VISAKHA
INSTITUTE OF ENGINEERING & TECHNOLOGY
Approved by AICTE NEW DELHI
(Affiliated to JNTUGV, VIZIANAGARAM)
88th Division, Narava, GVMC, Visakhapatnam-530027
DIPLOMA | ENGINEERING | MANAGEMENT

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2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

Our Institution strives to integrate **experiential, participatory, and problem-solving methodologies** by devising innovative teaching-learning methodologies that bring a profound learning experience for the divergent students in the **DIGITAL ERA.**

Engaging the learner throughout the lecture session has been the best and acceptable methods of the teaching learning process. The traditional method of teaching inside the classroom engaged the students throughout the lecture session but the learner involvement could not be achieved and the evaluation process is not in an outcome-based method. The traditional way of lecture delivery is teacher-centric, not student-centric. Teaching learning method following the same traditional way of lecturing, content delivery and traditional formative assessment procedures followed are not a suitable assessment for observing the learners' learning experience. Mostly there are no assessments followed for observing the learners' learning experience.
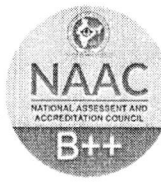
Our institution followed experiential learning, participatory learning and problem solving methodologies for enhancing learners learning experience. Various Participatory and Experiential learning activities followed in our institution

Participatory Learning Methods
- Seminar
- Home Assignments and Presentations
- Group discussions
- Case Analysis
- Club activities

Our Institution further provides high quality of **out of class learning opportunities** through guest lectures, seminars, and workshops that align the academic stated goals and outcomes. The co – curricular and extra - curricular activities plays an integral part of the students' holistic education through various squads of Cultural Club, Sports Club, NSS, Quiz Club and Entrepreneurship Development Cell (Start Up).Students participation in Intra and Inter Collegiate Competitions, Cultural events, Sports and Games of District/State/ National and International levels enrich their professional ethics and social responsibilities.

Participatory learning among students is also facilitated through innovative components in **Modular Assessing Panel** like Group Discussions, Quiz, Poster Presentations, Games and Simulation Exercises and Demonstrations.

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Experiential Learning Methods

- Learning by Doing (LbD)
- Projects Designs
- Minor Project
- Major Project
- Industry internship
- Field work

The Outcome Based Education for the programme is formulated with **Theory cum Practical for all the Discipline Specific Courses and Discipline Specific Elective Courses** that facilitate the students to understand the learned theory concepts alongside hands - on practical sessions.

Demonstrations and Practical Experiments would foster substantial training to meet the industrial prospects. Industrial visits and Field visits will be an induction for the core learning programme. Students are provided with ampules learning tools of **Google classrooms** etc., to meet the Education for Digital Era. Mandatory Internships for UG courses will be pragmatic for the students to perceive the significance of industry.

Communicative skills and Career Skills training aids in the personality development and build confidence in the minds of students to appear for the placement interview. The **Training and Placement Division** establishes a training programme for placement targeted students for a fortnight during summer vacation to evolve communication, aptitude, logical thinking skills and make the students industry – ready. Students would gain colossal experience through Industrial Exposure Training and acquire in depth eruditions in the final semester.

Problem Solving Methods

- Collaborate in Technical Forums
- Case Studies are given for students to build solutions to problems
- Hackathon Drives

Students are taught to build Applications by developing various Projects as a part of curriculum. Students are encouraged to participate in 'Hackathons' assessment methods. All the Departments are encouraged their students to gain and increase problem-solving skills and motivated their students to participate in variousinter-college and intra-college technical competitions.

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The ultimate purpose of Student centric methods, such as experiential learning, participative learning and problem solving methodologies followed in our Institution is to improve the participation of each learner in the learning process and to improve the outcome of the learning process.

The assessment for learners' learning experience a set of formative assessment procedures have been designed, developed and implemented. The generalized procedures for learners' learning experience assessment include pause point, reflection spot, and peer learning spot.

While creating a lecture plan, a topic has been chosen, identify the pause points in the lecture and include a reflection spot, and peer learning spot. In an hour-long lecture, the inclusion of two or more pause points results in an interactive and participatory learning method as well as a suitable assessment for observing the learners' learning experience.

Mostly course instructor at the pause point could give one or more examples and explanations for assimilation of the topic discussed. In this activity, encourages interactive participation of the learners'. A reflection spot is a spot for observing and evaluating the reflection of what the learners' gained. True/False questions, Yes/No type questions, Short answer (1-2 words) questions are the tools used to encourage the learners' interactive participation that could be used in reflection spot. Irrespective of the learners' cognitive level all should be involved because the answer to the reflection question is either yes or no or true or false. Once learners' were involved then a short answer type reflection question should be used. The True/False questions, Yes/No type questions, Short answer (1-2 words) questions are used to assess the **Remember** knowledge level and **Understand** knowledge level of the learner.

A peer learning spot is for improving the ability of **Slow learners** with the help of a **Fast learner** by the technique known as learning by sharing technique. The interactive learner-centric learning methods for evaluating learners' learning experience method show that significant improvement in the active participation of each learner in learning process and also improvement observed in the outcome of the learning process.
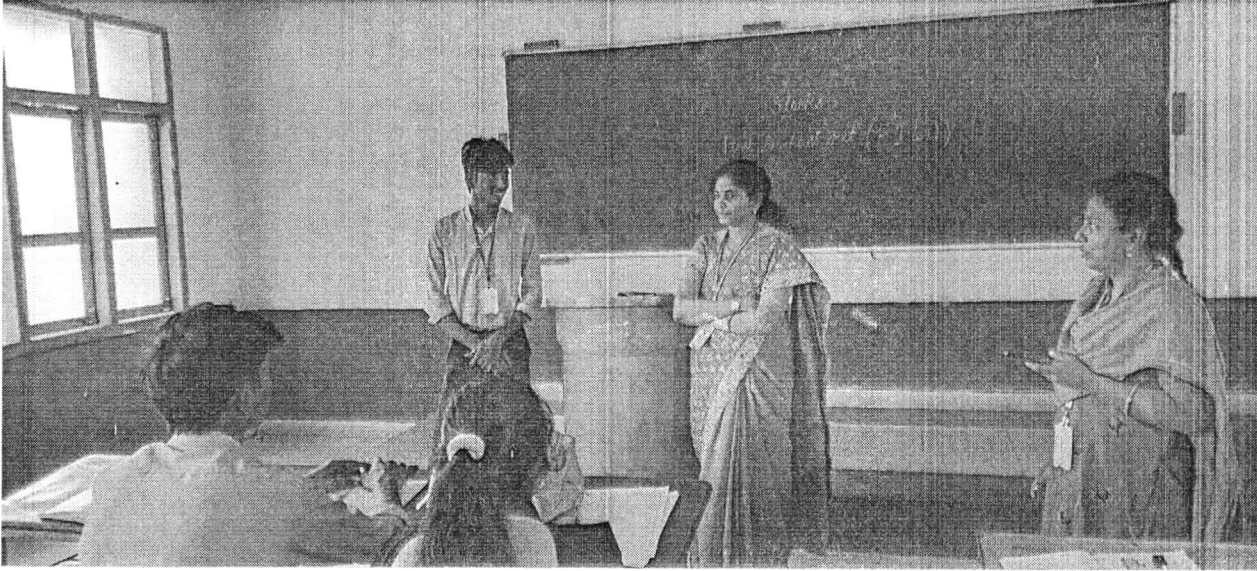
The method followed in our institution also creates facilities for **self-learning**. The overall academic achievements of the learners are significantly improved.

Our Institution has created a good ambiance for experiential learning inside the laboratories and in the classroom in which students have developed **Knowledge, Skills and Values** from direct experiences outside academic settings.
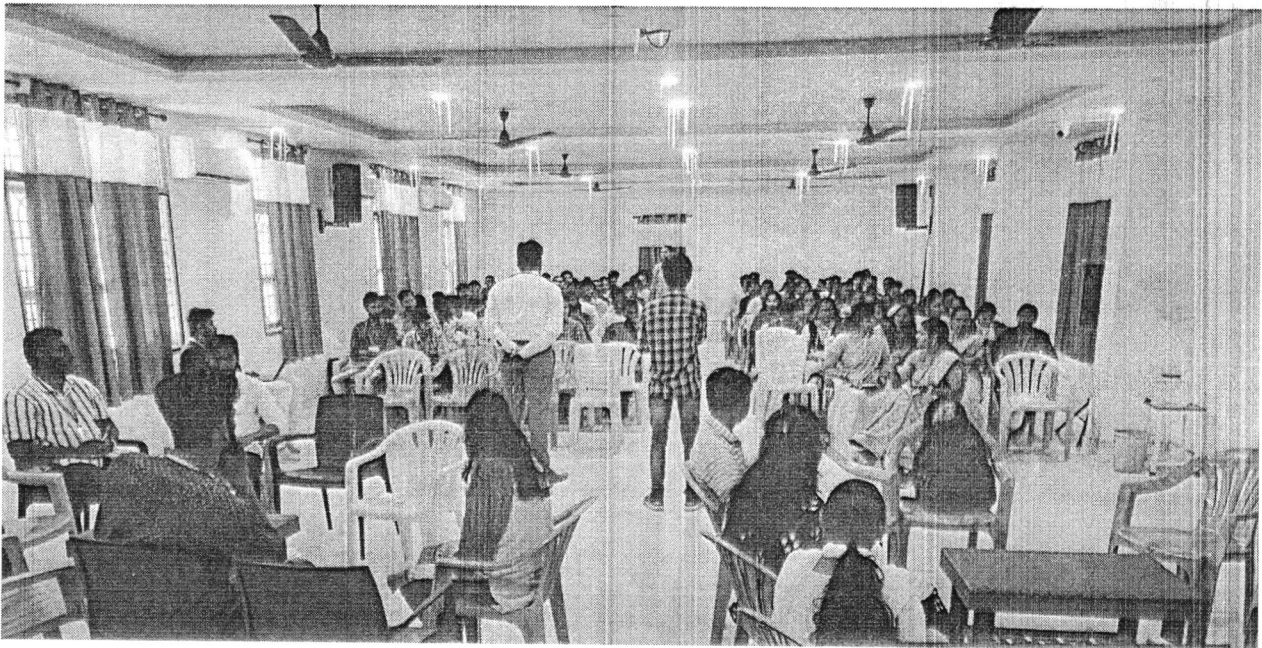
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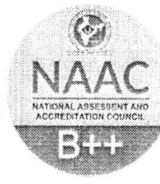
Participative Learning
Seminar
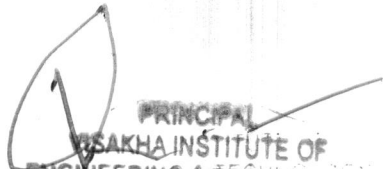

Group Discussion

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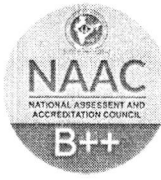
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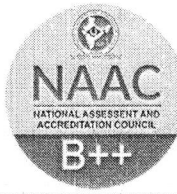
Problem Solving Learning
Screen shots: Viethub

RathnavelSubramaniam

Overview · Repositories · Projects · Packages · Teams · People · Insights

Seamless communication with teams

Teams are a great way for groups of people to communicate and work on code together. Take a look at why they're great.

Flexible repository access

You can add repositories to your teams with more flexible levels of access (Admin, Write, Read).

Request to join teams

Members can quickly request to join any team. An owner or team maintainer can approve the request.

Team mentions

Use team @mentions (ex. @github/design for the entire team) in any comment, issue, or pull request.

Learn more

Q Find a team...

45 teams in the RathnavelSubramaniam organization   Visibility ·   Members ·
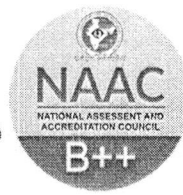
Student repository
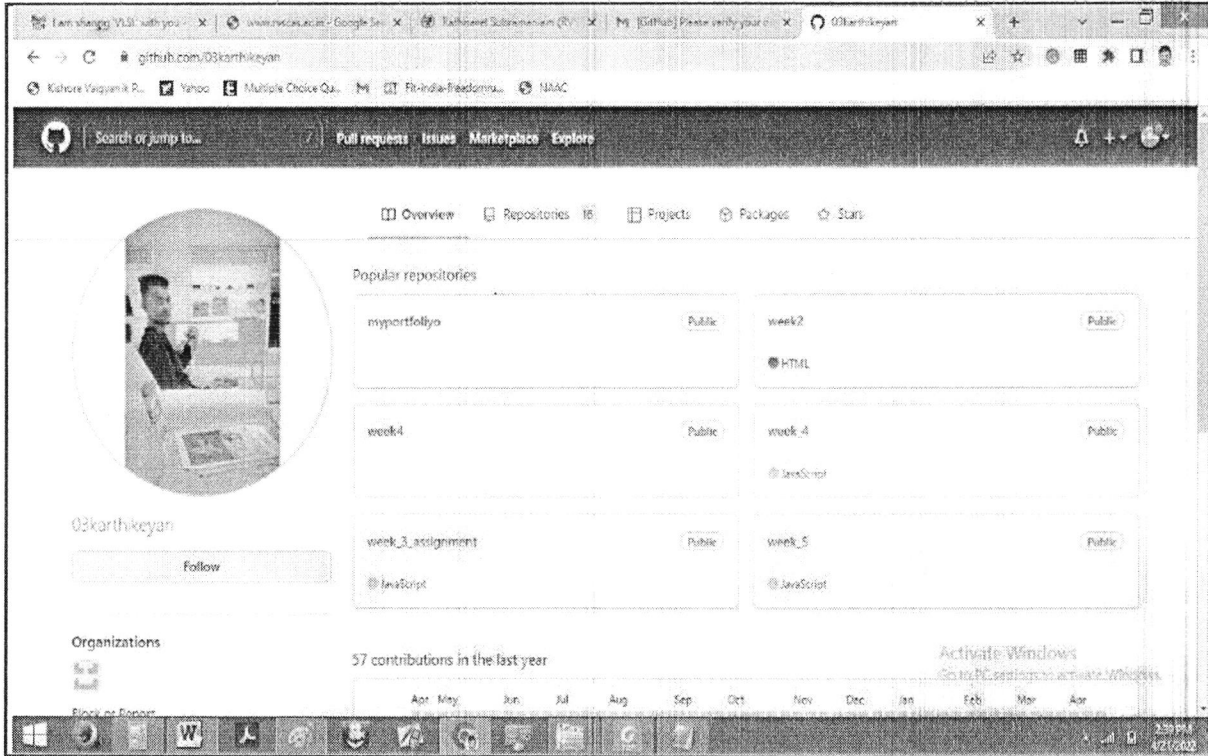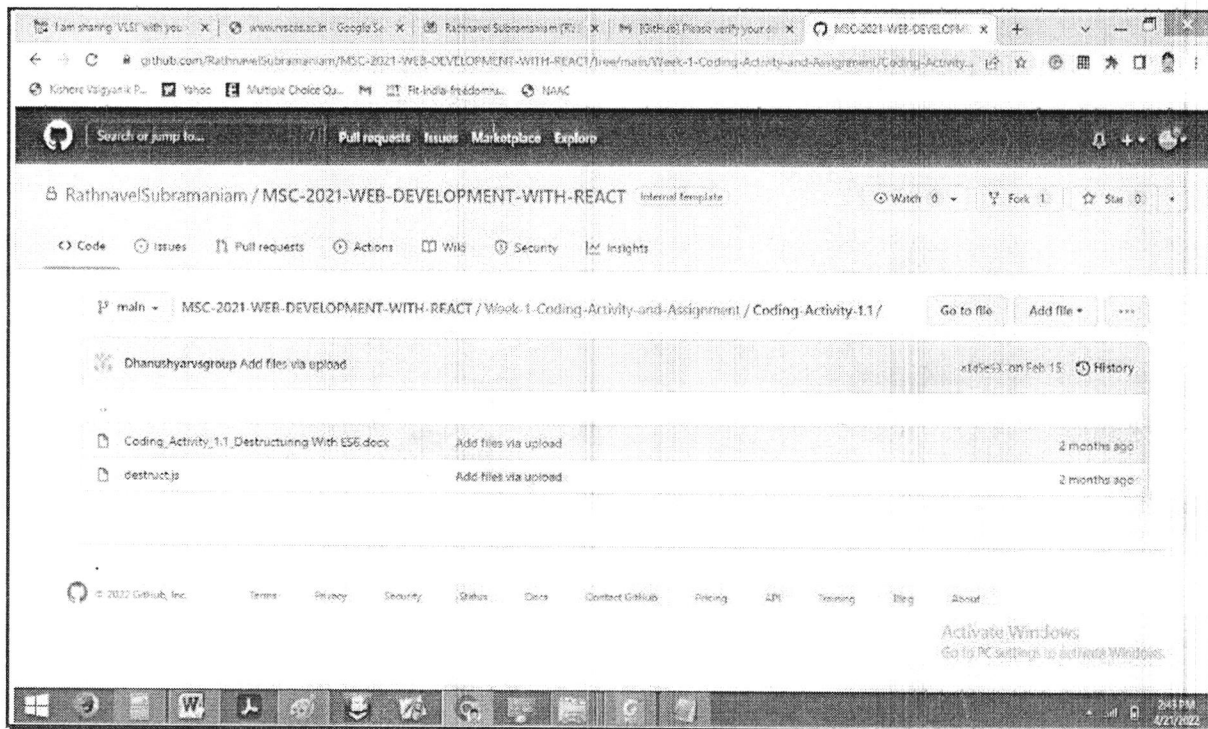
Coding Assignment

The Department practices a teaching method which makes a specialty of offering training through a student centric method. this system facilitates to convert college students from being relegated to the role of passive recipients to active Since students vary of their ability to recognize and take in it isn't always feasible to cope with the desires and expectancies of individual college students and anticipate a uniform gaining knowledge of final results from all of them in a Lecture centric class. The teacher makes learning easier by allowing each student to comprehend at their own pace. By assuring their participation in class activities, students will be able to absorb and comprehend knowledge at their own rate.

The Department / College courses are described in terms of course objectives, program specific objectives, and program outcomes. This gives the learner a complete knowledge of what should be the key focus right at the start of the course. It also allows them to assess their own performance at the end of the course. Students' feedback on the course and professors at the end of each semester allows for the identification of any gaps that can subsequently be corrected.

Professors make classes as engaging as possible, encouraging students to think outside the box and come up with new ideas. The Departments use audio-visual techniques, a commerce lab, Google Classroom, industrial visits, field work, and projects to provide experiential and participatory learning.

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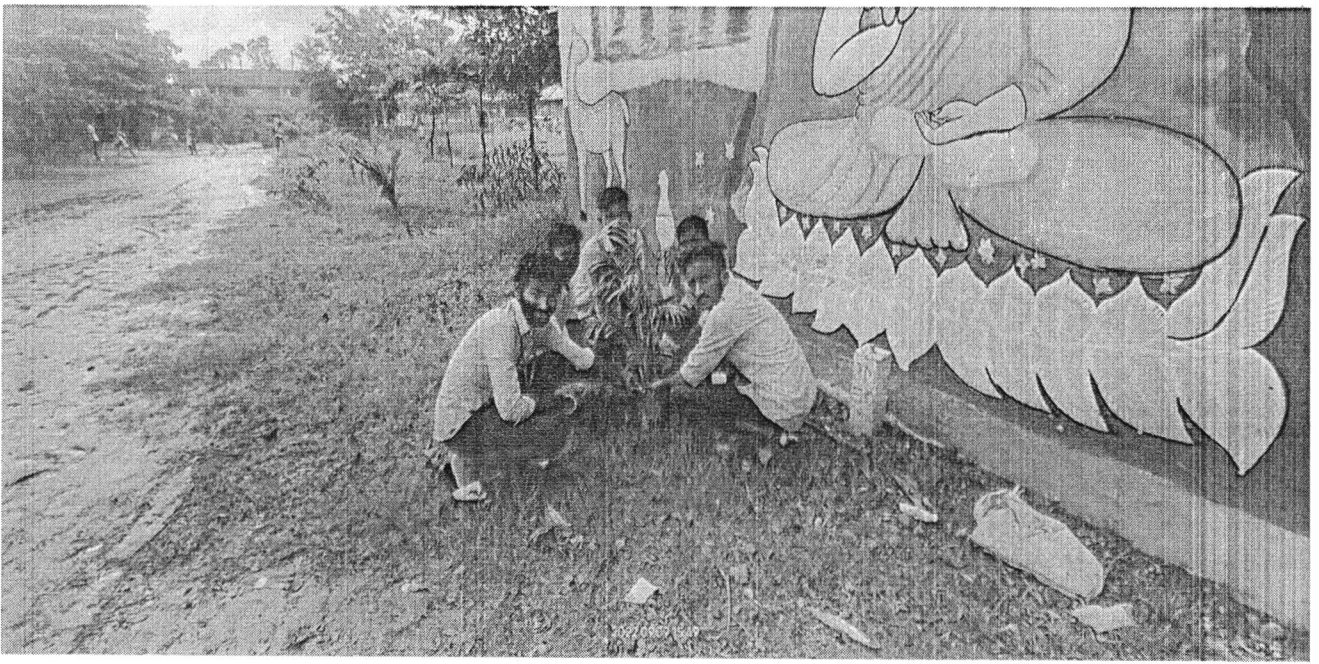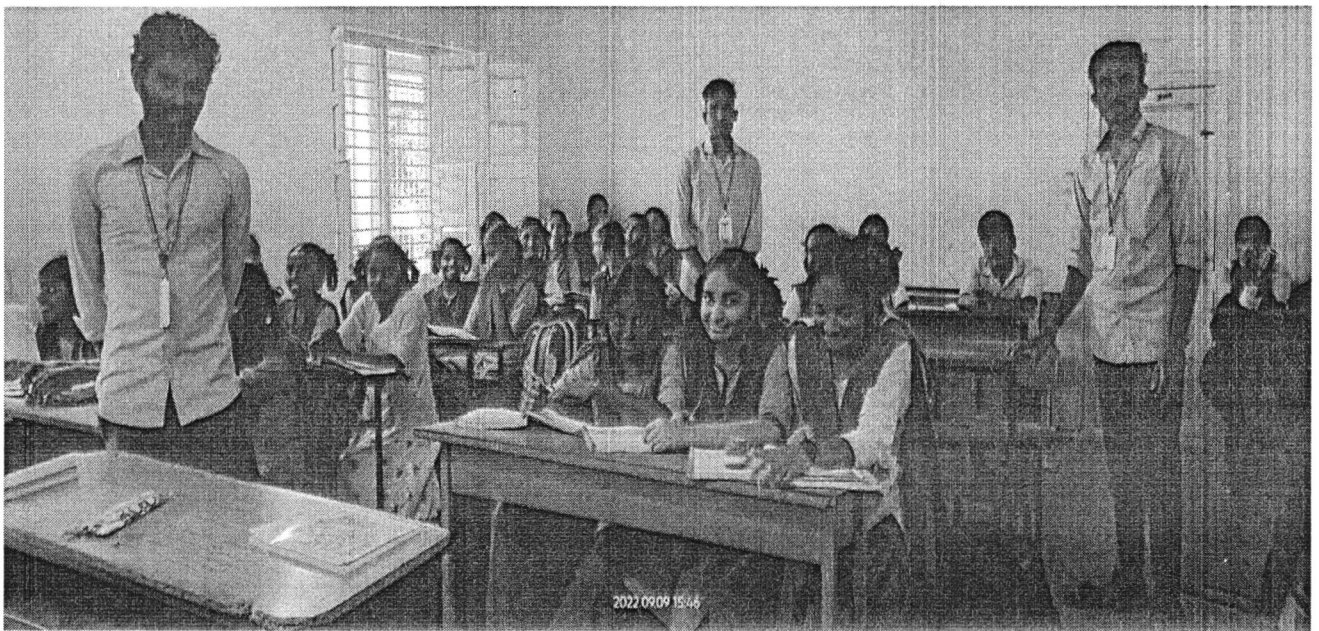57th DIVISION, NARAVA, VISAKHAPATNAM

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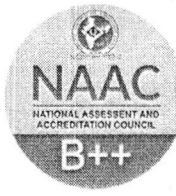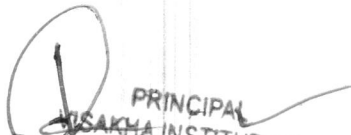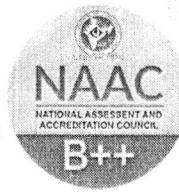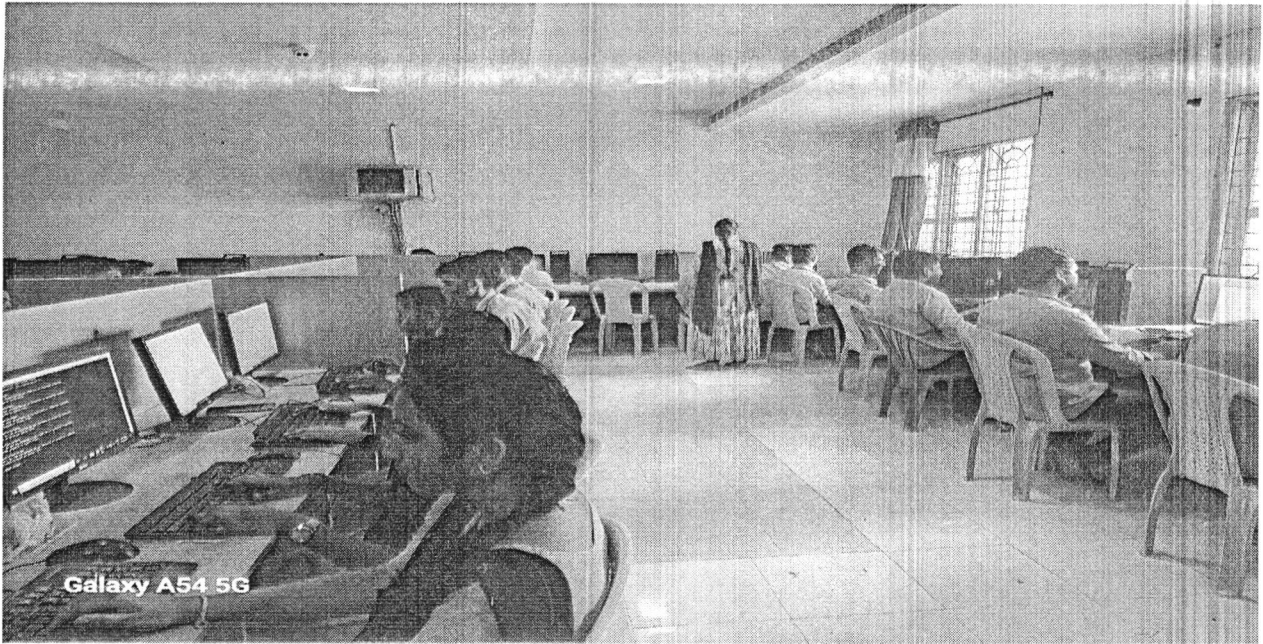DIPLOMA | ENGINEERING | MANAGEMENT

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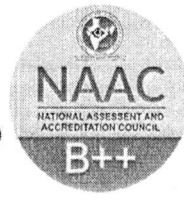
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COMMUNITY SERVICE PROJECT

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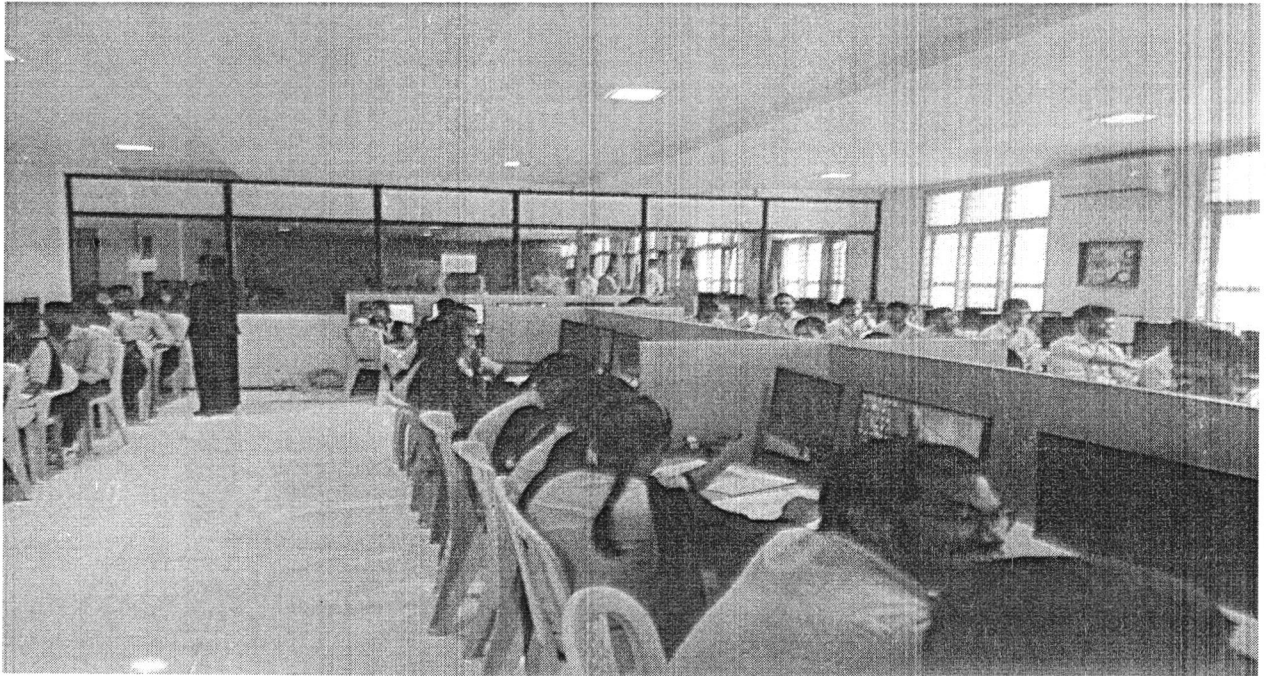57th DIVISION, NARAVA, VISAKHAPATNAM

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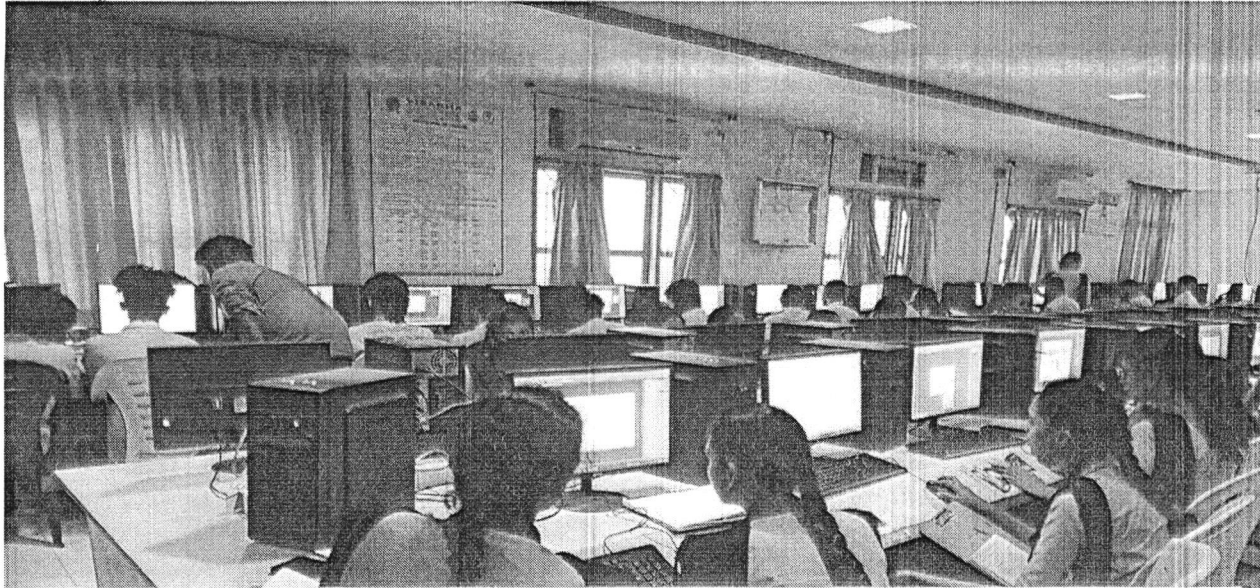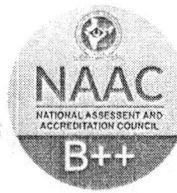DIPLOMA | ENGINEERING | MANAGEMENT

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B.Tech

Experiential Learning: Department conducts add-on programs to support students in their experiential learning. The institution imparts the following experiential learning practices to enhance creativity and cognitive levels of the students –

- Laboratory Sessions are conducted with content beyond syllabus experiments.

- Summer Internship -Students get hands on training while working in the company.

- Add-on Courses on latest technologies with NPTEL, Coursera etc.

- Industrial Visits to engage them in experiential learning while visiting the organization.

- Certification Courses (Value Added Courses) by the market experts such as Microsoft/ Google/ NSE etc. to develop their expertise

Participatory Learning: In this type of learning, students participate in various activities such as seminar, group discussion, wall papers, projects, and the skill based add on courses. Students are encouraged to participate in activities where they can use their specialized technical or management skills, such as

- Regular Quizzes- Quizzes are organized for student participation at intra or inter college level.

- Seminar Presentation – Students develop technical skills while presenting papers in seminars.

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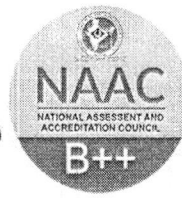
- MOOC's Programs (NPTEL, COURSERA etc.)

Problem-solving methods: Departments encourage students to acquire and develop problem-solving skills. For this, college organizes expert lectures on various topics, motivate students to join MOOC courses, participate in various inter-college and intra-college technical fests and other competitions such as:

- In-house summer training with project development
- Regular Assignments based on problems
- Regular Quizzes
- Participation in Inter college events.

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