

Pedagogical Initiatives by Faculty Members

Sr.no	Name of Faculty	Pedagogy Title	Goal	Methodolgoy	Take Away
1	Mandar Sohani	Blended Learning	Hands on training	While teaching the subject C programming, our computer faculty has conducted theory classes in the computer lab where students can have direct hands-on learning experience and instant application of concepts.	Coding competency
2	Amit K. Nerurkar	Debate	Collaborative learning	Debate on computer networks for guided and unguided media	Topic understanding in depth
3	Amit K. Nerurkar	Crossword Quiz	Gamification	Answering the quiz in the form of game	Remembering
4	Sanjeev Dwivedi	Crossword Quiz	Gamification	Answering the quiz in the form of game	Understanding and recalling
5	Swapnil Sonawane	Crossword Quiz	Gamification	Answering the quiz in the form of game	Understanding and recalling
6	Suvarna Bhat	Interactive video	Participative Learning	Answering the quiz while watching the concept video	Understand and recalling
7	Suja Jayachandran	Crossword Quiz	To recall the concepts taught through gamification	Recalling the concept through game	Understanding and recalling