Resource Person:
Ganesh S is Chief Mentor Campus Levers started by an Alumni group of Indian Institute of Management, Calcutta (IIMC). The initiative is aimed at supporting academic institutes and the student community to understand the real business world with aid of systems and tools that impart business learning in a practical way.

Educational Approach
The FDP relies on simulation games, group orientation, and a participatory approach to learning. There is an emphasis on gaming and team learning.

Potential Participants
The Faculty Members, Research Scholars and middle level managers across functional areas. Programme will accommodate maximum of 40 participants on first cum first served basis

How to Apply
Use the nomination form attached with his Brochure. Nomination form can also be downloaded from college website: www.velammal.edu.in and sent to the email id hrd.mba@velammal.edu.in

The filled-in nomination form must reach on or before 30.07.2016
Direct all your Queries about the FDP to
Dr. A. Nirmalraj, Convener: Mobile: 9841435991
Dr. R.S. Lekshmi, Co-ordinator: Mobile: 9444036820
Dr. Ashvini Ravi, Coordinator: Mobile: 9962149924
Relevance:

“... We cannot expect teachers to teach what they do not know, nor to use yesterday’s training to prepare today’s students for tomorrow’s future.”
Sparks, D. & Hirsh, S. (2000)

The Millennials or Gen Y are tech-savvy Digital Natives, who are more exposed to Social Media, You Tube’s, MOOC’s, Smartphone, Tablets, etc. than the people who teach them. Hence the role of Faculties/Teachers/Professors is changing phenomenally, who have to equip themselves with new breed of skills to manage and groom the Millennials.

The gamification of learning is an educational approach to motivate students to learn by using game elements in learning environments. The goal is to maximize enjoyment and engagement through capturing the interest of learners and inspire them to continue learning.

Agenda:

**Day 1**

Session 1 : Introduction to Business Simulations
Session 2 : Teaching Management – Simplified
Session 2A: Introduction & Briefing (Ceteris Paribus)
Session 2B: Demonstration
Session 2C: Hands on Practice
Session 2D: Debrief
Session 3 : Building a complete Business Professional
Session 3A: Introduction & Briefing (The Boardroom)
Session 3B: Demonstration

**Day 2**

Session 3C: Multi Round Tournament based On “Hands on Practice”
Session 3D: Debrief
Two days Faculty Development Programme  
On  
Business Simulations making Management Education Simplified  
4\textsuperscript{th} and 5\textsuperscript{th} of August, 2016  
In association with

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