



POKER Z VIDIKA UČENJA IN POUČEVANJA PRI PREDMETU RAČUNALNIŠTVA

POKER FROM THE LEARNING AND TEACHING VIEW IN THE SUBJECT OF COMPUTER SCIENCE

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Povzetek

Celotno šolstvo se spreminja že čez vso svojo zgodovino z namenom, da se izboljša kakovost izobraževalnega procesa in s tem dviga raven znanja učencev. Medpredmetne povezave so eden izmed načinov, s katerim dijakom prikažemo povezanost učnih vsebin med različnimi predmeti. Problemsko stanje predstavlja predvsem izbor ustrezne teme, ki mora biti za dijake dovolj zanimiva in se jo da uporabiti pri različnih predmetih. Ena izmed takšnih tem je igra poker, ki je predvsem po zaslugi spletnega igranja v zadnjem času doživela velik razvoj. Poker ni opredeljen kot igra na srečo, ampak kot igra znanj, zaradi česar nudi nove raziskovalne izzive. Znanja, potrebna za uspešno igro, se nanašajo predvsem na področji matematike in psihologije, nezanemarljiva pa so še mnoga druga, ki niso neposredno povezana s samim igranjem. Pomembno vlogo predstavljajo tudi računalniška znanja, saj je poker zaradi svoje kompleksnosti ena redkih iger, kjer računalnik v igralnih sposobnostih še ni dohitel človeka. V prispevku je torej na konkretnih primerih poker prikazan kot učna vsebina v višjih letnikih strokovno tehničnih gimnazij pri predmetu računalništva, vendar bi se ga z določenimi modifikacijami lahko uporabilo tudi na drugih šolah in v povezavi z ostalimi predmeti.

Abstract

The entire educational system has been changing throughout its history with the intention of improving the quality of educational process and consequently the level of students' knowledge. The inter-subject connections are one means of demonstrating students how topics of different subjects are interconnected. The main problem is how to use a certain topic, which has to be interesting for the students and applicable to various school subjects. One of such topics is the game of poker, which has been blooming lately thanks to web games. Poker is not defined as a gambling game, but rather as a game of knowledge, which calls for new research challenges. In



order to play a successful poker game the knowledge needed derives mainly from the fields of mathematics and psychology, and also some others, which do not directly have to do with playing itself. Computer science also plays an important role, since poker, due to its complexity, is one of the few games where the computer has not caught up with the man in its playing skills. Using concrete examples, in this article poker is shown as a teaching method for computer science in the higher grades of technical high schools. With some further modifications, it could easily be used at different schools and applied to different subjects.