

Gamification - Dr. Vibhav Singh

Name of the faculty	Dr. Vibhav Singh
Position	Assistant Professor, Human Resource Management
Qualification	MPhil, PhD (Tata Institute of Social Sciences, Mumbai)
Experience & Expertise	Over 9 years of teaching and industry experience
Course Name and Year	Gamification –Human Resource Management , AY 2023-2024 onwards
Area of Difficulty/Improvement	Low engagement, Low peer learning, spirit of collaboration
Description of the Difficulty/ Need for improvement	Students being more of an individual contributor and missing the importance of working as teams and understanding the relevance of group dynamics.
Innovation Name	Gamification
Description of the Innovation	Gamification as tool was used to increase the level of student engagement with an emphasis on collaboration. Groups were formative evaluated and were given regular feedback. On the basis of the performance, group(s) which performed best were rewarded (non-marks based). Based on the motivational process, it motivated the groups to be engaged in the class and collaborate with each other to improve their group based outcomes.
Learning Outcomes	<p>Students will demonstrate increased engagement with course materials and activities.</p> <p>Students will effectively collaborate with their peers in group activities/group components and in general</p> <p>Students will actively seek and utilize feedback provided during the performativity evaluation.</p> <p>Students will recognize the importance of recognition and rewards in the learning process.</p>

Other significant outcomes	-
Assessment of Innovation a. Is effectiveness tangible b. If YES, Evidence of effectiveness	a. Effectiveness is tangible for sure. b. Mentioned in feedback as a useful tool
Is it Replicable?	YES
Any other Remarks	-