



Vidyavardhini's College of Engineering and Technology

Department of Computer Engineering

Academic Year : 2023-24 (Odd 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	Discrete Structure and Graph Theory	Game to demonstrate the application of Euler path	Students were asked to apply theorem for the existence of Euler path to a real-life example- 7 bridges of Königsberg puzzle
			Flipped classroom	Student were asked to watch a video on Mathematical Induction and exercise to apply principle of Mathematical Induction to solve real life example was discussed in the class
2	Dr.Dinesh Patil	Blockchain (VII sem)	Peer Teaching	The students were asked to ask to teach a particular topic in front of the other students. The students were encouraged to raise the questions
		Internet Programming (V sem)	Peer Teaching	The students were asked to ask to teach a particular topic in front of the other students. The students were encouraged to raise the questions
3	Dr. Vikrant Agaskar	SE/III/OOPM(Java)/CSL304	Kahoot Game	Questions in the form of quizzes related to OOP were displayed on a shared screen and students answered on their own devices.
4	Dr.Swapna Borde	Machine Learning/VII/CS C701	Collaborative Learning	In this activity, Students are making groups and solving given problems in ML. In this they are discussing problems among them and then some students are asked to share the solution of problems with other students.The activity encouraged participation of students. Students were able to learn different problems efficiently.



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		Theoretical Computer Science/V/CSC5 01	Collaborative Learning	In this activity, Students are making groups and solving given problems in TCS. In this they are discussing problems among them and then some students are asked to share the solution of problems with other students. The activity encouraged participation of students. Students were able to learn different problems efficiently.
5	Mr. Anil Hingmire	Software Engineering/ Sem V/ CSC602	Closed Fishbowl	In this activity, students inside the fishbowl actively engage, while students who are outside are listeners. In a closed fishbowl, there's an inner circle of students who share their thoughts and an outer circle for those who need more time to think. This method was used for requirement elicitation and documentation.
		Software Engineering/ Sem V/ CSC602	Case Study	Case studies are an instructional method (not a theory) that refers to assigned scenarios based on situations in which students observe, analyze, record, implement, conclude, summarize, or recommend. case studies were conducted on process models and students should analyse the scenarios, select an appropriate process model for software development and justify



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6	Ms. Smita Jawale	Data Structures sem III/ Div 1 CSC303	Mentimeter Quiz	Students were engaged while using live polls, word clouds, quizzes, multiple-choice questions. This is a good revision tool and fun activity. It also made them aware of their knowledge gaps, and they work towards filling those gaps.
		Advanced database Management System Sem V/ CSDLO5013	Centimeter Quiz	Students were engaged while using live polls, word clouds, quizzes, multiple-choice questions. This is a good revision tool and fun activity. It also made them aware of their knowledge gaps, and they work towards filling those gaps.
7	Mr. Sunil Katkar	Computer Graphics (CSL303) SE/III Div-1, Div-2	Pixel Art Challenge	Students create pixel art using a limited color palette and a grid. This challenge encourages attention to detail and creativity in designing characters, objects, or scenes.
8	Ms. Swati Verma	Data warehousing and mining/ Sem V/CSC504	Jeopardy Game	Students were asked to prepare data warehousing, pre-processing and classification topics, groups were formed and the jeopardy game was played wherein they had to answer questions with different value points in order to win.
9	Mrs. Sneha Mhatre	Big Data Analytics BE CSC702	Collaborative Learning-Debate on NoSQL types	In this Activity, Students asked to seat equally in 4 rows in classroom •Assigned different types of NoSQL to each row, Course instructor allotted 45 minutes time to the individual row to read the topic from reference book or any other material



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				<p>Students were discussed with their group members in same row about topic in details</p> <p>Slow learner students got cleared their doubts and they felt easy to understand the concept and they show more interest to study when they are formed</p> <p>Then students from each row debating about their given topics and discussed their pros and cons</p> <p>Ask students to prepare report on task that given to them.</p>
10	Ms.Neha Surti	Digital Logic & Computer Organization and Architecture Sem III/ Div 1 & Div 2/ CSC304	Spin the Wheel	<p>In this activity, students were divided into different teams (based on the number of topics on the wheel). After spinning the wheel, whichever topic comes where the wheel stops, the respective team was asked to discuss the same based on various parameters. This activity is an interactive and engaging method to encourage student participation and make learning more fun.</p>
11	Ms. Aarti Puthran	Data Structure Sem III/ Div 2 & Div 3/ CSC303	Mentimeter Quiz	<p>In this activity ,Students were engaged while using live polls, word clouds, quizzes, multiple-choice questions. T</p>
12	Ms.Akshaya	Discrete Structures and	Collaborative Learning(Div 1,	<p>In this activity students were divided into 3 groups. Groupwise</p>



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	Prabhu	Graph Theory Sem III CSC302	2,3)	students were given different problems to solve. Students discussed with group members and solved the problem. One student from each group was asked to solve the problem on board. This helped slow learners to understand concepts.
13	Ms. Brinal Colaco	Object Oriented Programming with Java Sem III CSL304	Debugging Quiz	In this activity, students were given code with errors to solve and get the correct output. This exercise was designed to assess and improve student's debugging skills.
14	Ms.Amruta Mhatre	Machine Vision BE CSDL7011	Collaborative Learning	In this Activity students can make Groups of two or more learners work together to solve problems, complete tasks, or learn new concepts.This approach actively engages Students to process and synthesize information and concepts, rather than using rote memorization of facts and figures.
15	Mr. Chintamani Chavan	Digital Logic & Computer Organization and Architecture Sem III/ Div 3 CSC304	Peer Teaching	In this activity, students were asked to form each group of maximum 5 students.Topic is assigned to each group. Each group is asked to prepare a presentation on a topic and deliver it in practical hours. This activity is an interactive and engaging method to encourage student participation and make learning more fun.
16	Ms.Priti Rumao	Computer Network CSC503	Fliped classroom	In this activity, 1.The students were shared a YouTube video on How Data moves through the Internet -



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				<p>Networking Fundamentals.</p> <p>2. Instead of teaching the steps in the classroom, the students were asked to view the video at home.</p> <p>3. A discussion on how computer network helps transmitting data over the internet was done in the class.</p> <p>4. Students discussed the protocols which will be in use to work on given scenarios.</p> <p>Message on google classroom was shared with the students regarding the activity.</p>
17.	Ms.Priyanaka Bolinjar	Object Oriented Programming with Java Sem III/Div 1 CSL304	Debugging Quiz	In this activity, students were given code with errors to solve and get the correct output. This exercise was designed to assess and improve student's debugging skills.
		Computer Graphics Sem III/ Div III CSC305	Collaborative Learning	In this activity, Students are making groups and solving given problems. In this they are discussing problems among them and then some students are asked to share the solution of problems with other students.The activity encouraged participation of students. Students were able to learn different problems efficiently