

**CRESCENT SCHOOL OF LAW
ORGANIZES**

**ONE DAY WORK-SHOP
ON**

**GAME ORIENTED ACTIVE
LEARNING (GOAL)**

**09-04-2025
WEDNESDAY**

RESOURCE PERSON

Mr.ASHRAF ALI

**FOUNDER AND DIRECTOR
LIFE ACADEMY**

VENUE

MOOT COURT HALL

CRESCENT SCHOOL OF LAW

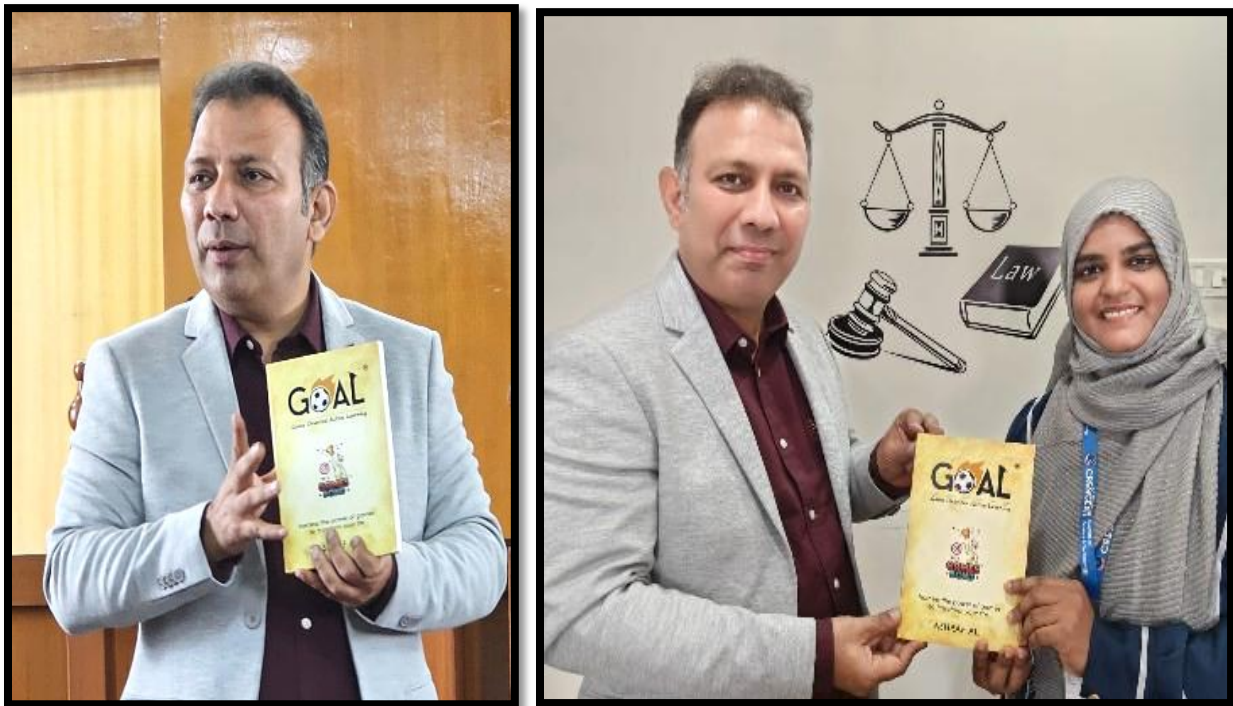
**B. S. ABDUR RAHMAN CRESCENT INSTITUTE OF SCIENCE &
TECHNOLOGY,
VANDALUR, CHENNAI**

OVERVIEW:-

A one-day workshop on 'Game-oriented Active Learning' (GOAL), held on Wednesday, April 9th, 2025, was a grand success. The venue was the Moot Court Hall, Crescent School of Law, Crescent Institute of Science and Technology, Vandalur, Chennai. The workshop effectively brought together trainers, faculty, and students, encouraging their active participation. The Resource person for the day was Mr. Ashraf Ali, Founder and Director of Life Academy.



Mr. Ashraf Ali is an International Corporate Trainer, Master Facilitator of Outbound Training (OBT), Experiential Learning Expert and Founder of Life Academy, a renowned leadership skills training organization based in Chennai, India. He is a certified Master Practitioner of Neuro-Linguistic Programming (NLP) from the National Federation of Neuro-Linguistic Programming (NFNLP) in the U.S.A. and also a member of the International Association of Facilitators (IAF).



Finally, a recipient of the 'Magnificent Man' Award for his specialization in 'Experiential Learning' from 'Hopewill International Business Academy'. 'GOAL - Game Oriented

Active Learning', a book authored by Mr Ashraf Ali where he uses a creative and gameful learning methodology with innovative games, experiential exercises, adventure activities and magic to facilitate active learning.

The event featured several mind-boggling activities, insightful discussions, and enjoyable tasks, including both individual and team games, brainteasers, and intriguing riddles that would provoke deep reflection and leave our minds in a state of chaos.

OBJECTIVE:-

The precise objectives of this workshop were:

- **To develop leadership skills:** Enhance decision-making, problem-solving and teamwork abilities through interactive learning.
- **To foster creativity:** Learn to think innovatively and apply creative problem-solving techniques in academic and professional settings.
- **To understand change management:** Gain insights into adapting to challenges, embracing change and developing a growth mindset.

- **To improve engagement participation:** Experience hands-on learning methods that make education more engaging and effective.
- **To apply game-oriented learning techniques:** Understand how to incorporate active learning strategies into their academic and future professional endeavours.

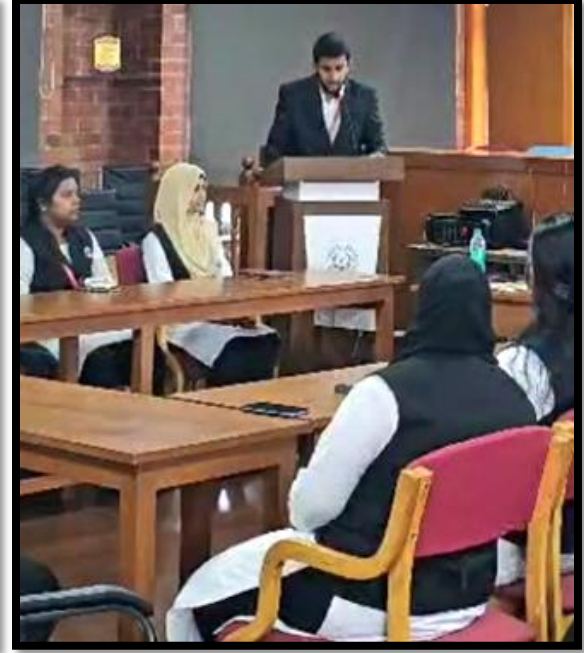
The workshop also emphasized key takeaways relevant to both our personal and professional lives: strategy outweighs skill, immersive learning enhances retention, failure promotes growth, teamwork drives success, and questioning the status quo stimulates innovation and development.

INAUGURATION:-

The morning sun cast a warm glow, and the atmosphere buzzed with anticipation as the chief guest arrived precisely at 9:10 a.m.,



setting a positive tone for the GOAL Workshop. Mr. Syed Lughman, a B.A. LL.B. student gracefully inaugurated the ceremony at 9:15 a.m.



and the recitation of verses from the Holy Quran, beautifully delivered by Ms. Safa Fathima.

The following was a stunning rendition of the traditional 'தமிழ் தாய் வாழ்த்து', elegantly performed by Ms. Sridevi Arulmurugan and Ms. Shaistha Farheen.



By 9:25 a.m., Dr Chokkalingam, the Dean, delivered a warm welcome speech that included greetings for Mrs Sangeeta, Mr Pradeep Ajay, and Mr Ashraf Ali, by handing over a shawl and a souvenir to the esteemed Founder and Director of Life Academy.



Dr Chockalingam Sir, emphasized the need to play the game in the true spirit of learning and outlined the rules for the day's workshop.

Session 1:-

As **Session 1** progressed by 9:30 a.m., Mr Ashraf Ali engaged with thought-provoking questions: "How are games related to life?" and "Why is the saying 'learn while you learn and play while you play' so popular?" He shared insights about his journey as a mechanical engineer who beautifully merged his love for games with a deep curiosity for the art of learning.



He illustrated his point with the game hide and seek, tracing its origins back to the infant game of peekaboo. He explained how the role of the hider involves understanding and analyzing the environment, viewing it through the detective lens, and learning from past mistakes. At the same time, the seeker develops observational skills, listens intently, and remains aware of their surroundings. A notable psychologist has asserted that a child can learn profound life lessons from the simple game of hide and seek, like how a child experiences separation when the hiders disappear and when the seeker finds the hiders, a joy of reunion comes into play. Neuro-scientific research supports that play offers valuable learning opportunities, enabling hands-on exploration and interaction with the world.



Mr Ashraf then drew parallels between chess and carrom games, which emphasize strategy, and team games that necessitate collaboration. He highlighted that every rule aids a constraint, teaching discipline and commitment. He encouraged accepting failure without shame or labels, emphasizing the importance of analyzing each failure as a step in the learning curve. The simultaneous hand coordination game was a delightful challenge, prompting young minds to adapt and learn the difficulties it involves.



We began to understand the importance of prediction skills developed through practice, the necessity of challenging the status quo, and recognizing the moments of success and failure. The first session ceased by 11 p.m.

Session 2:-

After a brief tea break at 11:15 a.m., **Activity 1-** The trainers gave the students a semicircular object containing two

metal balls. The task was to place the balls at each end of the object, a challenge that puzzled many.



The solution, the principle of centrifugal force, was revealed when the students spun the object on a flat surface, causing the balls to fly to their designated place. It was a truly exhilarating experience that left its witnesses in awe.

Activity 2- The students participated in a Japanese game called Tangram. They had to create the alphabet of t, using four pieces. Initially, many struggled, but with hints and a guiding blueprint, several succeeded within a minute. This

activity highlighted the importance of a strong foundation in structure and the practical application of knowledge.

Continuing the session, **Activity 3-** Mr Ashraf illustrated an idea using a ring and a chain, stating that the concept is logic, while confusion can feel like magic.



He emphasized that success is not solely about inherent skill but the strategies employed. He discussed how jugglers use multitasking to stimulate their brains, a concept he encouraged students to explore further.

Following that was **Activity 4-** Students paired up and shared their subsequent five-year plans with their partners to focus on how each could learn from failures and hone skills. He underscored that not knowing something is never a weakness but offers a chance for growth and self-improvement.

Activity 5- Students to locate numbers 1-90 printed on A4 sheets within three minutes.



Initially, students only managed to find up to 30 numbers. However, after they received a strategy or pattern for

locating the numbers, students were astounded to find almost all 90 within the next five minutes. Session 2 wrapped up at around 12:45 p.m.

Session 3:-

After lunch at 1:30 p.m., the students engaged in team games. The boys faced girls in challenges and stood in circles while passing two hula hoops—one big and one small. They also played a reinvented and exciting version of rock-paper-scissors.



Following was the game of Tangle, where teams of 10 held hands in a circle and attempted to untangle themselves without letting go.



These games imparted valuable lessons in interdependency, trust, reliance, leadership, and adaptive strategy in problem-solving. Session 3 came to a positively exhausting end at around 3:30 p.m.

Distribution of Certificates and Closing Ceremony:-

Finally, the gathering reconvened for the valedictory session by 3:45 p.m., culminating with the certificate distribution to every student who participated. Mrs Samsul Sameera, the assistant faculty, expressed heartfelt gratitude to the chief guests on behalf of the students, bringing the remarkable day to a fitting finish.

