



EXCELSSIOR EDUCATION SOCIETY'S

K.C. College of Engineering & Management Studies & Research

MithBunder Road, Kopri, Thane (E)

Department of Information Technology INNOVATION IN TEACHING LEARNING (Year 2023-24)

SUBJECT: Engineering Mathematics III

ACTIVITY: Mini-Project Presentation / Flip Classroom (**Content beyond syllabus**)

ACTIVITY REPORT:

Second year engineering students are having the self learning topics in their syllabus.

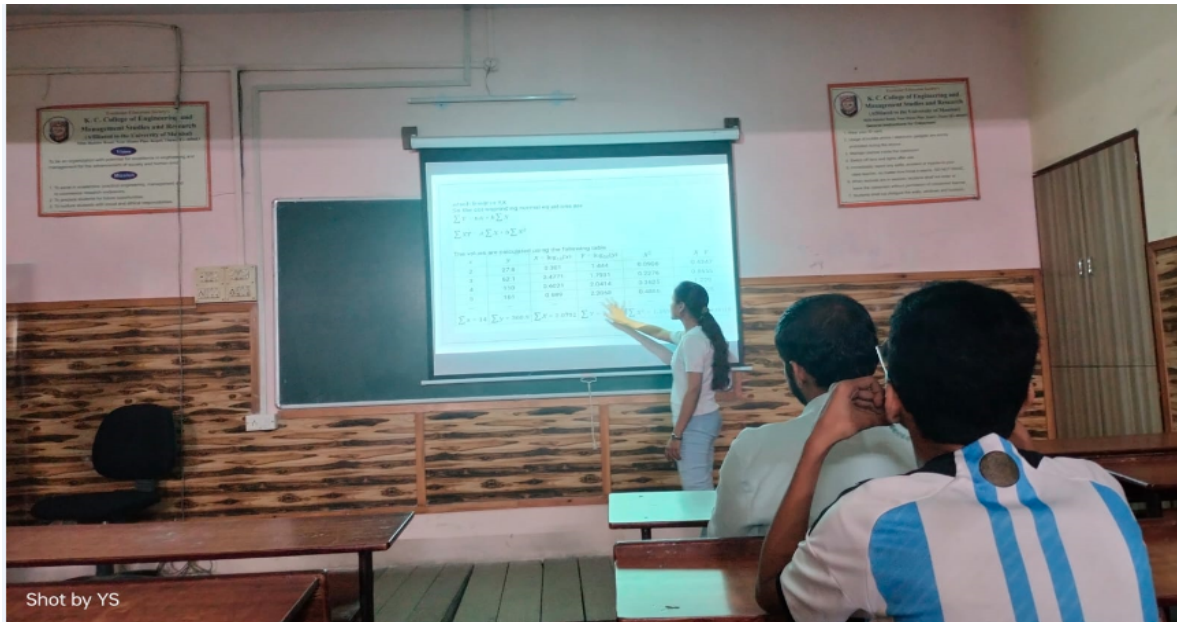
The topics are

1. Heaviside's Unit Step function, Laplace Transform of Periodic functions, Dirac Delta Function.
2. Applications to solve initial and boundary value problems involving ordinary differential equations
3. Complex form of Fourier Series, orthogonal and orthonormal set of functions, Fourier Transform.
4. Conformal mapping, linear, bilinear mapping, cross ratio, fixed points and standard transformations
5. Covariance, fitting of exponential curve.

Four to five students have been allotted in each group for preparing the presentations. The students have prepared a proper presentation with a powerpoint presentation using a mind mapping tool. Mini-Project presentations have been taken offline.



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OUTCOME:

1. The students have adapted the self learning aspect in their Mini-project reporting and presentation.
2. The students have acquired the skill of typing equations in word and PPTs.
3. The students have acquired the presentation skills.
4. The students have given offline in front of the other students in their classroom.

**Prepared by,
A.P Bhuma Devi**



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(Year 2023-24)

Online Quiz Report

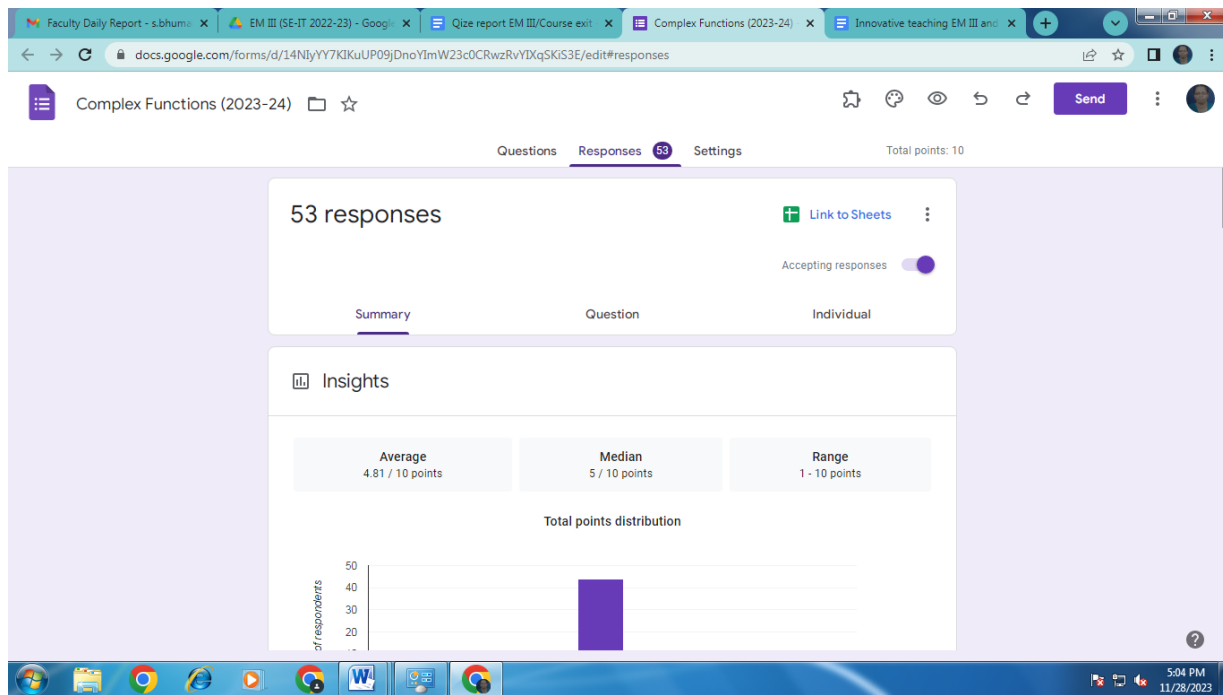
A.Y.2023-24

SUBJECT: Engineering Mathematics III

ACTIVITY: Online quiz (**Objective questions are effective tools to test the students' knowledge acquisition.**)

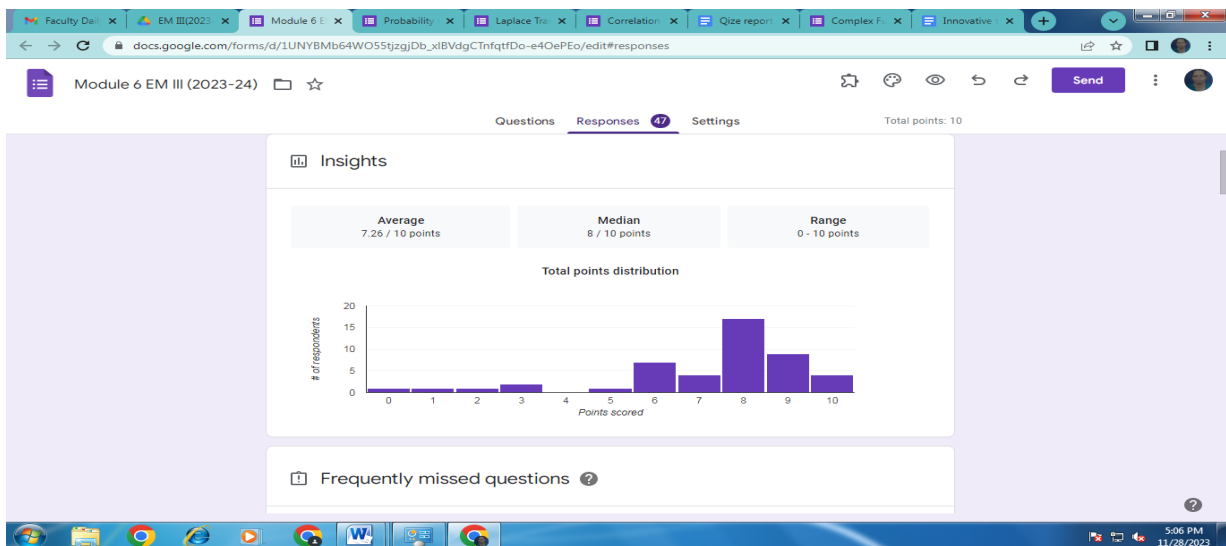
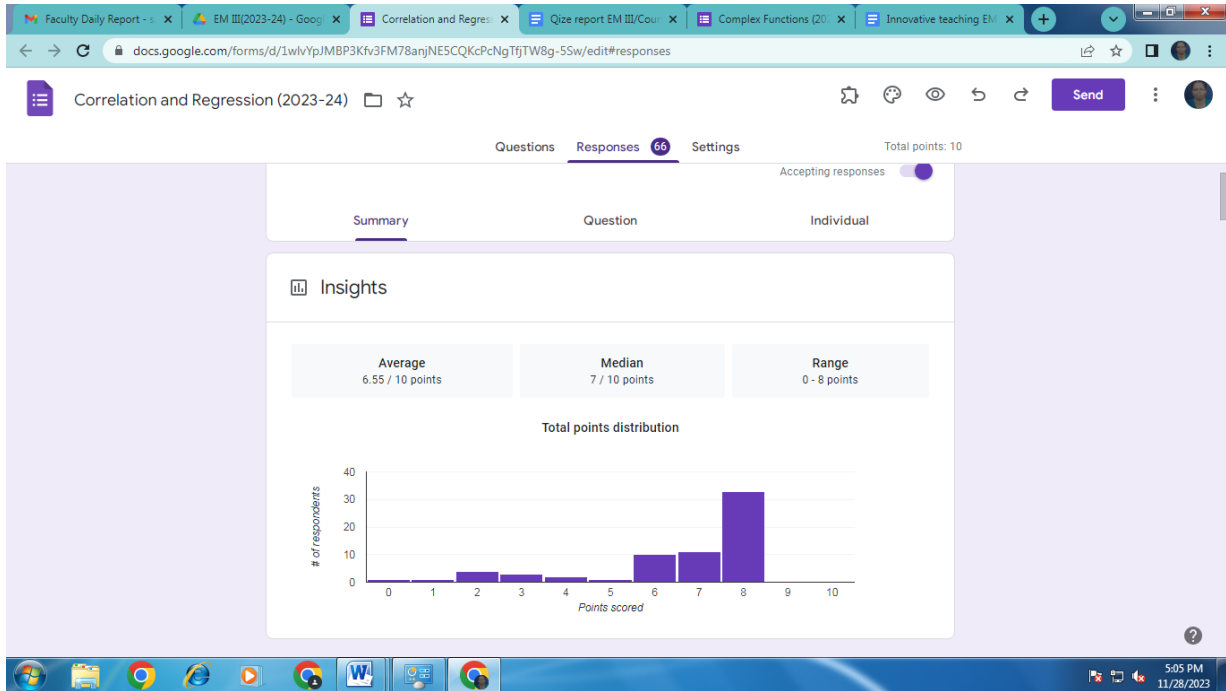
ACTIVITY REPORT:

As a part of the regular assessment process, second year Information technology students had been assessed with module-wise online quizzes for the above-mentioned subject.





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Prepared by,
A.P Bhuma Devi



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INNOVATION IN TEACHING LEARNING
(Year 2023-24)

Class : TE(IT)

Semester : V

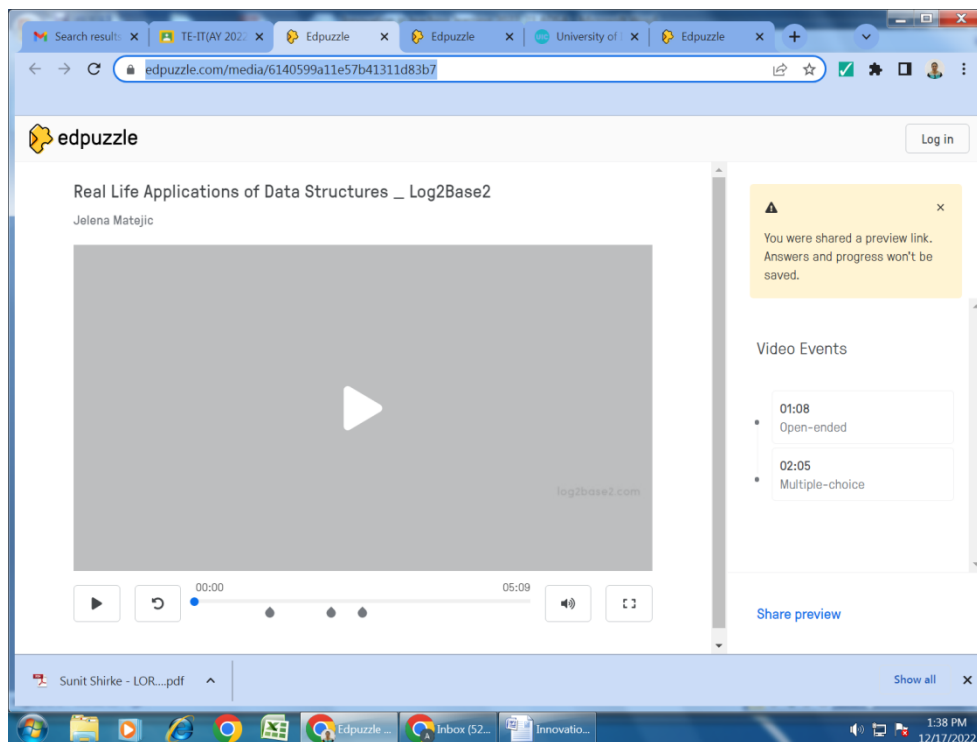
Subject: Advanced Data Structure and Analysis

Activity: Ed Puzzle video quiz

Activity Report: Students of TE are given assignment on Advanced data structure questions based on applications of Advanced data structure in Artificial Intelligence and Macchine Learning domain. Also Ed Puzzle video quiz is given on applications of Advanced Data Structure.

Proof:

<https://edpuzzle.com/media/6140599a11e57b41311d83b7>



Prepared by,
A.P Amarja Adgaonkar



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(Year 2023-24)

Class : BE (IT)

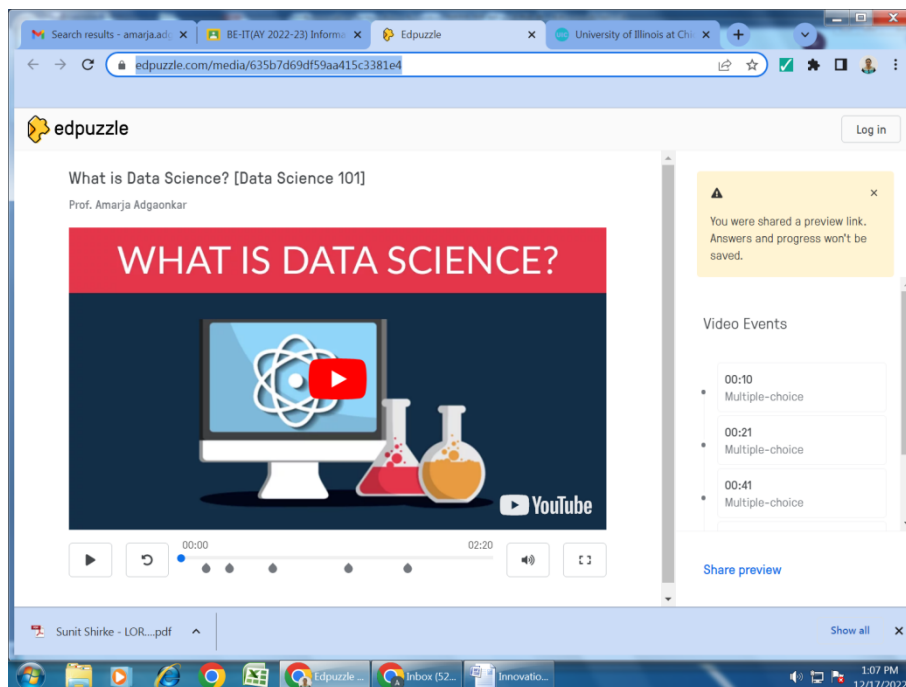
Semester : VII

Subject: Artificial Intelligence and Data Science-II

Activity: Ed Puzzle Video and Quiz solving

Activity Report: Students of BE It are given Quiz on Neural Networks and Basics of Data Science to solve using Ed Puzzle.

Proof: <https://edpuzzle.com/media/635b7d69df59aa415c3381e4>



Prepared by,
A.P Amarja Adgaonkar



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(Year 2023-24)

Class :TE(IT)

Semester : V

Subject: Computer Network Security

Activity: Think Pair Share

Think-pair-share is a collaborative teaching strategy used to help students form individual ideas, discuss and share with the others in-group.

Activity Report:

Students of T.E.I.T are shared their views on IDS and Firewall Based on Network Security

Activity was conducted by Prof.Aarti Abhyankar on TE IT class.

I have made group of 2 students. Topic name was given to students i.e IDS and Firewall .

Then I have asked each students to thoughts on the topic (group pair wise) and write their opinion.

After 15 minutes Pairwise group share their thoughts to each other.

Outcome:

Students able to conclude their knowledge of IDS and Firewall Based on Network Security.

Proof:





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Prepared by,
A.P Aarti Abhyankar



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Department of Information Technology INNOVATION IN TEACHING LEARNING (Year 2023-24)

Class :BE(IT)

Semester : VII

Subject: STQA

Activity: Think Pair Share

Think-pair-share is a collaborative teaching strategy used to help students form individual ideas, discuss and share with the others in-group.

Activity Report:

Students of B.E.I.T are shared their views on Phases of STLC Lifecycle and Difference Between Verification and Validation

Activity was conducted by Prof.Aarti Abhyankar on BE IT class.

I have made group of 2 students. Topic name was given to students.

Then I have asked each students to thoughts on the topic (group pair wise) and write their opinion.

After 15 minutes Pairwise group share their thoughts to each other.

Outcome:

Students able to conclude their knowledge of Phases of STLC Lifecycle and Difference Between Verification and Validation

Proof:



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Prepared by,
A.P Aarti Abhyankar



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INNOVATION IN TEACHING LEARNING
(Year 2023-24)

Class : SE(IT)

Semester : III

Subject: Data Structures and Analysis

Activity: Mind Mapping on difficult concepts

Activity Report: Students of SE are given topics to study in pair of 2 students.

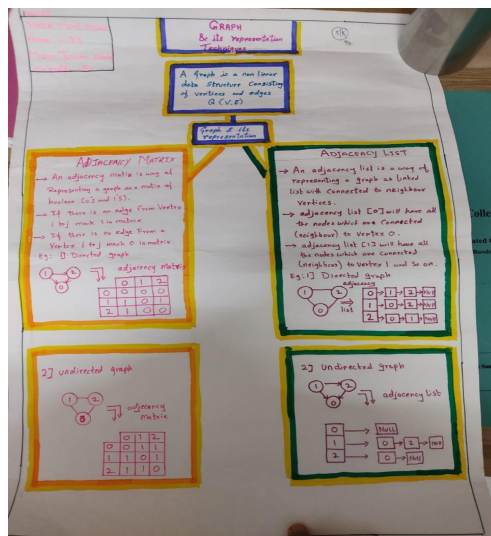
Difficult concepts were assigned to each group for making mind map to understand the concepts.

As a part of submission of extra assignments students need to submit mind map in pair of two students.

This activity enabled students to learn the concepts in faster way

Sample mind map is as below.

All the hard copies of Mind map are collected and kept with subject teacher.



Prepared by,

Dr.Kiran Bhandari



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INNOVATION IN TEACHING LEARNING
(Year 2023-24)

Class : BE (IT/Comps/ Extc)

Semester : VII

Subject: Cyber Security and Laws

Activity 1 : Quiz on classroom

Activity Report: Students of BE of all branches are given Quiz on all chapters to understand concepts thoroughly and apply the knowledge to solve quizzes.

Proof:

Link:

https://docs.google.com/forms/d/1LpNQqTKe51CJPYDYfqsbiFkV09U_Z0zF0gYWa_5v5Ys/edit

The screenshot shows a Google Forms interface for a quiz titled "CSL MCQ". The form is in edit mode, showing two questions. The first question is "Which of the following is not a cybercrime? *" with four radio button options: "Denial of Service", "Man in the Middle", "Malware", and "AES". The second question is "In which year India's IT Act came into existence? *" with three radio button options: "2000", "2001", and "2002". The form has a "Send" button in the top right corner and a "Total points: 40" indicator. The background of the form is light blue.

Activity 2 : Assignment given in the classroom and students are expected to write it on paper and submit.

Activity Report: Students of BE of all branches are given an assignment on all chapters in the classroom and students are expected to write it on paper and submit.



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- 1) By solving this assignment with the given scenario in real life time it is expected that students will be able to analyze the given scenario and produce the various approaches to secure organization from cyber attacks.
- 2) Students should be able to recall the tools described in the classroom and write appropriate tools which can be applied to the given scenarios and test cases.
- 3) Understand the concept of Intellectual Property right and remember it as life long learning.
- 4) Understand and apply Ethics and Laws in computer security to work in organization after graduation.

Proof:

Link: <https://classroom.google.com/w/NjE3NDIyNTExMDEz/t/all>

classroom.google.com/w/NjE3NDIyNTExMDEz/t/all

Classroom > ILOC- Cyber Security and Laws

Stream **Classwork** People Grades

Feedback form on Seminar and Assignment ... Posted Oct 25

CSL Course Exit Form Year 2023-24 Due Oct 30

CSL_assignment No. 1 Due Oct 12

Posted Sep 27

Read the assignment properly. Adhere to the deadline given in the assignment.

Rubrics are also mentioned. Refer attached slides for the solution.
Apart from the content of the slides, relevant content will be appreciated.

38 Turned In 82 Assigned

CSLL Assignment no 1_2... Word

5JU1_L6_defenseInDept... PowerPoint

L2_IPR.pptx PowerPoint

L3_Ethics.pptx PowerPoint



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(Year 2023-24)

Department of Information Technology/Computer Engineering/ Information Technology

Assignment No I (2023-2024)

Semester: VII

Class: BE

Subject: CSL

Question No.	Question	Bloom Taxonomy Level	Course outcome
Q.1	Assume that you are the security Officer of the organization. What policies and procedures you will adopt to secure your organization from cyber Attacks. Explain in detail all possible approaches and tools you can use to protect.	Analysing	Content Beyond syllabus
Q. 2	What do you understand by Intellectual property? Can you suggest types of Intellectual property considered important from cyber security perspective?	Understanding	Content Beyond syllabus
Q. 3	Explain ethical issues in computer security. Can you discuss a case study as an ethics to be followed when working in organization?	Understanding	Content Beyond syllabus

Activity 3 : Seminar on Cyber Security

Prepared by,

Dr.nita Patil



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Department of Information Technology INNOVATION IN TEACHING LEARNING

(Year 2023-24)

Class-SE IT

SEM III(2023-24)

Subject-Paradigms of Computer programming fundamentals

1. The course is assigned to all students for Paradigms of Computer Programming – Fundamentals. This course is tentatively 6 weeks long, 4-6 hours a week.

Activity: Course name- Paradigms of Computer Programming – Fundamentals

Last date of Completion-20th September 2023.

Steps

1. Click on given link

<https://www.classcentral.com/course/edx-paradigms-of-computer-programming-fundamentals-2298>

2. Click on Go to class tab

3. Click view course material

4. Start the course.

5. After completion of course attach proofs in following sheet

https://docs.google.com/spreadsheets/d/1p3rON_AiZay7y8JlypHywgsHo6mS0BtDnSI_Gyy6Nq0/edit?usp=sharing



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The screenshot shows a Google Classroom interface for the course 'SE-IT(AY 2023-24)'. The left sidebar lists various courses and sections, including 'SE-IT(AY 2023-24)', 'BE-IT(AY 2023-24) INFORMATION TECHNOLOGY', 'SE IT KT Students 2022-23 ...', 'TE-IT(AY 2022-23) INFORMATION TECHNOLOGY', 'BE-IT(AY 2022-23) Information Technology', 'SE IT CNND', 'SE/IT 2022-23', 'Enrolled', 'To-do', 'T.E. (IT) 2023-24 23-24', 'Archived classes', and 'Settings'. The main content area shows a post by Seema Bhuravane dated Aug 1 (Edited Aug 5). The post text states: 'All the students hereby informed that following course need to be complete till 20th September 2023. Course name- Paradigms of Computer Programming – Fundamentals This course tentatively 6 weeks long, 4-6 hours a week.' It includes a list of steps: 1. Click on given link, 2. Click on Go to class tab, 3. Click view course material, 4. Start the course, 5. After completion of course attach proofs in following sheet. A link to a Google Sheet is provided: https://docs.google.com/spreadsheets/d/1p3rON_AiZay7y8JlypHywgsHo6mS0BtDnSI_Gyy6Nq0/edit?usp=sharing. A note states: 'NOTE- This course is mandatory to all students.' Below the text is a preview of a document titled 'LouvainX: Paradigms of C...' with the URL <https://www.edx.org/course/pare>. At the bottom, there is a comment box and an 'Activate Windows' watermark.

Proof:

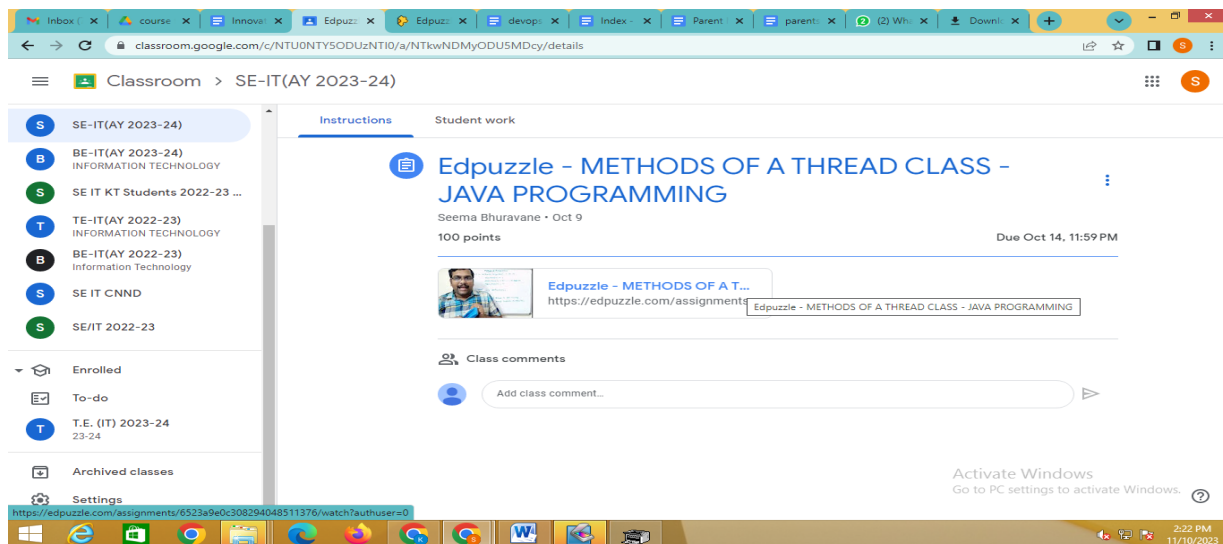
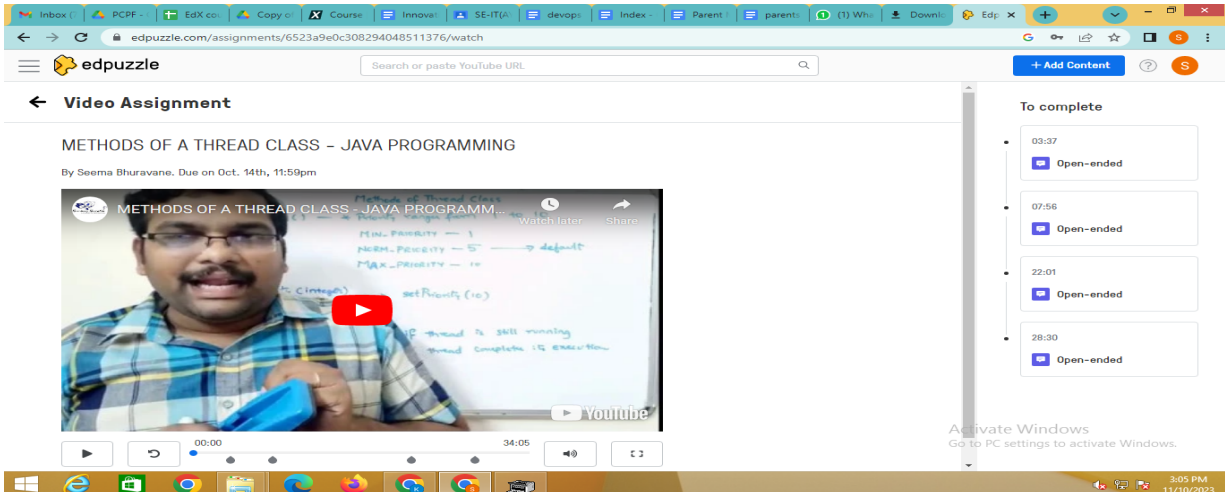
https://docs.google.com/spreadsheets/d/1p3rON_AiZay7y8JlypHywgsHo6mS0BtDnSI_Gyy6Nq0/edit?usp=drive_link



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2. Edpuzzle video assigned to all students for the topic-methods of thread class-java programming.

Activity: Ed Puzzle video quiz



Observation- So by using above course and video students understand the concepts very well.

Prepared by,

A.P.Seema Bhuravane



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(Year 2023-24)

Class :TE(IT)

Semester : V

Subject: Internet Programming

Activity: Think Pair Share

Think-pair-share is a collaborative teaching strategy used to help students form individual ideas, discuss and share with the others in-group.

Activity Report:

Students of T.E.I.T are shared their views on Client Side Scripting and Server Side Scripting.

Activity was conducted by Prof.Priyanka Sananse on TE IT class.

I have made group of 2 students. Topic name was given to students.

Then I have asked each students to thoughts on the topic (group pair wise) and write their opinion.

After 15 minutes Pairwise group share their thoughts to each other.

Outcome:

Students able to conclude their knowledge of Client Side Scripting and Server Side Scripting.

Proof:





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Summary Report on THINK PAIR SHARE Activity:

In this activity the faculty is suggesting a topic related to the subject on which individual students have to think and discuss with the pair. After combining all the ideas summarization of the topic will be done. This activity was carried out to develop Analytical and leadership skills.

Prepared by,

A.P.Priyanka Sananse



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(Year 2023-24)

Class :BE(IT)

Semester : VII

Subject: AR-VR

Activity: Think Pair Share

Think-pair-share is a collaborative teaching strategy used to help students form individual ideas, discuss and share with the others in-group.

Activity Report:

Students of B.E.I.T are shared their views on Difference Between AR AND VR

Activity was conducted by Prof.Priyanka Sananse on BE IT class.

I have made group of 2 students. Topic name was given to students.

Then I have asked each students to thoughts on the topic (group pair wise) and write their opinion.

After 15 minutes Pairwise group share their thoughts with each other.

Outcome:

Students able to conclude their knowledge of Difference Between AR and VR

Proof:



Prepared by,

A.P.Priyanka Sananse



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Department of Information Technology INNOVATION IN TEACHING LEARNING (Year 2023-24)

Class: SE (IT)

SEM: III

Subject: DBMS

Faculty Name: Devika Rani Roy

Academic Year: (III SEM) (2023-2024)

Activity: Mind Mapping

Activity Report

A mind map involves writing down a central theme and thinking of new and related ideas which radiate out from the centre. By focusing on key ideas written down in your own words and looking for connections between them, you can map knowledge in a way that will help you to better understand and retain information.

Explore new ideas and concepts

Help students get a better understanding of new ideas by having them create a mind map. A mind map can assist with understanding because it conveys hierarchy and relationships, allowing students to see the big picture.

Brainstorm

Get creative juices flowing with mind mapping. Mind maps are a great brainstorming tool and can help students let their thoughts flow freely while making important connections between ideas and concepts.

Take Notes

Encourage students to engage in active thinking instead of transcription by using mind maps for note taking. Mind maps encourage students to focus on keywords and ideas instead of just writing down what the teacher says.

Write essays

Students can create an essay outline, gather arguments and quotes or brainstorm ideas for your essays with mind maps.

Memorize information

Mind maps activate many levels of brain activity and are a great tool to help with memorization — from vocabulary words to a foreign language.

Create presentations

Have students use mind maps to present information in an interesting and engaging way with mind maps. Students can use mind mapping software to create a presentation in advance or create one on the spot during a live presentation.

Study for an assessment

Mind maps are a great way for students to gather all the information that may be covered on an exam including class notes, textbook chapters and reading lists.

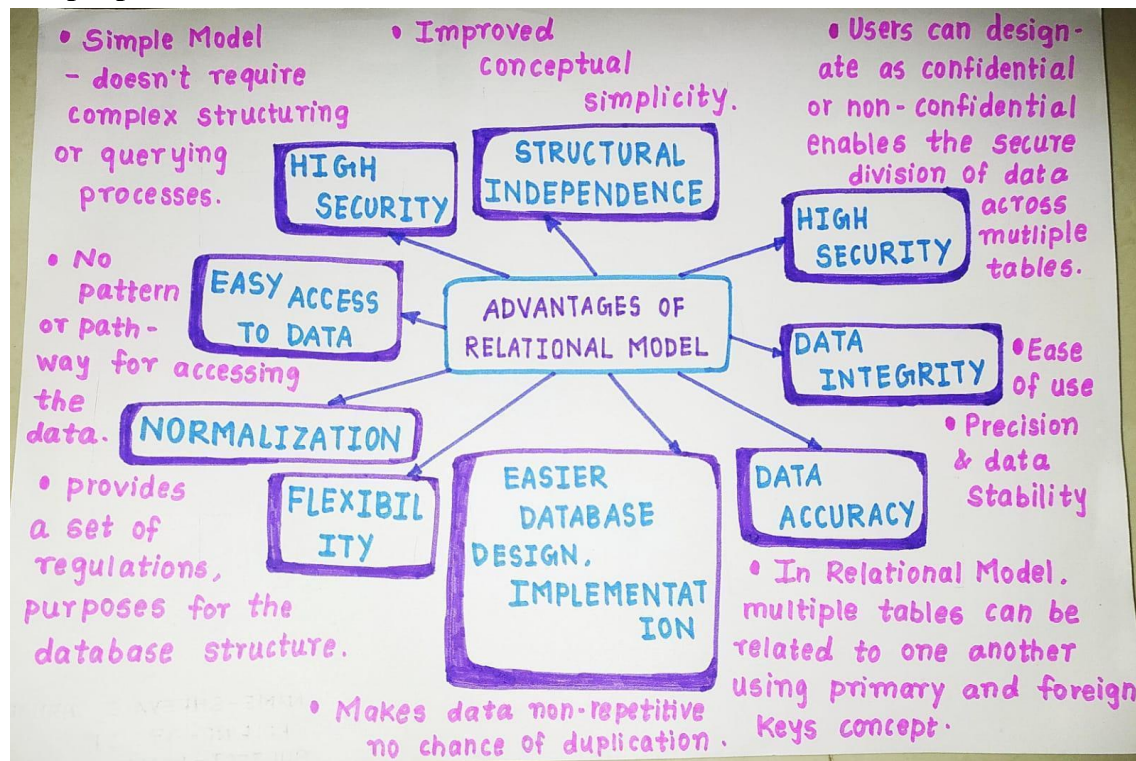
Execute group projects



By using a mind map, students can visualize what needs to be done and who needs to do it. Using an online mind mapping program is best for group projects so students can easily share it.

Outcome: Mind mapping helps in generating, visualising, organising, note-taking, problem-solving, and decision-making, revising and clarifying your university topic, so that students can get started with assessment tasks. Essentially, a mind map is used to 'brainstorm' a topic and is a great strategy for students.

Sample proof:



Prepared by,
Dr. Devika Rani Roy



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(Year 2023-24)

Class: SE (IT)

SEM: III

Subject: SQL

Faculty Name: Devika Rani Roy

Academic Year: (III SEM) (2023-2024)

Activity: Quiz

Activity Report

An online quiz is usually a short test, and often doesn't have a huge impact on your grades as a test has. It's an easy way to keep track of your students and have an insight into the gaps of knowledge. It gives both the teacher and student a reflection. It shows students on what subject they have to focus. There are different kinds of questions that can be used for quizzes.

Analysis of result is done online which helps student in knowing in which area they are strong or weak. Difficulty level in quiz can be increased or decreased in various stages of quiz.

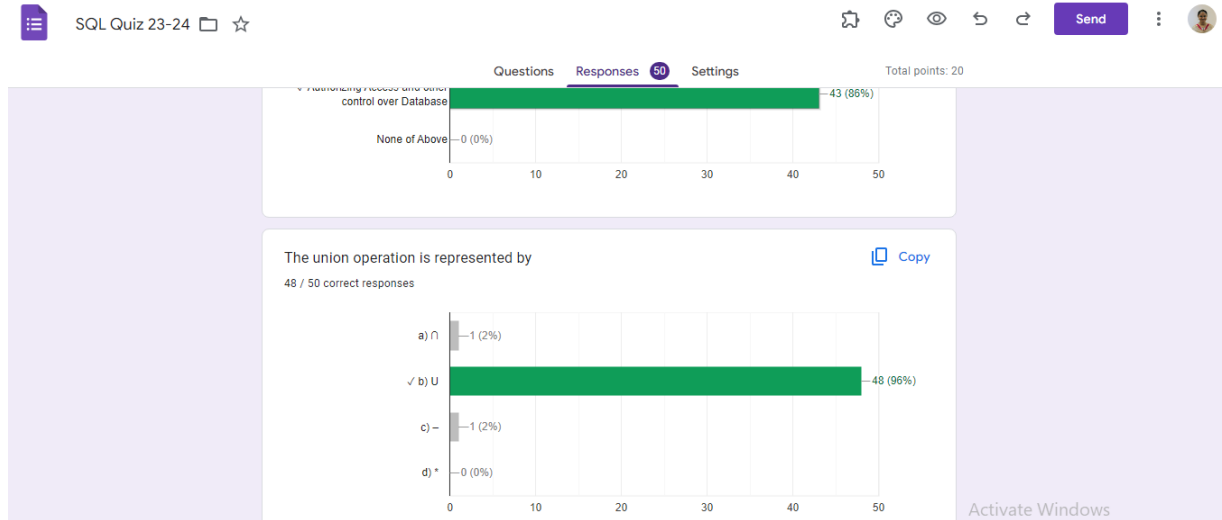
Outcome: Students enjoy playing quiz which helps them in even understanding that in which areas of subject they are strong or weak and improves their remembering skills. Students do not have to wonder if their answer is correct or not as they answer a question, the quiz programs tell the student. Students can answer without feeling badly about having a wrong answer as can happen in a class.

The screenshot shows a web-based quiz interface titled "SQL Quiz 23-24". At the top, there are navigation tabs: "Questions", "Responses" (with a count of 50), and "Settings". To the right, there is a "Send" button and a user profile icon. Below the tabs, the main content area has a title "SQL Quiz 23-24" and a subtitle "Attempt all the questions.....All the best". There are two input fields: "Name *" and "Roll no. *", both labeled "Short answer text". A vertical toolbar on the right side of the form contains icons for adding questions, saving, translating (Tr), and other functions. At the bottom right, there is a watermark that says "Activate Windows".

Sample of attempted quiz:



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Link: <https://forms.gle/SwsTV7hNPS36RcHY8>

Prepared by,
Dr. Devika Rani Roy



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Department of Information Technology INNOVATION IN TEACHING LEARNING (Year 2023-24)

Class: TE (IT)

SEM: V

Subject: EEB

Faculty Name: Devika Rani Roy

Academic Year: (VSEM) (2022-2023)

Activity: Mind Mapping

Activity Report

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Take Notes

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Create presentations

Have students use mind maps to present information in an interesting and engaging way with mind maps. Students can use mind mapping software to create a presentation in advance or create one on the spot during a live presentation.

Study for an assessment

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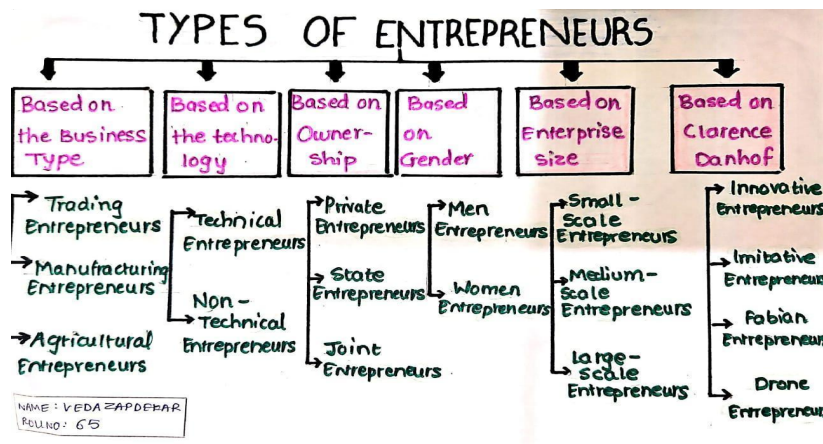


Execute group projects

By using a mind map, students can visualize what needs to be done and who needs to do it. Using an online mind mapping program is best for group projects so students can easily share it.

Outcome: Mind mapping helps in generating, visualising, organising, note-taking, problem-solving, and decision-making, revising and clarifying your university topic, so that students can get started with assessment tasks. Essentially, a mind map is used to 'brainstorm' a topic and is a great strategy for students.

Sample proof:



Prepared by,
Dr. Devika Rani Roy



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Class: TE (IT)

SEM: V

Subject: EEB

Faculty Name: Devika Rani Roy

Academic Year: (V SEM) (2023-2024)

Activity: Quiz

Activity Report

A online quiz is usually a short test, and often doesn't have a huge impact on your grades as a test has. It's an easy way to keep track of your students and have an insight into the gaps of knowledge. It gives both the teacher and student a reflection. It shows students on what subject they have to focus. There are different kinds of questions that can be used for quizzes.

Analysis of result is done online which helps student in knowing in which area they are strong or weak. Difficulty level in quiz can be increased or decreased in various stages of quiz.

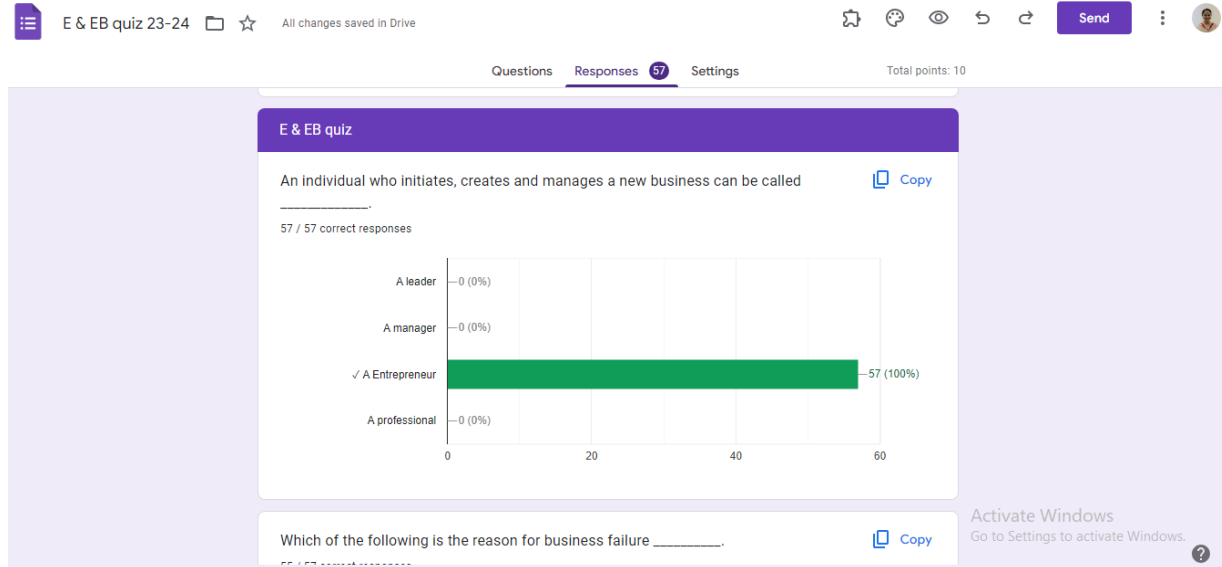
Outcome: Students enjoy playing quiz which helps them in even understanding that in which areas of subject they are strong or weak and improves their remembering skills. Students do not have to wonder if their answer is correct or not as they answer a question, the quiz programs tell the student. Students can answer without feeling badly about having a wrong answer as can happen in a class.

The screenshot shows a Google Forms interface for a quiz titled "E & EB Quiz 23-24". The form is titled "Section 1 of 2". It includes a "Form description" section stating: "This form is automatically collecting emails from all respondents. [Change settings](#)". Below this, there are two required text input fields: "NAME *" and "ROLL NO *", both labeled "Short answer text". The top navigation bar shows "Questions", "Responses" (with 57 responses), and "Settings". The total points are 10. A "Send" button is visible in the top right. A watermark "Activate Windows" is present in the bottom right corner.

Sample of attempted quiz:



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Link: <https://forms.gle/J4p5CChofEvtSUuG6>

Prepared by,
Dr. Devika Rani Roy



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Department of Information Technology INNOVATION IN TEACHING LEARNING (Year 2023-24)

Department of Information Technology
Academic Year 2023-24

Class : BE (IT)

Semester : VII

Subject: Major Project -I

Activity:Peer Learning Activity

Activity Report: BE IT students assigned with Peer Learning activity for major project-I

Peer learning is an education method that helps students solidify their knowledge by teaching each other. One student tutoring another in a supervised environment can result in better learning and retention.

Objective-To teach another, one must first fully understand a concept themselves. Verbalizing a concept and sharing the information with a peer serves to **reinforce the knowledge gained.**

Proof Link:

https://drive.google.com/drive/folders/1hOcUZn9GsO7-X0bmkPxsP1u_pBjOOOut8?usp=drive_link



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Peer Learning Activity Conducted by Panel-1



Peer Learning Activity Conducted by Panel-2

Evaluation sheets were circulated to students to give feedback on the activity. Sample evaluation sheet is attached.



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Department of Information Technology
Academic Year (2023-24)

Peer Evaluation Rubrics Sheet
Internal Major Project Presentation

Date: 27/10/23

Sr.No.	Roll No.	Name of Student	Topic	Communication / Presentation (out of 5)	Difficulties faced & Overcome (out of 5)	PPT (out of 5)	Report (out of 5)	Technical Content (out of 5)	Total
1	31	Rohan Mane	Topic: Tokenized Art Gallery	5	5	5	5	5	25
2	45	Akash Pawar		5	5	5	5	5	25
3	47	Swastik Pawar		5	5	5	5	5	25
4									
5									

Feedback about Peer Evaluation Methodology: Good Experience. Knowledge Enhancing

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Peer Evaluation Rubrics Sheet
Internal Major Project Presentation

Date: 27-10-23

Sr.No.	Roll No.	Name of Student	Topic	Communication / Presentation (out of 5)	Difficulties faced & Overcome (out of 5)	PPT (out of 5)	Report (out of 5)	Technical Content (out of 5)	Total
1	63	Swamini Yedoy	Topic: online BARK video game	5	5	5	5	5	25
2	55	Ravik Babre		5	5	5	5	5	25
3	5	Litesh behra		5	5	5	5	5	25
4	50	Ahroti Sabani		5	5	5	5	4	24
5									

Feedback about Peer Evaluation Methodology: overall good practice. we enjoy the activity

Below are even more reasons why peer learning is important.

Teamwork: Peer learning fosters teamwork, cooperation, patience, and better social skills. In a cooperative peer learning environment, each student's strengths can serve to complement the group and enhance learning. Becoming skilled at working with and learning from one's peers can start at a young age in the classroom.



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Better Feedback: Often, students are not able to recognize the gaps in their own knowledge. But when they learn with their peers, they can see new processes for answering questions and come up with creative, collaborative solutions. Importantly, they will carry these new perspectives, as well as a willingness to seek and accept feedback, with them as they progress in their education.

Supports Diversity: Peer learning fosters diversity and depth in a student's knowledge and opinions. Learning from peers of different backgrounds, views, and ethnicities fosters an environment of mutual respect, gratitude, and progress. It's the differences between students that add a richness to the learning environment. Supporting diversity through peer learning is part of culturally responsive teaching.

Conducted by
Project Coordinator

Prepared By
A.P.Seema Bhuravane



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Department of Information Technology
Academic Year 2023-24

Class : BE (IT)

Semester : VII

Subject: Major Project -I

Activity:Role Play Activity

Activity Report: BE IT students assigned with role play activity for major project-I

Role play exercises give students the opportunity to assume the role of a person or act out a given situation. These roles can be performed by individual students, in pairs, or in groups which can play out a more complex scenario. Role plays engage students in real-life situations or scenarios that can be “stressful, unfamiliar, complex, or controversial” which requires them to examine personal feelings toward others and their circumstances.

Role playing exercises encourage students to think more critically about complex and controversial subjects and to see situations from a different perspective. When properly employed, role plays can motivate students in a fun and engaging way.

Objective-Role plays provide students with the opportunity to take part in activities which helps students to understand the use of their Project in relevance to real-world situations.

Proof Link:

https://drive.google.com/drive/folders/1sTaYqTHu6bmM4Gw8si2Koyr3Ay5GSPaN?usp=drive_link



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Fig-Role Play Activity Conducted during Project Presentation

Conducted by
Project Coordinator

Prepared By
A.P.Seema Bhuravane



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