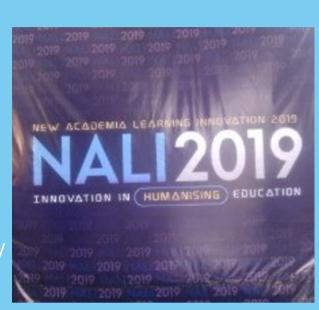
# LEARNING THROUGH BOARD GAME IN NALI EXHIBITION 2019

### **TREND IN NALI 2019**

New Academia Learning Innovation (NALI) 2019 has been held at Faculty of Built Environment and Surveying on 18th September 2019 with purpose to be the platform for presenting of research and innovation in teaching and learning. In this exhibition, creative and active learning through board games are introduced by the participants to enhance awareness among educators in practicing NALI.





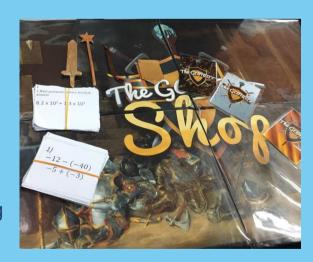
## **SNAZZY SET GAME**

Snazzy set game card are designed to improve mathematical thinking skills and HOW TO PLAY language and easy to carry

- first player will throw the dice to get the symbol card.
- based on the symbol the player is required to form an equation using the card available.
- the answer is checked by using the QR code behind the symbol card.
- the process is repeated until all the symbol cards are used up.

### THE GAMBIT

- The GAMBIT, a.k.a The Game About Mathematical Battle Innovative Thinking, is a two-player board game where one player has to reduced each others' life point to for the usage of offence or defense.
- The game tools such as the board tactical cards, swords and shields are created using low-cost recycle items which is easy to obtain by the students who are interested to play the GAMBIT





#### MONOPOLY

- existed which allows the students double entry understand more about the system in accounting
- Throughout the games the players will experience the whole accounting cycle as well as the application of the double entry system in buying and selling properties.
- mathematical thinking is applied as the player has to make the best choice to gain

#### **MEMBER:**

- JACK LEE
- AMEENUDDIN BIN ISMAIL
- NUR AZIZAH BINTI MOHAMMAD MOKHTAR A17KM0351
- NG PEI WEN

A19EC0057 A19EC0016 A19EC0117

LECTURER: DR. HASWADI HASSAN

