



தமிழ்நாடு ஆசிரியர் கல்வியியல் பல்கலைக்கழகம்
TAMIL NADU TEACHERS EDUCATION UNIVERSITY
(Established under Tamil Nadu Act 33 of 2008)
GangaiammanKoil Street, Karapakkam, Chennai - 600 097.
Website: www.tnteu.ac.in

No. TNTEU/DoF/ CCG&C /Off.Comm/0001

Date: 12.02.2016


Dr.V.Balakrishnan, PhD
Dean of Faculty

Circular

This is to inform you that One day Programme on Teaching gaming with Technology in the classroom is going to be conducted by the Department of Educational Psychology for the M. Ed, M.Phil Students and Ph.D Scholars on 19th February 2016, 10am to 12pm. Mr. M. Senthilkumar, Assistant Professor, Department of Educational Technology, TNTEU, Chennai will be the Resource Person for this programme. All the students and research scholars are asked to attend the programme without fail.

13/2/2016
DEAN OF FACULTY

Dr. V.BALAKRISHNAN, Ph.D.,
Dean of Faculty,
Professor and Head,
Dept. of Curriculum Planning and Evaluation,
Tamil Nadu Teachers Education University,
Karapakkam, Chennai - 600 097.


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VICE-CHANCELLOR
TAMIL NADU TEACHERS EDUCATION UNIVERSITY
KARAPAKKAM, CHENNAI - 600 097.

TAMIL NADU TEACHERS EDUCATION UNIVERSITY

Chennai-97

DATE:19/02/2016



TIME:10 am to 12pm

Organizes TEACHING GAMING WITH TECHNOLOGY IN THE CLASSROOM *Resource Person*



*Dr.M.Senthilkumaran, Assistant
Professor, Department of
Educational Technology, , Tamil
Nadu Teachers Education
University, Chennai.*



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Tamil Nadu Teachers Education University

Chennai- 97



Topic	: Teaching gaming with technology in the classroom
Date	:19.02.2016
Time	:10.00 am to 12.00 pm
Resource Person	: Dr.M.Senthilkumaran Assistant Professor Department of Educational Technology Tamil Nadu Teachers Education University Karapakkam, Chennai-97.
Participants	: M.Ed, M.Phil, Ph.D

Dr.M.Senthilkumaran has motivated the participants towards the topic by brainstorming. Dr.M.Senthilkumaran has discussed about the various components of gaming. In his lecture Resource Person explained in detail about Teaching gaming with technology in the classroom. The Resource Person has answered all the questions raised by the participants. Those one day programme went on well with the active disclose and deliberation of the Resource Person. The programme organizers have collected the feedback from the participants.

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m. Govindan
Dr. M. GOVINDAN, Ph.D
Professor & Head
Department of VICE CHANCELLOR
TAMIL NADU TEACHERS EDUCATION UNIVERSITY
Karapakkam, CHENNAI-600 097.

REPORT

A ONE DAY PROGRAMME ON TEACHING GAMING WITH TECHNOLOGY IN THE CLASSROOM – 19.02.2016, 10AM TO 12PM.

A One day Programme on Teaching gaming with technology in the classroom was conducted by the Department of Educational Psychology, Tamil Nadu Teachers Education University, Chennai on 19.02.2016, 10am to 12pm in order to develop the innovative knowledge of Technology for the M.Phil students and Ph.D Scholars. Mr. M. Senthilkumaran, Assistant Professor, Department of Educational Technology, TNTEU, Chennai was the Resource Person. The resource person has motivated the participants towards the topic by brainstorming. He has discussed about the various components of gaming. In his lecture Resource Person explained in detail about Teaching gaming with Technology in the classroom. Those one day programme went on well with the active disclose and deliberation of the Resource person. The Resource Person has answered all the questions raised by the participants. The programme organizers have collected the feedback from the participants. A total of 18 M.Phil students and Ph.D Scholars from the Tamil Nadu Teachers Education University, Chennai were Participated in the programme.

VBL
19/02/2016

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Dr. V.BALAKRISHNAN, Ph.D.,
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Professor and Head,
Dept. of Curriculum Planning and Evaluation,
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A ONE DAY PROGRAMME ON TEACHING GAMING WITH TECHNOLOGY IN THE CLASSROOM - 19.02.2016



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ATTENDANCE SHEET

S.NO	NAME	PROGRAMME
1	A Sangeetha	Ph D
2	D Leema Roshin	M Phil
3	S Ragavagiri	M Phil
4	A Selvaraj	M Phil
5	Mahendar Kakkala	Ph D
6	K Muruganantham	Ph D
7	S Dhamodharan	Ph D
8	G Ram Kumar	Ph D
9	S Nithyasree	Ph D
10	R Meenakshi	Ph D
11	A S Revathi	Ph D
12	K Arulmozhi	Ph D
13	G Vanitha	Ph D
14	Ishwarya	Ph D
15	Praveen	Ph D
16	D Parvatham	Ph D
17	Priya	Ph D
18	S Vimala	Ph D

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Professor and Head,
Dept. of Curriculum Planning and Evaluation,
Tamil Nadu Teachers Education University,
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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : A. SANGEETHA

Course of Study : M.Ed / M.Phil/ Ph.D

Title of the Programme : Teaching gaming with Technology in the Classroom

Name of the Resource Person : Dr. M. Senthil Kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation	✓		
5	Usefulness of the programme	✓		

Any Suggestion for Updation :

A. Sangeetha

Signature of the participant


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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : Leema Roshin.D
Course of Study : M.Ed / M.Phil/ Ph.D
Title of the Programme : Teaching gaming with Technology in the classroom.
Name of the Resource Person : Mr.M. Senthil kumar.

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject		✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation :

good.


Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: S. Raganagiri

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching gaming with Technology
in classroom

Name of the Resource Person

: Mr. M. Senthil Kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation

: Excellent


Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: A. Selvaraj

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching Gaming with Technology in the classroom.

Name of the Resource Person

: Mr. M. Senthil Kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic		✓	
3	Presentation of the subject		✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation

:

Good


Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : DR. MAHENDAR KARKALA
Course of Study : ~~M.Ed~~ / M.Phil / Ph.D ✓
Title of the Programme : Teaching Gaming with Technology
Name of the Resource Person : Mr. M. Senthil Kumar

Kindly tick the relevant box as your suggestion


S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation : Excellent

Kumudry
Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : MURUGANANTHAM, K
Course of Study : M.Ed / M.Phil / Ph.D
Title of the Programme : Teaching gaming with Technology in the classroom
Name of the Resource Person : Mr. M. Senthil Kumar

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject		✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation : good

K. Murali
Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : Dr. S. Dharmodhanan .
Course of Study : M.Ed / M.Phil / Ph.D
Title of the Programme : Teaching gaming with Technology in
the classroom
Name of the Resource Person : M. Senthil Kumar .
Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation	✓		
5	Usefulness of the programme	✓		

Any Suggestion for Updation :

Good.


Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : *Gr. Ram Kumar .*

Course of Study : *M.Ed / M.Phil/ Ph.D*

Title of the Programme : *Teaching gaming with Technology
in the classroom*

Name of the Resource Person : *M. Senthil Kumar .*

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	<input checked="" type="checkbox"/>		
2	Preparation of the topic	<input checked="" type="checkbox"/>		
3	Presentation of the subject		<input checked="" type="checkbox"/>	
4	Clarity in presentation		<input checked="" type="checkbox"/>	
5	Usefulness of the programme		<input checked="" type="checkbox"/>	

Any Suggestion for Updation :

Good

Gr. Ram Kumar .
Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : S. NITHYASREE
Course of Study : M.Ed / M.Phil / Ph.D
Title of the Programme : TEACHING GAMING WITH TECHNOLOGY IN THE CLASSROOM.
Name of the Resource Person : M.JI-M. SENTHILKUMARAN

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic		✓	
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation : Good

S. Nithyasree

Signature of the participant

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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: R. MBENAKSHIS

Course of Study

: M.Ed / M.Phil / Ph.D

Title of the Programme

: TEACHING GAMING WITH TECHNOLOGY IN THE CLASSROOM

Name of the Resource Person

: MSc - M. SENTHIL KUMARAN.


Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	<input checked="" type="checkbox"/>		
2	Preparation of the topic		<input checked="" type="checkbox"/>	
3	Presentation of the subject	<input checked="" type="checkbox"/>		
4	Clarity in presentation	<input checked="" type="checkbox"/>		
5	Usefulness of the programme	<input checked="" type="checkbox"/>		

Any Suggestion for Updation

: Good

Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant : A.S. Revathi
Course of Study : M.Ed / M.Phil / Ph.D
Title of the Programme : Teaching gaming with Technology in the classroom
Name of the Resource Person : Mr. M. Senthil Kumar.

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic		✓	
3	Presentation of the subject	✓	✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation :

good



Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: K. Arulmozhi

Course of Study

: M.Ed / M.Phil / Ph.D

Title of the Programme

: Teaching gaming with Technology
in the Classroom

Name of the Resource Person

: Mr. M. Senthilkumar

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation	✓		
5	Usefulness of the programme	✓		

Any Suggestion for Updation

: Excellent


Signature of the participant


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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: G. Vanitha

Course of Study

: M.Ed / M.Phil / Ph.D

Title of the Programme

: Teaching gaming with Technology
in the Classroom

Name of the Resource Person

: Mr. M. Senthil Kumar

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic		✓	
2	Preparation of the topic		✓	
3	Presentation of the subject		✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme		✓	

Any Suggestion for Updation

: Good

Signature of the participant

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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: Ishwarya

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching gaming with Technology
in the classroom

Name of the Resource Person

: Mrs. M. Senthil kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic		✓	
2	Preparation of the topic		✓	
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation

:

Ishwarya

Signature of the participant

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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: Praveen ✓

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching gaming with Technology
in the Classroom

Name of the Resource Person

: Mr. M. Senthil Kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme		✓	

Any Suggestion for Updation

:

Praveen

Signature of the participant

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TAMILNADU TEACHERS EDUCATION UNIVERSITY

Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: D. Parvatham

Course of Study

: M.Ed/ M.Phil/ Ph.D

Title of the Programme

: Teaching Gaming with Technology
in the classroom

Name of the Resource Person

: Mr. M. Senthil Kumar

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	✓		
2	Preparation of the topic	✓		
3	Presentation of the subject		✓	
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation

:

D. Parvatham

Signature of the participant


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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: Priya

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching gaming with Technology
in the classroom

Name of the Resource Person

: Mr. M. Senthil kumaran

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic		✓	
2	Preparation of the topic	✓		
3	Presentation of the subject	✓		
4	Clarity in presentation		✓	
5	Usefulness of the programme	✓		

Any Suggestion for Updation

:

Priya

Signature of the participant



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Date: 19/02/2016

Chennai -97

Time: 10am to 12pm

Teaching gaming with Technology in the Classroom

FEEDBACK FORM

Name of the Participant

: S. Vimala

Course of Study

: M.Ed / M.Phil/ Ph.D

Title of the Programme

: Teaching gaming with technology in the classroom

Name of the Resource Person

: Mr. M. Senthil Kumar

Kindly tick the relevant box as your suggestion

S No	Item	Excellent	Good	Fair
1	Relevancy of the topic	<input checked="" type="checkbox"/>		
2	Preparation of the topic	<input checked="" type="checkbox"/>		
3	Presentation of the subject	<input checked="" type="checkbox"/>		
4	Clarity in presentation	<input checked="" type="checkbox"/>		
5	Usefulness of the programme		<input checked="" type="checkbox"/>	

Any Suggestion for Updation

:

S. Vimala

Signature of the participant


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