



IISERB

Two-day faculty development online workshop

TOOLS AND TECHNIQUES FOR GAMIFIED AND INTERACTIVE ONLINE TEACHING

This would be a largely hands-on workshop. Each participant would be oriented to different tools and techniques available with sample illustrations of how to build games and facilitate using them.

The participants would have to choose one/two topics in their respective subjects to build the games that they can use in their classrooms. These would serve as templates for their future classroom usage.

OBJECTIVES

- To empower faculty with innovative Play/Game oriented teaching techniques
- For Improved student curiosity/interest in classes.
 - To equip students with 21st century skills.
 - Enable delivery of difficult/boring topics/concepts in a simplified way.
 - Engage students in classes actively online.

Workshop date

11th March to 12th March 2022
10:30 - 12:30 (Forenoon)
14:00 - 16:00 (Afternoon)

Application deadline

6 PM on 10th March 2022

For more information and to apply please visit the workshop webpage
<https://conf.iiserb.ac.in/cs2workshop/>

Certificates will be provided to each participant upon completion of the workshop.

Organised by

Teaching Learning Centre,
IISER Bhopal

Contact us

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**MR. KARTIC
VAIDYANATHAN**
Resource Person



Kartic Vaidyanathan is the founder of **LetsPlayToLearn**, an initiative that enables joyful learning through the power of play for corporates and educational institutions. The play-based solution offerings span across industry segments and domains and across multiple levels of the organization.

He also conducts workshops for corporates and educational institutions on tools and techniques for gamified interactive learning. He has published 2 research papers on Play/Game-Based Learning for NTSC (National Teachers Science Congress) in Dec 2018 and in FOL (Future of Learning Conference) in Jan 2019 and was invited to present at the MASAGA (Malaysian Simulation and Gaming Conference) in Sept 2019.

He has authored a book titled **"Power of Play in Audience Engagement"** He has been teaching a course at IIT Madras called "Let Us Play to Learn" to help students build games for engineering subjects.
