



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

Academic Year 2025-26 (Even Sem)

Innovation activities by the faculty members in teaching-learning

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Sr. No.	Name of Faculty	Course Name / Sem / Course Code	Innovative / Creative activity used	Short Description of the activity
1	Vaishali Shirsath	Database Management System/ Sem IV/2014112	Project-Based and Experimental Learning through Real-World DBMS Application Development with Student-Generated Video Explanation	Students were divided into groups and assigned real-world DBMS application projects involving frontend, backend, and database connectivity. Each group developed and implemented their project and prepared a 3–5 minute student-generated video explaining the project, database design, connectivity flow, and working demonstration. The activity followed Flipped Classroom, Experiential Learning, Collaborative Learning, and Learning-by-Teaching approaches, encouraging students to learn independently, apply DBMS concepts practically, and communicate their technical understanding effectively.
2	Tatwadarshi P. Nagarhalli	Financial Literacy/ Sem IV/ 123311	Experimental and Gamified Learning Activities	UPI Fraud Detective & Salary-to-Survival Simulation was conducted as an innovation activity for students under the subject Financial Literacy using an experimental and gamified learning approach. Students participated in real-life financial scenarios involving identification of UPI fraud attempts, safe digital payment practices, budgeting,



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				expense management, and financial decision-making. The activity encouraged students to apply financial concepts practically, develop awareness of digital financial risks, and understand the challenges of managing income and expenses within a limited salary.
3	Kranti Gule	Introduction To Web Technologies (MDM) / Sem IV/ 2344211	Gamified learning approach using Blooket Quiz	A gamified learning activity using Blooket Quiz was conducted for students in the Introduction to Web Technologies subject. The quiz included questions on basic web concepts, HTML, CSS, JavaScript, and web technologies. The game-based approach encouraged active participation, quick thinking, healthy competition, and better concept retention among students.
4	Rujuta Vartak	Computational Theory/Sem IV/ CSC603	Problem-Based Learning (PBL) + Collaborative Learning	Problem-Based Learning (PBL) + Collaborative Learning was conducted as an innovative teaching-learning activity for students under the subject Computational Theory. Students worked collaboratively in groups to analyze and solve problems related to computational models, formal languages, automata, and theoretical concepts. The activity promoted logical thinking, problem-solving skills, peer learning, and active participation while enabling students to apply theoretical concepts to practical problem scenarios.



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5	Ms. Odilia Gonsalves	Operating System/Sem IV/2014113	Think-Pair-Share	The class was divided into pairs of students (groups of two). Each pair was assigned one topic: Open-Source Operating System, Proprietary Operating System, Cloud Operating System or Real-Time Operating System. Students were given time to think individually and understand the assigned topic. In the pair phase, students discussed key points such as definition, features, advantages, disadvantages, and examples. Each pair then shared their understanding with the class by explaining the topic.
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1	Kranti Gule	Distributed Computing/ Sem VI/CSDLO6012	Roll Play Activity	Role Play Activity was conducted as an innovative and interactive learning activity for students under the subject Distributed Computing. Students were assigned different roles representing components and processes in a distributed system, such as clients, servers, nodes, and coordinators. Through role-based scenarios, students demonstrated concepts such as communication, coordination, synchronization, and resource sharing. The activity helped students understand complex distributed computing concepts through experiential learning while developing teamwork, communication, and problem-solving skills.
2	Ms. Rujuta Vartak	Software Engineering and Project Management/ Sem VI/ CSC603	Brainstorming Activity	Brainstorming Activity was conducted as an innovative and collaborative learning activity for students under the subject Software Engineering and Project Management. Students worked in groups to generate and discuss ideas related to software development processes, project planning, risk management, and software engineering practices. The activity encouraged creative thinking, active participation, teamwork, problem-solving, and effective decision-making while strengthening students' understanding of key concepts.



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3	Ms. Odilia Gonsa Ives	Data Analytics And Visualization/Sem VI/ CSC601	Case-Study- Based Learning (CBL)	The case study was displayed on the smart board for all students. Students were divided into pairs (groups of two). Students individually read and understood the case study and questions. Each group discussed the challenges, identified suitable approaches, and formulated answers collaboratively. Each group presented their analysis and solutions to the class.
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1	Dr. Tatwadarshi P. N.	Project Management/ Sem VIII / ILO8021	Crossword Puzzle – Gamified Learning Activity	Crossword Puzzle – Gamified Learning Activity was conducted as an innovative and engaging activity for students under the subject Project Management. The crossword was designed around key project management concepts, terminology, processes, tools, and techniques. Through this gamified approach, students reinforced their conceptual understanding in an enjoyable and interactive manner while developing problem-solving, logical thinking, and knowledge-recall skills.