Vidyavardhini's College of Engineering & Technology
Department of Computer Engineering
Academic Year: 2025-26 (Odd Sem)

Innovation activities by the faculty members in teaching-learning

Sr. No.	Name of Faculty	Class/ Semester / Course Name / Course Code	Innovative / Creative activity used	Short Description of the activity	Link
1	Dr. Megha Trivedi	SE/III/2113112/ Discrete Structure and Graph Theory	Tea-cup pyramid activity to demonstrate Mathematical induction	The activity is meant to make students visualize the structure of inductive proof (base case + inductive step).	1.pdf
2	Dr. Dinesh Patil	SE/III/2113114/ Comp.Org.&Arch.	A Drama on Microprocessor Functioning	This activity is meant to make students understand the functioning of various components of microprocessor	2.pdf
3	Dr. Vikrant Agaskar	BE/VII/Augmented and Virtual Reality/CSDC7021	Peer Learning	During the lecture session interested students were asked to select one topic from the syllabus and were given 2 days' time to prepare the topic. They then delivered the session during the lecture slot. Other students were encouraged to ask questions during and after the session.	3.pdf
4	Dr. Swapna Borde	AOA/III/2113113	Human Sorting	To help students understand how different sorting algorithms (like Selection Sort, Insertion Sort, Quick Sort, Merge Sort etc.) work through a hands-on, interactive demonstration using themselves as elements of an array.	4.pdf

5	Dr. Anil Hingmire	TE/V/SE/CSC502	SWOT Analysis with Case Study-Based Learning	A case study-based activity was conducted to enhance students' analytical thinking and strategic decision-making. Learners, divided into small groups, analyzed real-world cases like AI-based software projects using the SWOT framework to assess Strengths, Weaknesses, Opportunities, and Threats, promoting structured risk analysis and system design.	5.pdf 6.pdf
6	Ms. Smita Jawale	ADBMS/V/CSDLO5013	NoSQL Olympic	To enhance students' understanding of database query formulation and optimization by engaging them in an interactive card game where they use command, table, and query cards to collaboratively or competitively construct accurate and efficient queries.	7.pdf
7	Dr. Swati Varma	DWM/V/CSC504	Shark Tank – Case Study Analysis through Data Mining	To make students analyze real-world business failures and propose effective solutions using appropriate data mining techniques	8.pdf 9.pdf
8	Dr. Sneha Mhatre	BDA/VII/CSC702	Big Data Scavenger Hunt	To make students explore real-world data sources and apply practical analytical skills by solving creative data discovery challenges	10.pdf
9	Ms. Neha Surti	ML/VII/CSC701	PitchML	To engage students in applying machine learning knowledge by identifying real-world application scenarios and analyze potential commercial benefits.	11.pdf 12.pdf

10	Ms. Brinal Colaco	Full Stack Java Programming/SEE -III/ 2113611	Code Debugging using AI tools	The Code Debugging Challenge using AI tools is a collaborative, real-time classroom activity where students work in groups of five to analyze and debug a given erroneous or logically flawed Java code snippet.	13.pdf
11	Mrs. Soniya Khatu	CN/V/CSC 503	Protocol Design	To apply existing protocols knowledge and design different network protocols for different real time applications.	14.pdf 15.pdf
12	Ms. Bhakti Jadhav	BDA/VII/CSC702	Big Data Scavenger Hunt	To make students explore real-world data sources and apply practical analytical skills by solving creative data discovery challenges.	18.pdf
		ADBMS/V/CSDLO5013	NoSQL Olympic	To enhance students' understanding of database query formulation and optimization by engaging them in an interactive card game where they use command, table, and query cards to collaboratively or competitively construct accurate and efficient queries.	16.pdf
13	Mrs. Manali Payghan	CN/V/CSC503	Meme-Based Network Concept Demonstration	To make students understand, demonstrate and explain complex networking concepts from the syllabus using humorous memes or comic strips to enhance peer understanding and retention.	19.pdf
		DWM/V/CSC504	Shark Tank – Case Study Analysis through Data Mining	To make students analyze real-world business failures and propose effective solutions using appropriate data mining techniques	20.pdf

14	Ms. Vinal Waghela	NLP/VII/CSDC 7013	Word Sense Disambiguation (WSD) Detective Game	To enhance students' understanding of Word Sense Disambiguation (WSD) through a collaborative, game-based activity promoting contextual analysis and semantic reasoning.	22.pdf
		IR /VII/ CSDC7023	IR Mystery Box	The IR Mystery Box activity aimed to make Information Retrieval concepts practical and engaging. It focused on enhancing students' query formulation using advanced techniques like Boolean operators, proximity searches, and field restrictions, while also promoting critical relevance assessment through solving complex information puzzles.	21.pdf
15	Ms. Joyce Dsouza	AOA/III/2113113	Human Sorting	To help students understand how different sorting algorithms (like Selection Sort, Insertion Sort, Quick Sort, Merge Sort etc.) work through a hands-on, interactive demonstration using themselves as elements of an array.	23.pdf 24.pdf
16	Ms. Awantika	TCS/V/CSC501	TOC in traffic	The focus of the activity was to make students understand automata with the help of real-world examples.	25.pdf 26.pdf 27.pdf
17	Mr. Sridhar S	NLP/VII/CSDC 7013	Word Sense Disambiguation (WSD) Detective Game	To enhance students' understanding of Word Sense Disambiguation (WSD) through a collaborative, game-based activity promoting contextual analysis and semantic reasoning.	28.pdf 29.pdf

18	Mr. Atharva Desai	SE/III/DS_Generative AI	AI Expo – Build & Pitch Your GenAI Use Case	To enable students to apply their understanding of GPT architecture, variants, ChatGPT, ethical considerations, and various Generative AI tools by designing and presenting an innovative AI-based solution for a real-world problem.	30.pdf
		BE/VII/Machine Learning/CSC701	PitchML	To engage students in applying machine learning knowledge by identifying real-world application scenarios and analyze potential commercial benefits.	31.pdf
19	Ms. Shilpa Jaiswal	SE/III/COA/2113114	Role play Activity to demonstrate different Pipeline phases	To help students understand concepts and phases of instruction pipelining and visualize simultaneous instruction execution through role play for better conceptual clarity.	32.pdf 33.pdf

Dr. Megha Trivedi
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