

Ms. Monica Joshi, IT Head, Sat Paul Mittal School was invited as a Tech Talk speaker at EduTech Asia's 5th Annual Summit



EduTech Asia's 5th Annual Summit was held in Singapore from 30th October, 2020 to 6th November, 2020. This year's program featured both online and offline activities to accommodate global audience through workshops, small group discussions, networking events, debates, panels, and presentations besides curating 1:1 business meetings. With over 500+ speaker alumni, EduTech Asia Summit is the leading regional platform for global thought leaders, senior executives, investors, entrepreneurs, and changemakers to both inform and inspire the global Future of Learning and Work community. Leaders representing the public, private, and philanthropic communities presented and showcased their thought provoking ideas and presentations.

Ms. Monica Joshi, IT Head, Sat Paul Mittal School was invited as a Tech Talk speaker and spoke on Engaging Learners by creative online teaching using Gamification. This discussion came under Hybrid Learning (IT Leaders Insights) which was held on 5th November, 2020. She shared that during pandemic, educators around the globe left no stone unturned and it's heartening to see the collaborative efforts bearing fruits wherein the parents and the students are enthusiastic about the online teaching methods. She discussed that the teachers can engage their learners while using the Game Based Learning into the classrooms during the unprecedented times and even after when the situation gets better. She shared that the Game Based Learning helps in deeper classroom engagement & interaction, understanding about abstract & difficult concepts, discover & learn, objects modelling and can work with the Android & IOS phones. She focused on how Game Based Learning actually works and how Gamification can be used in each part of the lesson to engage the learners. She also told that various techniques and applications like Skype, Kahoot, Minecraft, Wakelet, Flipgrid, Sway, O365, etc can be used in classrooms which can be beneficial for the learners. She told that lessons can be customized and personalized while using Minecraft which makes the teaching differential. Leadership, Collaboration, ICT Skills (Coding), Empathy, Team Work, Creativity, Communication and Knowledge- these skills are enhanced with the help of Minecraft. She discussed about 3D Bear also, a virtual reality application which is actually used to engage the learners. She stressed on using 4C's to make the students understand and 3D Bear helps in enhancing all these skills.