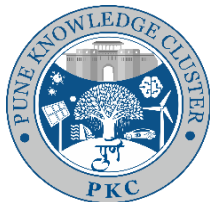


Pune Knowledge Cluster (PKC)

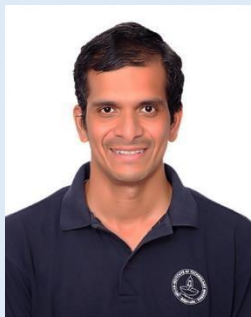
Presents

Level-2 Online Teacher Training Workshop on "Gamification"

Organized By	Pune Knowledge Cluster (PKC)
Date	Wednesday, 29th May 2024
Time	2:00 pm – 4:00 pm
Location	Online Workshop on Zoom Platform (Link details shared with registered participants)
About the workshop	National Educational Policy 2020 introduced games as a teaching method or pedagogy. After exploring gamification in the Level-1 workshop, we will take it forward in this workshop by introducing game-making tools and taking teachers through the process of making games. Teachers will also get a chance to contribute and make their own games in this workshop.
For whom	School Teachers teaching Science and Mathematics from Class 6 – 8 who have already completed the Level-1 workshop, and are interested in making their own games.
Trainers	Mr. Kartic Vaidyanathan (Consultant PKC, IIT- Madras) and Ms Surabhi Garg (Research Assistant PKC, IIT-Madras)
Number of seats	It is an Online workshop. We encourage school teachers teaching science and mathematics who completed the Level-1 workshop to register for the workshop.
Registration Link	https://forms.gle/5DjZ1W6hE8eHc5gg8
Registration Fees	No registration fees. It is a FREE workshop.



Profiles of Trainer



Kartic Vaidyanathan
(Consultant PKC, IIT- Madras)

Kartic Vaidyanathan is a guest faculty at IIT Madras and a gamification consultant who works with educational institutions and corporations to make learning enjoyable and interactive through games. He has been teaching a course at IIT Madras called “Let Us Play to Learn” to help students build games for science and engineering subjects. Over the last several years, he has worked on games with both young and old learners. The outcome in almost all cases has been improved classroom interactivity and learner engagement. He is currently a consultant with the PKC as a part of the BASF Chemistry gamification project and helps in building games and doing teachers training in game-based learning pedagogy.



Surbhi Garg
(Consultant PKC, IIT- Madras)

Surbhi Garg is a Research Assistant in PKC and works on developing games for ChemAmaze project, funded by BASF. Earlier she has been working in building educational games for interactive learning for schools and colleges for various STEM related fields. Also she play role as a trainer and teaching assistant for LetsPlayToLearn courses in IIT Madras. She has also worked in Biocon as a Senior Scientist.

About the Organizers



The Pune Knowledge Cluster (PKC) has been established by the Office of the Principal Scientific Adviser to the Government of India. It aims to bring together academia, R&D institutions, and the industry of Pune and its surrounding areas, to address the challenging problems of the region through innovative means, using scientific knowledge and engaging highly skilled human resources.

PKC is administered by the Inter-University Centre for Astronomy and Astrophysics (IUCAA). In the initial phase, PKC would focus on Health, Sustainability and Environment, Sustainable Mobility, BIG Data, and AI and Capacity Building

For more information, visit: <https://www.pkc.org.in/>