



Vidyavardhini's College of Engineering & Technology

Department of Computer Engineering

Academic Year 2021-22

Innovation activities by the faculty members in teaching-learning

Sr. No.	Name of Faculty	Course Name / Sem / Course Code	Innovative / Creative activity used	Short Description of the activity
1	Mr. Vikrant Agaskar	SE/III/OOPM(Java) /CSL304	Kahoot Game	Kahoot! is a game-based learning platform, used as educational technology in educational institutions.
		TE/V/Software Engg./CSC502	Group activity	Group activity to prepare WBS.
2	Mr. Anil Hingmire	BE/VII/ Artificial Intelligence and Soft Computing/ CSC703	Online Poll	Kahoot! is a game-based learning platform, used as educational technology in educational institutions.
3	Ms. Smita Jawale	TE/V/Advanced Database Management System /CSDLO5013	Kahoot quiz	Kahoot! is a game-based learning platform, used as educational technology in educational institutions.
4	Ms. Smita Jawale	SE/III/Data Structures/CSC303	Kahoot quiz	Kahoot! is a game-based learning platform, used as educational technology in educational institutions.
5	Mr. Sunil Katkar	SE/III? Computer Graphics/CSC305	Kahoot quiz	Kahoot! is a game-based learning platform, used as educational technology in educational institutions.
6	Mr. Sanket Patil	BE/VII/Management Information System/ILO7013	Case Study	To instruct student have a perceptual recognition, learn the basic structure and function of MIS, master the skill of applying MIS to manage business.
7	MS. Sneha Mhatre	BE/VII/Mobile Communication & Computing/CSC702	Animation Videos	Videos are being widely used in classroom for supporting teacher's curriculum and helping students learn the material faster than ever
		BE/VII/Mobile Communication & Computing/CSC702	Sketch noting	Sketch noting is form of Note-taking

		BE/VII/Digital Signal and Image Processing/CSC701	Collaborative Learning	<u>Group Activity to fulfill objective</u>
8	Ms. Kranti Gule	TE/V/CN/CSC503	Kahoot Game	<u>Kahoot! is a game-based learning platform, used as educational technology in educational institutions.</u>
9	Mr. Tatwadarshi P. Nagarhalli	TE/V/Internet Programming /CSDLO5012	Incremental Mini-Project	<u>The curriculum doesn't include practical aspects. Students created mini-projects by creating modules after completion of each chapter</u>
		BE/VII/Advance System Security & Digital Forensics/CSDLO70 31	Guided reciprocal peer questions	<u>Students generated MCQ questions and answers after each chapter</u>