



Shri Shivaji Education Society Amravati's

Science College, Nagpur

Microbiology Department

Report on the Offline Workshop: MICROFUN – Explore the World of Microbiology Through Games!

Introduction

On September 27, 2024, SSSEA's Science College, Nagpur, hosted an offline workshop on **MICROFUN**, an innovative educational gaming platform. This workshop aimed to bridge the gap for students lacking smartphones or facing limited internet access, ensuring equitable access to engaging microbiology learning tools. **MICROFUN**, an interactive and fun-filled platform, is designed to simplify complex microbiology concepts through creative and thought-provoking games.

Workshop Highlights

The offline workshop utilized printed materials and hands-on activities derived from the **MICROFUN** platform, allowing participants to explore microbiological concepts in an engaging, tangible format. This initiative demonstrated that learning through games is not confined to digital platforms; it can also thrive in resource-constrained environments.

Guidance and Coordination

The **MICROFUN** platform and the workshop were developed under the expert mentorship of:

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

The workshop's coordination ensured seamless execution, creating a meaningful and interactive experience for all participants.

Student Creators

MICROFUN owes its success to the innovation and hard work of undergraduate students at SSSEA's Science College. This project exemplifies the "**From the Students to the Students**" scheme, where students take the lead in developing resources for their peers. The team of developers ensured the games were not only educational but also accessible and enjoyable.

Objectives

- To simplify microbiology concepts for students through interactive activities.
- To provide an offline gaming alternative for students in areas with limited digital access.
- To encourage peer-to-peer learning and creativity in the academic community.

Workshop Impact

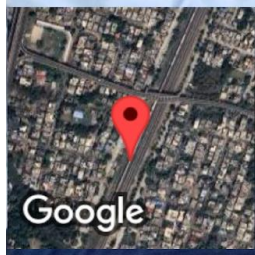
The workshop received enthusiastic participation, demonstrating the effectiveness of hands-on, game-based learning. Participants found the games an enjoyable way to tackle microbiological challenges, improving their understanding of intricate topics such as microbial structures, processes, and laboratory techniques.

Alignment with Sustainable Development Goals (SDGs)

This initiative aligns with **UNESCO's Sustainable Development Goals (SDG 4: Quality Education)** by promoting inclusive and equitable education. By offering an offline mode, MICROFUN ensures no student is left behind, fostering a culture of lifelong learning.

Conclusion

The MICROFUN offline workshop successfully delivered on its promise of making microbiology education engaging and accessible for all students, regardless of technological constraints. This initiative underscores SSSEA's Science College's commitment to innovation in education and inclusivity in learning. Through projects like MICROFUN, the college continues to inspire students to think creatively and embrace the joy of discovery in science.



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