

Faculty Initiatives on Teaching and Learning

Listed below are some of the teaching initiatives on teaching and learning

1. Dr. Gopal Jahagirdar, Mrs. Sonali Kadam, MIBM, Pune

Chain Reaction: The Global Supply Network Game

Course: Supply Chain Management

Batch: PGDM I year

Game: The game is set in a dynamic global market environment where teams must navigate the complexities of international supply chain management.

Each team starts with a basic supply chain structure, including a manufacturing facility, a set of suppliers, and a customer base in one geographic location.

Team: Teams are composed of 4-5 students. All must participate

Overview

"**Chain Reaction: The Global Supply Network Game**" offers business school students a hands-on, immersive experience in managing a global supply chain, emphasizing strategic planning, adaptability, and the integration of sustainability. Through this game, students can better understand the interconnections and challenges within global supply networks, preparing them for future roles in supply chain management and beyond.

Educational Objectives

1. Foster an understanding of the complexities involved in global supply chain management.
2. Develop strategic thinking and decision-making skills with a focus on adaptability and long-term planning.
3. Encourage teamwork and the integration of diverse perspectives to solve multifaceted problems.
4. Highlight the importance of sustainability and ethical considerations in supply chain decisions.

2. Dr. Nitin Deshmane, Navnath Lendave

HR Hero: Talent Management Challenge

Course : Talent Management

Batch : PGDM II year

Game : The primary objective of HR Hero: Talent Management Challenge is to strategically manage human capital to drive organizational success. Players must make strategic decisions

related to recruitment, training, performance management, and employee engagement to build a high-performing workforce and achieve business objectives.

Teams: Teams are composed of 5-6 students. All must participate

Overview:

HR Hero: Talent Management Challenge is an innovative management game designed to immerse business school students in the intricacies of human resource management (HRM). Participants will step into the role of HR managers tasked with attracting, developing, and retaining top talent within a dynamic and competitive business environment.

Educational Objectives:

1. Develop a holistic understanding of human resource management principles, practices, and strategies.
2. Apply theoretical HR concepts to practical scenarios and business challenges.
3. Enhance critical thinking, problem-solving, and decision-making skills in HRM contexts.
4. Gain insights into the role of HR in driving organizational performance, culture, and competitiveness.

3. Dr. Nitin Deshmane, Mrs Anita Patake

HR Quest: The Talent Acquisition Adventure

Course : Talent Management

Batch :PGDM II year

Rol Play :

Before the game begins, players collect a variety of household materials to represent different aspects of the recruitment process. These materials can include:

Paper and pens for creating job postings and interview questions.

Household items like cups, balls, and puzzles to simulate skills assessment activities.

Fabric or clothing items for role-playing exercises and cultural fit assessments.

Props and decorations to create an immersive recruitment environment

Teams: Players must design and execute recruitment campaigns, conduct interviews, and assess candidates' suitability for various job roles using materials found in their homes.

Overview

HR Quest: The Talent Acquisition Adventure is a creative management game designed for business school students to learn about human resource management (HRM) while utilizing

everyday household materials. Participants will take on the role of HR managers tasked with recruiting and selecting candidates for fictional job positions using DIY materials.

Educational Objectives

1. Develop hands-on experience in talent acquisition and selection processes using creative and accessible materials.
2. Enhance critical thinking, communication, and interpersonal skills through interactive role-playing and interview simulations.
3. Gain insights into the challenges and considerations involved in recruiting and hiring candidates in a dynamic business environment.
4. Foster resourcefulness and adaptability in managing HR tasks with limited resources and materials.

4. Dr. Saroja Asthana, Prof. Ravi Chhabra

Cup Clash: Strategic Struggle

Course : Strategic Management

Class: PGDM II year

Game: Each participant or team collects a set of cups of different sizes and colors. Cups may represent various resources, assets, or strategic elements in the game.

Overview:

Cup Quest is an innovative management game designed for students to develop strategic management skills using cups as the primary tool. Participants will engage in a series of challenges that simulate real-world business scenarios, requiring them to apply strategic thinking, decision-making, and resource management.

Cup Quest offers students a unique and engaging learning experience that combines strategic management principles with hands-on activities using everyday materials. By leveraging cups as a versatile tool for skills assessment activities, students can explore strategic decision-making and resource management in a fun and interactive way, preparing them for leadership roles in various industries.

Educational Objectives:

1. Develop strategic thinking and decision-making skills in a dynamic and competitive business environment.
2. Enhance creativity and innovation through hands-on problem-solving activities using cups.

3. Apply theoretical knowledge of strategic management concepts to practical business challenges.
4. Foster collaboration, teamwork, and communication skills through interactive gameplay.

5. Dr. Anita Khaire, Mr. Dinkar Hazare

Market Mastermind

Course: Marketing Management

Class : PGDM I year

Game : Team of 4-5 students. All must participate

Overview: "Market Mastermind" offers a unique and interactive way to learn about marketing management while utilizing common household items. By combining strategic decision-making, random events, and competitive gameplay, players can immerse themselves in the world of marketing and develop their skills as marketing masterminds.

Educational Objectives:

Become the ultimate marketing mastermind by strategizing, implementing, and adapting marketing campaigns to dominate the market.

6. Dr. Gopal Jahagirdar, Amruta Sane, Sumit Chakane

Course: Financial Management

Class: PGDM I year

Game: Use different types of fruits to represent financial assets. For example, apples can represent stocks, oranges can represent bonds, bananas can represent savings accounts, etc. Become a savvy investor and manage your fruit-based assets to accumulate the highest wealth over a series of rounds

Overview:

"Fruit Finance" offers a creative and interactive way to learn about financial management using common household items like fruits. By simulating investment decisions, market dynamics, and risk management strategies, players can develop their financial literacy and decision-making skills in a fun and engaging manner.

Educational Objectives:

1. Learn fundamental financial concepts such as budgeting, investing, saving, and risk management through gameplay.

2. Develop skills in making strategic financial decisions, including resource allocation, investment choices, and financial planning.
3. Learn how to manage budgets effectively by allocating resources wisely and making informed financial decisions to achieve financial goals.

7. Dr. Saroja Asthana, Mrs. Sonali Kadam

Household Production Challenge-An activity-based learning

Course: Operations Management

Class: PGDM I year

Activity: Choose one or more simple products to produce using the household items. Set up different stations representing various stages of production. Divide participants into teams, with each team responsible for managing one aspect of the production process. Facilitate a discussion where participants reflect on their experiences during the activity. Discuss challenges faced, strategies used to overcome them, and lessons learned about managing operations efficiently. Relate the activity to real-world operations management principles and practices.

Overview:

The "Household Production Challenge" provides a hands-on learning experience for understanding operations management concepts using common household items. Through this activity, participants can develop essential skills and insights into managing operations effectively in various contexts.

Educational Objectives:

1. Understanding the importance of effective planning and coordination in managing operations.
2. Appreciating the significance of quality control and its impact on overall productivity.
3. Learning about the role of teamwork, communication, and collaboration in operational efficiency.
4. Gaining insights into process optimization and identifying areas for improvement in production processes.

