

**Subject: Financial Derivative, 4539222 & 1539504**

**Name of Innovative Teaching Method: Gamification**

**Objective:**

The objective of implementing gamification in teaching financial derivatives is to enhance engagement, motivation, and learning outcomes among students. By integrating game elements and mechanics into the learning process, the aim is to make complex financial concepts more accessible, understandable, and enjoyable for learners. Specific objectives may include:

1. Increasing student interest and active participation in learning financial derivatives through interactive and immersive experiences.
2. Simplifying complex concepts through interactive simulations, scenarios, or challenges that mimic real-world financial scenarios.
3. Promoting teamwork and collaboration among students through competitive or cooperative gameplay elements.
4. Facilitating practical application of theoretical knowledge by allowing students to experiment with different strategies and outcomes in a risk-free environment.

**Process:**

1. The students are asked to form group of 3-5.
2. Students should use index f & o values to create virtual trading strategy for one week time. The trade can be settled (exit) any time before expiry.
3. They have to apply any strategy to form a trade where they have to specify-
  - a. Strategy with rationale
  - b. Contract Price
  - c. Break-Even-Point
  - d. Maximum & minimum gain & loss
  - e. Cost- Benefit ratio

Format for Innovative Teaching Method	
Subject Name	Financial Derivatives
Semester	III
Name of Innovative Teaching Method	Gamification of Options
Description	1. The students are asked to form group of 3-5.
	2. Students should use index f & o values to create virtual trading strategy for one week time. The trade can be settled (exit) any time before expiry.
	3. They have to apply any strategy to form a trade where they have to specify-
	a. Strategy with rationale
	b. Contract Price
	c. Break-Even-Point
d. Maximum & minimum gain & loss	
e. Cost- Benefit ratio	

## SOM-LALIT INSTITUTE OF MANAGEMENT STUDIES (SLIMS)

Objectives	The objective of implementing gamification in teaching financial derivatives is to enhance engagement, motivation, and learning outcomes among students. By integrating game elements and mechanics into the learning process, the aim is to make complex financial concepts more accessible, understandable, and enjoyable for learners. Specific objectives may include:
	1. Increasing student interest and active participation in learning financial derivatives through interactive and immersive experiences.
	2. Simplifying complex concepts through interactive simulations, scenarios, or challenges that mimic real-world financial scenarios.
	3. Promoting teamwork and collaboration among students through competitive or cooperative gameplay elements.
	4. Facilitating practical application of theoretical knowledge by allowing students to experiment with different strategies and outcomes in a risk-free environment.
Topics Taught Through Innovative Method	Option trading
CO	III
Material Used	Live stock market data
Proof	Submission of activity
Prepared by	Rani Niral Shah
Approved by	Dr. Riddhi Dave

On the basis of this activity, students are given graded assignment where they create suitable option trading strategy.

[ranishah@somlalit.org](mailto:ranishah@somlalit.org)