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EXCEL REPORT

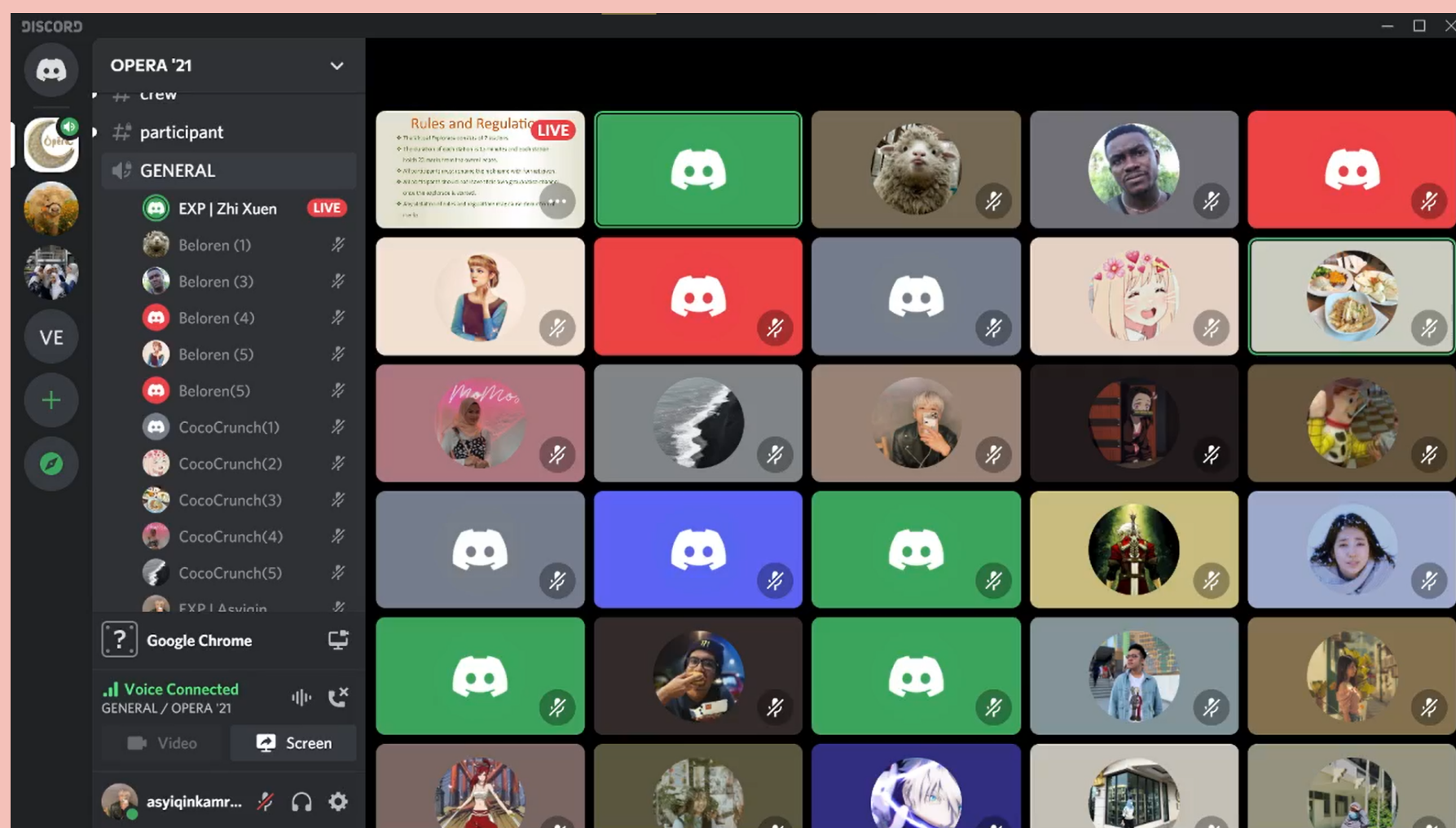


Extra-Curricular Experiential Learning
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Contents

PROGRAM 1 - KOLEJ TUN DR. ISMAIL OPEN DAY RESAK (OPERA '21)





The virtual explorace conducted by Kolej Dr. Tun Ismail first virtual Open Day Resak (Opera '21) was held on 21st May 2021. This is the first time i have ever participated in a virtually held explorace game. Even though the explorace were held online, the program organizers were inventive enough to make the program incredibly fascinating, despite the fact that they must have had encountered numerous obstacles in coming up with exciting and interacting activities. The purpose of the programme was to put the participants' intelligence to the test by having them answer several different type of questions in a set amount of time.

The programme must be joined in groups of five people in order to participate. My group are made up of my closest friends in my class, Nabila Husna, Fatin Afiqah, Nurrifatish Shima, Nadiah Hanim and me. Cococrunch is the name that we chose for our group because we think it is adorable. I felt very thrilled to be a part of the virtual explorace programme. My team and I intended to have a good time while learning new skills and acquiring new experiences by learning how to resolve the challenges that would be presented to us throughout the games. Despite my interest in participating in the explorace for the experience, I have a strong sense that my team will win the game since the members of my group are quite powerful and clever.

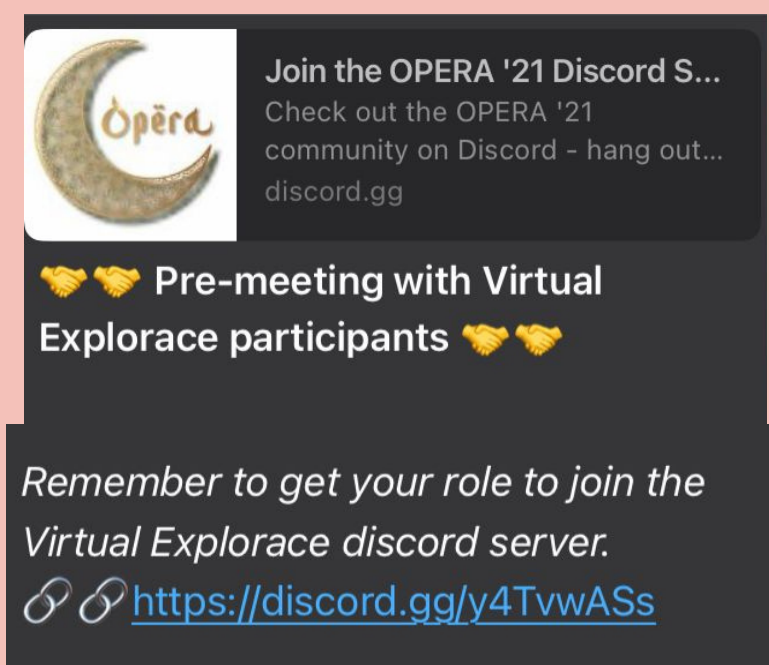


I was extremely thrilled since it was my first time participating in a digitally held explorace; normally, I only participate in physically held exploraces where the game requires running about in various locations. Unlike physical explorace, since the explorace was held virtually, we played through an online platform which is using discord. All of the participants were requested to join an official discord made for the Opera '21 programme, which is where the event is taking place.

Teamwork and collaboration are the most vital aspects to have throughout the game; because the game is played in groups, each team must work together to solve the tasks. Working together and tossing around ideas to be discussed will make it easier to deal with the challenges since everyone will have various ideas because everyone will have different points of view. Aside from that, I truly believe that thinking outside the box will benefit us in better comprehending the questions, much as I assume the organiser did while developing the games to make them more entertaining to play online.

Before the day of the event, the organiser organised an online meeting for the participants prior to the event to further clarify the idea and ways to play the games in general. The meeting was conducted on a Wednesday night, May 19, 2021, from 9:00 p.m. to 10:30 p.m. The purpose of the session was to enroll all of the participants on the official Opera discord server and pre-launch the first game, as the first game, named "Who Has The Shortest Path" is the most difficult. All participants are encouraged to join the meeting. However, only one representative from each group was required to attend the meeting ensuring that at least one team member understood all of the instructions and could further clarify them to the others. It was emphasized that if all team members are missing for the meeting and their group has no representative, they would forfeit 50% of their points in the first game. My entire team, being the quality team that we are, all attended the organiser's meeting.

We awaited the organisers' next instructions with eager anticipation. We get together on our channel in the Opera discord server called CocoCrunch, which was created by the organiser just for our group. It was crucial for all who attended the meeting to comprehend what was being said, since they would need this comprehension to play the first game on game day.



Hello participants. There will be a pre-meeting for Opera'21 Virtual Explorace.

17 19 May 2021 (Wed)
9:00pm to 10:30pm
Discord platform

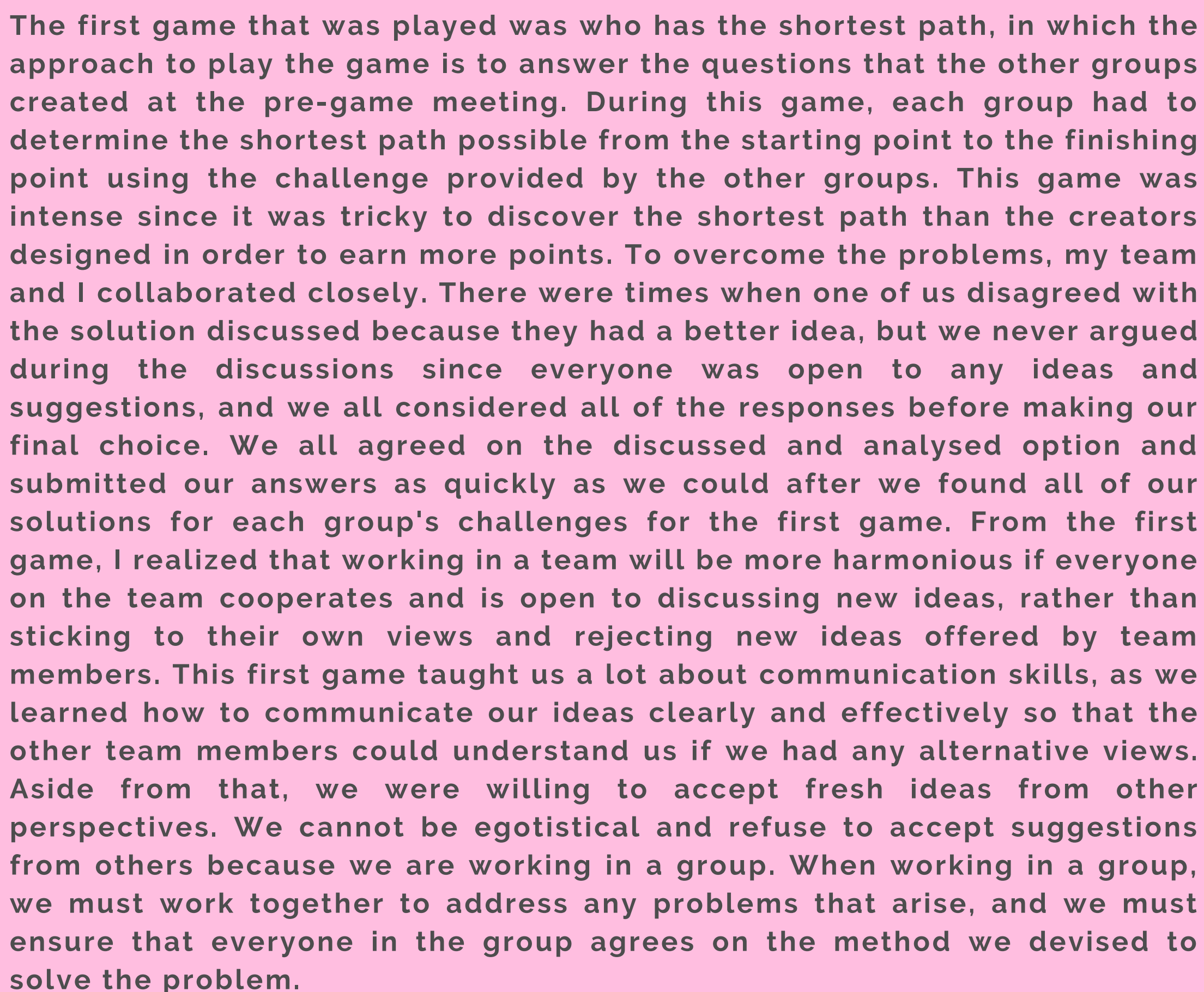


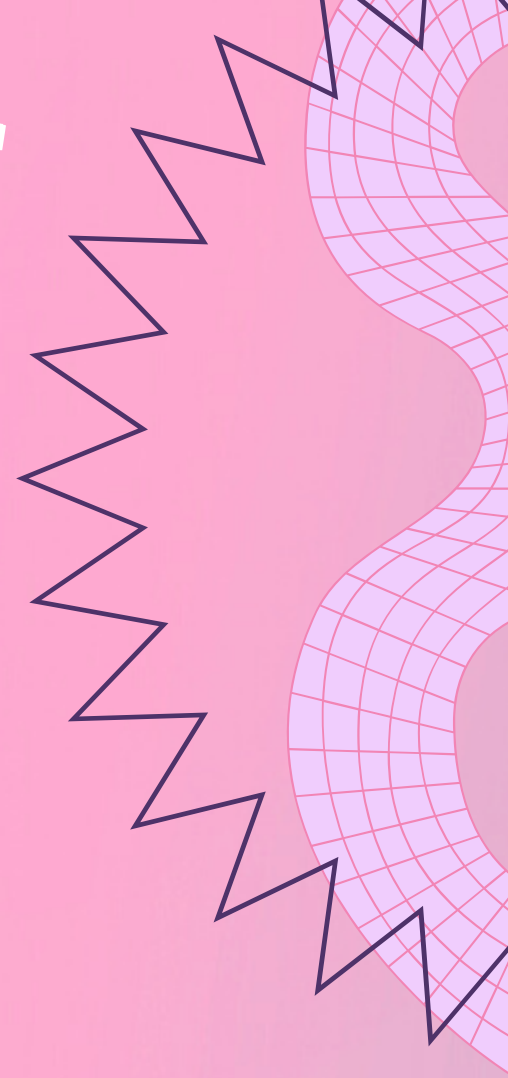
During the meeting, as preparation for the first game, each groups was asked to create a longest line they could create to be solved by other groups that includes a few barriers, where the line linked a beginning point to the an end point called a path from a template provided by the organisers. Each group's path will be assigned as a challenge to other groups, and the groups will have to answer the task by finding the shortest path possible from the originator group's design that does not intersect with the barriers. If the group can find a path that is shorter than the creator's, they will receive 2 points. They will receive 1 point if they find the same path as the inventor, and 0 points if they find a longer way than the creator intended.

Thinking imaginatively outside of the box is one of the insights I gained through constructing the route for other groups to solve. My team and I collaborated to construct what we believe will be a confusing design to be solved by other groups, in which we creatively position barriers in random but strategic locations to avoid them so that other groups may discover the quickest route possible. To explore the ideas, each of my team members and I attempted the most creative way on our own first, and then we discussed our ideas by comparing them and selecting the most creative one after refining it a little.

The most essential element that I learned by the meeting was to always join forces, collaborate, and working together when working in a group where my whole team gave their complete cooperation and each of us provided a suggestion on how to make the path more innovative and difficult to solve. I felt that my team was amazing and powerful throughout this meeting since we all actively brainstormed together, discussed the solution, also supported each other and respected every ideas that was given. We also complement each other by contributing different perspectives and points of view to the design, which helps to reinforce it. Throughout the discussion, everyone developed great communication and mutual trust in each other. During that moment, I was very delighted and proud of my group.

WHO HAS THE SHORTEST PATH



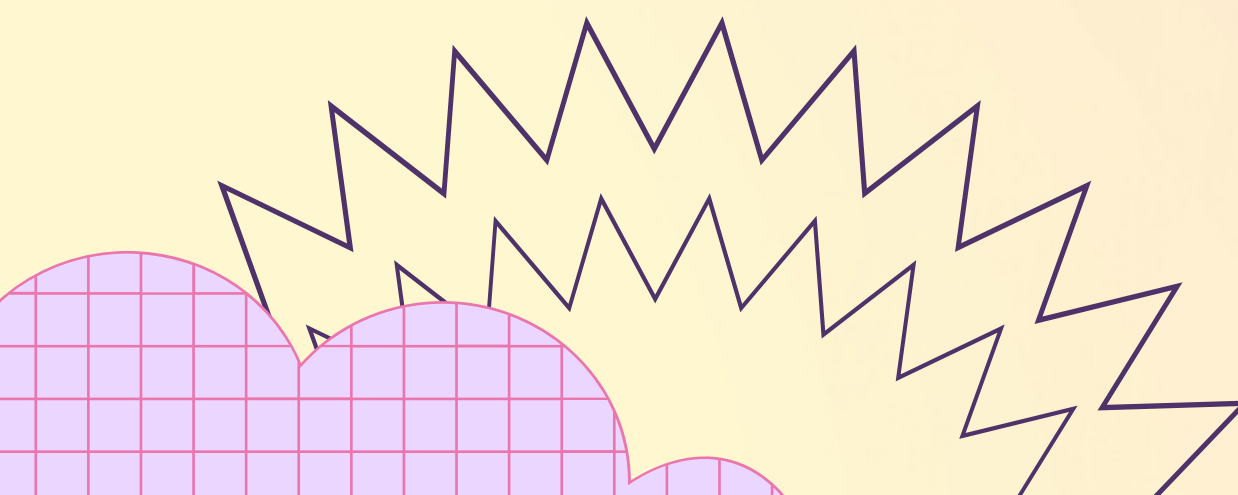


DRAWING SOLITAIRE

Drawing solitaire was the second game that was played. During this game, the organising team's person in charge shared their screen and drew a random picture of anything they wanted, and the players had to guess what the object was before they finished drawing in order to receive points. The most important aspect that I learnt from the second game was how to think critically and creatively, since we had to predict the picture that was being drawn in the least amount of time possible. The objects that were drawn were common items like carrots, apples, the Sonic cartoon character, and many more. Because we are mostly familiar with how the majority of the items that were being drawn look like, we must think rapidly in order to complete the challenges and earn the highest score. This game also requires teamworking skills as some of the team members might not know the items drawn such as the Sonic cartoon character as not everyone watched it, therefore, the other team members that know the answer should help the others and voice out their answer. In the second game, my group was able to successfully answer all of the questions in a short amount of time. I felt very proud and delighted with my group because we had managed to go through two challenges successfully at the time.

MUSICAL COLLEGE

Next, for the third game, we played "musical college". For this game, the event's organiser played a few different genres of music for us, and we had to guess the song's title as well as the singers' name. Random songs were played, ranging from Malay songs to English songs, Korean songs, and even anime songs. The goal of this game is to put the participants' music libraries to the test while also introducing new song genres to those who have not heard them before. During the third game, I was able to help in the guessing of a few English songs, which is my area of expertise. However, because I do not listen to that genre, I was unable to identify any of the Korean and anime songs that were aired. Despite that, my team, Coco Crunch, was able to guess nearly all of the songs since my team was made up of people with a variety of musical tastes. As a result, there are members of my group was able to correctly predict the Korean songs that were performed as well as the anime songs that were played, resulting in points for our group in the third session. During the game, I learned how crucial it was to integrate each of our strengths in order to achieve collective success. It is great to have one head, but having five heads to solve an issue is much better. As a proof, my team managed to ace the third game successfully with smiles on our faces by collaborating together and participating in solving the problems. When we started the game, we did not expect to win the explorace as we all just wanted to have fun and gain new experiences. However, as the game progressed, we began to believe that we might, after all, have a chance to win the virtual explorace.



GUESS THE BRAND

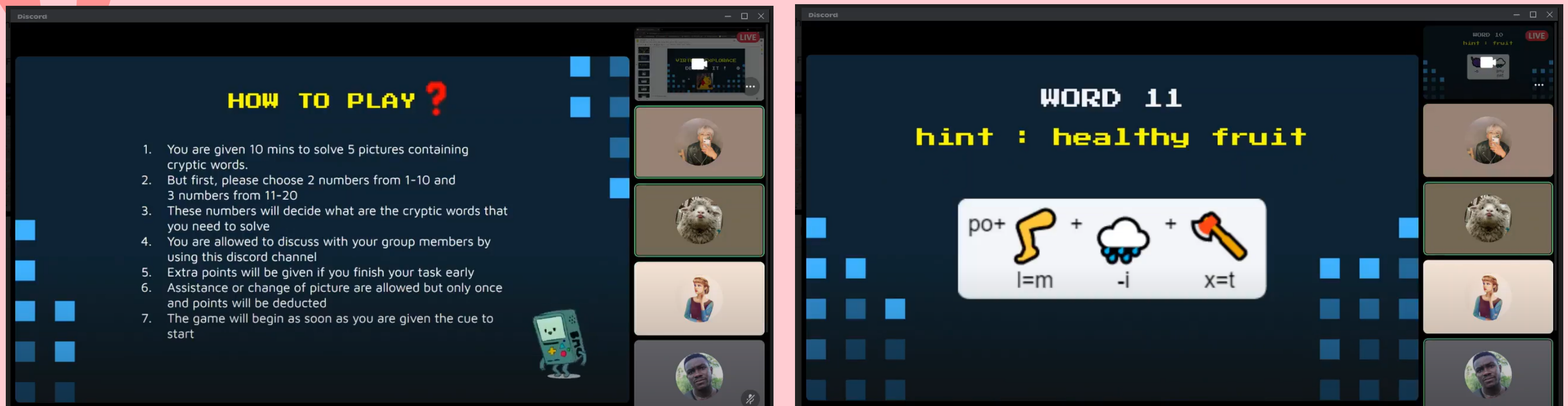
Then we moved on to the next game, called "guess the brand." To earn points in this game, each group must guess the brand of the logo that was presented. This game puts our picture association skills to the test as we all have to connect the displayed picture with a company logo or name. The game's difficulty levels ranged from simple to moderate to challenging. My team was able to predict a couple of the brand logos, nonetheless, we were also unable to recognize a few that were provided since we were unable to tie them to our existing knowledge about brands. In my opinion, this game enables us to increase our brand knowledge as brand knowledge is also known to be important in business and marketing, and would undoubtedly help us build our enterprising skills by allowing us to utilize an entrepreneurial approach to solve challenges. Despite the fact that my team did not managed to predict some of the brands' logos in time throughout the game, we did not give up and have grown even stronger as a team as we become more enthusiastic and motivated to perform better and come back stronger for the next challenge. When we took a break given by the organizers before the following challenge, each of my group members consoled and encouraged the others, emphasizing that we could still ace the game because we had gotten so many points in the previous three games. We were able to motivate each other by comforting each other. During this moment, I felt closer to my teammates than I had in the past. Even though we are already close since we spend so much time together as classmates, doing our work together and other things, we all had fun and went through ups and downs together during this period. It was absolutely a memorable and enjoyable event that will be remembered in the future.



SHERLOCK RESAK

The second last game was a detective game called "sherlock resak". The game was played using an online simulator. For this game, we are given the role as a detective, and as a detective, we must solve a few questions and investigate the murder in the quest, with a few clues provided to assist us in solving the problem. It was the first time that any of the members of my groups had used the online simulator, so it was a little difficult for us to get used to it. However, over time, we had a better understanding of how the simulator worked and started to began investigating the incident in the assigned mission. During this game, only one team member needed to utilize the simulator and share their screen and the other team members may observe the shared screen and collaborate to solve the task. This fifth game was a bit difficult and challenging, because it was quite tricky to solve the mission. The mission was to figure out who killed the main character in the simulator and what weapon was used to kill the victim. There are also a few others featured in the quest, who are the assistant of the main character who was slain and the character's wife. During this game, my groups worked together to solve the clues and we all gave our opinions on who killed the main character. We all had various ideas because we all had different points of view. Then, each of us explains and supports why we choose the chosen individual as the killer, and we all discuss our final answer together. Then, based on our prior response, we all agreed on our answer and worked together to find out the weapons used to kill the victim. This situation reminds me when we had to solve our assignments or any projects that were assigned to us in class since we all had to voice our thoughts and come up with a consensus way to answer as a group. During this game, my team seemed highly cooperative and united in working together to solve the task by merging ideas.

DECODE IT



Last but not least, "decode it" was the last game that was played. We are given a creative riddle to solve for this game. We have to guess the cryptic word given using a combination of alphabets, images, and other hints. We had to pick numbers from 1 to 10, with the numbers corresponding to cryptic phrases that we had to answer in the allotted time. Extra points will be awarded if we are able to solve the puzzle faster than the specified time. The last game was a lot of fun because it was very creatively designed than the other riddles I had played before this. The purpose of this challenge is to put our critical and creative thinking to the test by requiring us to connect hints to form a word. I was quite excited to answer the riddles that were given to us, as were my teammates, because the game was so much fun to play. As shown in the image above, we must connect the visuals using the provided clue and answer the cryptic phrase that represents the riddle's meaning. For example, as a result of the hints given, the correct answer was pomegranate. Because we had to think outside the box to connect the presented clues and correlate the connected clues with knowledge of vocabulary that we know, I felt that this challenge truly improved my thinking skills. We were able to think critically and come up with creative ideas. My team was able to properly identify all of the answers and complete the task faster than expected. Despite the fact that none of us had ever played this type of riddle before, the combination of five intelligences of my teammates enabled us to successfully ace the last game. We were very satisfied with our accomplishment, and after the game is over, we absolutely cannot wait for the victor to be announced at the closing ceremony.



At the closing ceremony, my team Coco Crunch was announced as the first place winner of the virtual explorace competition. With 103.64 points, we won the competition and got RM40 as a prize. My team and I were ecstatic and proud of each other for winning the explorace, and in particular for winning first place, despite this being our first virtual explorace competition. Along with having a good time throughout the contest, we all got a lot of new experiences and knowledge. This game benefited me in developing and improving a variety of valuable skills that will benefit me in the future. Overall, it was a fascinating and entertaining experience. I admired the organisers because they were able to come up with unique ideas despite the fact that it was held online, making it more difficult to do so. I realize that I gained a number of skills that I feel will be very useful to me in the future indirectly from the game. For instance, I improved my communication skills by learning how to better convey myself and communicate when diverse viewpoints arose during the game. I also managed to enhance my thinking skills by continually thinking outside of the box. In addition, I learned about adaptation skills and how to operate well in a group. Other than that, one of the game also thought me the necessity of enterprising skills. Following that, I learnt about leadership and teamwork abilities, both of which are critical while working in a group. Ultimately, I found the game to be a thrilling and delightful experience. As a next step, in the future, I intend to participate in more of these kind of games in order to improve my skills and get new knowledge and experiences.