AUM SAI RAM

Sri Sathya Sai Institute of Higher Learning, Brindavan Campus

One day Faculty workshop on "Gamification of the Teaching/Learning Process"

Saturday, 28th October 2023

Objectives

- Understanding the Principles of Gamification

- Appreciating the importance of Gamification in the teaching/learning process

- Applying Gamification techniques in the teaching/learning of specific subjects of UG courses both for sciences and non-sciences

Outcomes

After attending the workshop, the participant will be able to:

- Appreciate the importance of learning through playing

- Design suitable games/exercises to teach specific subjects being handled by them at the UG level. The games will include both digital and non-digital games.

- Share their knowledge on Gamification with others

Chief Resource Person

Sri. Kartic Vaidyanathan, Visiting faculty at IIT Madras and Founder of Lets Play To Learn will facilitate the entire workshop with his team. The profile of Mr. Kartic is available below:

https://www.linkedin.com/in/karticv?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=android_app

Programme

8.55 am – Assemble in MMLC
9.00 am – Prayer and Welcome address
9.05 am – Introduction of the resource persons

9:15 am to 11:00 am - Session 1

- Setting the context
- Understand current teaching-learning pedagogies
- Understand challenges if any
- Understand Play/Games as a concept
- Learn Game Based Learning through a quiz game
- Play/Games Exploration
- Faculty Play Various Games in groups of 5/6 members
- Debriefing of Key Learnings

11 am to 11.15 am - Break

11:15 am to 12:45 pm - Session 2

- Play/Games Exploration (Contd)
- Faculty Play Various Games in groups of 5/6
- Debriefing of Key Learnings
- Research on Games Based Learning
- Personal Experience
- Secondary Research Findings
- Industry Applications Discussion

12.45 pm to 1.45 pm - Lunch in campus

1.45 pm to 3.15 pm - Session 3

- Build Your Own Games
- Available Game Repositories
- Tools for building Games
- Groups Build Their Own Games
- Peer Review of Games

3.15 pm to 4 pm - Session 4

- Feedback, Conclusion and Q&A
- Vote of thanks