FACULTY DEVELOPMENT PROGRAM

ENGAGED PEDAGOGY FOR MBA

LIMITED SEATS AVAILABLE
PURPOSE

The objective of the faculty development program is to expose the faculty to new forms and techniques of pedagogy that have emerged to facilitate learning among the management students. The techniques do not diminish or oppose the current teaching/learning mechanics but proposes to add to the tool kit shifting the focus from a chock and talk, broadcasting modes in the classroom to a more engaged, reflective and thought provoking experience based learning. It is not to belittle a particular practice of engaged scholarship but to explore and expand the boundaries of learning in a more imaginative, fun and creative way.

WHO SHOULD APPLY?

Faculty members from management schools with at least 2 years of teaching experience engaged in MBA teaching are eligible to apply. Faculty from Universities are also welcome based on a similar requirement as stated above.

APPLICATION PROCESS

A 2 minute self-video uploaded will be the main application. The self-video must not exceed 2 minutes. Any self-video exceeding 2 minutes will not qualify as a valid application. The language of the self-video must be in English. A two-page CV, must be uploaded. The prospective applicant in their self-video must address the following questions:

• What does teaching mean to me?
• What is learning?
• How do I think learning takes place among my students?
• Describe yourself, your abilities and weaknesses as a teacher

The self-video prepared by the prospective faculty will be evaluated by three member IMT Ghaziabad team on the following criteria.

• How convincingly does the participant address all four themes?
• How clearly is the participant able to communicate?

IMT Ghaziabad will inform all prospective applicants to the results of their application no later than 25 December 2019.

PROGRAMME FEE

Non-Residential Basis : INR 5000 + GST
Residential Basis*    : INR 10000 + GST

*Residential accomodation within campus on twin-sharing basis
THEME 1: GAMES
January 15, 16 and half of 17, 2020

Games are a powerful way to create an environment for learning, which is fun, challenging, creative, and thought provoking. During this workshop, we will focus on how to design games, focus on the key message of the game and how to play the game. Rulemaking is a critical part of the game and this rule making must be imaginative and designed for learning. The learning must be inspired here though personal experience, sense making and reflection about a specific game.

THEME 2: IMMERSION EXPERIENCE
April 6, 7 and half of 8, 2020

The focus in this technique will be to allow the student to experience the real world context through making the immersion his classroom. How to achieve this goal? During the workshop, we will explore techniques of making the immersion a rich environment for learning. We will discover the mechanics of scaffolding theory into practice; we will also explore the challenges and pitfalls in this technique. The workshop will be an exposure to this technique with the hope to skilling the faculty in determining how and where to use this technique.

THEME 3: FLIP CLASSROOMS
May 11, 12 and half of 13, 2020

Flip classroom techniques are an interesting way to keep the students engaged and ensure that the learning starts even before the student steps into the classroom. This technique deployed to ensure that there is continuous learning. The resource person makes available different resources for the students to explore and reflect on what they are experiencing in terms of insight generation, problem identification and posable solutions. The important technique here is prolonged student involvement beyond class and before contact hours.

IMPORTANT DATES

Submission of Application     : December 18, 2019
Decision on Applications     : December 25, 2019
Prof. Sudhanshu Rai is working on two aligned but separate projects, the nature of Indian innovation which seeks to understand innovation in India from a non-industrial production systems perspective. His second research project is the Mind science in society for innovation, which seeks to understand the role of meditation, silence and contemplation on innovation, a neuro-phenomenological perspective, as an explorative reference discipline. His other research areas are innovation in emerging economies, co-creation of innovation, entrepreneurship, institutional logics, Indian reasoning, and knowledge management. He has several research publications and contributions to chapters in several books. At the Copenhagen Business School, he teaches several masters and undergraduate courses. At the masters’ level he has taught, Knowledge Management, IT as a Resource, ICT in Developing Countries, Project Management, Co-creating Experience Based Innovation, etc.

ABOUT IMT GHAZIABAD

Established in 1980, Institute of Management Technology, Ghaziabad (IMTG) is India’s premier AACSB accredited management school with a distinct focus on grooming leadership through Innovation, Execution and Social Responsibility. An autonomous, not–for–profit institute, offering highly sought after postgraduate programmes, IMTG currently offers four AICTE approved programmes – Post Graduate Diploma in Management (PGDM) Full Time, PGDM Executive, PGDM Part Time, and PGDM Dual Country Programme (DCP). IMTG has been consistently ranked among the top 12 business schools and top 5 private business schools of the country.