



Academic Year 2022-23 (Even Sem)

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	Dr. Megha Trivedi	SE Sem III- CSL405- Skill Based Lab Course: Python Programming	Implementation of programs in class using online compiler and Python 3.7	Theory class was blended with practical demonstration of the concept taught using online compiler and Python 3.7
2	Dr. P.N. Tatwadarshi	BE Sem VIII - CSDC8013 - Applied Data Science	Collaborative Learning	During Practical Sessions, the students were divided into two groups and they were given time to study the theory chapters in a group
3	Dr. Dinesh Patil	BE Sem VIII- CSDC 8012- Digital Forensics BE Sem IV CSC 404- Operating System	Sudden Assessment	In this activity sudden test of the student is taken to improve their focus and learning capability
4	Dr. Swapna Borde	TE Sem VI CSC602- Cryptography and System Security	Think Pair Share	During the lecture session, a group activity Think-pair-share activity was conducted for analyzing the students' understanding about the encryption and decryption techniques
5	Dr. Swapna Borde	SE Sem IV CSC402 - Analysis of Algorithms	Think Pair Share	During the lecture session, a group activity Think-pair-share activity was conducted for analyzing the students' understanding about the Sorting and Divide & Conquer approach techniques
5	Mr. Anil Hingmire	TE Sem VI- CSC604: Artificial Intelligence	Think-Pair Share	During the lecture session, a group activity Think-pair-share activity was conducted for

				analyzing the students' understanding about the expert system.
6	Mr. Vikrant Agaskar	TE/VI CSL603 Mobile Computing	Kahoot Quiz	<p>To recall the concepts and full forms in Mobile Computing</p> <p>Method: Kahoot! is a game-based learning platform, used as educational technology in educational institutions. Its learning games, "Kahoots", are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot app.</p> <p>At the end of the term one small quiz is conducted on Kahoot app. Students used their own mobiles and laptops to solve quiz.</p>
7	Mrs. Smita Jawale	SE Sem IV - CSC403 - Database Management System	Mindmap	<p>During Lecture session Url is shared with students an according to it mind map was created online.</p>
8	Mr. Sunil Katkar	SE Sem-IV CSC405 Microprocessor	Spin the Wheel	<p>A Spin the wheel is a form of student assessment. It is a game to test the students' knowledge about a certain topic in a subject. It also measures student's knowledge, abilities, and skills.</p>
9	Mrs. Swati Varma	TE Sem VI/ CSDLO6013 /Quantitative Analysis	Kahoot Quiz	<p>After taking the lecture one small quiz was taken on the kahoot app, students used their own mobiles, laptops to solve the quiz and teacher can get all information at that particular time about how many students solved quiz correctly</p>
		BE Sem VIII/ CSC801 /Distributed Systems	Collaborative Problem Solving	<p>Case studies were given to the students, and they had to design a solution using the topics learnt in the chapter. Students worked in groups.</p>

10	Mrs. Sneha Mhatre	BE Sem VIII - CSDC8022 - High Performance Computing	Collaborative Learning-Case Study	During Lecture, the students were divided into two groups and they were given time to study the theory chapters in a group
11	Mrs. Neha Surti	TE/VI/ System Programming and Compiler Construction/CSC6 01	Animation Videos	Videos have positive outcomes on multiple levels, including increased motivation and deeper learning.