

Dr. MAHALINGAM COLLEGE OF ENGINEERING AND TECHNOLOGY Affiliated to Anna University, Chennai; Approved by AICTE ; Accredited by NAAC with Grade 'A++'

Affiliated to Anna University, Chennai; Approved by AICTE; Accredited by NAAC with Grade 'A++' Accredited by NBA - Tier1 (Mech, Auto, Civil, EEE, ECE, EIE and CSE) Udumalai Road, Pollachi - 642 003 Tel: 04259-236030/40/50 Fax: 04259-236070 www.mcet.in

Presents



A Report on One Day Workshop on "Gamification and Mindfullness in Education" Held on August 27, 2024

(A Part of TLC & SH Teaching Learning Series)

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1. Preamble of Workshop

1.1 Introduction

The Department of Science & Humanities & Teaching Learning Centre hosted a one-day workshop on "Gamification and Mindfulness in Education" on 27.08.2024. The workshop designed to enhance the young professors with recent pedagogical tools that enrich student learning experiences through gamification practices. Faculty members from various departments participated in this workshop to augment their teaching methodologies and understand the integration of these innovative approaches in classroom environments.

Venue : Hall No 12, LLC (C 203) & A 518

Organisers : Department of Science and Humanities & Teaching Learning Centre

1.2 Objectives:

The workshop sought to:

- Explore the potential of gamification in improving student motivation, engagement, and performance.
- Highlight the significance of mindfulness in reducing student stress, improving focus, and fostering emotional well-being.
- Provide hands-on experience with tools and techniques for applying these methods in teaching practices.

1.3 Inaugural Session

The workshop began with an inaugural session at 09:30 am in Hall No 12. Ms.V.Arunadevi, AP(SS)/ English, delivered the welcome address and the workshop context was rendered. Dr. A. Senthilkumar, Dean-Academic & Autonomous, reiterated the significance of the workshop.

Then chief guest was introduced and Dr. Nagalakshmi, Professor of English at VELS Institute of Science, Technology, and Advanced Studies (VISTAS), Chennai took over the session. Dr.L.Chitra, Head of Science and Humanities, Dr.T.Ramkumar, Head-TLC, Dr.B.Saravanakumar, Programme Coordinator, S&H, TLC Core Coordinators and S&H Faculty members were present on the occasion.



Chief Guest Address

In her keynote address, Dr. Nagalakshmi highlighted the transformative potential of gamification and mindfulness in the current educational landscape. She emphasized how gamification strategies can foster student engagement by turning learning into a more interactive and enjoyable process.

1.4 Workshop Brochure



1.5 Proposal

		Department of Sc	ien	Pollachi - 64		ing Learning	Centre				
	PRO						Date :21/0	8/2024			
	_	e of Program	1								
a Type of Program proposed to conduct		0	One day-Workshop								
	Title	e of the program	F	From Boring to Booming: Gamification in Education It aims to equip educators with innovative strategies and							
ь	Abo	ut the Program	p	ractical tools to ractices. esource Person 1. Dr. M. M.	o integrate	gamificatio	n into th r of Eng	eir teachir glish, VEL			
с	Dat	e	F	rom: 27.08.202	4	Nu	mber of D	ays: 1			
d	Nur	nber of participants	-			External Interna					
a	for t	the Program		Expecte	ed	-	60	60			
e		ected Receipts		Description	n	Fee Per head	Count	Projected Receipts			
		gistration fees (with) if applicable),	i	Registration fees		No Fee	-	-			
		nsorships, etc.,	-	(Internal members Registration fees		-	-	-			
				(External member:			-	-			
-	Eve	enses proposed for	the		Receipts Rs.						
	S.	Nature of		Mode of	Quantity	required	Rate /	Total Cos			
	No	expenditure		arrangement	Quality required		unit Rs.	in Rs.			
	i	Honorarium & TA to			1	L	8000.00	8000.00			
		External expert Travelling expenses		By Train	1 member	(To & Fro)	3000.00	3000.00			
f	ii	Memento				500	500.00	500.00			
•	iii	Banner & Certificate		NIA Printing	Designing-	200*2	415	545.00			
	Printings (Certificate designing)		Division & NIA Reprography Center		Printing (Rs.15) Charts – 10 (80) Sketch Packet – 2 (50)		130				
	iv	Refreshments		(20*70-FN) (2800.00	2800.00			
					xpenses pro	the second se	14845.00				
	Coord	d By : D		(Ms.V.Arunadevi, A (Ms.D.Nivetha, AP, (Mr.A.Manikandar Signature of H [Dr.T.Ramku	/S&H) n, AP(SS)/Civil Hend-T2c111 mar] moved	PRINCIPAL	Dr.L.Chitr				
				SECRET	ARY 23	7					

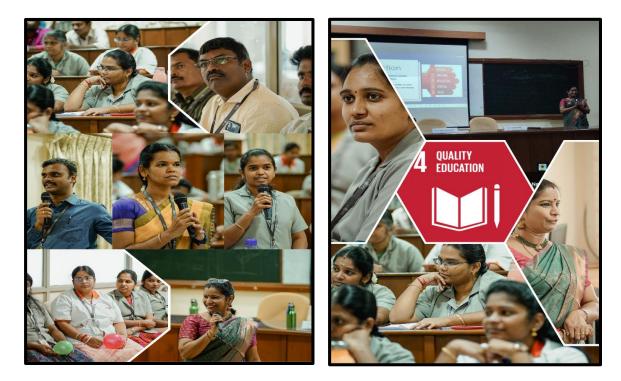
2. Deployment of Programme

2.1 Attendance Record & Bills

		College of Engineering an (An Autonomous In "Gamification and Mindf <u>Attendance s</u>	stitution) fulness in Education" - ;	8 2024		College of Engineering an (An Autonomous In "Gamification and Mindf	stitution)		
S.	No Name of participant	Designation	Department			Attendance s	heet		
	Dr.V.Regina Delcy	Assistant Professor	S&H- Physics	FN AN 31	Ms Pooja P Raj	1	1	FN	1.2
-	ins.w.c.munra	Assistant Professor	S&H- Chemistry	Star Ny 32	Ms S Esther Nowroji	Assistant Professor (SS)		Enter	Ho
-	Ms.D.Nivetha	Assistant Professor	S&H- English	33	Ms M Masilamani	Assistant Professor	Artificial Intelligence	- un	H.G.
-	Ms.N.Punitha	Assistant Professor	S&H- Mathematics	34		Assistant Professor	and Data Science	N.HAC	
5	Ms.B.Maheshwari	Assistant Professor	S&H- Mathematics	nation Rivers 35	Ms V P Sushma MS Kituthikea. D.C	Assistant Professor		and	
6	Dr.K.Hariharan	Associate Professor		1000	Ms R Anitha	Assistant Professor		an.	a
7	Dr.T.Ramkumar	Associate Professor	1	36	Ms.S.Dharani	Assistant Professor		7 Hours	the
8	Mr.J.Dineshkumar	Assistant Professor	Mechanical	1 37 Vices Will 30	Ms.L.Gowrijayasree	Assistant Professor	Electronics and	1000	1.8
9	Mr.S.V.Gurupranes	Assistant Professor	Engineering	and Cumper 38	Ms.S.Sivaranjani	Assistant Professor	Communication	98.24	A.A
10	Mr.M.Padmanaban	Assistant Professor(SS)		on your C39	Mrs.K.C.Raja Rajeshwari	Assistant Professor	Engineering	Sut	G
11	Mr.C. Radhakrishnan	Assistant Professor(SS)		40	Dr.G.Soundarya	Assistant Professor	C	Ph-	5
12	Mr.R.B.Rajeshkumar	Assistant Professor		· 8 th 0 12 41	Ms.A.Selvanayakam	Assistant Professor	4	Shikay	tto
13	Mr.M.Mahendaran	Assistant Professor(SS)	Automobile	42	Ms.N.Aarthi	Assistant Professor	Electrical & Electronics Engineering		-
14	Mr.R.Dhamodaran	Assistant Professor	Engineering	Ban 021 43	Mr.L.Hubert Tony Raj	Assistant Professor		20	0.
15	Mr.R.Vishnu Ramesh Kumar	Assistant Professor(SS)		2 82 44	Mr.K.Kaleeswaran	Assistant Professor		you	8
16	Mr.S.Dineshkumar	Assistant Professor		45	Mr.K.Manikandan	Assistant Professor	-	Ya	in
17	Ms.S.Suthaviji	Assistant Professor		antra catrife 46	Ms. M. Bhagavathi	Assistant Professor	VLSI Design &	(Day)	COL
18	Mr.M.Sudharsanan	Assistant Professor	Civil Engineering	82 100 47	Priya Ms.M.Jotheeswari		Technology	T	d'
19	Ms.S.Sharmila	Assistant Professor				Assistant Professor	Cyber Security	Hay	ME
20	Ms.R.Anuja	Assistant Professor		1 (87 48 truit TORNE 1	Ms.P.Jessie	Assistant Professor	Artificial Intelligence & Machine Learning		X
21	Ms.S.Devilavanya	Assistant Professor		49	Dr.K.Saranya	Assistant Professor(SG)	Electrical & Electronics Engineering	EST.	C
22	Ms.J.Santhiya	Assistant Professor		SIQ Jenta 50	Ms.S.C.Lavanya,	Assistant Professor(SS)	Computer Science and Engineering	Among	do
23	Ms.K.Radha	Assistant Professor (SS)	Computer Science and Engineering	th (AH) 51	Mr.A.Manikandan,	Assistant Professor(SS)	Civil Engineering	XSE	1
24	Ms.A.Jayalakshmi	Assistant Professor	meeting	1 1 2 - 52	Ms.V.Arunadevi	Assistant Professor(SS)	S&H- English	01	-
25	Ms.S.Gayathri	Assistant Professor		Gent S Gent 53	Ms. K.Rajalakshmi	Assistant Professor(SS)	S&H- English	un-	-
26	Ms.S.Soundariya	Assistant Professor (SS)		2-19 5@A 54	Dr.R.Bhuvaneswari	Assistant Professor(SS)	S&H- English	886	-
27	Ms.P.Rajeswari	Assistant Professor		leave 55	Dr.B.Poorani	Assistant Professor(SS)	S&H- English		-
28	Ms.K.S.Sudhishna	Assistant Professor	Information	met Sur 56	Dr.B.Bala Vijaya Priya	Assistant Professor(SS)	S&H- English	KIM	-
29	Ms.G.Keerthika	Assistant Professor	Technology	57	Ms.R.Vidhya	Assistant Professor	S&H- English	Balayn	1
30	Ms.S.Deepa	Assistant Professor			Ms.R.Shivashankari	Assistant Professor	S&H- English	E.L.	

	Department of Scien	ce and Humanitie	s & Teaching Learn	ing Center			Nature of Expenses	Supplier		Bill No & Date	Bill value in Rs
Se	ettlement of Cash / Credit Bil	s for the Program	conducted:	Date 28/0	8/2024	Bil	ls to be paid : Honoranum			Voucher	8000.00
a	Type of Program conducted	Workshop					Travelling expenses	Bus	-	27.08.2024 TT9K64156378 TT9K81572776	1426.00 1365.00
ь	Title of the program	From Boring to Booming: Gamification in Education					Charts, Memento & Sketch Packet	NLA Depot	1	24000233 23.08/2024	402.00
С	Duration	27.08.2024 & Number of days conducted - 1 day				iv	Refreshments	Hotel Aryaa	4	278 &	1850.00
d	Date on which Admin Team was Approved with budget	Date : 21.03.2024					IV 28.08.2024 V Dinner Hotel Amudha UPI ID Surabi 424.061424686 424.061424686			276.00	
e	Number of participants for the Program	External			Total		🛪 Reimbusse -		dovi Micha	27.08.2024 Total - B Rs.	
	tor the riogram	Expected		40	40					trred (A+B) Rs.	
		Participated	-	60		k Bu	dget Utilization				
1	Receipts (Registration fees, sponsorships, etc.,	Description	fees	Expected Receipts	Actuals collected		Budget Head & No.	Budget Proposed	Fund utilized date	Till Balance	
		. Registration	embers with GST]	(*s	-	S&H	Ba.Organising Seminar, Workshop, Conference	250000.00			6659.00
		D	Total Receipts Rs Date of remittance			TLC	etc 1.Faculty Development &	75000.00	COER DO	68942.00	6660.00
8	Remarks for short collection, if any						Training			ncurred for the	
h	Expenses incurred against approved budget	iii Charts, Men Packet iv Refreshment	to Export spenses - Bus nento & Sketch	Approved Budget 8000.00 3000.00 415.00 2800.00 14845.00	Actuals incurred 8000.00 2791.00 402.00 1850.00 13319.00		The above expenses were si All Bills are verified with qui All Bills are certified and en (Entered in Advance Registe 1. Bills as above	(Thurteen Thi hared equally antity closed with a	y by S&H a	ree Hundred and and Teaching Lea	irning Centi
i	Remarks for excess spent, if any		rotar Expenses re	111013.00	13317.00	POCE	 Buis as above Approval copy Stationery Utilization Cer 				
j	Details of Bills submitte (Bill must have GST Number						4. Brief Report of the event			& expenditure st	atement)
	Nature of Expenses	Supplier	Bill No & Date	Bill value in Rs.	Head wise Total (Rs.)	Prepare		V.Arunadevi,		4)	
	Bills already paid : i ii iii					Verified		A.Manikanda		avil)TLC	_
L	iv		Total – A Rs.	1			Signa - Анарабан			Signature c	THOD-TLC
		-1-		• Page	e 1 of 4	Jeak	northing - 24	SECRETAR	moval	Fi 2024	RINCIPAL K CLJ
											Page

2.2 Training Session Snap Shots



2.3 Materials & Hand Outs

POSITVE MENTAL ATTITUDE								
Answer the following question in YES or NO Only.	CAN YOU FOLLOW DIRECTIONS?							
	This is a timed test-you have 3 minutes only!							
 Are you aware of the kind of thoughts you think? 	1. Read everything carefully before doing anything.							
2. Do you know the difference between reactions and responses?	2. Put your name in the upper right-hand corner of this paper.							
3. Do you know the difference between reactive and proactive?	3. Loudly call out your first name.							
5. Do you know the difference between feactive and proactive?	4. Circle the word NAME in sentence two.							
4. Do you know what the Subconscious Mind is?	5. If you have followed directions carefully to this point, call out "I have."							
5. Do you know your area of expertise?	6. Draw five small squares in the upper left-hand corner.							
5. Do you know your area of expertise?	7. Put an "X" in each square.							
6. Are you practising the Attitude of Gratitude?	8. In your normal speaking voice, count from ten to one backwards.							
7. Most of the time, do you feel happy?	9. Put a circle around each square.							
7. Wost of the time, to you leef happy:	10. Sign your name under the title of this paper.							
8. Do you know what positive affirmations are?	11. After the title write, "Yes, yes, yes."							
9. Do you practice any form of meditation or relaxation exercise?	12. Put a circle completely around the sentence number seven.							
9. Do you practice any form of methation of relaxation exercise:	13. When you reach this point, LOUDLY call out, "I AM THE LEADER IN							
10. Have you ever done the "Mental House Cleaning"?	FOLLOWING DIRECTIONS."							
11. Are you comfortable with the word Change?	14. Put an "X" In the lower left-hand corner of this paper.							
11. Ale you connortable with the word Change:	15. Draw a triangle around the "X" you just put down.							
12. If you were asked to write down your ten favourite people, would you place	16. On the back of this paper, multiply 703 by 66.							
your name on that list?	17. Loudly call out, "I AM NEARLY FINISHED. I HAVE FOLLOWED DIRECTIONS."							
your name on that list:	18. Draw a rectangle around the word "corner" in sentence six.							
13. Do you know what your fears are?	19. On the reverse side of this paper, add 8950 and 9805.							
14. Are you not afraid of failure?	20. Put a circle around your answer, and put a square around the circle.							
14. Are you not arrand of failure?	21. Punch three small holes in the top of this paper with your pencil point.							
15. Do you compliment or acknowledge your family / best friend or partner	22. Underline all even numbers on the left side of this paper.							
the design of the second se	23. Now that you have finished reading everything carefully, do only							
more often than you complain or criticize them?	sentences one and two!							

3. Workshop Detailing

Session 1:

The first session began with an orientation on how to use an engaging activities such as Icebreaker, Warmer, and Coolers to create a positive, collaborative atmosphere among the students. The combination of icebreakers, warmers, and coolers plays an essential role in setting the emotional and cognitive tone of learners. Moreover, it can help learners mentally shift from the introductory icebreaker to the educational content in a slow manner.

Session 2

The second session focused on a team-building activity aimed at fostering collaboration and problem-solving skills among educators. Participants were divided into small teams and given an activity. This exercise promoted teamwork, communication, and creativity. This activity reinforced the importance of collaboration in educational settings and allowed participants to learn from each other's ideas.

Session 3

The session introduced participants to the Lumi App, a tool that allows educators to create interactive learning content. Participants were guided through the process of creating gamified lessons using Lumi, including quizzes, flashcards, and other interactive activities. Each participant was given the opportunity to create one's own Lumi-based learning modules. This allowed them to understand how gamification could be integrated into their teaching to enhance student engagement.



4. Valedictory and Feedback

4.1 Closure snaps





4.2 Feedback



4.3 Certificates



4.4 Closure Report

The one-day workshop on "Gamification and Mindfulness in Education" was a success, fulfilling its objective of empowering educators with innovative teaching strategies. The workshop provided participants with practical insights into how gamification can enhance student engagement and how mindfulness can foster emotional well-being in the classroom.

The event concluded with a vote of thanks delivered by Ms. S.C. Lavanya, AP (SS) / CSE, who expressed her gratitude to the chief guest, organizing committee, facilitators, and participants for their active involvement. The workshop received enthusiastic participation and marked an important step towards integrating modern pedagogical tools into the educational practices at Dr. Mahalingam College of Engineering and Technology.

Prepared by V.Arunadevi TLC - S&H Approved by Dr.T.Ramkumar HoD/TLC Approved by Dr.L.Chitra, HoD/S&H