



**RAMAIAH**  
College of Arts, Science &  
Commerce

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M S Ramalah College of Arts, Science and Commerce  
Re-accredited 'A' by NAAC, Permanently Affiliated to Bangalore City University,  
Approved by Government of Karnataka, Approved by AICTE, New Delhi,  
Recognized by UGC under 2f & 12B of UGC act 1956

## Department of Management Studies- MBA

Ref. No: MSRCASC/MBA/2023-24

04.07.2023

### CIRCULAR (FACULTY)

This is to inform you that all the faculty of the MBA department need to be present on 10th July 2023 at 1.00 pm to evaluate the potential of including the games in the teaching methodology. Mr. Venkat Ramanan will guide the faculty through various games that can be included in the upcoming even semester.

Academic Co-ordinator

HOD

Principal

Principal

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*ಶಿಕ್ಷಣದ ಮೂಲಕ, ನಾವು ದೇಶವನ್ನು ಉನ್ನತವಾಗಿ  
ಮಾಡುವೆವು*  
M S Ramaiah College of Arts, Science and Commerce  
Is accredited A by UGC, Deemed to be University by Government  
Approved by Government of Karnataka, Affiliated to K. J. Somaiya  
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## Department of Management Studies-MBA Event report on “Inclusion of Gamification in Teaching Methodology”

Event: Trial for Gamification

HOD: MS Annapoorna

Academic Coordinator: Dr. Shaista Banu Harris

Date: 10.07.2023

Time: 1:30 am

### Brief about the Event:

Gamification involves taking mundane educational topics and making them more enjoyable and relatable to students. It does this by borrowing critical concepts from the gaming industry that encourage user engagement. These concepts help build skills like competitiveness, mastery, sociability, etc, to name a few.

The **objective of this event** is to build skill sets and improve class engagement and thus bridge the gap between the curriculum and the industry's requirements.

Games have a sense of progression and increasing difficulty as the player moves ahead. MBA students have talent, passion, and purpose and these games can be a medium to provide that sense of achievement and also help the students to provide near life or simulated business situations.

Especially games with well-defined rules and the chance to win. That means our brains will work harder or better for us when we engage in activities that are supported by games.

Gamification lets students compete with each other while studying for a test or exam. It's amazing that this works and it does work wonderfully.

The theoretical knowledge students gain in class **can be immediately applied** when they complete game challenges. This helps children look at knowledge and learning in general from an entirely different perspective.

Mr. Venkat Ramanan guides the faculty through various finance, accounting, marketing and HR games. He made the faculty experience the games and evaluate their potential use in the Management classrooms.

Faculty reached to the consensus that e-learning and digital classrooms will benefit even more from gamification as time goes on.

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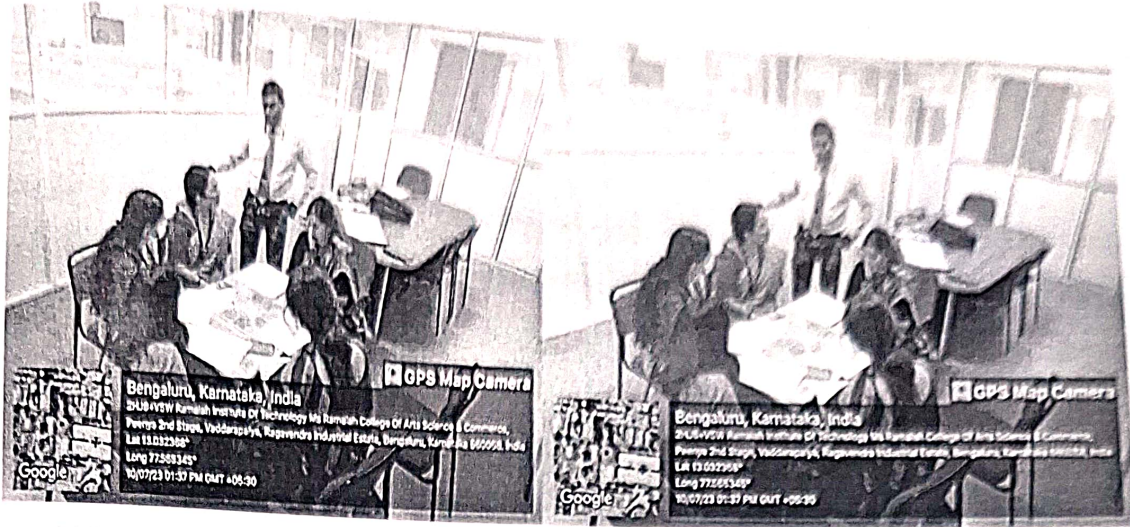
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MS Ramaiah Institute of Technology  
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MBA Faculty evaluating and understanding the implementation of gamification

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Academic Co-ordinator

*[Handwritten Signature]*  
HOD

*[Handwritten Signature]*

Principal

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