

Running Through Culture: A Gamified Approach to Promoting Cultural Awareness through "Watt A Race" by Rohaya Daud, Natasya Saat & Asharina Alwi - Heriot-Watt University Malaysia.

Introduction

In today's diverse learning environment, cultural awareness is important for helping students understand and respect different cultures. However, learning about culture through traditional teaching methods may not always be engaging. To address this, "Watt A Race" was developed as a fun and interactive activity that encourages students to learn about culture through participation and teamwork.

About Watt A Race

Watt A Race is a game-based activity where participants move through a series of culturally themed checkpoints. At each station, students complete challenges that require teamwork, communication, problem-solving, and critical thinking.

The activity involved students from Heriot-Watt University Malaysia. One group designed the cultural challenges, while another group took part in completing them. Each checkpoint focused on cultural knowledge, practices, values, or traditions, allowing students to learn through experience rather than simply receiving information.

Key Features

- Gamified and interactive learning
- Cultural challenges and activities
- Teamwork and collaboration
- Active student participation
- Learning through experience
- Easy to organise and adaptable to different settings
- Learning Outcomes

The activity aimed to:

- Increase cultural awareness and understanding
- Encourage interaction among students
- Develop communication and teamwork skills
- Promote critical thinking and problem-solving
- Support active and student-centred learning

Observations

Students showed high levels of engagement and enthusiasm throughout the activity. They worked closely with their teammates, shared ideas, discussed cultural topics, and completed challenges together. The game-based format created a positive learning experience and encouraged meaningful cultural exchange among participants.

Educational Implications

Watt A Race demonstrates how gamification can make cultural learning more engaging and meaningful. The activity offers a practical and low-cost approach that educators can adapt to different subjects and learning environments. By combining culture, collaboration, and active learning, it provides students with opportunities to develop cultural awareness through real experiences rather than passive learning.

Ref; Kolb, David A. (2014). *Experiential learning: Experience as the source of learning and development*. Prentice Hall.