

Shri Shivaji Education Society Amravati's

Science College, Nagpur

Biotechnology Department

Report on Launching the Game - Offline Workshop on BioTech Titans Games

Date - 27/09/2024

Introduction

An offline workshop on BioTech Titans games was successfully conducted, showcasing an innovative approach to learning biotechnology through engaging, student-designed paper-based games. This workshop provided an interactive platform for exploring biotechnological concepts in a simplified and enjoyable manner. The initiative, developed by undergraduate students of SSSEA's Science College, Nagpur, aimed to make complex topics such as genetic engineering and bioinformatics accessible to students. Through this workshop, participants gained practical insights into playing and understanding these educational games offline, enriching their knowledge in an interactive setting.

About the Workshop

The offline workshop focused on introducing participants to the BioTech Titans games, which are specifically designed to tackle tricky questions in biotechnology. These games cover a broad range of topics, from genetic engineering to bioinformatics, offering an innovative way to approach challenging subjects. By incorporating puzzles, quizzes, and role-playing scenarios, the workshop aimed to simplify complex concepts while promoting peer-to-peer learning.

Guidance and Coordination

The project was developed under the esteemed mentorship of:

- **Dr. Sarang Dhote**, Incharge of the Innovation and Incubation Centre
- **Dr. P. Gulhane**, Head of the Department of Biotechnology

Their guidance and expertise were instrumental in shaping the games and organizing the workshop.

Student Contributors

The creative brilliance behind BioTech Titans comes from the following undergraduate students of SSSEA's Science College, Nagpur:

- Anisha Shende
- Ishita Padgil
- Shamali Kale
- Ojaswini Bhagat
- Akanksha Tekade
- Snehal Sahare
- Leena Meher
- Anuradha Khope
- Ishwari Gawande

These students worked tirelessly to craft the games, combining educational content with innovative design to create a fun and effective learning tool.

Features of the Workshop

- **Offline Format**: Participants engaged in hands-on activities using paper-based games, making the workshop accessible to all, regardless of digital resources.
- **Interactive Learning**: The workshop incorporated discussions, group challenges, and role-playing to maximize engagement and understanding.
- **Comprehensive Coverage**: Topics ranged across key biotechnology concepts, ensuring that participants could grasp diverse aspects of the subject.

From the Students to the Students

This workshop was conducted under the "From the Students to the Students" scheme, a unique initiative that empowers students to create learning resources for their peers. This approach not only enhances the learning experience but also fosters a sense of ownership and creativity among students.

Alignment with UNESCO Sustainable Development Goals (SDGs)

The BioTech Titans workshop aligns with SDG 4 (Quality Education) by providing innovative, inclusive, and accessible learning opportunities. It also promotes SDG 4.7 (Lifelong Learning), encouraging students to explore complex subjects in a collaborative and engaging environment.

Conclusion

The offline workshop on BioTech Titans games was a resounding success, highlighting the creativity and dedication of SSSEA's students in making biotechnology education more engaging and effective. This initiative underscores the college's commitment to fostering innovative learning approaches and aligning with global educational goals. Participants left the workshop with a deeper understanding of biotechnology and a newfound enthusiasm for the subject.



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