

Pedagogical Initiatives by Faculty Members

Sr. No.	Name of Faculty & Course	Name of Activity	Methodology & Goal	Take away
1	Prof.Vinita Bhandiwad (Computer networks)	Crossword Puzzle; Networking devices and network addressing	Individual Learning Goal: To make students learn and remember key terms of the course.	This innovative way of gamified learning will help students to improve knowledge base and key terminologies in computer networks.
2	Prof Harshali Rambade (Internet Programming)	Spiderable Link Game	Collaborative/Participative Learning Goal: To make students learn by engaging them in fun activity	This group activity helped students to develop communication, Presentation and team building skills
3	Prof. Vinita Bhandiwad (Cyber security)	WordScramble on tools and methods use for cyber attack	Individual Learning Goal: To make students learn and remember key terms of the course.	This unique activity helped students to learn concepts and terminologies in cyber security. students learned the security and social related ethics.
4	Prof. Kanchan Dhuri (Microcontroller)	Quiz Plickers	Individual Learning Goal: To make students learn and understand important concepts of the course.	This activity helped students to understand and learn the concepts of Microprocessor and microcontroller. The faculty member could judge the depth of concept and subject understanding of the students from this activity.
5	Prof. Kanchan Dhuri (Logic design)	Problem Based Learning	Experiential Learning Goal: To make students learn through critical thinking.	This learning activity helped students to think and apply basic concepts to solve issues & problems related to logic design domain.

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6	Prof. Bhanu Tekwani (ECOM)	Case Study	Collaborative/Participative Learning Goal: To make students learn by studying and analysing existing systems/solutions	This group activity helped students to analyse and study the current scenario, challenges and issues in E-commerce and E-business sector. This helped students to improve their team building skills.
7	Prof. Neha Kudu (POC)	Flipped Classroom	Individual Learning Goal: To make students learn and understand important concepts of the course at their own pace.	In this activity, concept video content created by faculties helped students to learn, revise and understand the concepts at their own pace and convenience
8	Prof. Santosh Tamboli (CGVR)	Special Activity (Virtual Reality Box)	Experiential Learning Goal: To make students learn through hands-on experience.	This hands-on experience helped student to learn the basic concepts of VR box building. This activity helped to boost critical thinking in students.
9	Prof. Ajitkumar Khachan, Prof. Kanchan Dhuri, Prof. Anuja Gote (IOT lab)	Mini project exhibition of IOT	Collaborative learning Goal: To make students understand and apply principles of project management in the IT related field	This group activity helped students to improve project management, team building and communication skills
10	Prof. Deepali Shrikhande	Special Activity-Team Play for Project management	Collaborative learning Goal: To make students understand and apply principles of project management in the IT related field	This game based collaborative activity helped students to learn the concepts of project management in enjoyable way

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11	Prof. Harshali Rambade	Poster Presentation on Advanced Internet Technology	Collaborative/Participative Learning Goal: To make students learn by engaging them in fun activity	This activity helped students to learn the concepts of advanced internet technology. This activity encourages presentation and communication skills in students