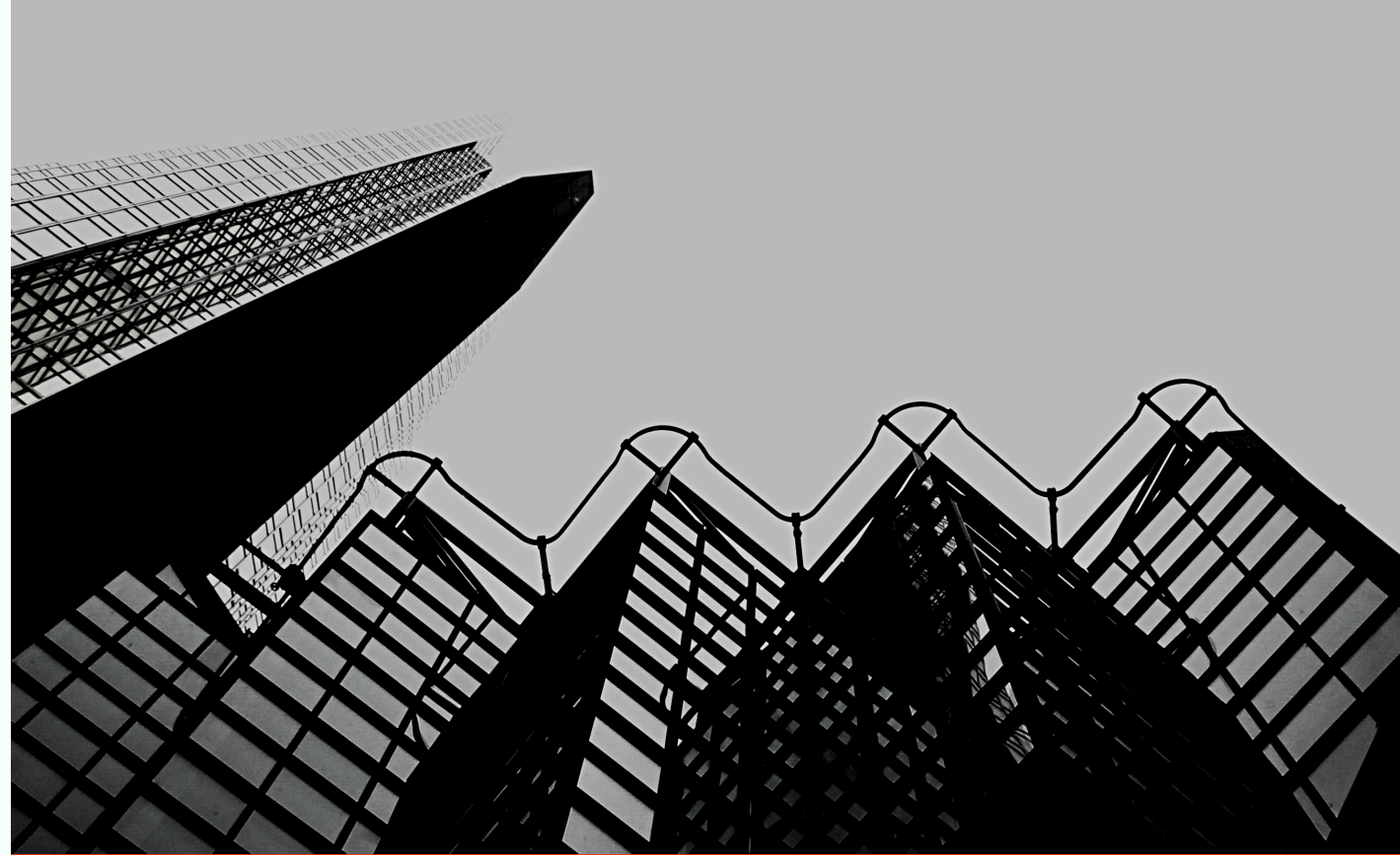


## Our Vision

To enable the faculties to enhance the motivation and interest of learners so that they cultivate the habit of SDL (Self Directed Learning)



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Gamification to  
Enhance Motivation,  
Interest and SDL (Self  
Directed Learning)



Type of Program :

Activity based

Tools to be Explored for Training Program :

Based on the requirements of institution the tools will be suggested.



## Details of the Training Program

**Title of the Training Program:** Gamification to Enhance Motivation, Interest and SDL (Self Directed Learning)

**Duration of the program:** 5 days (customizable)

**Mode of presentation:** onsite / online

### Basic Outline of the Program

- 1.What is gamification?
- 2.How to design gamification?
- 3.What are the elements of gamification?
- 4.Gamification framework
- 5.Designing gamification for your course / training program

## Learning Outcome :

By the end of the program, the participants will be able to

1. Understand what is gamification
2. Create / customize gamification framework for their course
3. Identify elements for their gamification
4. Design gamification
5. Execute gamification



## Contact Us

Email :  
info@advisor2u.com

Dr. Ms. Kumuda Gururao  
<https://advisor2u.com>



These programs will help you develop successful strategies to face the challenges of tomorrow.

## About Dr. Ms. Kumuda Gururao

She is a learning strategist with more than 3 decades of combined experience in academic and corporate sector.

For more details, visit <https://advisor2u.com>

## Other Training Programs

1. Concept Mapping Software to Enhance Deep Learning Skills of Learners (no need to learn coding)
2. Effective Blended Learning through Activity Based Workshop
3. Enhancing deep learning skills by SAMR model

