Description: This is a game of guessing which words in a given set of words are related to the clue-word given by spymaster of the same team. Two teams (Red and Blue) compete at a time. 25 word in Machine Learning are laid out in 5x5 rectangular grid. A few words belong to red team, a few to blue team, a few are neutral and one word is a bomb/killer. The spymaster is given a color-coded 5x5 grid layout whereas the other member gets the plain grid of the same layout. The spymaster gives 1-word hint and the number of words related to that hint. Using this hint the other member has to identify the words that belong to their color. Both the teams take turns. The one who first guesses all its words correctly is the winner. If bomb/killer is guessed, the game ends and other team is declared as winner.

Objective: The objective of this game (pedagogic technique) was to encourage students to learn and remember most commonly used words in Machine Learning in fun way.

Impact: Students liked this new way of looking at technical concepts. They found this technique interesting, helpful, innovative, refreshing, creative and so on. They found it refreshing and learnt a new way to co-relate the words.
Feedback from students:

Winners:

Game 1  Team Blue  Archana R  Shreya Hardas
Game 2  Team Red  Manasi B  Samruddhi K
Game 3  Team Red  Shravani  Bhakti
Game 4  Team Red  Shruti  Shrinidhi Bajaj