



**State Council of Educational Research & Training
Porvorim Goa -403521**

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NO. SCERT/Acad/NEP-Implementation (Part-II)/1269/2024/1788 Dated:16/08/2024

CIRCULAR

To

The Heads of Government/ Aided/ Unaided High Schools
Recognized by Goa Board.

Subject: - 5 Training sessions for Computer teachers teaching Game Developer & AI Solutions at secondary stage.

The learning outcome based Vocational curriculum is designed in line with the NSQF for computer related subjects. In view of the same, **5 training sessions** have been scheduled for the computer teachers teaching the subjects Game Developer and AI Solutions in **Online mode** from **19th August to 31st August, 2024**. It is mandatory to attend all five sessions as per the scheduled. The schedule of the training is as follows:

Date	Day	Time	Session
19/08/24	Mon	3:00 - 4:30 pm	Gaming
20/08/24	Tue	3:00 - 4:30 pm	AI
21/08/24	Wed	3:00 - 4:30 pm	Gaming
22/08/24	Thu	3:00 - 4:30 pm	AI
23/08/24	Fri	3:00 - 4:30 pm	Gaming
26/08/24	Mon	3:00 - 4:30 pm	AI
27/08/24	Tue	3:00 - 4:30 pm	Gaming
28/08/24	Wed	3:00 - 4:30 pm	AI
29/08/24	Thu	3:00 - 4:30 pm	Gaming
30/08/24	Fri	3:00 - 4:30 pm	AI

The Google link for the Meeting is :

Online session on AI - <https://meet.google.com/swf-ttqi-uro>

Online session on Gaming - <https://meet.google.com/zzb-xbpp-jqh>

This circular has to be brought to the notice of all concerned.

(Meghana Shetgaonkar)
Director, SCERT Goa

Copy for information to: -

1. P. A. to The Secretary Education, Secretariat, Porvorim-Goa.
2. P.A. To the Director of Education, Porvorim Goa.
3. P. A. to The Director, SCERT, Porvorim-Goa.
4. The Concerned Headmaster of respective Institutions.
5. Office file.
6. Guard file.

Google Meet Link:

Online Session for AI - <https://meet.google.com/swf-ttqi-uro>

Online Session for Gaming - <https://meet.google.com/zzb-xbpp-jqh>

NOTE:

The training is strictly for the teachers who have selected / opted for the specific Job Roles.