



**Shri Shivaji Education Society Amravati's**

# **Science College, Nagpur**

## **Microbiology Department**

---

### **Report on the Launch of MicroFun: Explore the World of Microbiology Through Games**

#### **Introduction**

MicroFun is a revolutionary platform that brings microbiology to life through interactive games, designed to simplify and demystify complex microbiological concepts. Launched as an innovative educational initiative, MicroFun makes learning microbiology both fun and accessible. By transforming tricky questions into engaging activities, this platform serves as a creative tool for students to deepen their understanding of microbiology.

#### **Objective**

The primary goal of MicroFun is to enhance learning through playful engagement, providing an exciting way for students to interact with and master intricate topics in microbiology. By doing so, it supports inclusive and innovative education, fostering a love for science among students.

#### **Development and Guidance**

MicroFun is a product of the collaborative efforts of undergraduate students from SSSEA's Science College, Nagpur, under the expert mentorship of:

Dr. Sarang Dhote, Incharge of the Innovation and Incubation Centre

Dr. P. Gulhane, Head of the Department of Microbiology

This project is developed as part of the "From the Students to the Students" scheme, empowering students to take the lead in creating peer-to-peer educational resources.

### **Meet the Creative Team**

The dedicated and talented team of undergraduate students behind MicroFun includes:

Anisha Shende

Ishita Padgil

Shamali Kale

Ojaswini Bhagat

Akanksha Tekade

Snehal Sahare

Leena Meher

Anuradha Khope

Ishwari Gawande

Each team member brought their creativity and knowledge to design games that transform microbiology into an engaging and approachable subject.

### **Alignment with UNESCO Goals**

MicroFun aligns with UNESCO Sustainable Development Goals, particularly SDG 4 (Quality Education) and SDG 4.7 (Promoting Innovation in Education). By combining science and fun, this initiative ensures accessible learning opportunities while encouraging curiosity and creativity among students.

## Features of MicroFun

**Interactive Learning:** The platform includes a variety of games designed to make complex microbiological topics easier to understand.

**Peer-to-Peer Education:** Developed by students for students, MicroFun emphasizes collaborative learning.

**Innovation in Education:** By gamifying microbiology concepts, the platform bridges the gap between theoretical knowledge and practical understanding.

## Conclusion

The launch of MicroFun marks a significant step towards innovative and inclusive education in microbiology. By providing a platform where students can learn through play, MicroFun enhances scientific curiosity and fosters a deep understanding of microbiological concepts. This initiative is a testament to the potential of peer-driven educational projects and highlights the commitment of SSSEA's Science College, Nagpur, to promoting quality education and lifelong learning.





*Dr A A Halder*

Dr A A Halder  
Coordinator, IQAC  
Science College,  
Congress Nagar, Nagpur

*M. P. Dhore*

Prof. M. P. Dhore  
Principal  
Science College,  
Congress Nagar, Nagpur

