



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

Academic Year 2025-26 (Odd Sem)

Innovation activities by the faculty members in teaching-learning

SE

Sr. No.	Name of Faculty	Course Name / Sem / Course Code	Innovative / Creative activity used	Short Description of the activity
1	Ms. Sweety Patil	Discrete Structure and Graph Theory/Sem III/2113112	Crossword Puzzle	Crossword Puzzle was conducted as an innovative and engaging learning activity for students under the subject Discrete Structure and Graph Theory. The crossword was designed using key concepts, terminology, and definitions related to sets, relations, logic, graphs, trees, and discrete structures. The activity encouraged students to recall and apply concepts in an interactive manner while developing logical thinking, problem-solving skills, and active participation.
2	Mrs. Sneha Yadav	Analysis of Algorithm/Sem III/2113113	Criss-Cross Puzzle	Criss-Cross Puzzle was conducted as an innovative and interactive learning activity for students in the Analysis of Algorithms subject. The puzzle included key terms, concepts, algorithms, and terminology related to the subject. Students solved the clues by recalling and applying their knowledge, making the learning process engaging, collaborative, and enjoyable. ● To reinforce important algorithmic concepts. ● To improve students'



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				problem-solving and analytical thinking skills. To encourage active participation and teamwork.
3	Dr. Tatwadarshi P. Nagarhalli	Open Elective (Digital Marketing)/ Sem III/ 1014311	Student-Led Group Presentations	Student-Led Group Presentations were conducted as an innovative and collaborative learning activity for students under the subject Open Elective (Digital Marketing). Students were divided into groups and assigned specific digital marketing topics. Each group researched the assigned topic, prepared and delivered a presentation to the class, followed by interactive question-and-answer sessions. The activity enhanced students' research skills, communication abilities, teamwork, presentation skills, and practical understanding of digital marketing concepts.
4	Mrs. Sejal D'mello	Computer Organization and Architecture/ Sem III/ 2013114	Group Discussion on Self Learning topics	Group Discussion on Self-Learning Topics was conducted as an innovative and collaborative learning activity for students under the subject Computer Organization and Architecture. Students were divided into two groups, with each group assigned a self-learning topic from the syllabus. Students independently studied the assigned topics and participated in a group discussion to present and exchange their understanding with peers. The activity was followed by an interactive Q&A session, encouraging



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				self-learning, teamwork, critical thinking, communication skills, and deeper understanding of the subject concepts.
5	Ms. Kshitija Gharat	Entrepreneurship Development/ Sem III/ 2993511	Case Study on Entrepreneurship Development	A case study-based learning activity was conducted to help students relate theoretical concepts of entrepreneurship to practical business situations. Students were provided with different case studies related to entrepreneurial ventures and challenges. Students were instructed to carefully read, analyze, and identify key issues presented in the case study. Students were guided to propose solutions, strategies, or decisions based on their understanding. Students presented their analysis and recommendations in the classroom and participated in group discussion.

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Sr. No .	Name of Faculty	Course Name / Sem / Course Code	Innovative / Creative activity used	Short Description of the activity
1	Ms. Rujuta Vartak	Artificial Intelligence and Data Science/ Sem V/ CSC503	Collaborative Learning on Bayesian Belief Network	Collaborative Learning on Bayesian Belief Network was conducted as an innovative and interactive learning activity for students under the subject Artificial Intelligence and Data Science. Students worked in groups to study the concepts, structure, and applications of Bayesian Belief Networks. Through collaborative problem-solving and discussion, they constructed and analyzed simple Bayesian networks to understand probabilistic reasoning and decision-making. The activity promoted peer learning, critical thinking, teamwork, and practical understanding of AI concepts.
2	Mrs. Sneha Yadav	Computer Network/ Sem V/ CSC501	Case Study	Case Study was conducted as an innovative and application-oriented learning activity for students under the subject Computer Network. Students were provided with real-world networking scenarios and encouraged to analyze network architecture, communication protocols, performance issues, and possible solutions. Through discussion and analysis, students applied theoretical concepts to practical situations, enhancing their problem-solving, analytical, and decision-making skills.



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3	Ms. Kshitija Gharat	Web Computing/ Sem V/ CSC501	Mentimeter Presentation	A Mentimeter presentation was created consisting of multiple interactive slides such as MCQs, Word Clouds, Ranking, and Open-Ended Questions. Students joined the session using the Mentimeter code provided during class. Each question was displayed live, and students submitted their responses using their smartphones/laptops. The real-time responses were projected on the screen, allowing the class to observe collective results instantly. Short discussions were conducted after each question to clarify concepts and address common misconceptions.
4	Mr. Raunak Joshi	AIDS/Sem V/ CSDLO5011	Crossword Puzzle	Crossword Puzzle was conducted as an innovative and engaging learning activity for students under the subject Artificial Intelligence and Data Science (AIDS). The crossword was designed using key concepts, terminology, algorithms, and applications related to Artificial Intelligence and Data Science. The activity encouraged students to recall and reinforce subject concepts in an interactive manner while developing logical thinking, problem-solving skills, and active participation.

BE



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Sr. No .	Name of Faculty	Course Name / Sem / Course Code	Innovative / Creative activity used	Short Description of the activity
1	Mr. Raunak Joshi	DL/Sem VII/CSC701	Crossword Puzzle	Crossword Puzzle was conducted as an innovative and engaging learning activity for students under the subject Deep Learning (DL). The crossword incorporated key concepts, terminology, architectures, algorithms, and applications related to Deep Learning. The gamified activity helped students recall and reinforce technical concepts in an interactive manner while developing logical thinking, problem-solving skills, and active participation.
2	Ms. Sweety Patil	Big Data Analytics/ Sem VII/ CSC702	Spin The Wheel	Spin the Wheel was conducted as an innovative and gamified learning activity for students under the subject Big Data Analytics . Students spun a wheel containing topics and questions related to Big Data concepts, technologies, analytics techniques, and real-world applications, and responded individually or in teams. The activity promoted active participation, quick thinking, knowledge recall, and a better understanding of key Big Data Analytics concepts through an engaging and interactive learning experience.



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3	Dr. Tatwad arshi P. Nagarh alli	NLP/ Sem VII/CSDO7011	Collaborative Learning	The activity is conducted through Structured Group Discussion- After each Theoretical module, Students were divided into two fixed groups (even and odd roll numbers) during practice session to discuss key concepts, share insights, and collectively document discussion points
4	Mrs. Sejal D'Mell o	User Eperience Design with VR/ Sem VII/ CSDO7021	Group Discussion	Students were divided into groups and each group was given the topic. Students were asked to prepare and present it as group discussion followed by interactive Q&A session