

Department of Artificial Intelligence & Data Science

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	Ms.Neha Mahesh Raut	Data Structures/ sem III/ CSC303	Collaborative Learning	In this activity, Students are making groups and solving given problems in Data Structure. 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.
2.	Ms. Neha Mahesh Raut	Data warehousing and mining/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
			Article writing	Throughout the semester, each student was assigned a distinct topic from the syllabus to delve into. Their task was to thoroughly investigate and research the assigned topic. Subsequently, they were tasked with composing an authentic article based on their findings. To ensure the integrity of the work, plagiarism detection measures were implemented to verify the originality of each article. It was considered in the final file submission.



3.	Dr. Tatwadarshi P. N.	Natural Language Processing / VII / CSDO7011	Article writing and Video Presentation	All the students were given different topics from the syllabus at the beginning of the semester. They were required to study and research about the topic. Finally, they were required to write an original article on the topic, plagiarism checking was conducted to make sure that the article was original. They were also required to record a presentation video, presenting their findings. Good articles were published on the department's technical blog <u>www.techz.vcet.edu.in</u> .
4.	Dr. Tatwadarshi P. N.	Deep Learning /VII / CSC701	Article writing and Video Presentation	All the students were given different topics from the syllabus at the beginning of the semester. They were required to study and research about the topic. Finally, they were required to write an original article on the topic, plagiarism checking was conducted to make sure that the article was original. They were also required to record a presentation video, presenting their findings. Good articles were published on the department's technical blog <u>www.techz.vcet.edu.in</u> .
5.	Ms. Rujuta Vartak	Artificial Intelligence/V/CSC5 03	Flipped Classroom	The students were shared YouTube videos covering the topic of Bayes' Rule Theorem The students were also shared solved examples.Instead of explaining the method and in the classroom, the students were asked to view the video at home. Problems were solved in the class. Also, the tricks to solve the problems on Bayes' Rule Theorem was shared with the students.



6.	Ms. Rujuta Vartak	Computer Graphics/III/CSC305	Flipped Classroom	The students were shared YouTube videos covering the topic of Weiler -Atherton Polygon Clipping Algorithm. The students were also shared solved examples.Instead of explaining the method and in the classroom, the students were asked to view the video at home. Problems were solved in the class. Also, the tricks to solve the problems on Weiler -Atherton Polygon Clipping Algorithm were shared with the students.
7.	Mrs. Sejal D'mello	User Experience Design with VR/VII / CSDO7021	Article writing and Video Presentation	At the semester's start, each student was assigned a unique topic from the curriculum to delve into through study and research. Their task culminated in composing an authentic article on their topic, subjected to plagiarism verification to ensure originality. Additionally, they had to produce a video presentation showcasing their research findings.
8.	Mr. Raunak Joshi	SAIDS/V/CSDLO50 11	Flip Classroom	The students were shared YouTube video covering the topic of Exponential Distributions. The students were also shared solved examples. Instead of explaining the method and in the classroom, the students were asked to view the video at home. Problems were solved in the class. Also, the tricks to solve the problems on Exponential Distributions were shared with the students.



9	Ms. Bhavika Milind Gharat	Big Data Analytics / VII / CSC701	Flipped Classroom	The students were shared YouTube videos covering the topic of Girvan Newman Algorithm. The students were also shared solved examples.Instead of explaining the method and in the classroom, the students were asked to view the video at home. Problems were solved in the class. Also, the tricks to solve the problems on Bayes' Rule Theorem was shared with the students.
			Article writing	Throughout the semester, each student was assigned a distinct topic from the syllabus to delve into. Their task was to thoroughly investigate and research the assigned topic. Subsequently, they were tasked with composing an authentic article based on their findings. To ensure the integrity of the work, plagiarism detection measures were implemented to verify the originality of each article. It was considered in the final file submission.
10	Ms. Bhavika Milind Gharat	Discrete Structure and Graph Theory/ III/CSC302	Collaborative Learning	During Lecture Sessions, the students were divided into three rows, according to their roll call. Once a particular topic was covered in the class they were given time to study these theory and problems topics in a group, promoting informal/peer learning.
11	Ms. Kshitija Gharat	Web Computing/V/CSC502	Article writing and Video Presentation	At the semester's start, each student was assigned a unique topic from the curriculum to delve into through study and research. Their task culminated in composing an authentic article on their topic, subjected to plagiarism



				verification to ensure originality. Additionally, they had to produce a video presentation showcasing their research findings.
12	Ms. Kshitija Gharat	Digital Logic and Computer Architecture/II/CSC30 4	Virtual Lab	The Virtual Laboratory is an interactive environment for creating and conducting simulated experiments: a playground for experimentation. It consists of domain-dependent simulation programs, experimental units called objects that encompass data files, tools that operate on the objects. The Objective is to Expose the students to the various key aspects of Digital Logic and Computer Organization by enabling them to perform FPGA based prototyping of experiments with support of a virtual environment.