



**ADHIYAMAAN COLLEGE OF ENGINEERING
(Autonomous), Hosur**

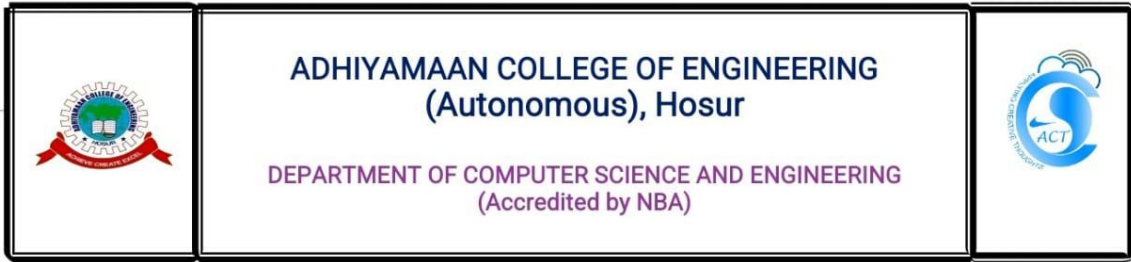
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(Accredited by NBA)**



Teaching Learning Process

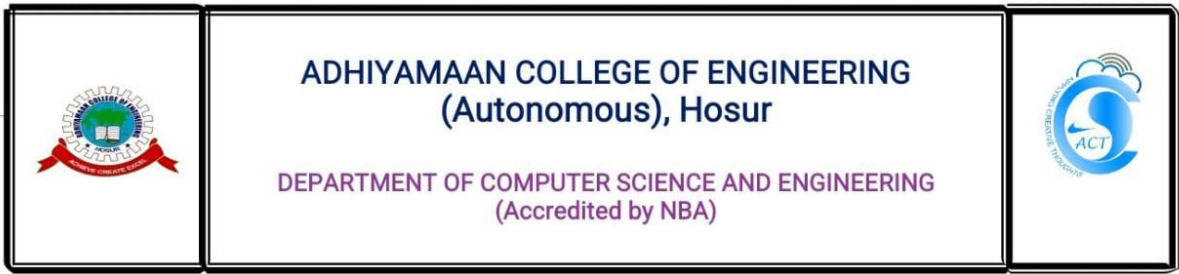
Sl. No	Item	Description
1	Usage of Smart Boards	Smart boards are used by faculty members to create interactive presentations, share digital materials, promote active learning, enhancing the teaching-learning process..
2	Usage of online platforms	Google Classroom enhances the teaching-learning process by providing a user-friendly platform for content distribution, communication, collaboration, assessment, and thereby facilitating effective and efficient online education.
3	Usage of Modern Tools	The AI-powered tools offer innovative ways to enhance teaching and learning experiences, promote student engagement, and support faculty members delivering personalized and effective instruction.
4	Academic reinforcement based on project-based model	Project-based learning (PBL) is a student-centered approach where students engage in real-world projects to solve authentic problems, fostering collaboration, critical thinking, and interdisciplinary learning.
5	Reinforcement through student club activities	Student clubs, overseen by faculty coordinators, offer experiential learning opportunities where students reinforce concepts through hands-on activities. These clubs foster problem-solving, teamwork, leadership, creativity, networking, and reflection, enhancing learning beyond the classroom.
6	Innovative practices during regular TLP process	During the lecture sessions, various innovative strategies like inquiry-based learning, team-based learning, activity-based learning, Role Play, Games, brain storming methods, flip classroom techniques are also used.

7	Usage of animated videos, models, charts in TLP process	During the lecture sessions animated videos, models, charts in TLP process are used as teaching aid.
8	Usage of digital library and other Open Source platforms	Faculty members use digital library and other Open Source platforms to enhance the learning through NPTEL videos and use e – learning materials and e-books
9	Usage of Virtual Labs	Virtual labs play a crucial role in the Teaching-Learning Process by providing students with interactive, engaging, and safe opportunities to explore scientific concepts, conduct experiments, and develop critical thinking and problem-solving skills.



Instructional methods and pedagogical initiatives

S.NO	Pedagogy Methods
1.	Case Study
2.	Role Play
3.	Mind Map
4.	Flipped Classroom
5.	Think Pair & Share
6.	Interactive Lectures
7.	Quiz
8.	Seminar Presentation
9.	MOOC Courses through Swayam
10.	Game Based Learning
11.	Project Presentation
12.	Chalk and Talk
13.	Group discussion



YEAR/SEM: IV / VIII - B

SUBJECT CODE / SUB NAME : 818CIE08 / Augmented Reality and Virtual Reality (ARVR)

Academic Year : 2023-24

INTERACTIVE LECTURES

Topic: Fundamentals of Augmented Reality and Virtual Reality



Interactive Lecture with students and faculty member, student team explaining a concept on Fundamentals of Augmented Reality and Virtual Reality (ARVR)

YEAR/SEM: IV/ VII

NAME OF THE SUBJECT: FULL STACK DEVELOPMENT

ROLE PLAY ACTIVITY

Topic : Roles and Responsibilities in Full-Stack Development



Students participated in the role play activity to demonstrate the different roles in Full Stack development

YEAR/SEM: IV/VIII

NAME OF THE SUBJECT: DATA WAREHOUSING & DATA MINING

GAME BASED LEARNING ACTIVITY

Topic: KEY FEATURES OF DATA MINING



Faculty conducted the puzzle in datamining features

YEAR/SEM: II / IV

NAME OF THE SUBJECT: OPERATING SYSTEM

SEMINAR ACTIVITY

Topic: "Evolution and Impact of Operating System Architectures on Modern Computing"



Seminar presented by student

YEAR/SEM: IV/VIII

NAME OF THE SUBJECT: BIG DATA ANALYTICS

PROJECT PRESENTATION ACTIVITY

Topic: MongoDB in Big Data



Student presented their project in the class