





# In-Cult



Educational Methods
PUB QUIZ
Institute for Cultural
Development Research, Serbia



## Structure of the methods description:

Name of the method: Pub quiz
Name/institution of the contributor: Zavod za proučavanje kulturnog razvitka, Beograd,
Srbija (Institute for Cultural Development Research)
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Picture



Photo: Bogdana Opačić and Dragan Jonović

ightarrow for illustration of the method (upload) with credits and author

#### **Short info:**

Organizer: public institution of culture

Target Group: all age groups or a specific group (age, thematic group, e.g. artist group,

traditional group...)

**Time required for preparation:** shorter or longer, depending on whether there are prepared questions; preparation of the quiz leader/ presenter, preparation of illustrative material

Time required for implementation: maximum 2 hours

Venue/place (inside, outside): indoors

Suitable time: anytime

Possibility to implement online: it can also be held online, but in that case a great deal of

knowledge in digital technologies is required

#### Short description of the method (max. 100 words):

At the agreed time, teams made up of a certain number of members (usually 4-6) gather somewhere (museum, cafe) where they compete in knowledge. The teams discuss and answer questions that are played on video. The questions are grouped by areas (answer questions, meaning of the photo, guess the number, guess the country, guess which country the music is from). The quizmaster reads question by question, area by area; teams record their answers on paper. At the end of each area, the answers are read and points are given. At the end of the quiz, the winning team is announced.

### Implementation of the method in the project (max. 100 words):

 $\rightarrow$  where (on the basis of the cultural treasure ...)

This method was applied at the National meeting in the Open air Museum "Old village" in Sirogojno. It was later applied at another cultural event organized by the Institute for Cultural Development Research. The questions asked in this quiz were from a quiz created by the partners of the In-Cult project. The last question area was the music from the video. This method has shown that intangible cultural heritage can be learned in a fun way.

#### Step by step description of the method (max. 200 words):

- → more than 6 steps (including preparation tasks, steps/staged of implementation of the method, main goals, subject areas, output, results)
- 1. If possible, choose an interesting quiz leader.
- 2. Choose a venue and create a relaxed atmosphere.
- 3. Check whether there are opportunities for playing audio and video material.
- 4. Prepare two Power point presentations one with questions, the other with correct answers.
- 5. While the contestants agree on the answer, play popular music.
- 6. Give clarifications while reading the correct answers (say a few sentences about each cultural treasure).
- 7. Ask for feedback and evaluation from the participants. Did they get new information and perspectives?

**main goals:** encouraging exchange, getting to know other cultures, intergenerational cooperation

#### **Teaching and Learning (max. 100 words):**

- → How does this method:
- raise interest/motivation and
- activate people to participate in common learning (blended learning)
- foster critical/analytic thinking
- combat stereotypes about their Western / Eastern European neighbours?
- → Which are the main motives in teaching and learning with this method

With this method, people get information about the cultural treasures of European countries in a fun way. After this contest, the contestants from the quiz convey their impressions to friends who are interested in participating in such a form of learning. In this way, a large number of people acquire new knowledge, get to know other cultures and break stereotypes. Information obtained in this way is remembered for a long time, which is why they are interested in learning about this topic from other sources. The method can be combined with the stories from the interviews in the In - Cult project.

5 Keywords:
cultural treasures, quiz, intergenerational exchange, fun, breaking stereotypes
Possible training tools, material, resources to use (e.g. flyer, roll-up etc.):
Possible training tools, material, resources to use (e.g. nyer, ron-up etc.).
quiz, photos, videos, PowerPoint
quiz, priocos, viacos, i oweri onic
Dissemination possibilities of method:
press, radio, social media, brochure, conference, civil society