Workshop: Artificial Intelligence in Medical Education (Code: A)

Duration: Half Day (3–4 hours)

Overview:
Artificial Intelligence (AI) is transforming the educational landscape, offering innovative ways to design, deliver, and assess learning. This workshop introduces participants to the practical integration of AI tools—particularly large language models (LLMs) and generative AI—in medical education. Participants will explore real-time applications ranging from content creation and visual media generation to interactive teaching and personalized feedback systems. This hands-on session empowers medical educators to meaningfully adopt AI to enhance learner engagement, support faculty productivity, and promote student-centered learning.

Learning Objectives:
By the end of this workshop, participants will be able to:

1. Understand the basics of prompt engineering for effective interaction with AI language models.
2. Use AI tools to generate and curate educational content from reliable sources.
3. Apply generative AI to create visuals, videos, and audio for immersive learning.
4. Explore AI-enabled tools for interactive teaching, simulation, and engagement.
5. Design AI-based systems to generate feedback and assess learner performance.

Workshop Format:

- Introductory presentation: Overview of AI in education and healthcare
- Demonstration: Prompt engineering and content generation using LLMs
- Hands-on activity: Participants generate presentations, visuals, and micro-content using AI tools
- Interactive teaching simulation: Creating AI-enabled interactive presentations
- Feedback engine design: Using AI to personalize learner feedback and reflections
- Wrap-up session: Miscellaneous AI tools

Faculty:

1. Dr. Aravind Baskar.M
   Assistant professor (Dermatology, Venereology and Leprosy)
   SRM Medical College Hospital and Research Center, Chennai
2. Dr. Logamoorthy
   Assistant professor (Dermatology, Venereology and Leprosy)
   Sri Manakula Vinayagar Medical College and Hospital, Puducherry

Workshop: Mentoring in Medical Education (Code: B)

Duration: Half Day (3–4 hours)

Overview:

This session is primarily aimed at orienting and training the faculty members on Mentorship, understanding the process, appraising the roles played by a Mentor and knowing the roles of Mentees, create awareness on the phases of mentorship, analyze the barriers and facilitators for effective mentorship and to equip each with skills for effective mentorship.

Learning objectives:

At the end of this workshop, the participant will be able to:

1. Define Mentorship.
2. Identify the scope and framework of Mentorship.
3. Describe the roles of a Mentor.
4. Understand the qualities of Mentor and Mentee.
5. Outline the phases and the types of Mentorship.
6. Analyze the challenges and opportunities of Mentorship.
7. Applying the skills of Mentorship.

Workshop format:

- Interactive sessions
- Group activity on Challenges & Opportunities
- Group Activity (Role play)

Resource Person:

Mr. Anand K.M.

PSG FAIMER 2010 Fellow & Regional faculty (M-FIILIPE, Manipal & PSGFRI, Coimbatore)
Assistant Professor, Dept of Microbiology
Faculty of Medicine
Manipal University College Malaysia
Melaka, Malaysia

Workshop: Developing vision and mission for the organization; Educational Research (Code: C)

Duration: Half day (3-4 hours)

Title: Developing vision and mission for the organization

Brief of the workshop: Educational institutions need to formulate vision and mission statements to support the alignment of their strategic direction, practices, and also as one of the standards for accreditation. However, "vision" and "mission" are misunderstood terms. Organizations may end up declaring quite vague and fuzzy vision and mission statements not owned by members. The Collins and Porras Vision Framework, used by businesses to develop vision statements, can be applied through an iterative process by educational institutions to develop their vision mission statements.

Proposed plan of workshop:

The facilitators will guide participants in small groups to work through each piece of vision framework (core values, core purpose, BHAG, vivid description).

A special team constituted from amongst the participants will then distil the output into a consolidate draft of the final overall vision of the organization.

Expected outcomes: At the end of this workshop, the participants will be able to use The Collins and Porras Vision Framework to build vision of their organization.

Title: Educational Research

Overview:

This interactive workshop is designed to help participants understand the nature of evidence in educational research and how it informs curriculum change for effective education. Participants will explore key research designs used in education, their practical applications, and how to generate robust and actionable results.

Objectives:

- Define educational research and understand its scope
- Explore the nature of evidence in educational research
- Learn the steps involved in conducting rigorous educational research
- Develop a change management plan based on research or evaluation findings
- Understand ethical considerations, including the use of secondary data

Format:

The workshop will use a variety of teaching-learning methods, including hands-on activities to help participants engage with each step of the research process. Soft copies of relevant resources will be shared with all participants.

Resource Persons:

Dr. Himanshu Pandya, MD
Dean, Professor of Medicine and Medical Education,
Pramukhswami Medical College,
Bhaikaka University, Anand
India

Dr. Amol Dongre
Professor
Department of Community Medicine
Sri Manakula Vinayagar Medical College and Hospital
Pondicherry

Workshop: Gamifying Medical Education – Designing Play with Purpose (Code-D)

Duration: Half Day (3–4 hours)

Overview:
Gamification has emerged as a powerful tool in medical education to boost learner engagement, improve retention, and facilitate experiential learning. This workshop will introduce participants to the principles of gamification and guide them through designing gamified learning activities that align with educational objectives in health professions education.

Learning Objectives:
By the end of this workshop, participants will be able to:

1. Define gamification and differentiate it from game-based learning and serious games.
2. Identify key elements of gamification (e.g., narrative, challenges, feedback loops, and rewards).
3. Apply a gamification framework to develop an engaging learning activity tailored to a medical education context.
4. Evaluate the educational value and feasibility of a gamified intervention.
5. Explore examples of gamification in undergraduate and postgraduate medical training.

Workshop Format:

- Interactive mini-lecture: Gamification theory and evidence
- Show-and-tell: Examples of successful gamified strategies
- Group activity: Design a gamified session using a structured template
- Peer feedback and reflection

Faculty

1. Dr. Rajkumar Elanjeran
   Incharge, Vinayaka Missions Simultion and Innovation Center (ViSIon),
   Aarupadai Veedu Medical college, Puducherry
2. Dr. Gunaseelan
   Asst. Professor, Emergency Medicine,
   Sri Manakula Vinayagar Medical College and Hospital, Puducherry

Workshop: Tech-Powered Learning: ICT Innovations in Medical Education (Code-F)

Duration: Half Day (3–4 hours)

Overview:
In today's digital age, Information and Communication Technology (ICT) plays a crucial role in transforming education by enhancing teaching methodologies and student engagement. This workshop aims to equip educators with the knowledge and practical skills to effectively integrate ICT tools into their teaching-learning process

Learning Objectives:
By the end of this workshop, participants will be able to:

- Understand the significance of ICT in modern education
- Explore various digital tools for interactive teaching
- Learn strategies for incorporating technology into lesson planning
- Enhance student engagement through ICT-enabled methods

Workshop Format:

1. Exploring online platforms, smart classrooms, and multimedia resources
2. Hands-on– Demonstrations and practice using various ICT tools
3. Feedback and reflection

Faculty

1. Dr. N. Suresh
   Assistant Professor (Anatomy)
   All India Institute of Medical Sciences, Madurai
2. Dr. R. Udhaya sankar
   Associate Professor (Microbiology)
   Sri Manakula Vinayagar Medical College and Hospital, Puducherry

Workshop: Innovations in Teaching, Learning and Assessment (Code-G)

Duration: Half Day (3–4 hours)

Overview:
With the rise of Competency-Based Medical Education (CBME), there is a growing need to rethink traditional teaching, learning, and assessment practices. This workshop focuses on innovative, student-centred approaches that enhance engagement and promote active participation. Emphasis will be placed on integrating technological developments to make learning more relevant and accessible for today's tech-savvy students. Assessment strategies will also be revisited to ensure they are aligned with evolving educational goals and capable of capturing meaningful learner outcomes. The session will provide participants with insights and practical ideas to transform their educational practices in keeping with modern demands.

Learning Objectives:
By the end of this workshop, participants will be able to:
- To introduce innovative, student-centred teaching methods
- To demonstrate the effective integration of educational technologies
- To explore modern assessment innovations
- To equip participants with practical skills and strategies for transforming traditional educational practices into dynamic, competency-driven models suitable for 21st-century medical learners.

Workshop Format:

- Brainstorming with participants
- Introduction of innovations in Teaching, Learning and Assessment
- Feedback and Reflection

Faculty

1. Dr. K.Karthikeyan
   Dean Academic, Professor & Head, Department of Dermatology
   Sri Manakula Vinayagar Medical College and Hospital, Puducherry
2. Dr. K.Soundariya
   Coordinator MEU
   Sri Manakula Vinayagar Medical College and Hospital, Puducherry

Workshop: Simulation on a Shoestring – Delivering Impact with Low-Cost Tools (Code-H)

Duration: Half Day (3–4 hours)

Overview:
High-impact simulation doesn't always require high-cost equipment. This hands-on workshop explores how educators can use resourceful strategies to deliver meaningful simulation experiences using everyday or low-cost materials, especially in resource-limited settings.

Learning Objectives:
By the end of this workshop, participants will be able to:

1. Recognize the principles of effective simulation that transcend equipment cost.
2. Identify locally available materials that can be adapted for clinical simulation.
3. Design low-fidelity but high-yield simulation scenarios for skill and team training.
4. Facilitate and debrief low-cost simulations effectively.
5. Share innovations and challenges in implementing simulation with limited resources.

Workshop Format:

- Short presentations: Frameworks for low-cost simulation design
- Demonstration: Examples of frugal simulation solutions
- Group challenge: Build and run a mini-simulation using low-cost materials
- Guided debrief and discussion

Faculty

1. Dr. Rajkumar Elanjeran
   Incharge, Vinayaka Missions Simultion and Innovation Center (ViSIon),
   Aarupadai Veedu Medical college, Puducherry
2. Dr. Franc Oumanath
   Assoc. Professor, Physiology
   Aarupadai Veedu Medical college, Puducherry