Guidelines to Conduct Gamified Activities

1. Objective of Gamification

- **Enhance Engagement**: To increase student engagement and learning outcomes through interactive and competitive activities.
- **Curriculum Alignment**: To integrate gamified activities with the academic curriculum, ensuring skill enhancement and course relevance.
- **Motivation**: To incorporate these activities into internal assessments to encourage active participation.

2. Planning Guidelines

- **Monthly Schedule**:
  - Each school must organize at least one gamified activity per month for their students.
  - Activities should be evenly distributed across all courses during the semester to ensure inclusivity.
- **Activity Alignment**:
  - Activities must align with the learning objectives of respective courses. Examples include quizzes, case study challenges, problem-solving races, interactive debates, role-playing, or virtual simulations.
- **Student-Centric Approach**:
  - Design activities to engage students from diverse backgrounds and skill levels.
  - Encourage collaboration and teamwork-based activities.
- **Approval Process**:
  - Schools must submit a six-month activity plan to the IQAC cell for approval at least one week before the semester begins.
  - **Plans should include:**
    - Title of the activity
    - Program it is mapped with
    - Course(s) it is mapped with
    - Learning outcomes
    - Skills to be developed
    - Format and execution strategy (individual or group-based)

3. Weightage Guidelines

- **Integration with Internal Marks**:
  - Gamified activities should contribute **5–10%** of the total internal assessment marks for the course.
- **Fair Assessment**:
  - Use parameters such as participation, performance, creativity, and teamwork.

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- Apply rubrics or grading scales to ensure transparency in evaluations.

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4. Activity Types (Examples)

For Computer Science Students:

1. **Code Combat**: Solve progressively challenging programming tasks in a game-like environment.
   - Skills: Algorithm design, problem-solving, and debugging.
2. **Hackathon Leaderboard**: Compete to build the best real-world solutions during a hackathon.
   - Skills: Collaboration, coding efficiency, and creativity.
3. **AI Treasure Hunt**: Solve machine learning or AI puzzles to find virtual treasures.
   - Skills: Practical AI skills, critical thinking, and teamwork.
4. **Algorithm Battles**: Write the most optimized algorithm for a given problem in a tournament format.
   - Skills: Algorithm efficiency, competitive coding, and logical reasoning.
5. **Cybersecurity Capture the Flag (CTF)**: Solve cybersecurity challenges like decryption or penetration testing to capture flags.
   - Skills: Ethical hacking, security protocols, and cryptography.

For Management Students:

1. **"CEO for a Day" Simulation**: Act as a CEO and make key business decisions for a simulated company.
   - Skills: Leadership, decision-making, and strategic planning.
2. **Market Expansion Game**: Strategize and expand a company's market presence.
   - Skills: Market research, resource allocation, and competitive strategy.
3. **Stock Market Simulation**: Trade virtual stocks and build a winning portfolio.
   - Skills: Financial analysis, decision-making, and risk management.
4. **Negotiation Tournaments**: Compete in simulated negotiation scenarios.
   - Skills: Communication, persuasion, and conflict resolution.
5. **Supply Chain Challenge**: Manage inventory, logistics, and suppliers to minimize costs and maximize customer satisfaction.
   - Skills: Operations management, problem-solving, and decision-making.
6. **Gamified Leadership Assessment**: Demonstrate leadership in a simulated crisis scenario.
   - Skills: Crisis management, team leadership, and emotional intelligence.
7. **Brand War Simulation**: Compete to create the most successful brand through creative strategies.
   - Skills: Marketing strategy, branding, and creativity.

For Science Students:

1. **STEM Jeopardy**: Compete in a quiz game covering physics, chemistry, biology, and mathematics.
   - Skills: Recall, application of knowledge, and teamwork.

2. **Build-a-Bridge Challenge**: Design and construct a small-scale bridge to hold the most weight.
    - Skills: Engineering design, problem-solving, and teamwork.
3. **Physics Olympiad Simulator**: Solve physics challenges based on real-world problems.
    - Skills: Problem-solving, analytical thinking, and practical application.
4. **Climate Change Simulation Game**: Manage resources to combat climate change in a simulated environment.
    - Skills: Environmental science, critical thinking, and decision-making.
5. **Biology Scavenger Hunt**: Identify plants, animals, or microorganisms using given clues.
    - Skills: Observation, taxonomy, and ecological awareness.
6. **Genetics Puzzle Game**: Solve puzzles to complete genetic sequences or predict inheritance patterns.
    - Skills: Genetics, logical thinking, and understanding hereditary principles.

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5. Execution Guidelines

- **Activity Duration**: Each activity should last **1–3 hours** to minimize disruption to the academic schedule.
- **Documentation**: Schools must document each activity, including:
    - Description of the activity.
    - Participation details.
    - Geo-tagged photographs.
    - Outcomes achieved.
- **Feedback Collection**: Gather feedback from students and faculty to improve future activities.
- **Submission to University**: Submit a monthly report with:
    - Participant list.
    - Event photographs/screenshots (if applicable).
    - Outcomes and evaluation summary.

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6. Prizes

- **Project Funding**: Winners will receive funding for innovative projects instead of cash prizes (if applicable).
- **Funding Amount**: Initial funding can go up to **₹10,000**, depending on feasibility and requirements.
- **Alternative Rewards**: Cash prizes will be awarded if project funding is not applicable.

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