

Innovative Teaching Methods in Management

“Education is the manifestation of perfection already in man” – (Swami Vivekananda)

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Abstract

There are many factors which contribute to the growth, advancement & development of a society at large and one such factor which plays a predominant role is education. Apart from imparting Knowledge, skills and rich values education is accountable for developing and building a human capital that catalyses, drives and set up technological innovation & economic growth.

Education is a route that can lead people down the right path. Not Only does the object of education make a student literate, it also adds critical thought, knowledgeability, and self-sufficiency. In education students engagement refer to the level of curiosity, interest, optimism and passion show when they are learning or being taught. Student learning is enhanced as they interact with the lesson being taught. Student who are involved in working tend to persist more to complete work and derive joy in that project. It is been always observed that use of sophisticated technology and contemporary methods makes the learning process successful quality and productivity of education, providing training for competitive workers. Every session has its own training technology. Since the aim of the teacher and the students is to achieve a positive outcomes and what kind of technology is at their disposal for usages. The goal of the research paper was to summarize the creative teaching methods used in higher education by teachers.

Keywords: Innovation, Innovative Educational Process, Pedagogical Activity, Interactive Methods

Introduction

Education is a pathway that can lead people to the right path. Education not only aims at equipping the learner with writing and reading skills but also provide learner with rational thinking, knowledge and self-sufficiency.

Today, education in the world is esteemed as the most unique Capital. Therefore, at all stages of education a special importance is attached to the creation of an opportunity for each person to life.

Every country's strength depends on its intellectual opportunity. This directly depends on the quality of education. The macroeconomic change made by Singapore as a country is wonderful. Economic development going in the direction of innovation. Implementing quality education and training quality is one of the pressing issues in front of the education system. Since the growth, teacher's position has changed Modern education requires more learner reversed method Upfront descriptions and research as well as curriculum supervision. The task of the instructor is to render the learning condition Square.

The traditional teaching in the past was formal in approach. The method of teaching requires the transfer of data directly from the teacher to the students. Students as receptacles. This was the age when the classroom use to put the learner in lime light which was formally known as "Guru-shishya parampara". The effective of this discussion has been exceedingly far-reaching to test the understanding of the students (Derek & Collett, 2003). The use of modern ICT to teach students is an important technique to help them develop higher-order skills such as time-and-place teamwork and solving complex problems in the real world.

The following are some of the groundbreaking methods of teaching to educate the learner. There are:

1. E-Learning
2. Blended Learning
3. Case Method
4. Business Game
5. Role Play Simulation
6. Project Management Simulation
7. Virtonomics
8. Keller Plan
9. Z to A Approach

1. E-Learning

An Online learning is favored by people who might not be willing to take classes in the conventional brick and mortar style of college for a number of purposes. Task Assistance, Simulation training, distance learning and learning portals to mention a few.

Advantages of online learning:

- It is convenient as it can be access 24/7 from any computer through online
- This increases learning as the deepness of comprehension and retention of course material is improved.
- Before communicating learners can have ample of time at their disposal to think and reciprocate; introvert learners prefer to excel online; the online platform is anonymous.
- We can observe an enhancement, engagement & conversation between a student-to-teacher and student-to-student. It revolves more around the student; passive listening becomes thin and active learning becomes thick. It is one of stronger sense of communication and synergy.
- Innovative Teaching: Student-centered approaches; increased diversity and creativity of learning activities; various types of learning; innovations and enhancements can be translated into on-site classes as well as on-site courses.
- Better Administration: we can have a close look at the students activities and work ; high potential of documentation and recording communication online ; more magnitude to handle online evaluation and grading system
- Savings: Habituate large number of students; improved satisfaction of students, better retention and less repetitions.
- Optimize Physical means & Resources: Reducing demand for minimal campus infrastructure; reducing campus and parking lot congestion.
- Outreach: Offer options to students; enter new markets for students; cater to existing students, while increasing enrollment.

2. Blended Learning

Blended learning is a mixture of offline learning and online learning in a way which compliments one another. Although blended learning is often linked to the education sector. In corporate preparation, the possibilities and advantages of using this concept are immense.

Benefits of Blended Learning

1. **It's Cost-efficient:** With blended learning, it can boost training costs and ROI. We can combine classroom workouts with pre-registered courses easily. We can also arrange live online training so that our students are up to date with everything.
2. **Be Consistent in Activities Also Pre-training:** Before even beginning the in-class training, everybody will be on the same page. To be prepared, give those reading materials, videos and pre-course questionnaires.
3. **Access the Content from any place, any moment, on any machine:** Learners should be linked to the material constantly. They can also download courses so that they can, if necessary, can view and utilizes them without being connected to internet

4. **Increase User involvement without any hassle** : Digital and teaching design when combined together works as an ideal formula for enriched learning experience
5. **Get insightful reports about learners:** Analyze learner behaviour to see where it excels

Blended Learning Models

- **Face-to-Face:** In addition to technology, an ancient instructor headed teaching sessions allow learners to monitor their own speed of learning. Role-play, mentoring, hands-on practice and suggestions are the advantages.
- **Rotation:** Students moves from one learning method which is activity based to another, either in a teacher-directed organized learning session, or in a self-indicated way online. Learning stations , laboratory, flipped Classrooms are few examples to list wherein the learner rehearse the session before confronting face to face training
- Examples include learning stations, labs, and the flipped classroom where learners practice the lesson before attending the face-to-face training.
- **Flex:** Flex learning is a terminology used for customized learning that can alternatively use. By having an access to the means of integration of learning in a Learning Management System (LMS.), the learner can easily have a check on their learning path, have a choice what they want to learn. To resolve the queries and have a solution to them the instructor is always at his toes.
- **Gamification:** One of the proven and reliable method to inspire students is to allow them play freely. By using variables such as points and levels, students are more inspired to experience the content at their own time and feel a bit of competition.
- **Online Lab:** this model which is generally a blend is totally used in a digitized way , with almost negligible presence of the teacher and can take place any instant, it could be before the starting of the session middle of the session as well as when the session ends . There are various devices and tools available with the learner from where he can have an access to the material and content such as cell phones, laptops or also using tabs. This models not only keeps the learner engaged but also strengthen and solidifies the learning.
- **Self-Blend:** Self-blend learning is add on content for webinars, white papers, industry blogs, or video tutorials that allow inspired self-learners to learn more about a particular course.A strong LMS can be useful to connect different sources of content to foster oddity and development under one framework.

3. Case method

The case-study approach is a highly adaptable teaching method, which includes problem-based learning and facilitates analysis growth. The case method combines two elements: the case itself and the discussion of the

case. The case of teaching is a rich storytelling in which persons or individuals have to determine or solve a dilemma.

Cases Style and Learning

Case Type	Description	Encouraged Learning
Directed case	Presents an example, accompanied by a conversation using a sequence of directed, closely answered questions from the course material.	Awareness in common ideas, principles and evidence
Dilemma or decision case	Presents an entity, organization or society with a problem that needs to be solved. After the students are working on the case, they will present real historical findings.	Problems solving and ability to determine
Interrupted case	This poses a difficulty to overcome in a phased format of disclosure. Students are given the case in certain places where they work and decide before they pass to the next part.	Facility for Dispute Settlement
Analysis or issue case	Concentrate on responses to questions and review of the presented situation. This involves "retrospective" cases, which tell a story and its consequences, and students discuss what happened and why substitutes have not been embraced.	Analysis Skills

4. Business Game

Business games are used to teach economic or business-related skills and principles. This may include business or corporate strategy material, financing, human resources, trade agreements or stock exchange shares. In most of the Universities, Institutes and colleges Business games are widely used as pedagogy for teaching used, particularly in business and management schools. Simulation is an innovative way of learning and computer-based are also.

Advantages of Business Games:

The growing success of business games as they run is described clearly. Highly scientific data supports the enhancement of the preparation method with the use of games and simulators. There are at least three reasons:

- 1. Learning by doing:** In order to reflect the challenges of real life and to provide the direct practice of expertise and skills by simulators, the key to the success of business games resides. Learners are given a conducive and protective environment to mould themselves in the similar business problems that corporate representatives confront regularly, replying and communicating with them from the starting point
- 2. Interactive learning:** The ability to catch learner interest and engagement in business games is also a core feature. There have been many scientific proven research that validate that human brain remember

the knowledge in a more effective way if they passionately and actively participate or interact when studying it. Business Game predominantly bolster the direct involvement, including psychological participation of the student in comparison to the classroom teaching or an a video learning lessons

3. **Cost reduction:** To develop a full proof and efficient and successful business games it takes time, a vast experience and scarce resources but finally developed, economies of scale contribute to a tremendous competitive advantage. As Classroom Lessons have limitations that they can be only taken from a particular place but business games can be instantly and safely implemented in any part of the globe. Now a days having a high tech cell phones and high speed internet connection is the only perquisite of the best business.

5. Role Play Simulation

Role play is generally unproven and unprepared to solve problems where certain group members in a non-threatening sense assume specified positions. Role-plays typically last for a limited period. "Role-play offers students the chance to play, rather than just talking, ways to effectively solve problems". The use of role-play is a key method of simulation that helps learner to immerse themselves in learning. Role Play can build and improve the knowledge and skills necessary for potential success by integrating actual or practical problems.

6. Project Management Simulation

Simulation model is used for development and research of project management as well as managers which looks after the project management. In other instances, it is used in real projects for the purpose of research and to facilitate decision-making. The simulation is also done with software tools.

The aim of the simulation technique used for project management is to impart skills to the learners and student they can eventually achieve (e.g., awareness, ability and attitudes). It challenges trainees in real-world projects with circumstances and problems. Trainees are aware of the ramifications of their actions. They are able to control the progress of project parameters: scale, costs, scheduling, efficiency and human factors. The simulation gives students an ability to solve and evaluate traditional project problems.

7. Virtonomics

Virtonomics is an online market technique Played like an MMOG (massive multiplayer online game) where management fundamentals are checked. It's installed for and research fans of economic and policy games the operations fundamentals. The game itself calls for a Real-life economic, market and business law comprehension finance, however, players should not be more profoundly conscious economics or special

training in the field segment. The game helps to reach people of interest to make valuable relations with shared interests.

The key goal of the virtonomics game is to achieve Success Company in a difficult competition. You'll get a chance to become a master. He begins his own business and Develops, rivals thousands of real businesses. The player can do this by engaging in trade, development, study, Natural resource extraction, agriculture. The player is responsible for Personnel, financial, commercial, logistical and other businesses Processes.

8. Keller plan

The credit of developing a Keller Plan which is also known by another name Personalized System of Instruction acronym to PSI goes to Fred. S. Keller and J.Gilmour Sherman. The applicability of this technique is more often used in higher studies as a customized and tailored method of education in board groups, but the formulation of Keller's implementation to a certain degree, content or style of courses is not inherent. What actually is done in this method is we segregate the semester into 16 parts or units to say.

The professor offers introductory lectures at the beginning after that student will learn these units in succession and, after having defined the unit for studying, will approach the teacher to provide specifics of the syllabus in every lesson, chapter or Unit and references to the text, Reference books and research papers published journal in each of them. If you have passed the exam, you, that means you will go to study the succeeding unit and if you fail you will have to study and review the same unit again and come for a test again. In their own speed, every student advances. In twelve weeks, some students completed sixteen units, and in seventeen weeks, others completed 12. The ranking depends on how many units are finished. On the time of teachers and pupils, the Keller scheme asks gratefully. But the teacher does not teach but offers advice and feedback. The student doesn't listen, read and examine the lectures. The underlying theory is that part is best understood of course than to grasp partly the whole course every person should advance at his or her own pace and the earlier units should be thoroughly understood before procedure to the subsequent units.

9. Z to A approach

In this methodology, first thing what is done is implementation aspect of a given definition is clarified .clarification on implementation of a given principle and consequence of the same are to be clarified initially itself by the instructor .to given a example of the same if we consider the subject Management in that Motivation is explained to the company by using such strategies, such as promotions and awards, to gain significant advantages. Therefore, students are clarified first of all what rewards and prizes are and will be curious to know what they are. The instructor continues to describe promotion and discusses management motivation theory. We may also try to clarify in accounting the declaration of sales and the balance sheet first and then drawing your attention to the method of double entry book keeping.

10. Mind Map

In the late sixties, Tony Buzan created mental maps to help students take notes that only key terms and pictures were used, but teachers would use their mental maps to innovatively illustrate the concepts. This method is quite easy to adopt and learn and analyze because of its visual consistency and student quickly learn through this method. The nonlinear design of the maps allows various elements of the map to be easily connected and referenced.

As far as examination of the learner through this technique is concerned Mind maps are quickly examined, as knowledge can be quickly refreshed by looking only once. Mind Maps can also be useful mnemonics and the shape and function can be recalled to give the details required for them to know. They use far more of the brain than traditional notices to assimilate and link information.

With the wide spectrum of optical and sensory resources available to us, we understand and recall more easily. Images, sound, colour, touch and smell also add to our learning armour to gather knowledge for a long time to come. The aim is to create mind maps, which build upon our own imagination and thought, and to connect ideas which exist in our minds to the best of these things.

11. Mnemonics Words Approach

In this approach the instructor should not be arguing for such a long time here about a single idea. But he should clearly say mnemonics or its related importance in words to make it understandable to the students. What the instructor does is he just utter the terminology instead of saying a sentence, then he describes them in sentences as they are brought down to the very core of understanding of the meaning of a given terminology. This technique can be used as an important method for improving word power for example in language teaching courses.

- Dictionary is supposed to be used on a large scale
- There is rise seen in the word power of the instructor
- As far as vocabulary of a teacher is concerned it increases as he or she is encountered with many words related to a particular subject

Conclusion:

The pedagogical method is innovation technology Introduction of modern and evolving events and in its execution primarily teachers and students. We are utilizing immersive methods. Methods interactive-about its method of pedagogical thought as a culture Interaction, which is part of the instructional material. The special advantage is that certain methods are applied. Only through combined teachers and students' events. Whatever the methods of training, they can meet the student's aspirations following graduation in Industry and external administration and standards World by the faculties as they function must be considered for the fields of

management. You have to take stock of the situation of the players as well as the actual world the reason behind it is that the students are the ambassadors of tomorrow's brand.

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