

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
1	Dr. Arun Chavan	Problem Based Learning Experiment	Critical Thinking	Experiments as Homework	Develop critical and analytical thinking ability
2	Dr. Sangeeta Joshi	Technical Paper Presentation	Collaborative Learning	Survey a technical paper and present in front of classmates	Understanding of 'How to do Literature Survey' and improve presentation skills
		Problem Based Learning Experiment	Hands-on Experience	Float the experiment idea and ask the students to come with different solutions for the same idea	Understanding of real-life problems and give possible solution to it
		Crossword Puzzle	Gamification	Answering the quiz in the form of game	Understanding and remembering
3	Prof. Akhil Masurkar	Flipped Classroom	Proactive learning	Share the YouTube videos of their own and ask the students to see them and come prepared for discussion in the next lecture	Self-learning at their pace
4	Prof. Uma Jaishankar	Flipped Classroom	Proactive learning	Share the YouTube videos of their own and ask the students to see them and come prepared for discussion in the next lecture	Self-learning at their pace
5	Prof. Anuradha Joshi	Flipped Classroom	Proactive learning	Share the YouTube videos of their own and ask the students to see them and come prepared for discussion in the next lecture	Self-learning at their pace

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
6	Prof. Akshatha Bhat	Minute Paper	Greater reflection and deep thinking	Students are explained and then asked to write the minute paper after every lecture	Self-understanding and recalling
		One Page Summary	To understand the objective	Students are explained and then asked to write the one-page summary after the topic is over	Self-understanding and recalling
7	Prof. Mitalee Gangal	Role Play	Motivate and engage students	Students will be provided with real world scenario and will be asked to react	Learn skills used in real-world situations (negotiation, debate, teamwork, cooperation, persuasion)
8	Prof. Suvarna Udgire	Crossword Quiz	Gamification	Answering the quiz in the form of game	Understanding and recalling
9	Prof. Geetha Narayanan	Interactive video	Participative Learning	Answering the quiz while watching the concept video	Understanding and recalling
10	Prof. Geetha Narayanan	Mindmapping	Creating mind map and making video	Answering the quiz while watching the concept video	Understanding and recalling

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
11	Prof. Priyanka Shrivastava	Blended Learning	Hands on training	While teaching the subject Human Anatomy and Physiology, lectures and labs(in vivo) were conducted in Seth G S Medical College, Anatomy and Physiology lab.	Competency
12	Prof.Vinita Bhandiwad (Computer networks)	Crossword Puzzle; Networking devices and network addressing	Individual Learning	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.
13	Prof Harshali Rambade (Internet Programming)	Spiderable Link Game	Collaborative/Participative Learning	To make students learn by engaging them in fun activity	This group activity helped students to develop communication, Presentation and team building skills
14	Prof. Vinita Bhandiwad (Cyber security)	WordScramble on tools and methods use for cyber attack	Individual Learning	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.

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
15	Prof. Kanchan Dhuri (Microcontroller)	Quiz Plickers	Individual Learning	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.
16	Prof. Kanchan Dhuri (Logic design)	Problem Based Learning	Experiential Learning	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.
17	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

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
18	Amit K. Nerurkar	Debate	Collaborative learning	Debate on computer networks for guided and unguided media	Topic understanding in depth
19	Amit K. Nerurkar	Crossword Quiz	Gamification	Answering the quiz in the form of game	Remembering
20	Sanjeev Dwivedi	Crossword Quiz	Gamification	Answering the quiz in the form of game	Understanding and recalling
21	Swapnil Sonawane	Crossword Quiz	Gamification	Answering the quiz in the form of game	Understanding and recalling
22	Suvarna Bhat	Interactive video	Participative Learning	Answering the quiz while watching the concept video	Understand and recalling
23	Suja Jayachandran	Crossword Quiz	To recall the concepts taught through gamification	Recalling the concept through game	Understanding and recalling
24	Prof. Atul Oak	Blended Learning	Hands on training	While teaching the subject Skill laboratory: Python Programming, our faculty has conducted online lecture sessions along with hands on programming using open source online programming tools.	1.Mapping of concept with application 2.Coding competency

## Pedagogical Initiatives by Faculty Members

Sr. No.	Name	Pedagogy Activity	Goal	Methodology	Take Away
25	Prof. Santosh Jagtap	Problem based learning	Testing and redefining Ideas	The basic telecommunication concepts are demonstrated through advanced simulation tools	Performance analysis of communication system
26	Prof. Benna Ballal	Crossword Quiz	Ensuring delivery of concept.	Answering the technical quiz in the form of puzzle	To review concepts delivered are learned by the students
27	Prof. Vaibhav Kshirsagar	Technical Videos	Accessibility of lecture	Recording of sessions on RF Design Engineering	Recorded sessions are available all the time to students.
28	Prof. Beena Ballal	Conceptual videos	Demonstrate concepts	Recording of short session on Computer communication network	Summarizing of basic concepts
29	Prof. Vibha Wali	Concept building	Collaborative Learning	Game based problem solving	Developing problem solving skills