

GAME-A-THON: AN OD VILAYATTU

30th November, 2019 at Madras School of Social Work

The main event for the year 2019 was organized and conducted by the student forum “Bhavishya” for the corporate people through innovative board games, archery battle and concepts of gamification. Games were explicitly designed to improve quality of life, to prevent suffering and to create real wild spread happiness. The event focused on lot of valuable life skills and working hacks through gaming concepts. The event was collaborated with “The board room”, “Arya play”, “Archery Assault” and “Warhorse”. The resource person for the day was from Archery assault Mr. M.R Manivasagam who is the founder of Vill Archey academy which was started in 2007 with the motto “To introduce, Develop & form a team for Chennai” to participate / compete in any upcoming Archery competitions. The next Collaborator for the event was Mr. Sameer Mehta's Arya Play. At Arya play, they use personality tests to discover and improve one’s self through a range of card games that works like a personality test, which was fun and interactive, perfect for not just self-discovery but also as a fun ice breaker among a group of people. They had a range of card games, each meant to focus on specific parts of your personality and lifestyle, thus knowing yourself is more insightful while still being fun. The range of gamified personality tests are The Values Game, The Health Game, The Energy Game, The Fears game and The Entrepreneur Games with more gamified personality tests on the way based on other frameworks. Mr.Sidhaanth Dharmadheeran facilitated the last event, he is the - Co Founder and CEO of Warhorse Innovations Pvt Ltd. Warhorse is an educational enterprise with the vision of making each person the best version of themselves. They devise and deliver short term and long term educational experiences for school students and professionals. For professionals, they engage in short to mid-term educational

interventions which are customized to the educational and logistical needs of the organization.

The event was inaugurated at 10.30 am with a welcome address followed by a speech by the head of the department Prof.Ms. Sivaranjani. Soon after this was a session by Mr. Daniel Benjamin - skilled Trainer and a Psychologist specialized in Counseling and Psychotherapy, Having a strong Psychology background, he incorporates Psychological Components in developing Training Modules and in measuring results in scientific methods. He spoke about doing usual thing in a hard way (hard work/ smart work) and also about thoughts, feelings and behavior. The participants were divided into three groups and they were taken to the game venues one after the other in a loop to play all the games. Mr.Manivasagam's team had few facilitators to explain the game rules after which the archery battle was played by the participants. Takeaways are some techniques on how to hold a bow, how to load an arrow and strategies to shoot. The board games happened simultaneously in the conference hall, the games are 'Avlon Game', 'Splendor game' and 'the board room way'. These games were toolkits to build pathway to growth by current trajectory, desired trajectory and how to get from where you are to where you want to be and on how to balance the critical elements of personal growth, structured learning, and engagement through entertainment to ensure that your growth trajectory is sustainable.

Post lunch, all the participants were taken to the auditorium for the last session by Mr.Sidhaanth a young and an energetic entrepreneur who started the simulation set up with a small introduction about warhorse and gave a detailed explanation about what game the participants were going to play. He first divided 8 teams and he asked the teams to build a bridge with durability which will be the success metric of the game. Then Mr. Sidhaanth also explained about the gamification concept which can be used in educational institutions and workplace.

Participation is more important than quality. The effort people put in for participation is more important when games are included in the workplace people will automatically get addicted to their work and will give in more efforts. So finally he concluded telling that people learn by doing. Human beings learn when they play.

We received good feedback for great co-ordination and hospitality. The participants also expressed that they are expecting more events like this which is open for both students and working professionals. Majority of people have liked the overall concept of Game-A-thon and were very satisfied with the event and undoubtedly the participants were willing to attend the future events of Bhavishya as well. Most of them have enjoyed the Archery session more followed by Board games, Arya play and Simulation.

KEY TAKEWAYS of "GAME-A-THON"

- Usage of games for training especially Cards and board games
- Networking with Like-Minds, Team Building, Coordination & Understanding. Planning & Organizing.
- Team co-herence
- Entirety of the concept of gamification, when where & how to gamify, what are the places to keep rewards, positive reinforcement, super Mario effect, team work, kinds of strategies, how to play the strengths of a team, resource management, communication, and so much more.
- Learn and earn easily
- Socializing skill , fun & understanding companies value needs.

A game you can never lose!

A Life changing game!

Here's to you a one of a kind initiative

GAME-A-THON ~ An OD VILAYATU

Not everyone can learn on the same day or the same way. You agree?

That's why we are here to be teaching you a lot of valuable life skills and working hacks which you can always treasure and put to use .

And we are doing it not as a regular workshop or a seminar but by the way of GAMES!

Wow now that sounds extremely interesting ...

Games which are explicitly designed to improve Quality of life, to prevent suffering and to create real wild spread happiness. Who will not want these?! 3 games for you on the set. All you got to do is GET SET GO.

1. Strategic Archery

2. Board Games

3 Mind games through Cards.

And More Game sessions as an add - on surprise.

You just don't learn new rules to play the games but new rules to play the game of your life .

How would it be if you learn to build different strategies to achieve your target by shooting an arrow ?

What if you learn different essential skills of the Future in the most interesting way by the way of playing board games ?

What if you learn your actual personality by playing cards ?

Huh? Hang on :

The team of Game - a - thon can assure you amazing experiential learning experience which can be put to daily use at home or work.

Guess what ? Life is more fun and relaxed when you play games.

What if everything you do become as fun as playing games . And thats exactly

what the team of Game - a - thon is going to do for you .

To give you some highlights of what exactly you are going to learn : ~ Enhance
to have a different perspective ~ creative skills and confidence ~ improves
memory and cognitive skills ~ encourages team work initiative. ~ train your
brain to work based on feedback received ~ speed up your response
mechanism building a sporty adrenaline. And a lot more surprises awaiting
your way!! It's going to be a day of extreme fun and leanings. It's good to get 2
vital dishes on the same plate .

Looking forward to spend a day with you - A fun filled day of Entertainment,
Engagement and experiment .

We are ALL SET.

Now the BALL is on your COURT.