

Transferring and Promoting the Skills in Leading Group Games – A Collective Book Project with CityU Social Work Students

Date of Submission

03-Mar-2012

Department

Applied Social Sciences

Principal Investigator

Dr Kam Ping-kwong

Project duration

01 June 2008 - 31 July 2009

Source of funding

Nil

Link

<http://www.cityupress.edu.hk/Common/Reader/Products/ShowProduct.jsp?Pid=18&Version=0&Cid=58&Charset=iso-8859-1&page=0&key=978-962-937-164-7>

Description

This KT project is the book project I worked with 43 CityU social work students. This project aims at transferring our knowledge of leading group games to become an easily comprehended and utilized Game Manual which helps to enhance the competence and skills of group work practitioners in the Hong Kong community. I firstly transferred my knowledge about leading group games to my social work students by organizing 3 training workshops to them. After the workshops, students were requested to collect some useful group games and develop new group games by themselves and then they were led by me to practice how to play these games and shared and discussed how to make the necessary modification to make the games more user-friendly or more fit to the Hong Kong local context. I then helped edit the manuscript provided by the students and compiled all these games into a book published by the City University press of Hong Kong. Students were also involved to take the pictures of demonstrating how to use the games and these pictures are included in the book to make the book more readable. The innovative idea in this project is to collectivise the wisdom of both the social work teacher and the social work students together and make students actively involved in contributing in publishing indigenized social work practice and teaching materials. This book has become a very useful book about group games in which 100 games are developed and presented. This book now serves as a very useful text for local and mainland social work practitioners in their daily practice as well as a useful reference for school teachers and organizers in churches and community organizations in leading group activities.

Expected outcomes

1. A total of 43 social work students involved in the book project. They found this experience very rewarding as they not only enhanced their skills and competence in leading group games but also felt that they had the discovery ability and became empowered to be one of

the contributing members to promoting and transferring knowledge and skills in the social work professional community.

2. The impressive outcome or reward in the project is that the transfer of knowledge does not only come from the teachers but can also be brought about by the collective efforts or the exchange of ideas between the students and teachers together.

3. The book was published in July 2009. Since its publication, it has become one of the best selling titles during the Hong Kong Book Fair 2009-2011. Seven reprints have been made and the total number of copies sold between July 2009 and February 2012 is up to 3,902.

4. This project has made significant impact on the Hong Kong social work community as the book has become a very useful reference manual for social work students in other tertiary institutions when they are learning the group work method course and undertaking the fieldwork practicum. It is particularly popular in the mainland as the similar kinds of reference manuals are lacking. After the publication of the book, I am regularly invited by the mainland tertiary institutions which are offering social work programmes to conduct workshops on skills in leading group games and how to effectively use the games listed in the book.

5. It is planned to publish a simplified edition of the book so that it is more widely used in the mainland. It is also planned to make the book materials become the apps to be used by smart phones.