

## Travel

Greater Hyderabad is well connected by Air, Rail and Road with all parts of the country. Participants travelling by train should alight at Secunderabad or Hyderabad railway station. City transport service is available to reach the EEI. Bus route No.95R from Koti opposite to Osmania Medical College is the most convenient service as it plies through the Academy campus. Other routes 94R, 94H from Koti can be used to reach EEI bus stop. Details of bus routes are given below.

### Buses from various places to Extension Education Institute

Secunderabad Railway Station	: 7/94H, 7/94R, 7/95R, 5/92,
Hyderabad Railway Station, Nampally	: 92R,
Kachiguda Railway Station	: 2/94R,
Mahatma Gandhi Bus Station	: 94R, 94H, 95A, 95P, 94/95R,
(Imlibun) (Reach Koti, Opp. Osmania Medical College gate by auto and catch bus)	
Rajiv Gandhi International Airport, Shamshabad	: Taxi / RTC Bus / AeroExpress

### Land marks:

*Extension bus stop located on the Rajendranagar road which is at a distance of 15 km. from Koti, 25 km from Secunderabad, 15 km from Nampally, 18 km from Kachiguda and 10 km from Rajiv Gandhi International Airport. The participants may also hire private taxi or cab or auto directly from the Railway Station. Drop Location for Private cabs or Taxis: Extension Education Institute, Rajendranagar road.*

*Participants are advised to make their return journey reservations at their end before leaving to Hyderabad.*

### Further Information can be obtained from

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## TRAINING PROGRAMME ON Experiential Learning methods and Management Games

**JULY 31 –AUGUST 4, 2018 (5 days)**



**Dr. R. VASANTHA**  
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## Back Ground

Classroom training is one of the methods that is widely used to expose candidates to various theories and concepts of rural development. This classroom training is more of preaching and less of practice. Hence this method is less preferred by the people who are interested in having more practical approach to learning. Experiential learning is learning through experiencing things in addition to class room training and book reading, when the same learning is reinforced with practical exposure the learning is permanent. The concept of experiential learning is based on the principle that:

I hear and I forget  
I see and I remember  
I do and I understand

Games and simulations are the best ways to the participants to learn how to handle a difficult practical situation at ease. In this course all care is taken to ensure that there is communication among participants right from the first session. This is done by playing of specific games by the participants either indoors or outdoors.

The starting session includes warm ups, icebreakers and introduction. On one hand, we use warm ups that are catchy and easy to remember, on the other hand the ice breaking makes the participants comfortable, releases tensions and starts conversation. By nature, since all persons cannot be leaders, in team building sessions, we demonstrate certain exercises in which participants select their role voluntarily and work successfully as a team. Learning conflict management through games help participants to resolve conflicts without tension or stress. In this session we put the participants through many games to ensure that they learn the very essence of the concept.

### Objectives of training:

1. To improve analyzing skills
2. To enable quick decision making
3. To make participants cooperative and fit for a team work
4. To give participants a long lasting impressions of the concepts learnt.

### Course contents:

Potentials of experiential learning in human resource development; Management education, Management development, Organization development and action research; Experiential learning; Argyris concept of double loop learning - an experience based intervention for trainees. Experiential learning with ICT - an online activity for effective participation. Development communication and Team work skills. Role of emotional dynamics and leadership in experiential learning; Experiential learning methods and Psychodynamics- a Psycho analytic perspective; Decision making & Problem solving techniques in experiential Learning; Time management & Goal setting skills. An orientation on management games and introduction to new games. Peer supported knowledge sharing & discovery; Gender mainstreaming and field visits.

## Benefits of attending Training:

1. Experiential learning improves the human assets of an organization, to invest money on employees to under go experiential trainings is not waste but it helps in growth of organization.
2. Experiential learning helps in improving life skills, self growth, vision, values, ethics etc which help the person who inturn facilitate the society, organization and nation to grow.
3. The participants while undergoing this training are facilitated to identify areas of improvement in their communication, body language, personality and other behavioral traits and skill gaps which are subsequently addressed in related sessions to make them accomplish their roles effectively.
4. Experiential learning enables the participant to engage the creative portions of their brains and seek their own unique and most fulfilling solution to a hands-on task.
5. Hands-on activities require practice, problem-solving and decision-making. As participants engagement increases through these processes, learning accelerates and retention improves.
6. Participants learn to work more effectively together, developing a plan of action, and utilizing the unique qualities of each team member. In turn, they learn real-life leadership skills, as well as how to apply critical thinking and adapt to changing circumstances.

### Who can attend?

Officials from departments of Agriculture, Horticulture, Animal husbandry, Fisheries, Soil conservation and soil survey, Forestry and industries department of Andaman and Nicobar islands, Sericulture and allied sectors, all development professionals from client states of EEI, Assistant Professors / Scientists / KVK professionals / DAATT centre Professionals, personnel from Non Government Organisations and any others who want to build or improve their skills related to Experiential Learning methods and Management Games.

### Duration:

July 31-4 August, 2018 (both days inclusive). Participants are expected to arrive atleast by 8 am on the morning of July 31, 2018 and can leave after 1600 hrs. on August 4, 2018.

### Boarding and Lodging:

The programme is fully residential. Participants will be accommodated in the Hostels at EEI campus and will be provided free board and lodge. With regards to travel expenses, for all the client department officials as per their eligibility shall be met by EEI, Hyderabad except for officials from NGOs.

### Pedagogy

Various techniques and pedagogy are adopted in this course to help participants to feel the best touch of reality. Over last couple of years, pedagogy in the management education is changing very fast, and one of the latest additions in this field is the management games. Based on the basic theoretical frameworks of management domains, several games are designed, which are focused at the basic and fundamental principles of management. Generally these games are played both individually and in teams.