

**Neelima Institute of Medical Sciences**  
**Department of Pharmacology**

**REPORT ON PHARMACOLOGY TAMBOLA ACTIVITY**

## **1. Introduction**

The Department of Pharmacology organized an innovative and interactive *Pharmacology Tambola* activity aimed at enhancing student engagement, conceptual clarity, and rapid recall of pharmacology topics. The activity followed a game-based learning approach, integrating fun with academics, ensuring improved participation and better retention of subject knowledge.

The activity was conducted separately for **three batches – A, B, and C** – to maintain smooth coordination and provide focused interaction with each student.

## **2. Organizing Committee:**

The event was planned and executed under the guidance of the following faculty members:

- **Dr. Vasavi Patra**
- **Dr. Venugopala Rao Konda**
- **Dr. Kalpana Mali**
- **Dr. Swathi Negi**
- **Dr. Venkata Ramana**

Their combined efforts ensured a well-structured, student-friendly activity.

## **3. Structure of the Activity**

Each student received a specially designed *Tambola question ticket*. The questions were displayed in a PowerPoint presentation and categorized into three levels:

### **a. 1-Mark Questions**

- Direct and short recall-based
- **Time limit:** 15 seconds

### **b. 2-Mark Questions**

- Moderate conceptual questions
- **Time limit:** 30 seconds

### **c. 3-Mark Questions**

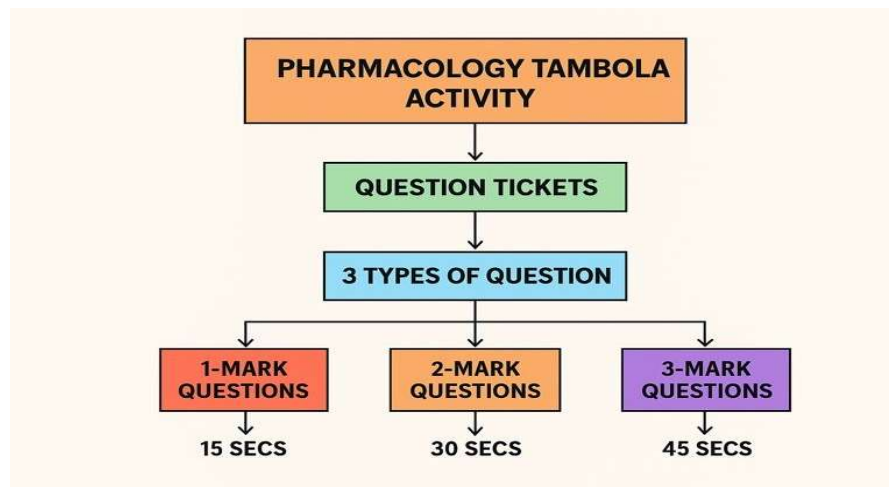
- Higher-order analytical questions
- **Time limit:** 45 seconds

This structure helped students think quickly, revise concepts effectively, and stay actively involved throughout the session.

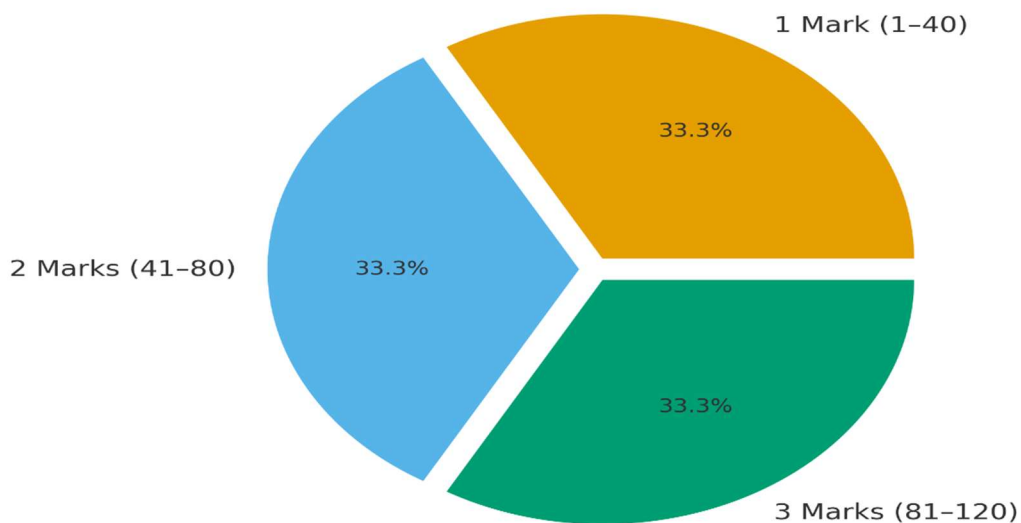
#### 4. Batch-Wise Schedule and Timings

The activity was conducted on three consecutive days with a **uniform session duration of 2 hours** for each batch.

All sessions was conducted 8<sup>th</sup>,9<sup>th</sup> and 10<sup>th</sup> of December 2025 :10:00 AM to 12:00 PM.



Distribution of Questions by Marks





- **B Batch (8-12-25):**  
Duration: **2 hours (10 AM–12 PM)**  
Students participated enthusiastically and showed strong competitive spirit.
- **C Batch (9-12-25)**  
Duration: **2 hours (10 AM–12 PM)**  
Students demonstrated excellent interaction and engagement throughout the session.
- **A Batch (10-12-25 )**  
Duration: **2 hours (10 AM–12 PM)**  
Students were energetic, actively answering and responding to all question categories.

The extended 2-hour duration allowed sufficient time for gameplay, explanation, doubt clarification, and interactive discussion.

## **5. Student Participation**

Participation across all batches was outstanding. Students responded with great interest and enthusiasm, making the environment lively and interactive. Even those who usually remain silent in traditional classroom settings participated actively due to the gamified approach.

Students benefited through:

- Improved recall speed
- Concept clarity
- Active listening and quick thinking
- Increased confidence
- A stress-free revision method

## **6. Prizes and Motivation**

Prizes were awarded to students who successfully completed their tambola tickets by answering all questions correctly. This added motivation encouraged healthy competition and increased student involvement.

## **7. Faculty Feedback**

Valuable feedback was provided by:

- **Dr. Laxmi Prasanna**
- **Dr. Mohamed Gosh**
- **Dr. Seema**
- **Dr.Wajiha**

All faculty members appreciated the conduct of the activity and highlighted the effectiveness of game-based learning strategies in improving student engagement and knowledge retention. They encouraged continuation of similar interactive teaching methodologies in future sessions.

## **8. Overall Outcome**

Pharmacology Tambola activity proved to be an effective educational innovational tool with several key outcomes:

### **Academic Benefits**

- Reinforced core pharmacology concepts
- Strengthened rapid recall capabilities
- Enhanced understanding through immediate feedback

### **Learning Environment Benefits**

- Created an enjoyable and collaborative atmosphere
- Encouraged group learning and interaction
- Improved student–faculty rapport
- Made pharmacology learning more dynamic and memorable

## **9. Conclusion**

The Pharmacology Tambola activity was a grand success across all three batches. The structured format, enthusiastic participation, and positive faculty feedback reflect the effectiveness of this innovative teaching strategy. The Department of Pharmacology plans to continue implementing such active learning methods to make pharmacology more engaging and accessible for students.