



## R.M.K. COLLEGE OF ENGINEERING AND TECHNOLOGY

R.S.M. Nagar, Puduvoyal – 601 206.



### DEPARTMENT OF SCIENCE & HUMANITIES

<b>Online Course Title</b>	A 3 Day International Workshop On The Role Of Language And Researcher
<b>Faculty attended</b>	<b>M. IDA</b>
<b>Learning Outcome</b>	To develop the Four language skills through language games To be aware of the Research Etiquettes in literature and language
<b>Summary / Content of the programme</b>	<p>Language, a powerful tool or weapon, is of immense use when used effectively, to one's advantage. Language plays a pivotal role everywhere, primarily in Research. Language would affect Research when it is ineffective. All these aspects of language in terms of Research were well presented in the Workshop.</p> <p>To develop the Four language skills through language games, Web resources for English literature, Skills needed for a good Researcher / learner were dealt with through Google classroom and assessed in the form of Assignments.</p> <p>Day 1 was on the Gamification of language incorporating vocabulary and its several aspects. Further, it gave a list of language Games that would help in the language acquisition of the learner, as Games, the visual medium and the technology –aided would be more appealing the “Digital Natives.”</p> <p>Day 2 highlighted various Web resources for English literature which would be of great use for the Researchers. It also highlighted the Research methodologies to be followed in literature and language aspects.</p> <p>Day 3 focussed on the skills like Interpretation skills, lateral thinking, critical analysis required for the Researcher and learner of English language and literature.</p>
<b>Suggestions / comments of Faculty</b>	The Course was an eye opener in dealing with language teaching using language games.