

## *Class Room Management with Learning Applications*

*Workshop By*

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The objective of this workshop is to familiarize the participants with teaching learning technologies which can be used for effective classroom management where 100% student participation can be ensured in classrooms. Hands on training will be provided for the participants in the following technologies

- a. **uReply** – A classroom management software which can make the classrooms sessions more interactive with various student activities.
- b. **AR Learn** – An Augmented Reality based learning Application which makes learning process more engaging for the students.
- c. The common teaching-learning software applications like Mentimeter, Kahoot and Plickers will also be introduced during the session.
- d. An introductory Moodle online course will be offered to all participants.

These learning applications are effectively used for making classroom sessions more interactive, engaging and interesting for the millennium learners. Mainly we will be introducing innovative learning applications from two universities from Hong Kong.