

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

(Affiliated to the University of Mumbai)
Mith Bunder Road, Near Hume Pipe, Kopri, Thane (E)-400603

Department of Information Technology

Innovation in Teaching Learning

Subject-Computer Network and Network Design

Class-SE IT SEM IV(2023-24)

Activity 1. Edpuzzle video assignment

All students hereby informed to submit the EdPuzzle activity on or before saturday (6th April,2024)

Steps:

- click the link which is attached
- watch video
- answer the questions
- submit activity

Activity: Ed Puzzle video quiz

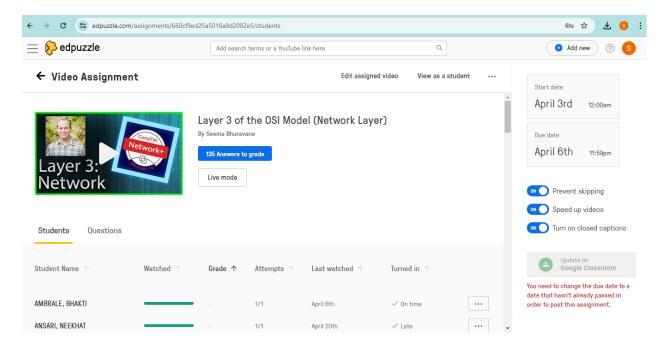


Fig.1- EdPuzzle proofs of submitted Quiz



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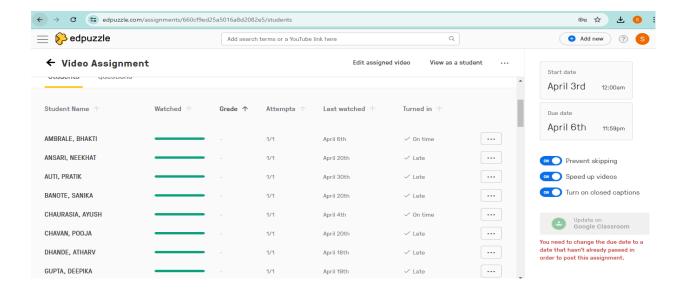


Fig.2- EdPuzzle proofs of submitted Quiz

Prroflink-https://edpuzzle.com/assignments/660cf9ed25a5016a8d2082e5/students

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

Prepared By

Ms.Seema Bhuravane

Assistant Professor



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Department of Information Technology

Year 2023-24

Class :SE Sem: IV

Subject:Automata Theory

Name of Activity: Assignment and Case Study on Compilers

Activity Report: Assignment study on working of Compiler was given to students to explore concepts like DAG Representation, Grammar, Syntax Analysis etc in different phases of compiler Also student has studied different types of compilers used for Programming Language.

A case study on compiler is given for the same.

Outcome: Students understood concepts of automat theory to be used in compiler construction

Sample Report:

Assignment sample is attached

Prepared by Ms. Amarja Adgaonakr Assistant Professor



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Department of Information Technology

Innovation in Teaching Learning

Activity: Virtual lab

SEM: IV

Subject: Computer Organization and Architecture

Faculty Name: ANGELIN ZIONIA

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

Activity: Virtual lab

https://iitb.vlabs.co.in/outreachportal/fb/

Activity:

Quine McCluskey Algorithm

Implementation of 4*1 Multiplexer and 1*4 Multiplexer and verification and Interpretation of truth table for logic gates.

Activity Report: Students of SE are given virtual lab activity on Quine McCluskey Algorithm and 4*1 Multiplexer and 1*4 Multiplexer. Students have understood the concept of 4*1 Multiplexer and 1*4 Multiplexer and verification and Interpretation of truth table for logic gates.



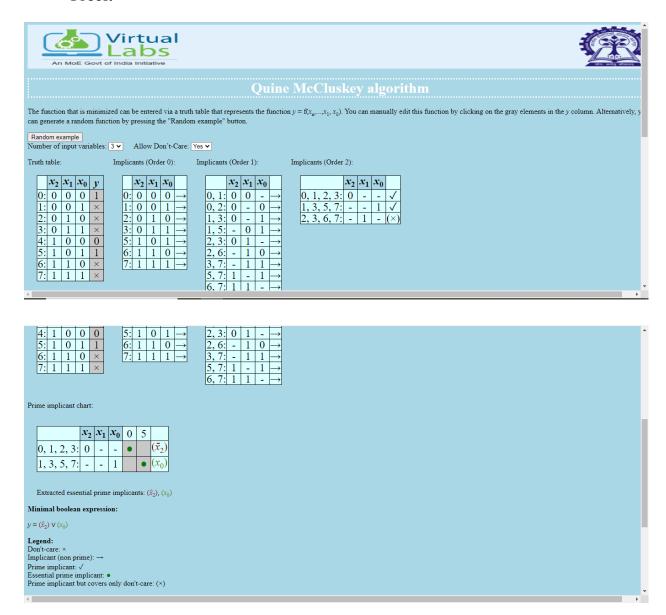
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Proof:



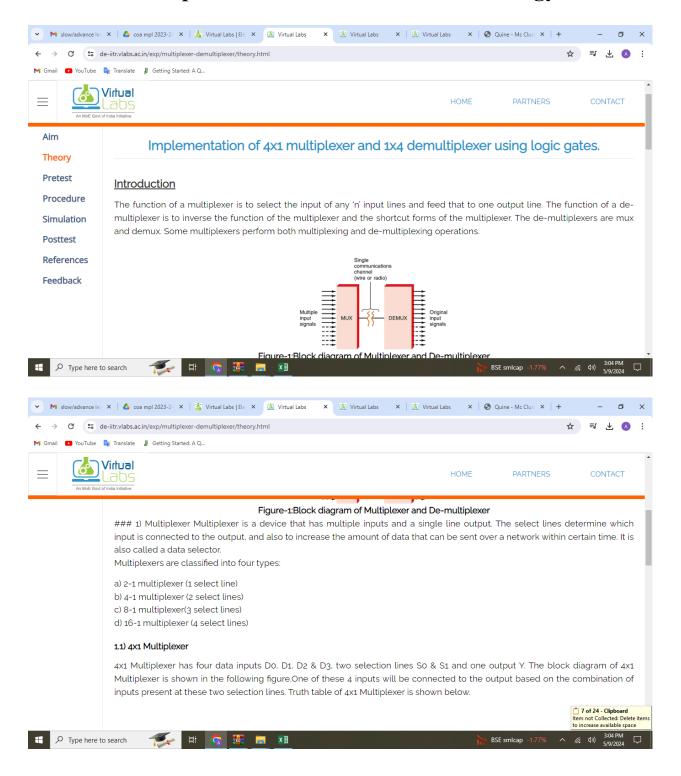


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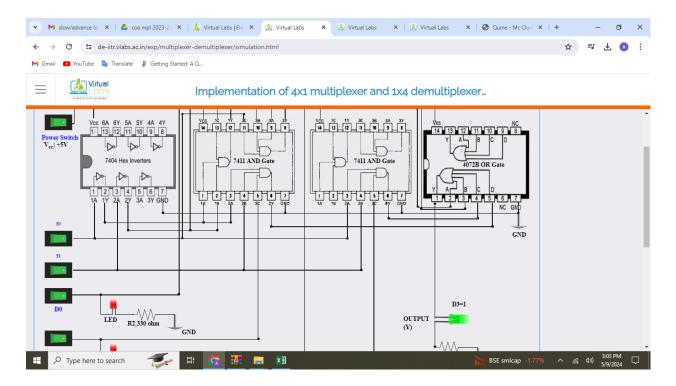


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Department of Information Technology

Academic Year 2023-24 (Even Sem)

Innovation and Teaching Learning Virtual Lab for Python Programming

Date: 28th March,2024

Time: 12p.m to 1 p.m

Target Audience: SE IT students **Mode of Conduction:-** Virtual Lab

Conducted by: Mrs.Rachna Borole and Ms.Punam Bagul

Topics covered:

File Handling

Steps to be Perform on Virtual Lab

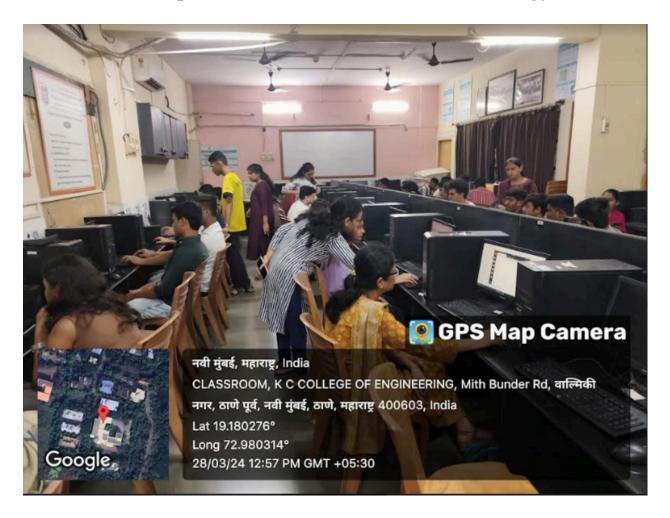




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Prepared by
Ms. Rachana Borole
Assistant Professor



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Prepared by

Ms. Rachana Borole & Ms. Punam Bagul

Assistant Professor



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Academic Year 2023-24

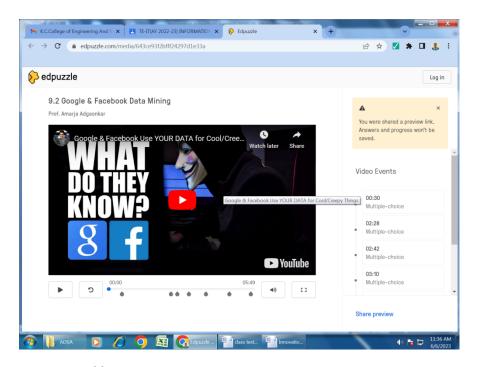
Class : TE(IT) Semester : VI

Subject: Data Mining and Business Intelligence

Activity: Ed Puzzle Quiz on Google and Face book data mining.

Activity Report: Students of TE are given Ed Puzzle video quiz on real time applications of data mining i.e. Google and Facebook data mining. Students have understood applications of data mining in real time.

Proof: https://edpuzzle.com/media/643ce93f2bfff24297d1e33a



Prepared by

Mrs. Amarja Adgaonakr Assistant Professor



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Activities conducted for content beyond syllabus & Innovative Experiment(Quiz/ Workshop/Guest Lecture / Seminars / Competitions /Industrial Visit etc.)

Innovation in Teaching Learning

Year 2023-24

Class: TE IT Sem: VI Subject: Web X.0

Name of Activity: THINK-PAIR SHARE

Activity Report:

Topic Name:

Students of TE are given opinion on given topic. 15 min was provided to them to discuss on the topic then they have to represent their topic with pair.

Outcome:

Students are able to conclude their knowledge of semantic web.





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Prepared by

Ms. Priyanka Sonawane

Assistant Professor



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Department of Information Technology

Innovation in Teaching Learning(Quiz)

Semester: VI Class: TE Subject: Wireless technology

Report: The Quiz is a unique and interactive method of teaching and learning and follows a question-answer format, thus increasing active participation and healthy competition. The Quiz is conducted with multiple-choice questions. It includes questions from various topics of wireless networks. Total 35 students submitted the quiz.

Sample Proof:

₩ireless technology quiz 2023-24 🗅 🕁		ಭ 🕫 © ೮ ୯ Send : 🕞
	Questions Responses S Settings Total point	20
	Section 1 of 2	0
	Wireless Technology Quiz 2023-24	Ð Tr
	B I U co X	
	Class TEIT Subject: Wireless Technology	
	Roll No. *	
	Short answer text	
	Name: *	
	Short answer feet.	
	After section 1 Continue to next section	
	Section 2 of 2	Activate Windows

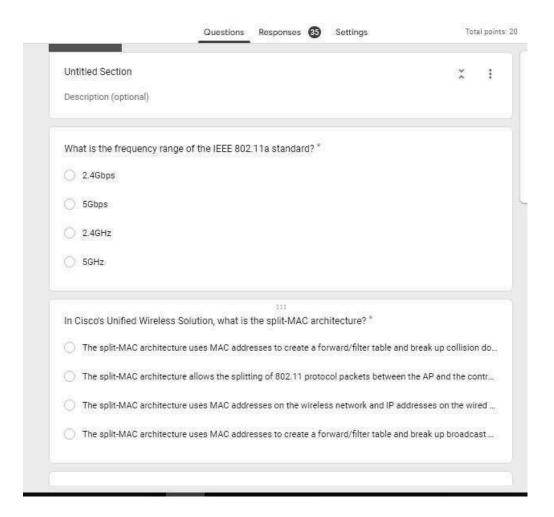


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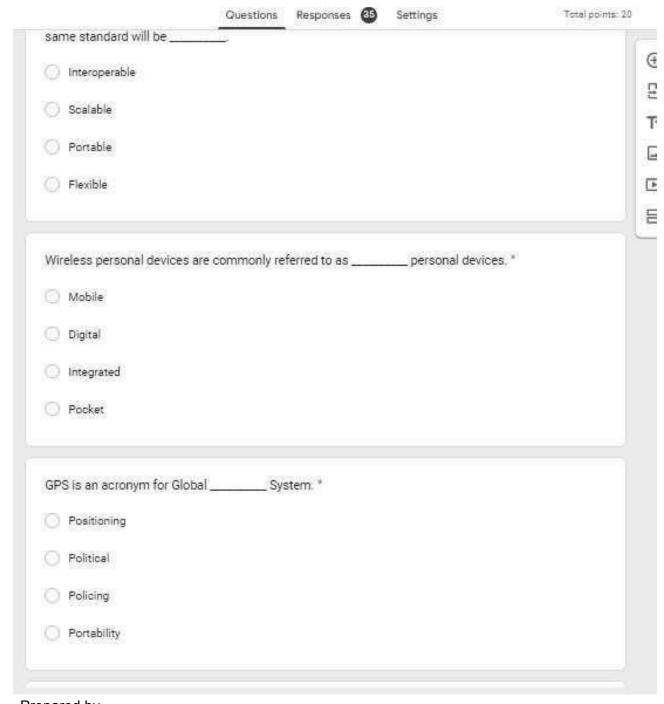




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Prepared by Ms. Punam Bagul Assistant Professor

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Innovation in Teaching and Learning

FlutLab Implementation

Date: 24th January, 2024

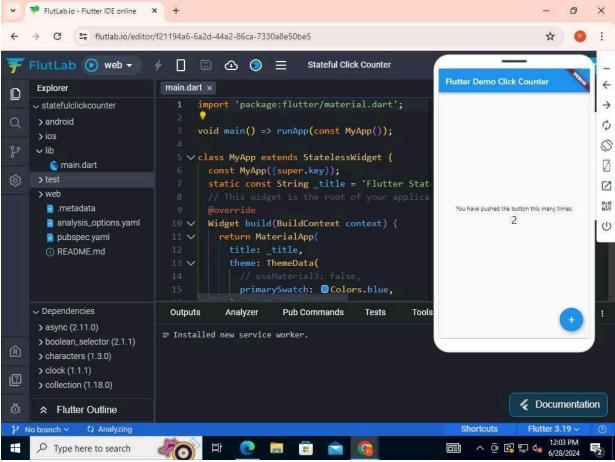
Time: 4p.m to 5p.m

Target Audience: TE IT students

Mode of Conduction:- Flut Lab

Conducted by: Mrs.Rachna Borole

Program Name: Increment the counter based on click event of button



Prepared By Ms. Rachana Borole Assistant Professor



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Year 2023-24

Class :BE Sem: VIII

Subject: User Interface Design

Shreya Bhagat 7

Vaishnavi Chalke 11

Date: 11/03/24

UID Activity

Figma is a cloud-based design and prototyping tool used primarily for interface design and collaborative work. It was founded in 2012 by Dylan Field and Evan Wallace. Figma has gained widespread popularity in the design community due to its versatility, ease of use, and collaborative features. Here's a comprehensive report on Figma covering its key features, advantages, drawbacks, and its impact on the design industry:

Key Features:

- **1. Cloud-Based Platform:** Figma operates entirely in the cloud, enabling real-time collaboration among team members from anywhere in the world. This feature eliminates the need for manual file syncing and enables seamless sharing and editing of design files.
- **2. Vector Editing:** Figma offers powerful vector editing capabilities, allowing designers to create and manipulate shapes, paths, and text with precision.

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- **3. Prototyping:** Designers can create interactive prototypes directly within Figma, making it easy to visualize and test user interactions and flows. Prototypes can be shared with stakeholders for feedback and review.
- **4. Component-Based Design:** Figma utilizes a component-based approach to design, where elements can be reused and nested within one another, streamlining the design process and ensuring consistency across projects.
- **6. Version History:** Figma automatically saves version history, enabling designers to revert to previous iterations of their designs if needed.

Advantages:

- **1. Collaboration:** Figma's real-time collaboration features make it an ideal tool for remote teams, enabling seamless communication and coordination among team members.
- **2. Cross-Platform Compatibility:** Figma runs in the browser, making it compatible with both Mac and PC operating systems. Additionally, it offers desktop apps for offline use.
- **3.** Accessibility: Figma's cloud-based nature makes it accessible from any device with an internet connection, allowing designers to work from anywhere.
- **4.** Cost-Effective: Figma offers a range of pricing plans, including a free tier with limited features, making it accessible to freelancers and small teams.
- **5. Regular Updates:** Figma consistently releases updates and new features based on user feedback, ensuring that the tool remains relevant and competitive in the ever-evolving design landscape.

Impact on the Design Industry:



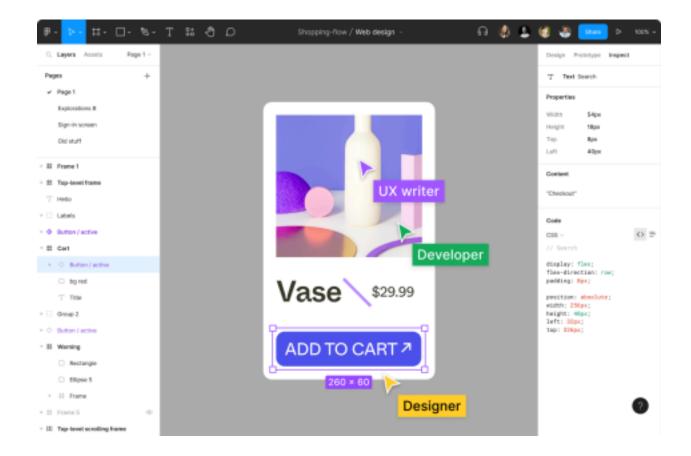
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Figma has had a significant impact on the design industry, particularly in the areas of collaboration and remote work. Its cloud-based platform and real-time collaboration features have transformed the way design teams collaborate, making it easier for them to work together regardless of their location. Additionally, Figma's emphasis on accessibility and affordability has democratized design, making high-quality design tools accessible to a broader audience.

In conclusion, Figma is a versatile and powerful design tool that offers a range of features to support the entire design process, from ideation to prototyping to handoff. While it has some limitations, its benefits far outweigh its drawbacks, making it a popular choice among designers and design teams worldwide.





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Prepared by
Ms. Priyanaka Sonawane
Assistant Professor

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Department of Information Technology INNOVATION IN TEACHING LEARNING

(Year 2024-25)

Class: SE (IT) SEM: III Subject:

SQL

Faculty Name: Devika Rani Roy

Academic Year: (III SEM) (2024-2025)

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 thy are strong or weak and improves there remembering skills. Students do not have to wonder if their answer is correct or not as they answer a question, the quiz programs tells the student. Students can answer without feeling badly about having a wrong answer as can happen in a class.

Proof:

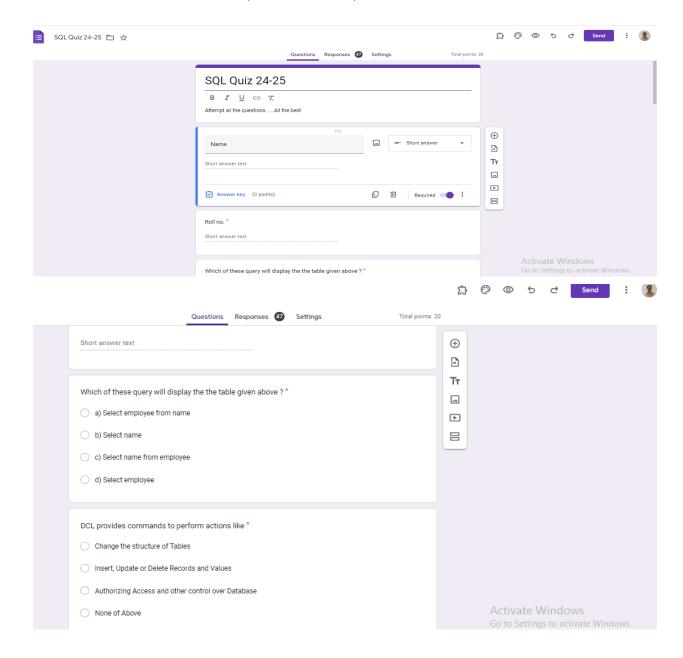
Quiz Link and Photos

https://forms.gle/SVg1C7TBQX31YaEp7

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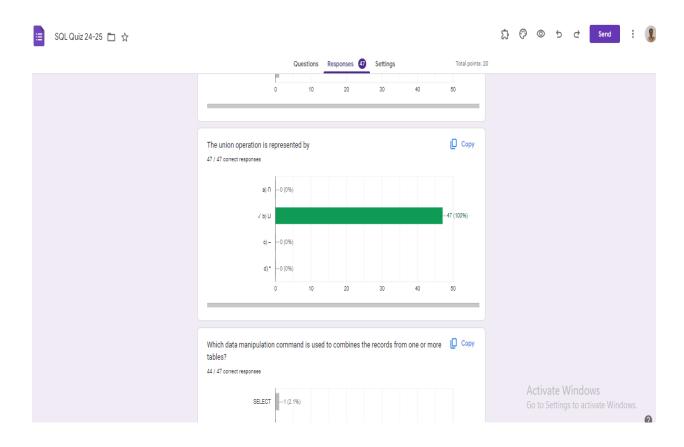
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(Year 2024-25)

Class: SE (IT) SEM: III

Subject: DBMS

Faculty Name: Devika Rani Roy

Academic Year: (III SEM) (2024-2025)

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

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Department of Information Technology INNOVATION IN TEACHING LEARNING

(Year 2024-25)

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.

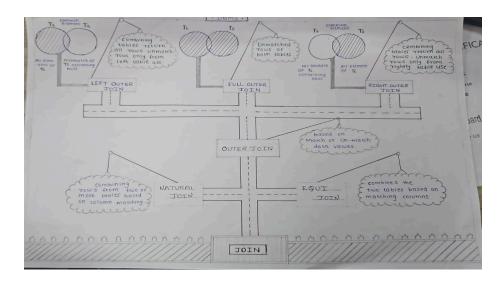
Sample proof:



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Department of Information Technology INNOVATION IN TEACHING LEARNING

(Year 2024-25)

Class: SE (IT) SEM: V

Subject: EEB

Faculty Name: Devika Rani Roy

Academic Year: (VSEM) (2024-2025)

Activity: Flip Classroom

Activity Report: Flipped classroom is a "pedagogical approach in which direct instruction moves from the group learning space to the individual learning space, and the resulting group space is transformed into a dynamic, interactive learning environment where the educator guides students as they apply concepts and engage creatively in the subject matter" Flipping speaks the language of today's students. Flipping helps busy students. Flipping helps struggling students. Flipping helps students of all abilities to excel. Flipping allows students to pause and rewind their teacher. Flipping increases student-teacher interaction. Flipping allows teachers to know their students better. Flipping increases student-student interaction. Flipping allows for real differentiation. Flipping changes classroom management.

Outcome: Free from the constraints of the classroom-based lecture, a flipped classroom allows students to engage in self-paced learning, as well as think critically and collaborate with classmates, all with their instructors close at hand. By combining the engagement of active learning in the classroom, the flipped classroom holds benefits for students and instructors alike.

Link of PPT:

SAMPLE 1:

https://drive.google.com/file/d/1xDwpa6nxBIYKVeQL6oJ9VOsxNZvHIPfQ/view?usp=sharing

SAMPLE 2:

https://drive.google.com/file/d/1rC3OeyIQ0km2tTUON55bEtkfMgCgbMf9/view?usp=sharing

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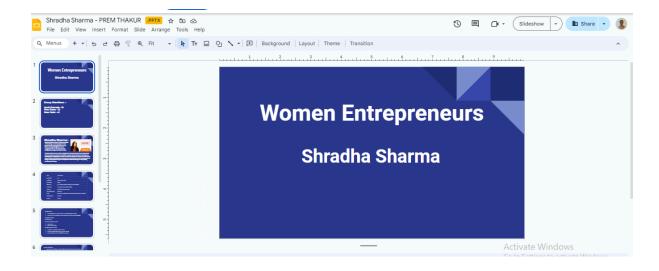




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(Year 2024-25)

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

Proof:



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(Year 2024-25)

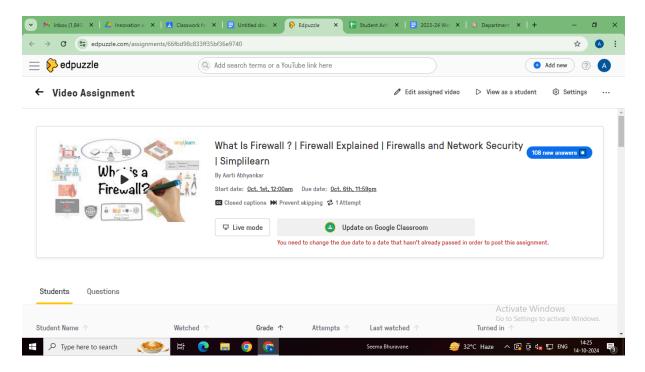
Class: TE (IT) Subject: Computer Network Security

Semester : V

Activity: Ed Puzzle Video and Quiz solving

Activity Report: Students of TE IT are given Quiz on Firewall and Its types and to solve using Ed Puzzle.

Proof: https://edpuzzle.com/assignments/66fbd98c833ff35bf36e9740



Prepared by,

A.P Aarti Abhyankar

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Department of Information Technology INNOVATION IN TEACHING LEARNING

(Year 2024-25)

Class :BE(IT) Semester : VII Subject: STQA

Date:07/08/2024

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 functions of Software Metrics and its Four Types

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

I have made group of 2 students. Topic name was given to students i.e Software Metrics and its Types.

Then I have asked each students to think on the topic (group pairwise) and write their opinion.

After 15 minutes the Pairwise group shared their thoughts to each other as well as Class.

Outcome:

Students are able to conclude their knowledge of Software Metrics and its Types

Proof:

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(Year 2024-25)

Class: TE (IT) SEM: VII Subject: STQA

Faculty Name: Aarti Abhyankar

Academic Year: 2024-2025

Activity: Mind Mapping

Activity Report

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Study for an assessment

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Execute group projects

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(Year 2024-25)

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Sample Proof:



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