

IT 3103 Machine Learning

Who wants to be a spy? - Shemat hain app?

22nd September 2021

Description: This is a game of guessing which words in a given set of words are related to the clue-word given by spymaster of the same team. Two teams (Red and Blue) compete at a time. 25 words in Machine Learning are laid out in 5x5 rectangular grid. A few words belong to red team, a few to blue team, a few are neutral and one word is a bomb/killer. The spymaster is given a color-coded 5x5 grid layout whereas the other member gets the plain grid of the same layout. The spymaster gives 1-word hint and the number of words related to that hint. Using this hint the other member has to identify the words that belong to their color. Both the teams take turns. The one who first guesses all its words correctly is the winner. If bomb/killer is guessed, the game ends and other team is declared as winner.

A sample color-coded 5x5 grid layout for the spymaster

Intelligence 	Penalty 	Ambiguity 	Agent 	Model 	
Proportion 	Statistics 	Recall 	Cross-validate 	Cluster 	
Weighted 	Multi-class 	Unsupervised 	Semi-supervised 	Ratio 	
Assessment 	Exploitation 	Regression 	Actual 	Skewed 	
Retail 	Ordinal 	Exploration 	Probability 	Evaluate 	

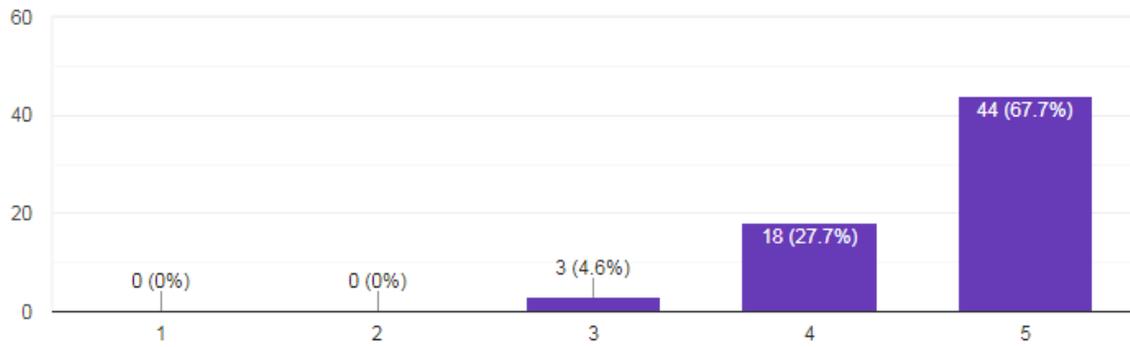
Objective: The objective of this game (pedagogic technique) was to encourage students to learn and remember most commonly used words in Machine Learning in fun way.

Impact: Students liked this new way of looking at technical concepts. They found this technique interesting, helpful, innovative, refreshing, creative and so on. They found it refreshing and learnt a new way to co-relate the words.

Feedback from students:

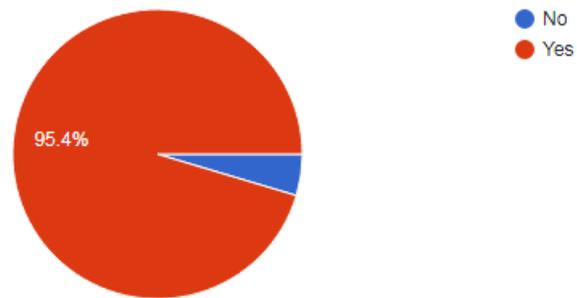
Rate how effective was the game - Who wants to be a Spy? Sehmat hain aap?

65 responses



Do you want to participate if we play this game again?

65 responses



Actively learning concepts

When we have to guess the words related to the word given by spy

I liked the way the spy master had to give the clue. The clue had to be very smart and effective so that the other team-mate could guess the word right.

I really enjoyed how the elements of Machine Learning were added in the game. It was fun as well as revision of the concepts.

We had to guess from given words based on the clue.

how it made us think and learn and have fun doing it all at the same time.

It makes one person more active

Through the game, I come to know the different perspectives of a single word. I liked that about the game.