



**PERIYAR
MANIAMMAI**
INSTITUTE OF SCIENCE & TECHNOLOGY
(Deemed to be University)
Established Under Sec. 3 of UGC Act, 1956 • NAAC Accredited

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PROGRAMME REPORT ON

Guest Lecture-Education And Gamification

Resource Person

Prof.S.Senthil Kumar, IIT,Chennai.

Organized by

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Guest Lecture on “Education and Gamification”

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**DEPARTMENT OF COMMERCE
PMIST**

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Objectives of the programme:

1. The importance of gamification on the higher education and its relevant usage especially for Research student and faculties.
2. With The introduction of gamification study the learners would be able to improve the art of studying and their scholastic attitude and pursue their studies to excel their proficiency.
3. He has also explained with some illustrations and models of gamification.


Brochure:

 **PERIYAR
MANIAMMAI**
INSTITUTE OF SCIENCE & TECHNOLOGY
Pondicherry - 605 019
1984 • 1985 • 1986 • 1987

**DEPARTMENT OF COMMERCE
& MANAGEMENT**

**Organizes a Guest Lecture On
“Education and Gamification”**

Prof.S.Senthil Kumar
IIT Chennai



Date & Time 03.10.2024/2.00pm to 4.30pm
Venue : IQAC Hall

Convenor
Dr.S.Subendiran
Assistant Professor(SG)
&Head, Commerce

Coordinators
Mr.T.Baskaran
Assistant Professor, Commerce
Mr.U.Ayyanar
Teaching Assistant, Commerce

Programme Report:

The guest speaker for the session was Prof .S.Senthil Kumar from IIT Chennai, who delivered an insightful lecture. He discussed the integration of gamification techniques into educational practices, emphasizing its potential to enhance students' ability and learning outcomes.

First and foremost prominent outcome of gamification based study is increased motivation in traditional classrooms.

In this system students are more likely to engage with the content of the study . It becomes a form of play, and as we know, play is powerful. Studies have shown that students who participate in gamified learning are more motivated to complete assignments, interact with the material, and persist through challenges. The desire to level up or achieve a new badge can push them to go further and deeper into the subject matter.

This not only makes learning more fun but also deepens their understanding of complex concepts. The hands-on, problem-solving nature of games encourages active learning, which is shown to be more effective than traditional memorization techniques.

When students participate in game-based learning, they aren't just mastering academic content—they are also improving their skills like problem-solving, critical thinking, collaboration, and time management.

This not only helps students' interaction from one another and also builds important social and interpersonal skills in their academic career.

Geotagged Photos:



Resource person explaining the meaning of gamification and its Importance



Explaining the usefulness of gamification in the higher education and for the faculty members.

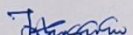
Participants List:

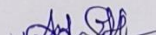
Education and Gamification

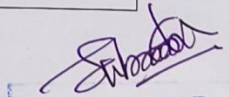
Department of Commerce

Date : 03.10.2024

S.No	Faculty Name	Designation
1	Dr.D.Umamaheswari	Dean-Faculty of Commerce
2	A Dr.N.Jayanthi	Associate Professor
3	Dr. Dr.S.Subendran	Assistant Professor (SG) & Head
4	Ms.B.Gowri	Assistant Professor
5	Ms.P.Nagalakshmi	Assistant Professor
6	Mr.R.Amarnath	Assistant Professor
7	Ms.K.Megala	Assistant Professor
8	Dr.S.Prabhu	Assistant Professor
9	Dr.K.Sumithra	Assistant Professor
10	Ms.P.Saranya	Assistant Professor
11	Mr.T.Baskaran	Assistant Professor
12	Mr.B.Ramesh Kanna	Teaching Assistant
13	Mr.P.Balarathinam	Assistant Professor
14	Ms.A.Anthonimmal	Assistant Professor
15	Ms.N.Jancyrani	Assistant Professor
16	Ms.P.Nivetha	Assistant Professor
17	Dr.J.Anjanameena	Assistant Professor
18	Ms.G.Durga	Teaching Assistant
19	Mr.U.Ayyanar	Teaching Assistant
20	Ms.S.Kulanthai Theraus	Assistant Professor
21	Dr.A.N.Christy	Assistant Professor (SG)
22	Ms.R.Anitha	Teaching Assistant
23	Dr.M.Vasantha kumar	Assistant Professor
24	Dr.N.Kanimozhi	Assistant Professor(SS)


Co - ordinator


Co - ordinator


HEAD
Department of Commerce,
Periyar Maniammai Institute of Science & Technology,
(Deemed to be University)
Vallam-613 403, Thanjavur (Dt), Tamil Nadu.

Outcome of the Program:

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1. Attendees developed a deeper understanding of the core principles of gamification, such as points, badges, leader boards, challenges, rewards, and progress tracking.
2. Participants gained insight into the advantages of gamification, including increased engagement, improved learning outcomes, and enhanced student motivation.
3. Explored Real-World Applications of Gamification.
4. Educators acquired practical skills in designing gamified lesson plans, assignments, and assessments.

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