### L TITLE: VIRTUAL BASED LEARNING

### 1. Goal:

To improve the effective utility of e-learning platforms in order to improve and update the quality of education of the students with respect to the subjects.

### 2. The context:

To inculcate the essence of teaching, learning and research capabilities of students.

# 3. The practices:

- 1. All the students are taught real-time applications based on the topics.
- 2. Skills are developed through practical examples via online video sessions.
- 3. Online quizzes has been conducted and evaluated for a series of session.
- 4. Hands-on training sessions are handled by subject experts from inter and intra colleges.
- 5. NPTEL and other online courses has been embedded with the real-time classes.
- 6.Provided opportunities for students to explore their views in reality-based learning platform.

### 4. Problems Encountered:

- 1. Few students are reluctant.
- 2. Slow learners find difficult to cope up with academics and extra courses.

# 5. Resources Required:

Experts from Industries and Educational Institutions.

## 6. Evidence and Success:

Shown a massive improvement and interest in learning and developed a multidimensional way of seeing and solving problems.

## II. TITLE: ACTIVITY BASED LEARNING

### 1. Goal:

To improve and implement practical knowledge of students in the respective domains.

## 2. The context:

To provoke the research thirst and attainments of the student's inbuilt technical ideas.

# 3. The practices:

- 1. Mini-project competition has been conducted.
- 2. Practical way of seeing and handling the issues has been taught.
- 3. Ecofriendly method of solving problems are developed.
- 4. Analytical and logical skills has been improved.
- 5. Motivated to participate in events like Hackathon, Codevita contests.
- 6. Practical lab sessions are given through online platforms.

# 4. Problems Encountered:

- 1. Some students faced network connectivity issues.
- 2. Lack of programming skills.

## **5. Resources Required:**

Laptop/Desktop with proper network connectivity and supporting software, Bank of Activity exercises

## 6. Evidence and Success:

- 1. Interaction and involvement of students has improved.
- 2. Knowledge sharing and innovative ideas has been shared.