Report on workshop

Title   : e-Resources

Resource Person   : **Mr. Srinivasan Premkumar**

Date   : 27.09.2019

Time   : 02.00 p.m. to 04.30 p.m.

Venue   : Lion's Edifice Auditorium, DGVC.

Participants   : 524

The Department of English (Shift-II) conducted a Workshop on e-Resources on 27th September 2019, as part of its annual programmes. The **chief guest and resource person** for the event was **Mr. Srinivasan Premkumar**, Interim Director, The American Centre (USIS Library), Chennai. He was also accompanied by Mrs. Gomathy Chokkalingam. The total 21 staff members of the English Department came together and enthusiastically participated and organized the event. The auditorium witnessed a massive turnout of over 500 students from various departments of Shift-II. Dr. Srikanth, the Dean of the college also joined the gathering and graced the occasion.

Dr. P. Prasanna, Assistant Professor, Department of English welcomed the gathering and introduced the chief guest to the audience, drawing their attention to the accomplishments of Mr. Srinivasan Premkumar. He was part of the American Spaces workshop that happened in Vienna, Austria in 2018. Presently, as the interim Director he coordinates strategic programmes in the new centre for Programming Space. The guests were felicitated with bouquets by the Asssistant Professors Dr. V. R. Vadivoo Anni and Mrs. K. Rajashree.

Mr. Srinivasan Premkumar began his presentation with the video of Steve Job's Graduation speech. The inspiring speech of Jobs resonated with the students. The speech emphasized that one should follow his heart, take calculated risks in life and the most important of all, the skills that we acquire today will come handy in the future. One such place in the city that offers vast range of information from newspapers to scholarly journals to expand our horizon of knowledge is the U.S.I.S. Library, Chennai.

Mr. Premkumar briefed about the various online resources the library offers. He spoke about unexhaustive e-Resources that the patrons get access to once they become members. Few of their e-Resources are Gale Academic One file, Jstor, Flipster, Kanoppy, ProQuest and so on. These resources can be used as a ready reckoner as well as secondary sources for research. They bring authentic information from around the world to our gadgets.

At the end of the session, Premkumar urged the students to "Stay hungry and Stay Foolish". One should always remember that "Knowledge is Power". The students were greatly benefited, and many were interested in getting membership which was offered to them at a minimal cost.

Mrs. R. Shalini Priscilla, Assistant Professor, Department of English proposed the vote of thanks, following which the gathering rose to the National Anthem, concluding the day's fruitful and meaningful programme.

Report on E-Quiz

Title   : Essentials of English Language

Date   : 20.05.2020

Participants   : 441 respondents

Quiz Link   : https://forms.gle/XyEFfNaDWzLcnUEaA

Inspired by a sublime vision to stimulate the minds of the teaching fraternity and students across the country during the COVID-19 pandemic, the Department of English (Shift-II) conducted an E-quiz titled Essentials of English Language, on 20th May 2020. The quiz comprised 25 challenging questions, each carrying two points, covering three vital areas, namely English Language Teaching (ELT), Business Communication and Research Methodology. A team of six staff members led by the Head of the Department, Dr. K.K. Lakshmi, was formed to carry out the tasks pertaining to the conduct of the E-Quiz.

Soon after the formulation of the quiz on Google forms with auto-generated certification, a trial-run of the same was conducted amongst the faculty members of the Department of English (Shift-II) to assess the feasibility of the online tool. Upon a successful trial run, the invite for the quiz was sent to faculty, students and research scholars across the country through social media platforms on 20th May 2020.

There was an overwhelming response amounting to a total of 441 respondents over three days of the portal being open. The respondents comprised 161 faculty members, 251 students and 29 research scholars from all over the country. Among these, 256 participants who secured 50% and above were issued e-certificate in recognition of their excellent performance. The portal for the quiz was closed at 1:00p.m. On 22nd May 2020 upon reaching maximum capacity. This venture was a great opportunity for the department to adapt new technologies and instil a sense of learning in those yearning to explore and excel in the academic environment.

Report on Webinar

Title   **: Use of Online Games in Language Learning**

Resource Person   **: Dr. Sujatha Menon**

Date   **:** 01.06.2020

Time   **:** 03.00 p.m. to 05.00 p.m.

Participants   **:** 97

Google Meet Id   **:** meet.google.com/wcy-sxrj-dgf

Motivated by the ever-increasing dependency on virtual modes of pedagogy owing to COVID19 pandemic crisis inhibiting the relay of knowledge to the student community in classrooms, the Department of English (Shift II) sensed the necessity to offer a refreshing perspective to online teaching. The Department organised a webinar on the topic, 'Use of Online Games in Language Learning' on June 1, 2020 through Google Meet. Dr. Sujatha Menon, Language Expert/Trainer from Jazan University, Saudi Arabia consented to preside as the speaker for this distinctive webinar.

The requirements of this meeting were planned ahead of time with the formation of teams and assignment of roles among the faculty members of the department. The teams included: a technical team to enable the collation of registration data and the smooth functioning of the webinar, a design team to create electronic invites, posters and certificates, and an editing team to proof-read the content that were to be circulated.

The invitation embedded with a registration link, along with the poster was circulated via social media platforms on 27th May 2020. The registration link was closed on 29th May 2020, with a total of 955 respondents from various parts of the country and abroad. Owing to the participation limit on Google Meet, an inclusive list of faculty, research scholars and students, amounting to 100 domestic and international participants were intimated via email, the details of the webinar to be held.

The webinar was aired online at 3 p.m. on 1st June 2020, engaging an active participation of 75 respondents comprising 56 faculty, 11 research scholars and 8 students from different parts of the country and abroad. Dr. K.K. Lakshmi, Head, Department of English (Shift-II) gave a brief introduction of the resource person, Dr. Sujatha Menon, who then took over the virtual platform and enlightened the viewers on various online educational games and their impact on the language learning process among students. She threw light on the different types of learners and virtual platforms such as Educandy, Educaplay, Scratch and Hot Potatoes that make language learning a comprehensive experience rather than an enigmatic activity.

The session concluded at 5 p.m. after addressing queries from the participants. A feedback form link that enabled auto-generation of e-certificate was provided in the Google

Meet chat box for the participants to enter their details and provide their suggestions and comments on the session. The webinar was a significant experience for the Department of English (Shift-II) as it garnered positive feedback from the audience deeming the session to be an eye-opener and a motivational one.

Report on workshop

Title	**: Scrabble Game**
Resource Person	**: Mr. Ranganathan Chakravarthy**
Date	**:** 17. 09.2020
Time	**:** 10.00 a.m. to 11.00 a.m.
Participants	**:** II B.COM., II B.A. & II B.SC. (Stream A)
Google Meet Id	**:** http://meet.google.com/kxg-zcey-xsu

The Department of English (shift – II) has been proactive in taking the best to the students during the period of lockdown due to the pandemic. In light of the virtual medium of learning being active among students and staff of D.G.Vaishnav College, the department conducted a virtual Scrabble workshop through Google Meet on 17th September 2020, for the students of 'A stream'. Scrabble is a board game involving two to four players wherein the players are to build words and place them on a square game board imprinted with a 15×15 grid of cells. With time limits and other rules to be followed, the game is said to be one of the most challenging board games since its inception in the U.S in 1938. It is said to stimulate memory power and help build the knowledge of English vocabulary among players. The department of English (Shift II), having recognized the positive impact of such a game, sought to add to its already comprehensive activities meant for development of English language skills among students.

The programme was presided over by Mr. Ranganathan, an expert in Scrabble who has been playing the game competitively for 22 years and currently ranked 6th in India. He represented the country in four World Scrabble Championships (2001, 2007, 2017 and 2019). He had won both international and national-level tournaments. He is also known to have founded the Madras Scrabble Foundation in 2014 to put India on the world map as a dominant force in the game of Scrabble. In order to educate and inspire the students to take up the opportunity available, the speaker threw light on the nuances of the game, the history and the prospects of Scrabble in India.

Scrabble as an intellectual board game requires skill that can be developed with practice according to Mr. Ranganathan. Through a visual presentation, he exhibited the intricacies of the game, its rules and also the norms for representing the country in the international arena. He further highlighted on the high opportunities of winning, as the game had only quite recently begun to gain interest among the youth. He gave opportunities for students to attempt it virtually while stirring an interest among them. The workshop progressed with an interaction with the students, wherein students expressed their wish to be trained and to take part in a prospective intra-departmental Scrabble tournament that the department plans to conduct in future.

Report on the workshop

Title : Scrabble Game – An Enthralling Language Enhancer

Resource Person : **Mr. Ranganathan Chakravarthy**

Date : 08.10.2020 & 15.10.2020

Time : 10.00 a.m. to 11.00 a.m.

Participants : II B.COM. & II B.A. (Stream B)

Google Meet Id : https://meet.google.com/tdz-ftda-sdq

https://meet.google.com/ywq-zhua-khr

As a part of an initiative to instill the language competency among young learners, a workshop was organized by the Department of English (Shift II), to create an awareness on scrabble game for the students of II B. COM & II B.A. (Stream B) between 10.00 a.m. and 11.00 a.m. on 15.10.2020.

Mr.Ranganathan Chakravarthy, the third best competitive scrabble player in India, was the resource person of the workshop and he insisted on the need for a surge among the students in our country, with regard to Scrabble game. He has been representing India at World English Scrabble Player's Association Championship (WESPAC) for more than a decade.

The workshop was organized in Google meet and it started sharply at 10 a.m. The welcome address was given by Ms. Shalini Priscilla, Assistant Professor/English (Shift II) and she listed out the accomplishments of the resource person to the audience.

Mr.Ranganathan Chakravarthy started his presentation by highlighting the recent UGC's recommendation to allot 1 hour for mental or physical sport activities every day in colleges. He gave a comprehensive power point presentation on the short history of the Scrabble game, the rationale behind his effort to promote the game in India and the skill sets required for the game. He explained the rules and regulation of the game and gave tips to score bonus points. Students exhibited their interest in knowing the present status of India, with regard to game and the notable champions of the game who brought laurels to our country. He also suggested few books to improve vocabulary and Scrabble apps for practice.

He gave a live demonstration of the game and enthralled the students with his expertise. He also announced that the Inter-departmental and intra-departmental Scrabble competitions would be organized in the college soon and motivated the students to explore their hidden potential to elevate the status of India in Scrabble game to its zenith in the International meets.

The presentation was followed by the question and answer session, where students thanked the resource person for his inspiring presentation and showcased their enthusiasm by clearing their doubts with the scrabble expert.

The workshop concluded with the vote of thanks delivered by Ms. Thameem Nisha, Assistant Professor/English (Shift II).