Workshop on Simulation for Teaching Learning

ACTIVITY REPORT

EVENT INFORMATION	
Department	**Department of Languages**
Location	CHRIST (Deemed to be University), Pune Lavasa Campus - 'The Hub of Analytics'
Event Title	**Workshop on Simulation for Teaching Learning**
No of Activities	**1**
Date and Time	**20 August 2024, 4:30 AM to 5:30 PM**
Venue	**Smart Room, Management Block**
Academic Year	**2024-2025**
Event Type (Focus)	
Blog Link	https://christuniversitylavasa.blogspot.com/2024/09/workshop-on-simulation-for-teaching.html
PARTICIPANTS INFORMATION	
Target Audience	Faculty members of Department of Languages, School of Arts and Humanities
Details of any External Agencies, Speakers, Guests with Affiliation	
Website/Contact of External Members	
Organising Committee Details	Event Coordinators: Ms. Elizabeth Varkey
No of Attendees/ Participants	6

SUMMARY OF THE OVERALL EVENT

On the 20th of August 2024, the Department of Languages at the School of Arts and Humanities, CHRIST (Deemed to be University), Pune Lavasa Campus hosted a highly engaging workshop titled "Simulation for Teaching Learning." The event took place from 4:30 PM to 5:30 PM in the Smart Room, Management Block, and was conducted for the faculty members of the department. Led by Mr. Sugam Shine, Assistant Professor at the School of Law, the workshop aimed to introduce innovative simulation techniques designed to enhance teaching and learning. Mr. Shine's expertise in modern pedagogical strategies made the session particularly insightful, as he demonstrated how simulations can bridge the gap between theoretical knowledge and practical application.

Mr. Shine began by explaining the fundamentals of simulations in education. He emphasized how these interactive techniques can create realistic scenarios that engage students more deeply, allowing them to apply their theoretical understanding in practical contexts. The workshop offered participants a chance to explore various simulation tools and methods, each designed to make learning more dynamic and interactive.

The key tools discussed during the workshop included Flippity, Forage, and Kahoot:

Flippity: Mr. Shine introduced Flippity as a versatile tool for creating educational games and interactive activities. Flippity enables educators to design various formats such as quiz shows, flashcards, and randomized lists, which can be used to review concepts and encourage active student participation. This tool's user-friendly interface allows for easy customization to fit different subject areas and learning objectives.

Forage: Another tool highlighted was Forage, which offers virtual work experience programs and simulations. Forage helps students engage with real-world scenarios in a controlled environment, providing practical insights into professional tasks and industry practices. This tool is particularly useful for creating simulations that mimic real-life challenges, allowing students to practice problem-solving and decision-making skills relevant to their fields of study.

Kahoot: Mr. Shine also discussed Kahoot, a popular platform for creating and conducting quizzes. Kahoot's interactive quizzes and games are designed to foster competitive and collaborative learning among students. With its engaging format, Kahoot encourages active participation and instant feedback, making it an effective tool for reinforcing learning and
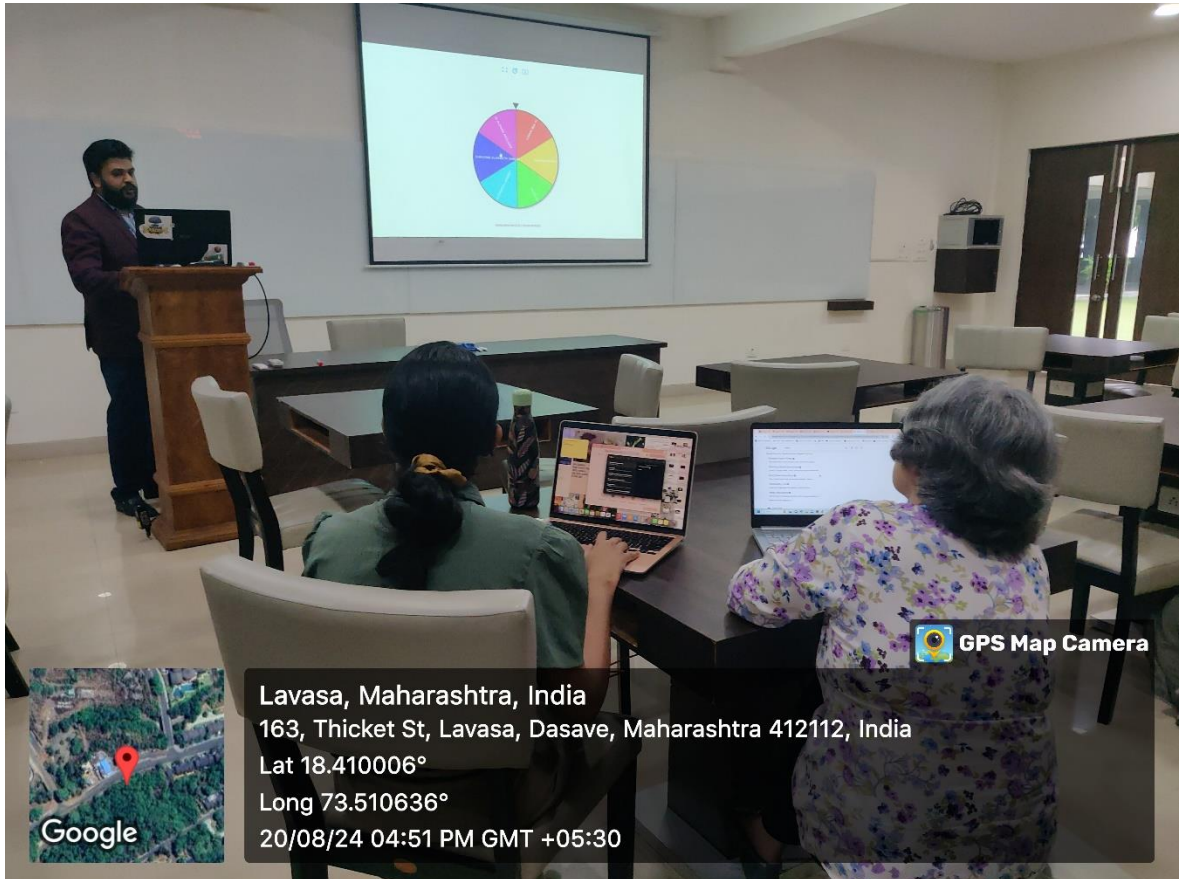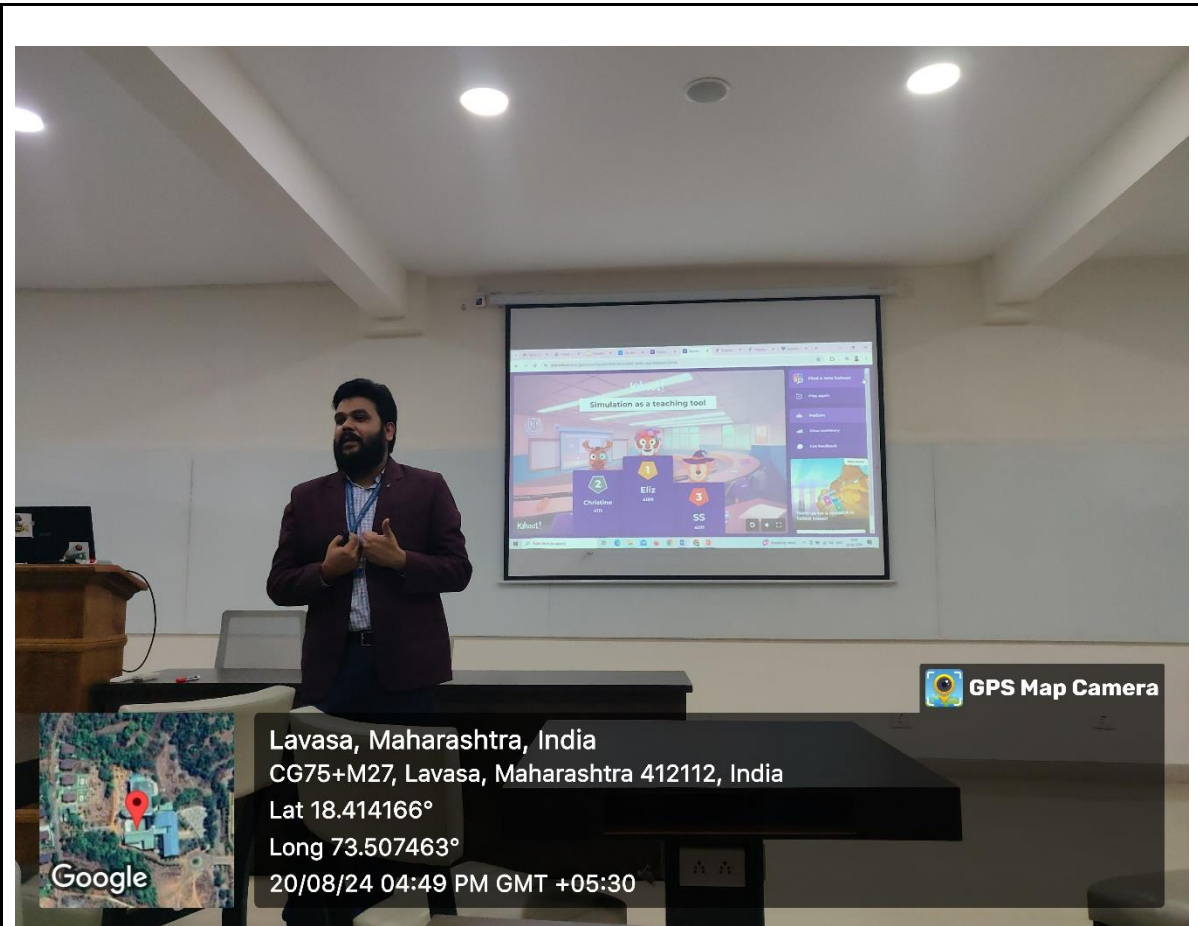
assessing student understanding.

The workshop included hands-on activities where participants used these tools to design their own simulations tailored to their teaching needs. The practical exercises allowed faculty members to experience the benefits of each tool and understand how they can be incorporated into their curricula to enhance student engagement and learning outcomes.

The session concluded with a Q&A segment, where Mr. Shine addressed specific queries and provided further insights into using simulations effectively in educational settings. The feedback from participants was positive, with many expressing eagerness to implement these techniques in their teaching practices.

In summary, the Workshop on Simulation for Teaching Learning was a valuable and informative event that provided faculty members with practical tools and strategies for enhancing their teaching methodologies. The introduction of tools like Flippity, Forage, and Kahoot showcased the potential of simulations to transform educational experiences, making learning more interactive and impactful.

Lavasa, Maharashtra, India
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Lat 18.410006°
Long 73.510636°
20/08/24 04:51 PM GMT +05:30

GPS Map Camera

OUTCOMES OF THE EVENT

1. Evaluate the effectiveness of different simulation tools in enhancing student engagement and learning.

2. Implement simulation strategies into teaching practices to foster interactive learning environments.

3. Create interactive simulations using tools like Flippity, Forage and Kahoot.

SUGGESTIONS FOR IMPROVEMENT • FEEDBACK FROM IQAC

(This page must be at the end of the report, after all the attachments mentioned in the next page. The observations could be made by Department Level IQAC based on the feedback received from various attendees. Furthermore, various strategies could be suggested for better organisation of the upcoming events)

Date: 31 Aug 2024

Head/Coordinator   **Faculty Coordinator/Organiser**   **IQAC**