UNDERSTANDING THE STATISTICAL LEARNING PROCESS THROUGH AN ACTION GAME

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In this work we describe the adaptation and implementation of a popular action game to a group of students of the National School of Statistical Sciences (ENCE), with the aim of identifying elements affecting the learning of probability, such as team behavior and cooperation between students, as well as self-evaluation and self-esteem. Students were divided into two groups and the objective of the game was correctly stated as guessing a word contained in a card that was drawn at random by a player of each group, without using either sounds or mathematical/statistical symbols. To transmit some information, students had to reflect on the word, which was part of the topics studied previously in the course. An evaluation questionnaire was then given to the students. In this work, we present these results and the students' perceptions about the implementation of this game.