Interactive Workshops

Explore new approaches to teaching, research and student success.

02 - 03 DECEMBER 2026

02 DEC — Wednesday, 2 December

3 interactive workshops / 2026

WORKSHOP 01 — AI IN EDUCATION

Using Artificial Intelligence Tools to Create Teaching and Learning Materials

This hands-on workshop introduces educators to practical ways of using AI tools to develop, adapt, and evaluate teaching materials. Participants will learn how to align AI-generated resources with learning objectives, assess their quality and suitability, and adapt them for different learner needs. The session includes demonstrations, practical activities, peer discussion, and action planning for responsible AI integration in education.

Dr. Mona Abdelfattaah
Department of General Education | MCBS

WORKSHOP 02 — RESEARCH & AI

From Question to Evidence: Working Smarter with LeapSpace

This 60-minute hands-on workshop introduces research scholars to Elsevier's AI-assisted research platform, LeapSpace. Participants will learn how to search, synthesize, and verify scholarly literature using tools such as AI-assisted literature discovery, Deep Research reports, Trust Cards, author identification, and funding search. The workshop emphasizes responsible AI use in research by teaching participants how to critically evaluate AI-generated outputs, verify evidence, and maintain academic integrity throughout the research process.

Dr. Shahala Nassim
Department of General Education | MCBS

WORKSHOP 03 — GAME-BASED LEARNING

From Players to Creators: Learning by Designing Games

This interactive workshop explores how game design can be used as a powerful active-learning strategy in higher education. Rather than focusing on playing educational games, participants learn to design their own games that represent concepts, solve problems, and support learning outcomes. Through guided activities and AI-based game-creation tools, attendees will develop educational game prototypes and examine how game mechanics, challenges, and feedback can enhance student engagement and learning across disciplines.

Dr. Yoones Shekavat
Department of Mathematics and Computer Science | MCBS

Interactive Workshops

03
DEC

Thursday, 3 December

2 interactive workshops / 2026

WORKSHOP 04

STUDENT WELL-BEING

From Crisis to Success: Practical Strategies for Supporting Student Mental Health and Well-Being in Higher Education

This interactive workshop addresses the growing challenge of student mental health in higher education. Participants will learn to identify signs of psychological distress, respond appropriately to students in crisis, understand referral pathways, and promote resilience and well-being. Through case studies, role-playing, discussions, and action planning, attendees will gain practical skills to support student success while maintaining professional boundaries.

Dr. Humaira Mujeeb
Department of General Education | MCBS

WORKSHOP 05

ACTIVE LEARNING

Active Learning Strategies for Teaching Language: From Passive Learning to Active Engagement

This interactive 60-minute workshop focuses on practical active learning techniques for language teaching. Participants will experience and apply strategies such as Think–Pair–Share, information-gap activities, and collaborative task redesign to increase student participation and engagement. The workshop emphasizes classroom-ready applications and concludes with participants creating an adaptable language-learning activity for their own teaching contexts.

Dr. Walid Shawky
Department of General Education | MCBS