The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

Computer Engineering

Report on – Game On: Unlocking the Power of Gamification

Title: ***Game On: Unlocking the Power of Gamification***

Date: 28th September 2024
Time: 11:30 a.m. – 12:30 p.m.
Venue: Online Meeting

Target Audience: **S.E. , T.E. and B.E.**

No. of Participants Present: 50

No. of Girl Participants Present: 21

No. of Boy Participants Present: 29

Resource Person: Mr. Joshua Menezes
Organization of Recourse Person: ACM Student Chapter
Organizing Department / Committee / Authority: ACM Student Chapter
Faculty Coordinator: Ms. Priya Kaul

Objectives:

❖ To introduce participants to the concept of gamification in education and its applications in real-world scenarios.

❖ To explore the potential integration of gamification with emerging technologies such as artificial intelligence.

❖ To discuss the possibilities of incorporating gamification into future educational and technical competitions in order to encourage collaborative discussions.

Outcomes:

❖ Participants gained a comprehensive understanding of gamification and its application in various fields, including energy conservation and mall management

❖ There was increased awareness and enthusiasm for using technology like artificial intelligence in gamification, with attendees expressing interest in further exploring its potential applications in education.

❖ A foundation was laid for further discussions on gamifying ACM's upcoming events, including Teknack

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Detailed Report:

On 28th September 2024, ACM DBIT hosted an online session with Dr. Shekhar Trivedi, a renowned expert in gamification and professor at GHS-IMR. The session introduced participants to the concept of gamification in education, as well as provided a foundation for those unfamiliar with Teknack, ACM's annual game development festival. With over 500 educators trained globally, Dr. Trivedi has developed unique tools such as *Mall-O-Mania* and *Blot on the Pride*, which bring educational concepts to life in an engaging manner. He holds a Ph.D., an MBA, and has completed an advanced program from UC Berkeley.

The session began at 11:30 a.m. with Tanisha Raorane (Vice Chairperson, ACM-DBIT), introducing Dr. Shekar Trivedi to the audience. Dr. Trivedi then took to the stage explaining how he has explored the vast potential of gamification in different fields. He emphasized on the definition of gamification which is the application of game mechanics in a non-game / real context to promote desired behaviour and drive learning outcomes. He shared his experiences in applying gamification to energy conservation and mall management. He spoke about his creation of a game that helps students understand the intricacies of mall fundamentals, including retail mix and layout planning. Through this game, he emphasized how essential it is to follow basic principles to achieve desired outcomes.

During the session, Dr. Trivedi also discussed the possibility of developing interactive dashboards and games to promote energy-saving behaviours, particularly in cities like Indore, which are keen on reducing carbon emissions. He expressed his excitement about the future of gamification when integrated with technologies like artificial intelligence and its ability to enhance learning experiences.

Throughout his presentation, Dr. Trivedi utilized video**s** to illustrate and explain his ideas more effectively. These videos helped attendees grasp how gamification could make subjects more engaging and relatable, showcasing practical applications of the concept.

As part of the conversation, Dr. Trivedi was asked whether these concepts could be applied to Teknack, ACM's upcoming technical event. Andre Fernandes (Product Designer) from the ACM team proposed gamifying the event, and while Dr. Trivedi showed interest, he pointed out that it would require more time and detailed planning to fully implement. He also suggested applying gamification to a competition that ACM is organizing, though further discussions would be needed to flesh out the details.

The session also saw active participation from the audience, with questions posed by both the students and faculty of DBIT. B.S. Chavan, a mechanical engineering student, asked for clarification on a matrix presented by Dr. Trivedi, seeking to optimize multivariate variables in product development. Although Dr. Trivedi admitted this was beyond his technical expertise, he offered to explore the matter further. Later, a discussion ensued between Dr. Trivedi and Dr. Amiya Tripathy on the potential of microlearning combined with gamification to improve student engagement in educational settings.

The session wrapped up with Ms. Priya Kaul collecting any remaining queries for further discussion with Dr. Trivedi. Erica Prasad (Admin Head) of the ACM core team**,** thanked Dr. Trivedi for his insightful presentation, which was met with positive feedback from the attendees, especially the professors present. Dr. Trivedi expressed his gratitude and encouraged everyone to continue exploring the exciting potential of gamification in education.

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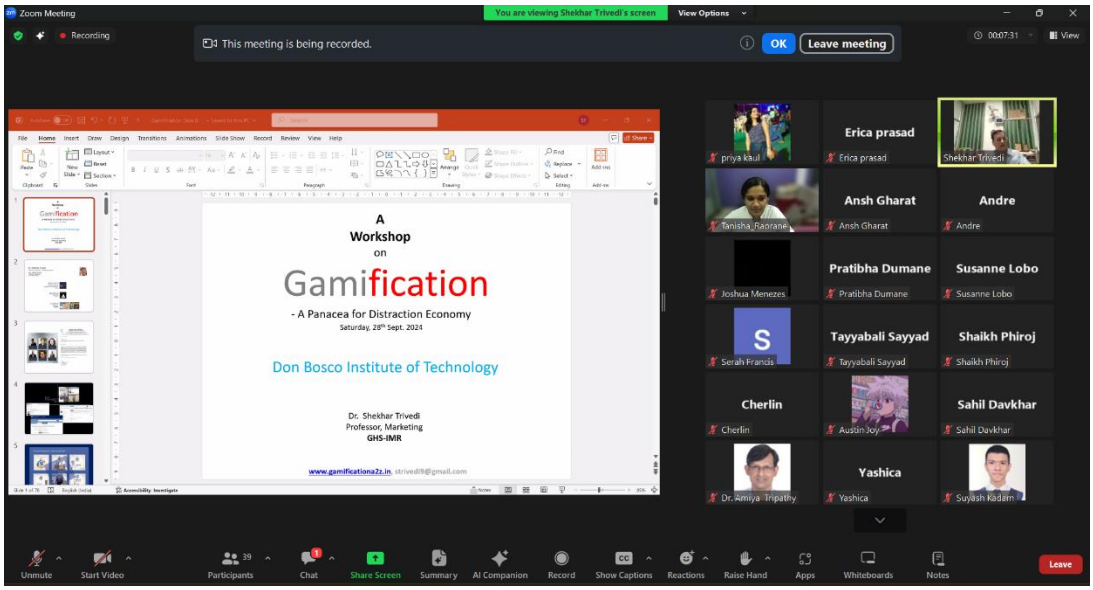
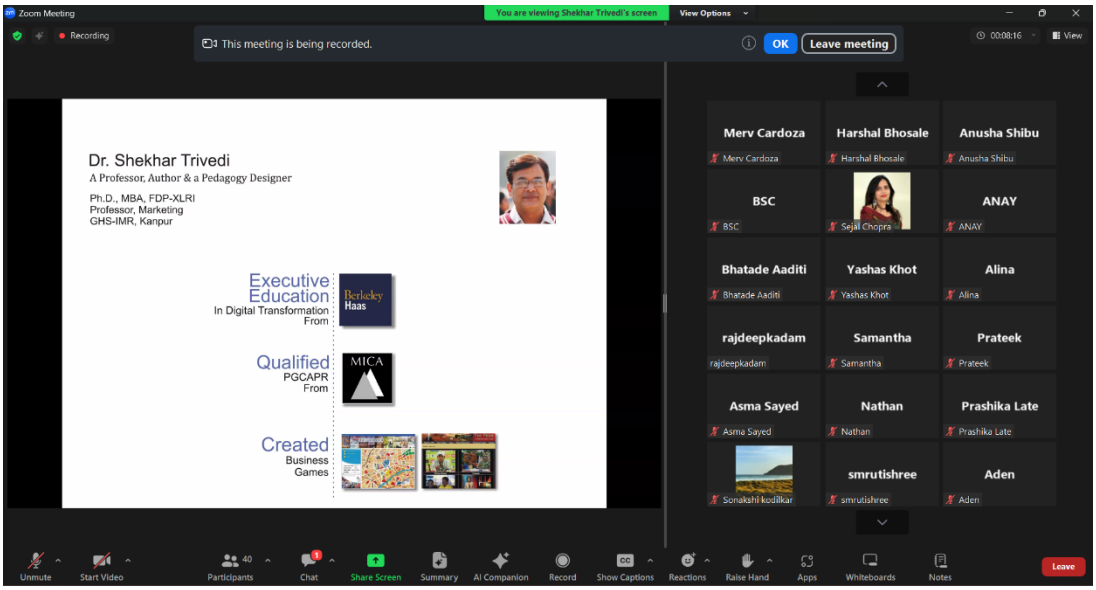
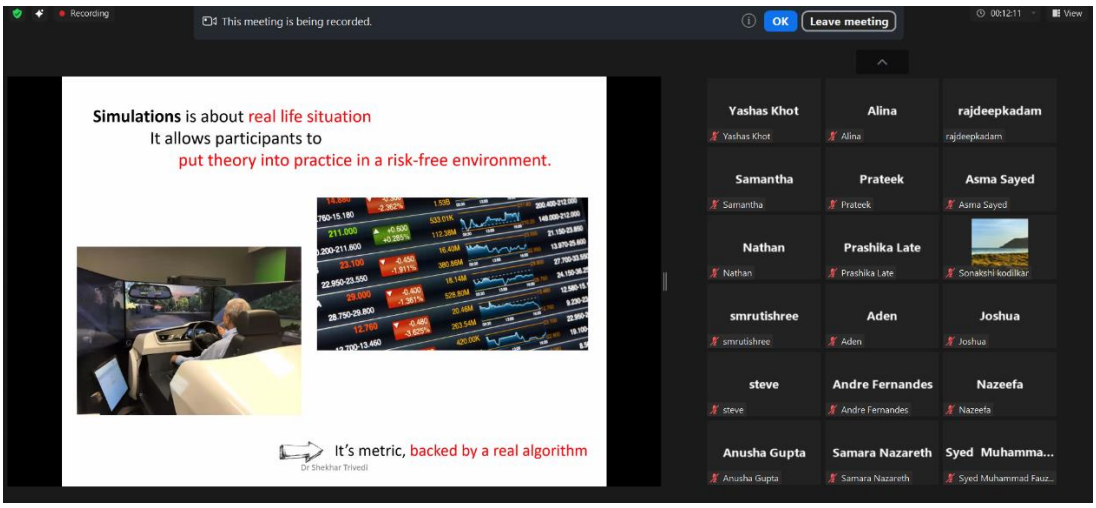
Snapshots of the Event:







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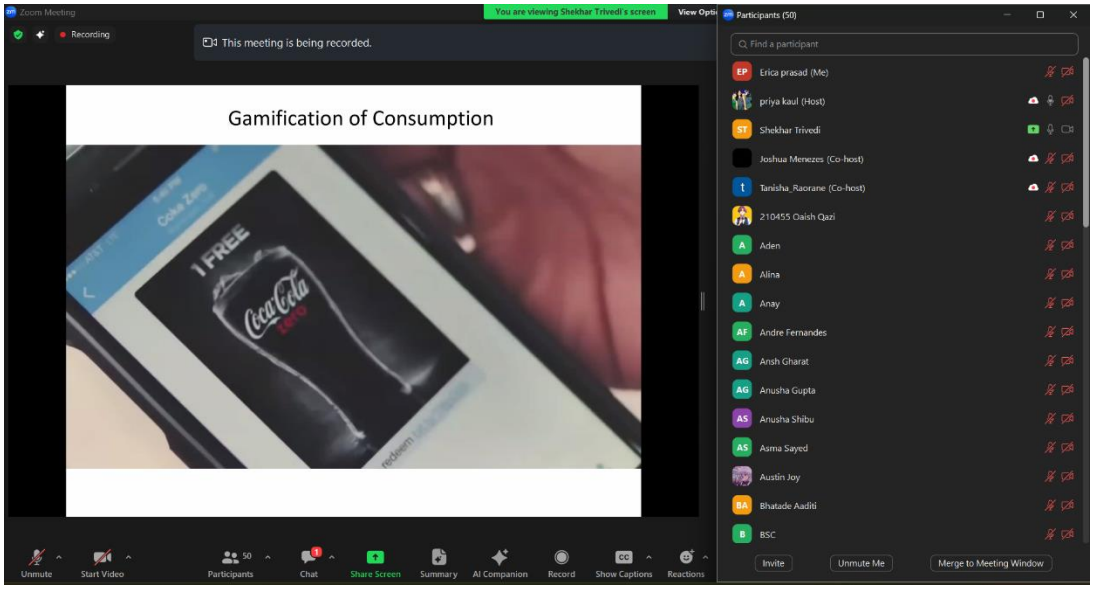
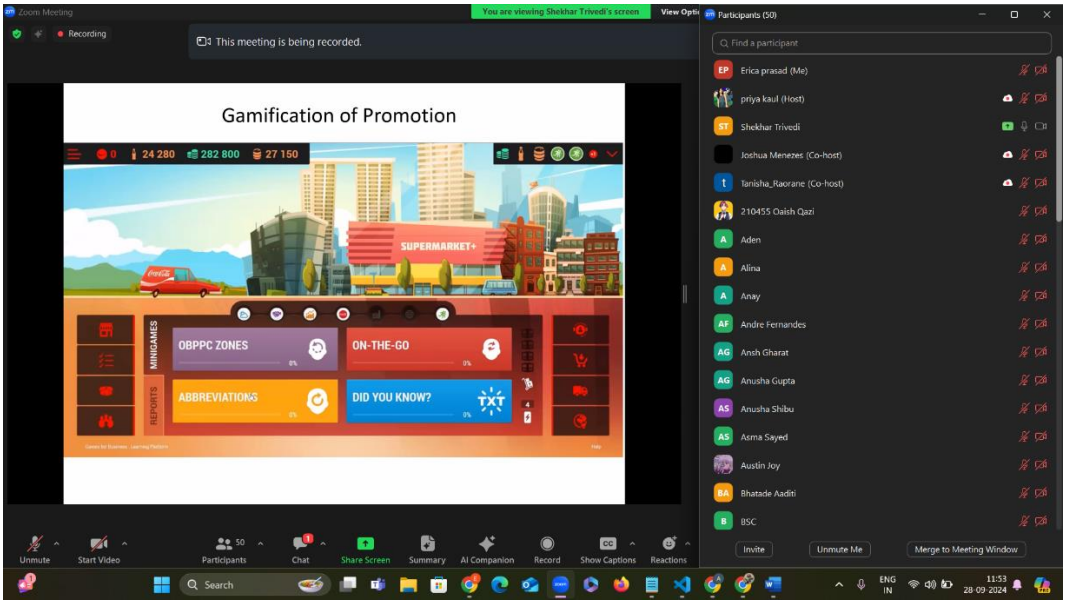
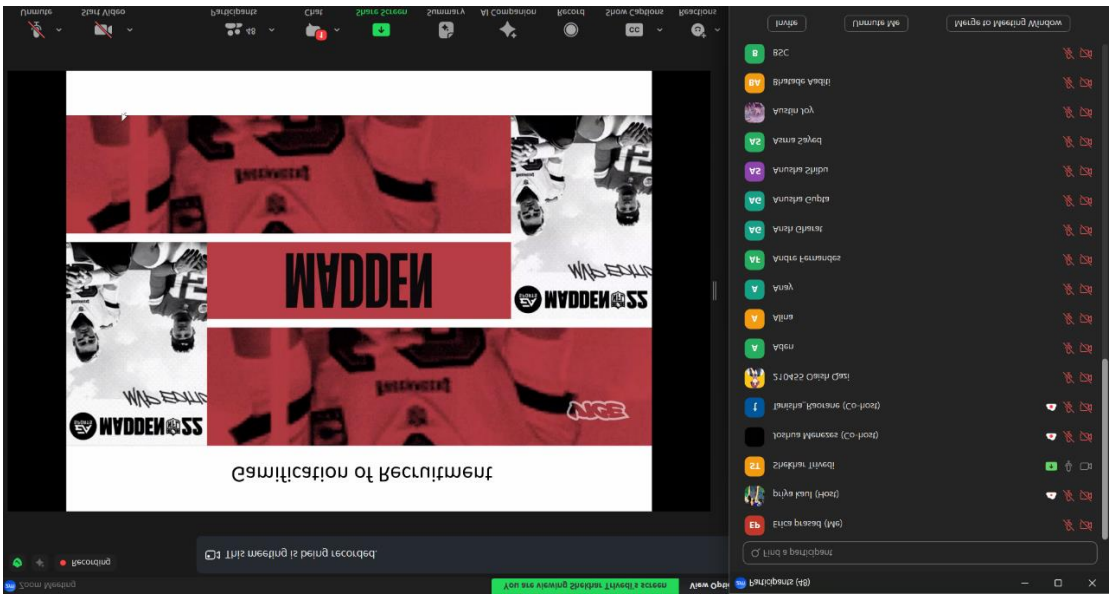
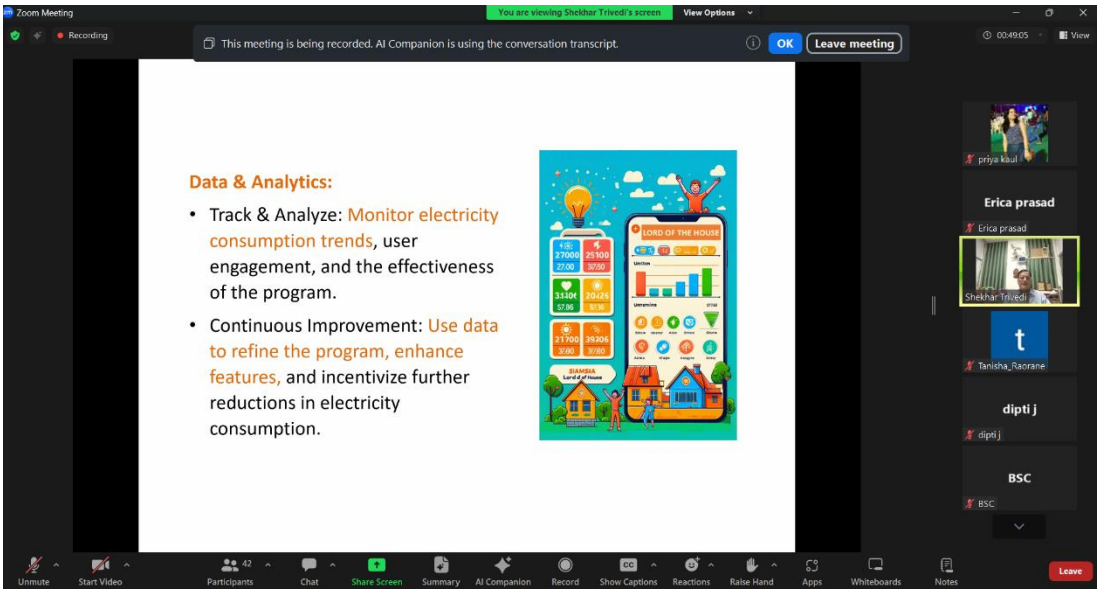




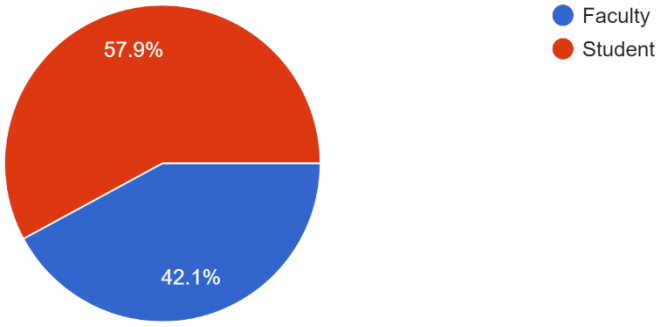




Feedback Analysis:

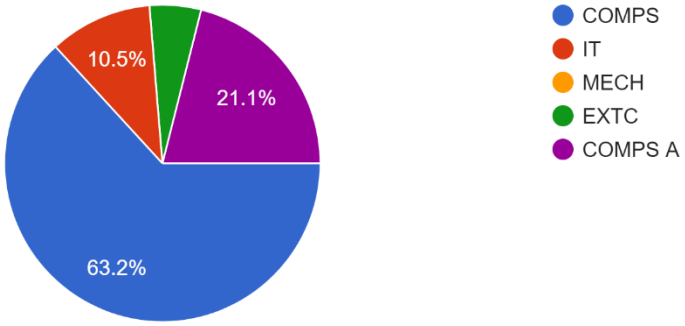
Registered as

19 responses



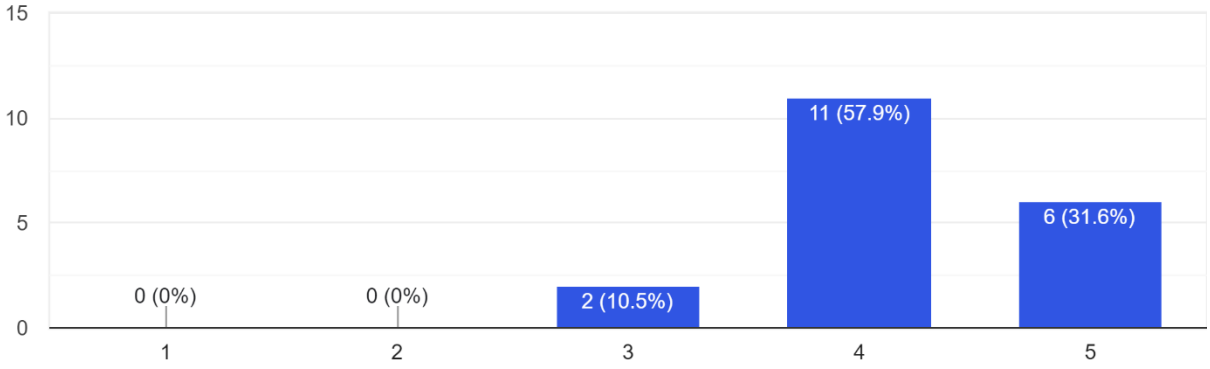
Branch

19 responses



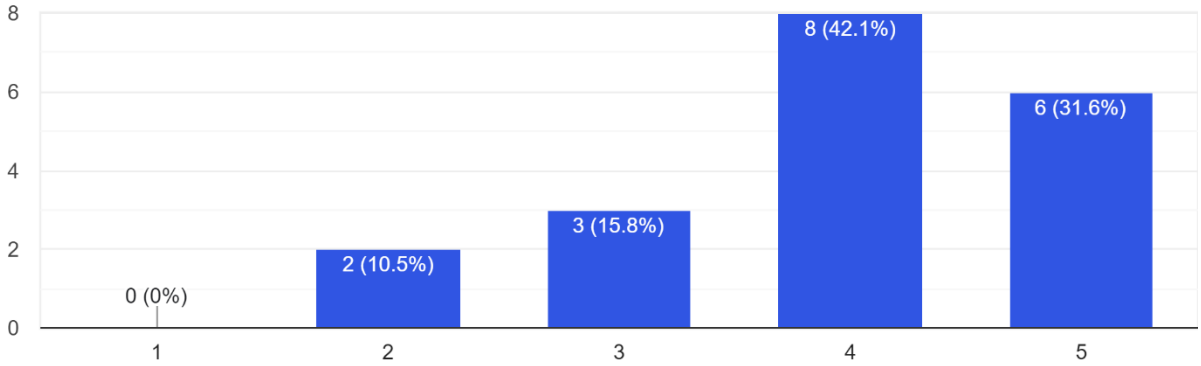
Will you be able to apply the knowledge gained in the session in your projects?

19 responses



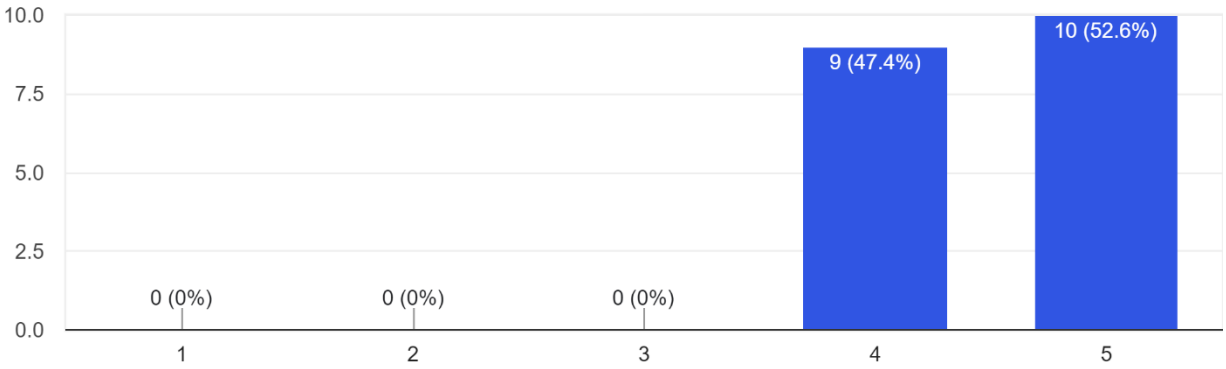
Was the speaker able to solve all doubts satisfactorily?

19 responses



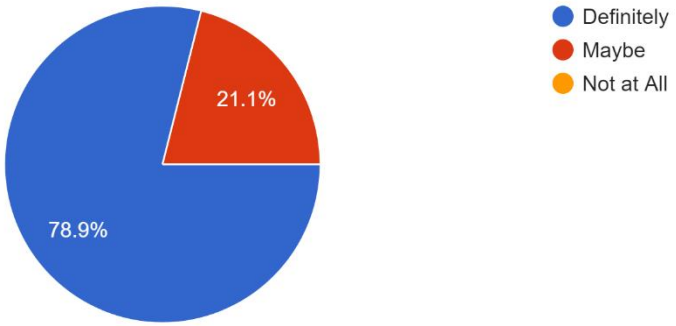
Was the session thought provoking and engaging?

19 responses



Would you like to attend such sessions in the future?

19 responses



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Event Poster:

Social Media Links:

ACM-DBIT:

LinkedIn: https://www.linkedin.com/company/acm-dbit/

Instagram: https://www.instagram.com/acmdbit/

Facebook: https://www.facebook.com/ACMDBIT/

Registration Details:

In case the event is open for non-DBIT students:

No. of DBIT Students: 41
No. of DBIT Faculty: 8
No. of non-DBIT students: 0

Include list of students who attended the event.

S.No.	Name	Registering as	Department
1	Aiden	Student	COMPS
2	Alina	Student	COMPS
3	Anay	Student	COMPS
4	Andre Fernandes	Student	COMPS
5	Ansh Gharat	Student	COMPS
6	Anusha Gupta	Student	COMPS
7	Anusha Shibu	Student	COMPS
8	Asma Sayed	Student	COMPS
9	Austin Joy	Student	COMPS
10	Bhatade Aaditi	Student	COMPS
11	BS Chavan	Student	MECH
12	Dipti Jadhav	Faculty	COMPS
13	Dominic	Student	COMPS
14	Dr. Amiya Tripathy	Faculty	COMPS
15	Dr. Phiroj Shaikh	Faculty	COMPS
16	Erica Prasad	Student	COMPS
17	Harshal Bhosale	Student	IT
18	Hassan Shaikh	Student	COMPS
19	Joshua	Student	COMPS
20	Joshua Menezes	Student	COMPS
21	Lakshya Agarwal	Student	COMPS
22	Lester Fernandes	Student	COMPS
23	Nathan	Student	COMPS
24	Nazeefa	Student	COMPS
25	Nischay	Student	IT
26	Oaish Qazi	Student	COMPS
27	Prashika Late	Student	IT

28	Prateek	Student	COMPS
28	Pratibha Dumane	Faculty	COMPS
30	Priya Kaul	Faculty	COMPS
31	Rajdeep Kadam	Student	COMPS
32	Sahil Davkhar	Student	COMPS
33	Samantha	Student	COMPS
34	Samara Nazareth	Student	COMPS
35	SBC	Faculty	COMPS
36	Sejal Chopra	Faculty	COMPS
37	Serah Francis	Student	COMPS
38	Shreya Doiphode	Student	COMPS
39	Smrutishree	Student	COMPS
40	Sonakshi Kodilkar	Student	COMPS
41	Steve	Student	COMPS
42	Susanne Lobo	Student	COMPS
43	Suyash Kadam	Student	COMPS
44	Syed Muhammad Fauzan	Student	COMPS
45	Tanisha Raorane	Student	COMPS
46	Tayyabali Sayyad	Faculty	COMPS
47	Verushka Fernandes	Student	COMPS
48	Yashas Khot	Student	COMPS
49	Yashica	Student	COMPS

Report Prepared By:

Name of the Student: Ms. Erica Prasad

Post of the student: Admin Head (ACM-DBIT)

Report Approved By:

Name of the Faculty: Ms. Priya Kaul

Post of the Faculty: Faculty Coordinator (ACM -DBIT)