



Bharath
INSTITUTE OF HIGHER EDUCATION AND RESEARCH
(Declared as Deemed - to - be - University under section 3 of UGC Act 1956)

DEPARTMENT OF INTERNATIONAL RELATIONS

FACULTY EXCHANGE PROGRAMME 14-17th December 2019 - ORGANIZED BY BIHER (BHARATH INSTITUTE OF HIGHER EDUCATION AND RESEARCH)

In continuation of the renewal of Memorandum of Undertaking, executed by BIHER with Ural Federal University, Yeketerinberg, Russia, the students of BIHER were deputed to do summer internship programme at Russia for one month from 27th June 2019, under students' exchange programme, in the first phase.

The students have been sent under the Academic Career Development Scholarship which covers Travel, Accommodation, and Food for the entire period of project. Visa Charges, Insurance, Local Conveyance etc. On successful completion of the Summer Internship Project, the students were awarded with meritorious certificates and medals.

As a second phase, as per MoU, two experts viz. Prof. Andrey Sezykin, Deputy Vice Rector of Academic Affairs, Mrs. Yana Vysotskaya, the Director of International Educational Programme along with Mr. Vimal Harsha have paid visit to BIHER on 13th & 14th October, 2019 under Faculty Exchange Programme for addressing the students of BIHER.

The lectures delivered by Prof. Andrey Sozhykia, on the topics of Recent Trends in Computer Science Engineering and Information Technologist; Machine Manning & Designing and Medical Imaging process were well received by the Students of CSE & IT Departments. Similarly, the Special Address by Mrs. Yana Vysotskaya to the students on "Higher Education in Russia" to both the Faculties and Students of Aeronautical, Civil Engineering, Bio-Medical Engineering, EEE, ECE and MBA Departments, was impressive one and it motivated the students for planning to pursue higher studies at Russia. In this regard, the students interacted more with Mrs. Yana Vysotskaya on the availability of facilities for Higher Education in Russia. Both the Eminent Scholars have appreciated the keen interest shown by the students in learning and given a tribute to the talents of students.

As third phase, under the MoU executed, as aforesaid, a Seminar on "Career Mapping" and Faculty Development Programme on "Design Thinking and Gamification" was organized in the Department of Management Studies at BIHER Campus at Selaiyur, Chennai for the benefit of students of MBA Department from 14th to 17th December 2019.



Prof. Ramamurthi, MBA, Prof. Alexander Lashin, Prof. Alexey Kluyev, Dr. R. Hariprakash, Additional Registrar, Dr. Praveen Kumar, Prof & Head, Dept of Management Studies at BIHER

The resource personalities and Eminent Experts are Prof. Alexey Kluyev, Director, School of Public Administration and Prof. Alexander Lashin, Deputy Director of Academic Affairs, for this Faculty Development Programme. In his speech, Prof. Alexey narrated that Career Mapping offers a clear path for both Employees and Employers. He continued saying that often times, employees leave their jobs as there is no clear path for them to advance or to develop their career and they are not sure how to rise to the position and occasions, they desire.

Career mapping provides employees and employers with a clear road-map that outlines what it takes for workers to get from their current position to where they want to be. From an Employer's perspective, Career Mapping is a way for Companies to develop internally the skills needed to achieve future business goals and along the way, it benefits the Company in other ways as well. It shows employees how they can advance in any given organization and thus offers a clear criteria for their career planning. He also stressed the need for meeting the challenges that take place due to day-by-day improvement in technologies, in the changing environment of the world.

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The Deputy Director of Academic Affairs Prof. Alexander Lashin stated all aspects of Design Thinking & Gamification need to be carefully considered in order to make and project more successful. He also narrated that a Gamification-based framework for developing activities of computational thinking which provides a student-centered design for enhancing their involvement in the learning environments. Gamification is

transforming how people work together. It increases engagement and motivation. Engaged Team Members learn faster, perform better and have more job satisfaction. Increase performance and efficiency, recognize and reward individuals and teams for high value behaviors and celebrate the achieving of key targets and objectives. Gamification is an emerging technology solution as traditional methods has become ineffective. It connects individual motivations and actions to the team and business objectives, make sure everyone is working in the same direction. Build team culture, foster positive interactions between team members and build a culture of team work, collaboration and performance.

The feedback from the students on both the programmes was very enthusiastic, inspiring, remarkable and also a notable one. The students have thanked the Management for initiating great efforts to organize such wonderful programmes.