Academic Year 2022-23 (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	SE Sem III-CSC302-Discrete Structure and Graph Theory	Flipped Classroom	Flipped Classroom on Pigeonhole Principle– real life examples on pigeonhole principle were solved using the flipped classroom approach
			Open Book Test in Library	Open book test was conducted in the library environment, using a text/reference book in a group of two
2	Dr. Tatwadarshi P.N.	BE Sem VII - CSC701 - Machine Learning	Flipped Classroom	Flipped Classroom on Singular Value Decomposition problems/sums were taken in a flipped classroom manner.
3	Dr. Dinesh Patil	BE Sem VII - CSDC 7022-Blockchain	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 V-CSC501 - Theoretical Computer Science	Think Pair Share	During the lecture session, a group activity Think-pair-share activity was conducted for analyzing the students' understanding about the Deterministic finite automata and Non-deterministic finite automata
5	Mr. Vikrant Agaskar	TE Sem IIICSL304 –OOP with JAVA	Kahoot Quiz	After a couple of lectures, one small quiz is taken on the kahoot app. students used their own mobiles, laptops to attempt the

				quiz and teacher can get all information at that particular time about how many students solved quiz correctly
6	Mr. Anil Hingmire	TE Sem V- CSC502 – Software Engineering	Think-Pair- Share activity	During the lecture session, a group activity Think-pair-share activity was conducted to prepare components Software Requirements Specifications (SRS) documents for the given case study by performing brainstorming within the group.
		BE Sem VII- CSDC7013- Natural Language Processing	Video Clips	After taking the lecture one small video clip was shown to students on real life NLP applications to identify the objectives, implementation problems or challenges and performance.
7	Mrs. Smita Jawale	SE Sem III - CSC303 -Data Structures	Kahoot Quiz	After taking lecture one small quiz is taken on kahoot app. students used their own mobiles, laptops to solve quiz. And teacher can get all information at that particular time about how many students solved quiz correctly
		TE Sem V - CSDLO5013 - Machine Learning	Kahoot Quiz	After taking lecture one small quiz is taken on kahoot app. students used their own mobiles, laptops to solve quiz. And teacher can get all information at that particular time about how many students solved quiz correctly
8	Mr. Sunil Katkar	SE Sem III - CSC305 -CG	Animated Video	During the class I displayed an animated video on the topic 'Types of Animation Techniques' through a YouTube link.
		SE Sem III - CSC304 -DLCOA	Online K-map calculator	I was given a boolean function to minimize using k-map and told students to design the simplified function using logic gates theoretically. After this, I told

				them to check the solution using an online k-map solver.
9	Mrs. Swati Varma	TE Sem V CSC504 Data warehousing and mining	Mind maps	The topic was explained to the students first through the slides. Then they were asked to sketch mind maps and upload it on Google classroom
10	Mr. Sanket Patil	BE Sem VII- ILOC7011- Management Information System	Collaborative Learning	During Lecture Created the group of 2-3 students in the class Assigned different topics of Business system to each groupCourse instructor allotted 45 minutes time to the individual group to read the topic from reference book or any other material
11	Mrs. Sneha Mhatre	BE Sem VII - CSC702 - Big Data Analytics	Collaborative Learning	During Lecture Created the group of 2-3 students in the class Assigned different types of recommendation system to each groupCourse instructor allotted 45 minutes time to the individual group to read the topic from reference book or any other material
		BE Sem VII - CSDC7011- Machine Vision	Case Study	During Lecture Created the group of 2-3 students in the class Assigned different types of Camera in Machine Vision and asked them to search information on the same.
12	Mrs. Smita Patil	TE Sem V - CSC503 Computer Network	Explanation of topic using bollywood characters	Formed the explanation of OSI layer in terms of bollywood story. Each layer name was shown with a famous bollywood actor.

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
		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	To recall the concepts and full forms in Mobile Computing 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. At the end of the term one small quiz is conducted on Kahoot app. Students used their own mobiles and laptops to solve quiz.
7	Mrs. Smita Jawale	SE Sem IV - CSC403 - Database Management System	Mindmap	During Lecture session Url is shared with students an according to it mind map was created online.
8	Mr. Sunil Katkar	SE Sem-IV -CSC405 Microprocessor	Spin the Wheel	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.
9	Mrs. Swati Varma	TE Sem VI/ CSDLO6013 /Quantitaive Analysis	Kahoot Quiz	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
		BE Sem VIII/ CSC801 - Distributed Systems	Collaborative Problem Solving	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.
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/CSC601 | Animation Videos | Videos have positive outcomes on multiple levels, including increased motivation and deeper learning. |

Dr. Megha Trivedi
HOD, Computer Engineering