

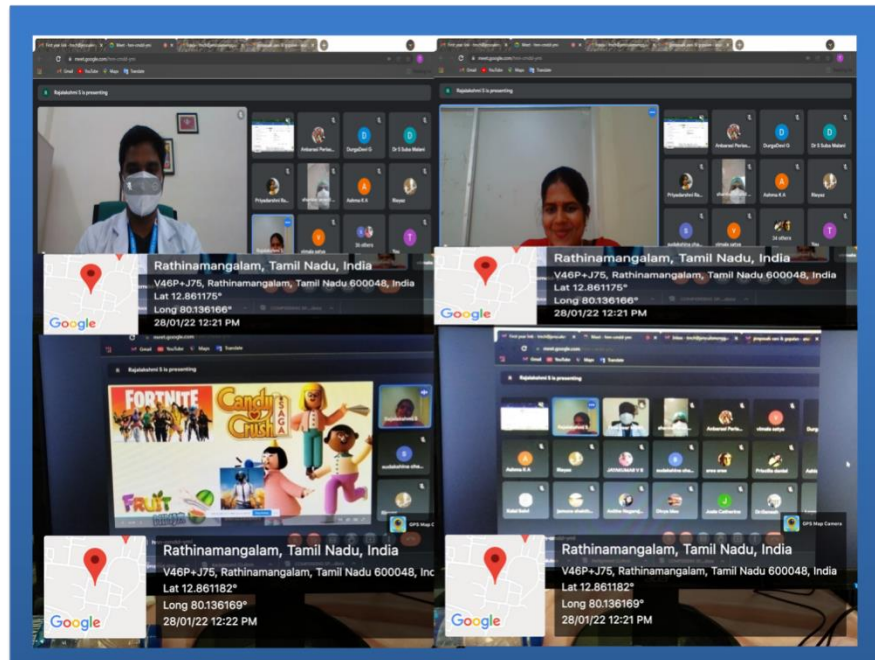
Department of Anatomy & Medical education unit

Online Hands on workshop

Topic - “Gamification in Online Teaching”- Hands on workshop

Date: 27th January 2022.

Guest Speaker : DR. S. RAJALAKSHMI MBBS., M.D., Assistant Professor, Department of Anatomy, Tagore Medical College & Hospital -600 127



This covid pandemic wreaked havoc not only on our daily lives, but also on the educational system's teaching methods. This form of virtual class has numerous drawbacks, the most serious of which is that, disengaged students throughout our lectures. Through gamification, we have found a way to overcome this problem. Gamification is adding game mechanics into nongame environments, like a website, online community, learning management system intranet to increase participation. So the goal of gamification in the medical research and education is to make our virtual classes more interactive, engaging and participative between students and faculties.

The programme started with the message from the Dean Prof. Dr. Kumudha Lingaraj, followed by Prof. Dr. D.H. Gopalan M.S., HOD, Dept. of Anatomy who gave an insight about gamification, after which the speaker Dr. S. Rajalakshmi delivered her talk about gamification in online teaching with workshop. The observant, coherent, and aesthetically compelling address was well appreciated by the faculty, according to responses received from them.