



Nagarjuna College of Engineering & Technology
(An ISO 9001-2008 Certified, NAAC 'A+' Grade Accredited
Autonomous Institution under VTU, Approved by AICTE)
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Department of MBA



Activity Report

Date of Event: 17-07-2023

Activity: Gamification Workshop

Details of the Resource Persons: Mr. Ramani Venkat, Founder & CEO Bizz Diagnostics

Investment Board Game:

Gamification is referred to as a process by which students are motivated to learn through interaction and motivation. This is carried out for students so that certain topics be it basic or advanced can be understood effectively and ensures learning. Keeping this in mind the MBA Department of NCET organised the workshop for Board Game on Stock Market for second Semester students. The resource person for the session was Mr. Ramani Venkat, Founder & CEO, Bizz Diagnostics. The name of the board game introduced in the session was **Stock Market**. The learning objectives of the game are as follows:

- Understand the bidding process in a stock market
- Decimate information available and form a strategy for profit making
- Create strategies based on other players buying & selling patterns.

The students of both sections – A & B assembled at the auditorium and were divided into 6 groups consisting of 16 students in each group. The instructions to play the game was given by Mr. Ramani Venkat and one faculty member were assigned to each group for better coordination. The game started with each group getting Rs. 6,00,000 as initial investment amount. Each group was given information capturing sheet and portfolio board. The stock broker (1 student in each group) after shuffling deals 10 share price card/information cards face down to each player. Information cards gives information which could impact price changes for each of the six companies. A few of the cards that do not denote any information of companies are called Windfall Cards. Each player has information on companies of their 10 cards which will determine share price movements for that bargain period along with the info cards of all players. Each group shall not show their cards to the other players until the end of the bargain period. Each player has 3 transactions (Bargain) per Bargain period. Take it in turns to make a single transaction round the table, until each player has had 3 transactions. The game follows a clockwise pattern for receiving the cards per subgroup of 4 students for each side of the portfolio board after each bargain period. In each turn, subgroups can buy shares or sell them with the stock broker, based on the information on the cards received by them or can indulge in transactions with other sub groups.

At the End of First Bargain period

1. Bargain period ends after each player has had a chance of making 3 transactions.
2. The stock broker then instructs that **all the cards for each company** be placed on the table by turn from A1 to A46.
3. The details should be entered in the Stock Market Info.xlsm software given and the increase or decrease in share price of each company is given as an output by the software. This final share rate movement is either added or deducted from the price to give the new price for each company. The .xlsm file can be downloaded from the website path:- [http://gurusthaan.com/cool.php/downloads/Stock Market Guru](http://gurusthaan.com/cool.php/downloads/Stock%20Market%20Guru)
4. The new share rates of all companies are to be entered on your Information Capturing Sheet in preparation for second bargain period.
5. All currency cards are also to be displayed at the end of each BARGAIN PERIOD. Currency cards are issued to determine whether money value has risen or fallen. If sum of all the currency cards indicates a raise, then the stockbroker will advance to you 10% of your money in hand. If the value goes down by 10% you will give the stock broker 10% of your money in hand, rounded to the nearest 5000/-.
6. If you are holding the "share suspended" windfall card, remember this card can only be used at the end of the bargain period.

Second Bargain Period

1. The second bargain period is played in exactly the same way as the first except the share prices of each of the companies are likely to have changed.
2. After updating of Information Capturing Sheet, the stock broker shuffles the Information Cards and deals 10 of them to each player
3. All shares purchased and sold will have to be traded at the updated prices finalised at the end of the previous bargain period.

Insolvency

If a company's share value drops to zero or below it is deemed insolvent and its shares cannot be traded during the next bargain period. It will start the subsequent bargain period at a share price of zero (never negative) if however, the share price cards show a positive movement, that will get the company, back in the game.

The Winner

Through all the pre decided bargain periods, you have accumulated your shares and money. The more profits you make the greater your acquisition of shares and the bigger the financial standing. The player (Subgroup) who has the highest in terms of share values and money in hand at the end of the games is the winner.

Overall, the session was filled with fun and learning as the students involved themselves in doing the task as expected. Out of 6 groups only 2 groups made into profit zone while other 4 groups were in loss. This made students realise how important it is for each information to be analysed not only from logical perspective but also financially.

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