Hence, a game, Political Wheel, was introduced and this game was inspired by the combination of several games

**Keywords:** Political Science, fun learning approach, political terms, PJJ students

### **INTRODUCTION**

The Introduction to Political Science is one of the crucial subjects for Public Administration students. This subject is offered to part 2 students and it is a prerequisite subject to pass before students are able to take PAD 240 Government and Politics. However, the students experienced some problems in comprehending this subject as it has so many new political terms and the nature of this subject is quite dry. In addition, it is a quite challenging for PJJ students to grasp eight chapters within five meetings between lecturer and students. Therefore, this study is embarked to examine PJJ students' problem in understanding PAD120, to identify which is the toughest chapter to be understood by PJJ students and to design a fun learning approach in order to help PJJ students learn very well. A qualitative approach is carried out in this study in order to answer the research questions. The findings show that the PJJ students experienced difficulty in grasping eight chapters within five meetings with their lecturer. In addition, chapter 4 (Law) is the toughest chapter to learn and they believed that by having fun learning approach (game), it helps them to excel in their studies. Hence, a game, namely Political Wheel, was introduced and this game was inspired by the combination of several games.

### **METHODS**

This study utilizes a qualitative approach whereby 10 PJJ students have been interviewed to answer the research questions. The study seeks to answer three main research questions: what are the problems experienced by PJJ students in understanding PAD120, which is the toughest chapter to be understood by PJJ students, and how PJJ students can learn PAD120 by using fun

learning approach. All students were interviewed independently in order to attain the accurate data without being biased.

## **RESULTS AND DISCUSSIONS**

We found that the PJJ students faced difficulty in studying PAD 120 Introduction to Political Science as this subject deal with so many political terms. The majority of the students have limited time to grasp all chapters during class session as they only have five meetings with their lecturer within one semester. In addition, all of them agreed that chapter 4 (Law) is the toughest chapter to be understood as it deals mainly with law terms. They believe that a fun learning approach (game) is necessary as it can help them to fully comprehend this subject. Scholars have indicated that game-based learning could be the best way to trigger students' learning motivation (Dickey, 2010; Huang, 2010; Tüzün, Yılmaz-Soylu, Karakuş, İnal, & Kızılkaya, 2009). There are several theories that are known as being relevant to the game-based learning approach, such as cognitive theory and situated learning theory. Cognitive theory emphasizes that learners should master basic skills to further acquire higher-level abilities while learning new things. It also emphasizes that learning processes are progressive and move from simplicity to complexity; moreover, games that are adopted need to stimulate students' learning motivation and make learning more fun (Gagné, 1985). Situated learning theory states that learners should enter learning scenarios to acquire knowledge. The knowledge that is actively explored in the scenarios should not only be useful, but should also be analogical. Therefore, establishing a rich learning scenario enables learners to gain practical problem-solving abilities via observation and behavioral exploration, and a well designed game is able to provide such a learning scenario (Cuenca López & Martín Cáceres, 2010; Kim, Park, & Baek, 2009). Therefore, a political wheel game was introduced to help them understand this subject. The PJJ students had the opportunity to try this game and they became more interested and motivated in learning this subject.

## **CONCLUSION**

In summary, the fun learning approach is necessary in order to help PJJ students to fully understand their course subject. However, this approach would not replace the traditional approach of classroom teaching and learning. But, this approach would complement the traditional approach in order to enhance students' level of understanding towards this subject. Besides, this fun approach is useful in order to elevate the PJJ students' motivation and interest towards this subject. Full time students will also benefit from this game as this game can also be utilized during class sessions.

## **ACKNOWLEDGEMENTS**

We would like to express our deepest appreciation to all those who have provided us the possibility to complete this project. A special thanks goes to our teammates, who hand in hand assembles the parts, gave valuable suggestions and guidance to help us finish this special project.

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