



# Poll Lab by Suan Dusit Poll

The development of learning resources through expertise in polling, facilitated by Poll Lab activities, aims to promote collaborative learning spaces through real-world practice. This is an initiative part of the "The Power of SDU" policy, which supports the advancement of the learning ecosystem (Power of Next Learning Ecosystem) and aligns with the OWL (One World Library) policy, creating a comprehensive learning hub that meets high academic standards.

Compiled by the Data Processing Team,  
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# Poll Lab

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## What is Poll Lab?

Poll Lab is developed to comply with the "The Power of SDU" policy, focusing on supporting the development of a learning ecosystem (Power of Next Learning Ecosystem), along with the OWL policy, that aims to create a comprehensive learning space built on strong academic standards. It emphasizes learning process that can take place anytime, anywhere. As a data service provider, Suan Dusit Poll (SDP) has developed learning resources based upon its expertise in polling by organizing Poll Lab projects. These activities aim to foster collaborative learning through real-world practice, offering various services, including the provision of spaces for activities, promoting diverse learning formats, offering platforms for creative thinking and teamwork, and also serving as a learning center for polling or research experiences. Additionally, Poll Lab offers the consulting services for research and data utilization.

Poll Lab is built upon the extensive experience of Suan Dusit Poll, which demonstrated that the visitors who came to the organization often received information only through lectures and site tours, which were insufficient for practical learning. Poll Lab, therefore, was designed to be a hands-on learning movement, based upon Kolb's (1984) experiential learning theory, which emphasizes four stages: concrete experience, reflective observation, abstract conceptualization, and active experimentation. Participants engage in all stages, utilizing the "learning by doing" approach of John Dewey (1938) to effectively connect knowledge with real-world experiences. Poll Lab thus elevates site visits into a workshop format, allowing learners to apply knowledge in real situations and gain a deeper understanding of the content.

As a result, Poll Lab combines hands-on learning with Suan Dusit Poll's operations, providing learners with valuable and tangible experiences. It supports with the university's mission to produce high-quality personnel who are ready to face challenges in society. If you wish to organize any type of learning activity or want to learn more about specific topics, you are welcome to use the Poll Lab services offered by Suan Dusit Poll.

May the DATA be with you all!  
Pornpan Buathong, Ms  
Director of Suan Dusit Poll



## Getting Started: Poll Lab



### Poll Lab Activity 1 "Where is this unit (Suan Dusit)?"

- The first Poll Lab activity, "What is this place? (Suan Dusit)," was held on July 23, 2024, as part of the "From Community to School: Knowledge Hub in Suan Dusit" project. Suan Dusit Poll served as one of the learning units for kindergarten students from La-orutis Demonstration School.
- Suan Dusit Poll designed the learning experience through survey activities, using familiar examples from the students' surroundings. These included a survey of the number of boys and girls, a survey of favorite desserts from choices like ice cream cones, ice cream bars, and donuts, a survey of favorite subjects from options like music, art, and cake baking, a survey of preferred professions such as doctor, teacher, police officer, or pilot, and a survey of toy hats, with options between hats of real animals and those from cartoon characters.
- This approach allowed young students to engage in interactive and enjoyable learning through real-world examples, connecting abstract concepts to their everyday lives.



Be confident!



Be curious!



Be persistent!



Be engaged!



## Poll Lab Activity 2 “Getting to know..us”

- The second Poll Lab activity, titled "Getting to Know Us," was held on Friday, August 9, 2024, transforming traditional site visits from passive listening to hands-on, practical learning. This session welcomed students from the Faculty of Science and Technology, General Science program, enrolled in the Mathematics in Everyday Life subject.
- Suan Dusit Poll provided instruction on creating questionnaires, defining target groups, and guided students through practical tasks such as data coding, data entry, processing, and interpreting data from the database. The data processing team closely supervised and provided practical guidance throughout the session.



## Outcomes of the Poll Lab Activities


The two initial Poll Lab activities yielded the following key results:

- Raise the awareness and understanding of “polling,” which is a core function of Suan Dusit Poll.
- Foster the active participation through experiential learning and hands-on practice, forming a crucial part of the learning process.
- Provide the participants with the opportunity to express opinions and reflect, allowing Suan Dusit Poll to improve its operations based on this feedback.
- Generate the valuable knowledge from the practical work of Suan Dusit Poll’s data processing team.



## Reflections from the Poll Lab Activities

In addition, to emphasizing hands-on experiential learning, the Poll Lab activities also included an important element: the reflection. This reflection process involved insights gained from both participants and the service providers, namely the Suan Dusit Poll team. The key reflections are summarized as follows:

 <b>Reflections from Participants</b>	<b>Reflections from the SDP Team</b>
<ul style="list-style-type: none"> <li>• Poll Lab Activity 1: "What is this place? (Suan Dusit)" <ul style="list-style-type: none"> <li>◦ The teachers and teaching assistants appreciated the activities, as they helped develop fine motor skills, such as grasping objects, and improving visual observation skills. The activities also contributed to cognitive development, including critical thinking, analysis skills, and basic counting. The students were highly engaged in the activities, as shown by their participation in discussions and answering the questions. They also enjoyed the stuffed toy hats and cute stickers provided by Suan Dusit Poll, with many expressing excitement about taking the stickers home and love to take the hats home as well.</li> </ul> </li> <li>• Poll Lab Activity 2: "Getting to Know Us" <ul style="list-style-type: none"> <li>◦ The students expressed the highest level of satisfaction with the activity, with an average rating of 4.82. They found the knowledge gained to be practical and applicable. However, they suggested increasing the number of computers to ensure all participants could complete the activities on time.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Poll Lab activities are designed to foster learning through hands-on practice, emphasizing active participation and engagement. This approach not only creates a valuable learning experience but also helps raising the standard of work.</li> <li>• For Poll Lab activities tailored to young children, the main focus should be on using appropriate learning materials that motivate and capture their attention, with the aid of technology. It is good to keep communication simple and the atmosphere should be friendly to promote learning through play and participation.</li> <li>• For university students, the emphasis should be on clear communication, exchanging ideas, and hands-on involvement. Presenting content in a creative way helps developing analytical thinking skills and connecting theory with practice.</li> <li>• A area of development is the need for Suan Dusit Poll staff to continually enhance their ability to be effective instructors and turn their expertise in be accessible and approachable for the general public.</li> </ul>



***It is an innovative approach to creating a learning process, emphasizing participation and hands-on practice. This method fosters engagement and leads to a clearer understanding and deeper knowledge.***



**Napanat Chomphu, Ms**  
Suan Dusit Poll Staff

# Poll Lab Staff

## Learning from Poll Lab Activities

Poll Lab is a hands-on learning experience suitable for all age groups. It tailored to each target audience. In addition to imparting knowledge, it helps develop various skills that are beneficial in the long term. The clear benefit of Poll Lab is the participants learnt through practical experience, an experiential learning method that enhances understanding of the subject matter. It also fostered the development of critical thinking and practical skills.

Providing an opportunity for people to learn and experiment with polling in a safe and creative environment, as well as using modern and effective methods.



*Maruerin Taengnoi, Ms  
Suan Dusit Poll Staff*

Poll Lab is a hands-on learning experience, where the knowledge is shared by experienced Suan Dusit Poll staff who have developed expertise through their work. It represents a more advanced form of site visits, offering deeper insights through practical application.



*Premrudee Yowang, Ms  
Suan Dusit Poll Staff*

It is an impressive and valuable experience. In the future, we can expand the variety of activities and further develop them by strengthening the connection between theory and practice.



*Saisamon Muangmoon, Ms  
Suan Dusit Poll Staff*

## Poll Lab Development Development Guidelines

Currently, Poll Lab activities are still a new concept for the Suan Dusit Poll team. However, with a positive attitude, technology, facilities, and expertise, the activities can be conducted smoothly. The development approach for Poll Lab involves:

- Establishing collaborations with other organizations to create a space where Poll Lab offers knowledge on a wide range of topics, beyond polling.
- Developing Suan Dusit Poll staff to enhance essential skills for their work, such as communication, knowledge-sharing as instructors, personality development, and proficiency in using various technologies.
- Promoting Poll Lab and opening up this learning space to increase public awareness.

Poll Lab benefits both participants and organizers by facilitating valuable knowledge and offering the experience exchange, opening up new perspectives on learning and work.



*Mutita Sroipet, Ms  
Suan Dusit Poll Staff*

Poll Lab raises the standard of personal work by transitioning from practical tasks to knowledge sharing, paving the way for future development.



*Pichayawee Kiathtitikoon, Ms  
Suan Dusit Poll Staff*

Poll Lab focuses on hands-on practice, aiming to build a deeper understanding of the polling process through action rather than passive listening to lectures.



*Songphol Kisathenpong, Mr  
Suan Dusit Poll Staff*

Poll Lab is a knowledge-sharing process that combines demonstrations with opportunities for participants to engage in hands-on practice.



*Wachiraporn Sumkhemthong, Ms  
Suan Dusit Poll Staff*

Creating a positive impression and building familiarity with participants helps them open up and engage more willingly. It encourages them to actively listen and be confident in participating in the activities.



*Saichon Palama, Ms  
Suan Dusit Poll Staff*

It makes learning enjoyable by conducting polls in a modern, easy-to-understand format, while promoting the development of analytical thinking skills.



*Kannika Sriphaiboon, Ms  
Suan Dusit Poll Staff*





# Poll Lab @OWL

## BY SUAN DUSIT POLL



## ► Poll Lab @OWL!!

Suan Dusit Poll launched a new activity, “Poll Lab by Suan Dusit Poll,” at the Monster Inc. One World Library on September 4, 2024.

For this launch, the Suan Dusit Poll team held a simulation of the first Poll Lab, offering participants a chance to learn through real-world experiences. Mutita Sroipet, a staff member from Suan Dusit Poll, explained that the first Poll Lab was designed for early childhood students, specifically kindergarteners from La-orutis Demonstration School. This is held on July 23, 2024, the activity helped students practice counting, a fundamental skill in conducting polls.

The team also presented the second Poll Lab, which took place on August 9, 2024, with second-year students from the Faculty of Science and Technology, as part of their Mathematics in Everyday Life subject. The students engaged in hands-on activities related to data recording and analysis.

This experience deepened participants’ understanding of Poll Lab through practical, real-world learning, from planning to execution. It enabled Suan Dusit Poll Team to adapt the activities to different age groups and gain new perspectives on problem-solving, which can be applied to a wide range of activities.



### ► Poll Lab 01

Students who walk passing by the Monster Inc. One World Library activity area popped to register for the event and received mystery boxes as prizes.



### ► Poll Lab 02

The Suan Dusit Poll team introduced the previous Poll Lab activities to help participants gain a better understanding of the activity format.



### ► Interested in joining Poll Lab?

Poll Lab is a collaborative learning space open to any topic of interest. If you are interested in using this space and the Suan Dusit Poll team to organize activities, please contact Suan Dusit Poll at +66 2244 5210 or +66 2244 5276



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