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

The Institute believes in the adoption of student centric methods for enhancing learning experiences in course delivery through following ways. As in pandemic period Faculties used ICT Tools for Experiential, Participative and problem solving learnings

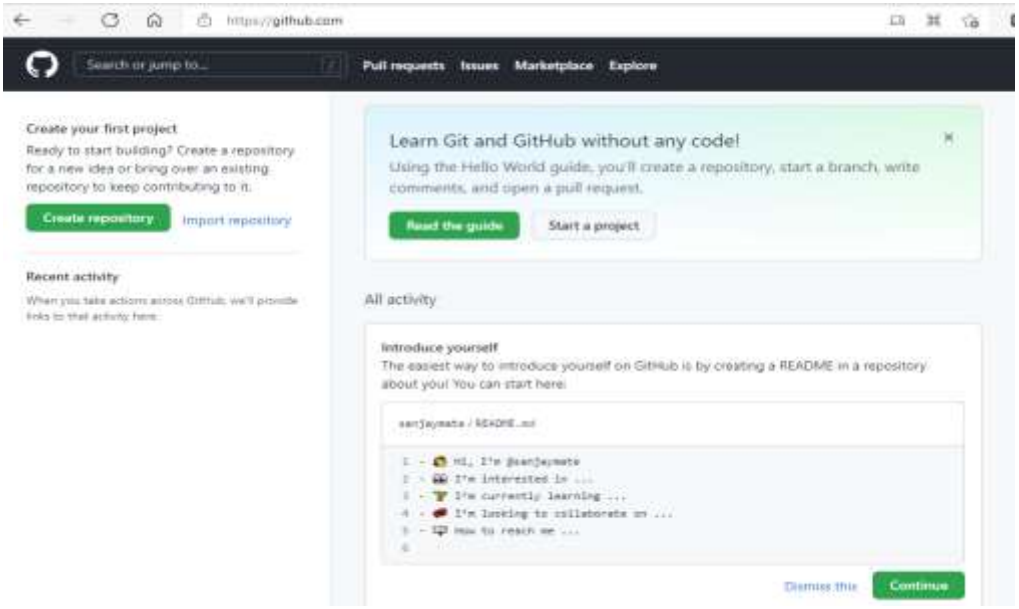
For Experiential learning

1. The faculty members foster learning environment by engaging in rich experiential content of teaching through demonstration, use of ICT tools and by using simulators.
2. Model making workshop is aimed to provide realistic, hands-on experience to understand the theoretical concepts and its applicability in business.
3. Role play on business use cases support the student to understand and analyze the nitty gritty of the scenario
4. Industrial visits are organized for students' exposure to the real world functionalities and sectors of business.
5. Alumni share their insights by conducting sessions on personal grooming, recent trends in business world and current technologies.
6. Student driven 'ARKO Club' organizes 'RAINBOW', the cultural and annual sports event serves as a platform to enhance managerial and organizing skills among students.

ICT Tools used for Experiential Learning

Students Mini/Major projects and shares their code using online platform

1. **GitHub**



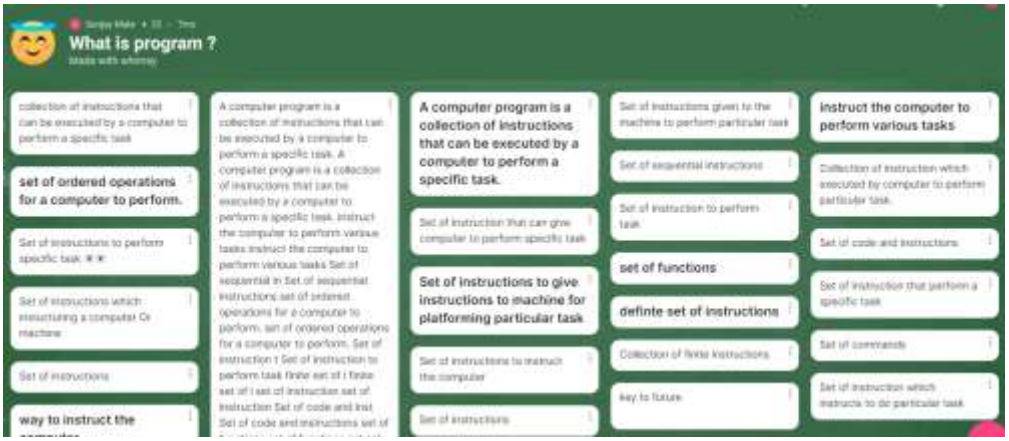
Participative learning

1. Small Group activity inculcates teambuilding, leadership, and group dynamics among students. Case studies are assigned to groups of students that are aimed at testing the application of theoretical concepts to practical situations and share their knowledge through class presentations.
2. Blended learning tools like Padlet, mentimeter, mindmap, jamboard and kahoot are used in online mode for group activity.
3. 'Student Development Program' gives a platform to express and understand the practical application of theoretical concepts.
4. Group Discussions organized on different topics stimulates reflective thinking through exchange and sharing of ideas and enhancing listening and communication skills.
5. Representation of students in different institutional and statutory committees for nurturing situational leadership qualities and decision making capabilities.
6. Students volunteer in events such as seminars, conferences, workshops to develop planning and execution skills.
7. Academic Social Responsibility (ASR) is an initiative to sensitize students on social -issues and challenges.
8. 'Quizzomania' is conducted to encourage the students to look beyond their textual knowledge.

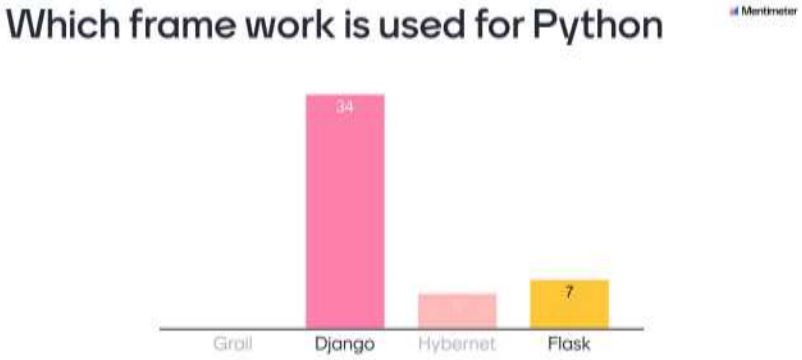
9. Unique programs ‘IT Conclave’ and ‘Business Process Excellence’ is organized to give a glimpse of functions of business processes and current technologies through sessions, interview, panel and group discussion by inviting resource persons from top companies.

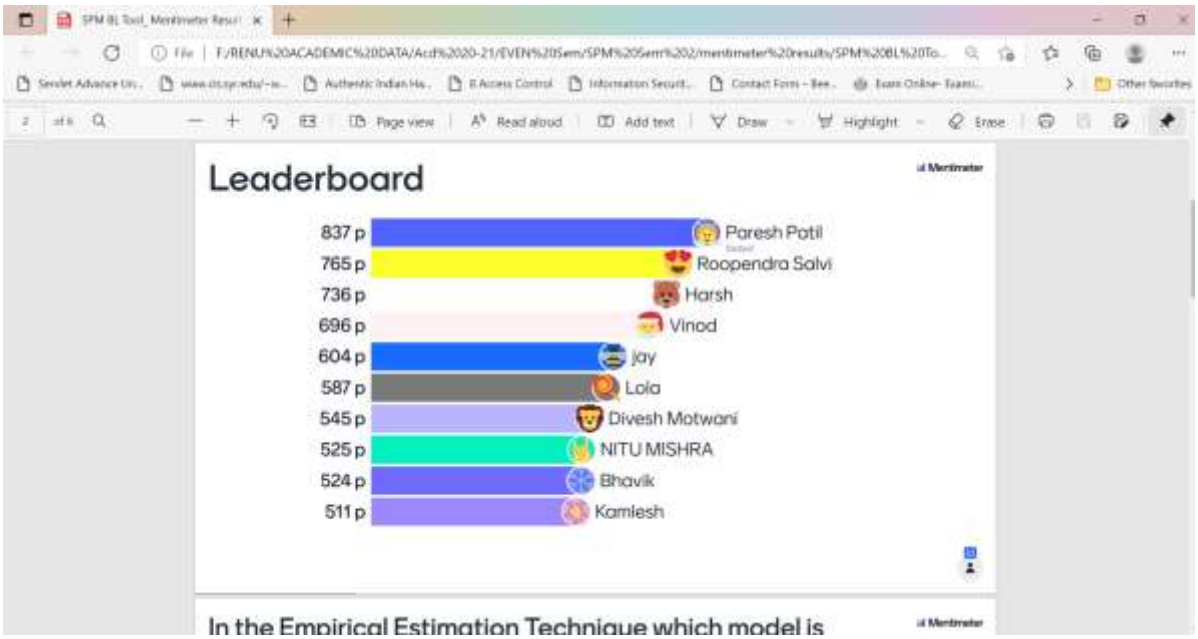
ICT Tools used for Participative learning

1. **Padlet**

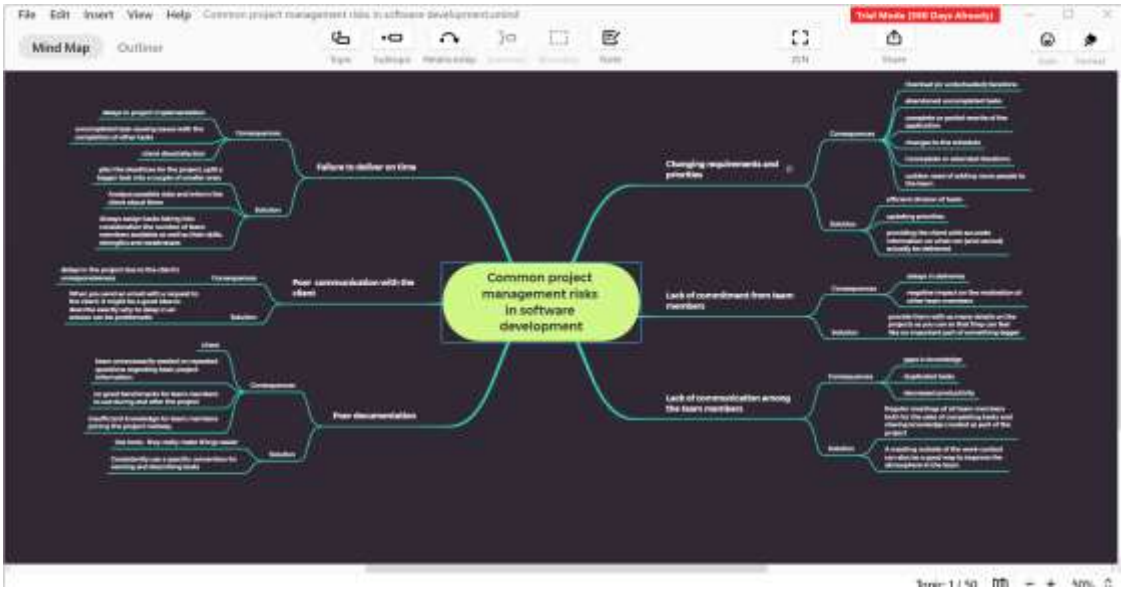


2. **Mentimeter**





3. Xmind map



4. Capsule Program:

2. Once upon a time there was a city that had no roads. Getting around the city was particularly difficult after rainstorms because the ground became very muddy—cars got stuck in the mud and people got their boots dirty. The mayor of the city decided that some of the streets must be paved, but didn't want to spend more money

The mayor therefore specified two conditions:

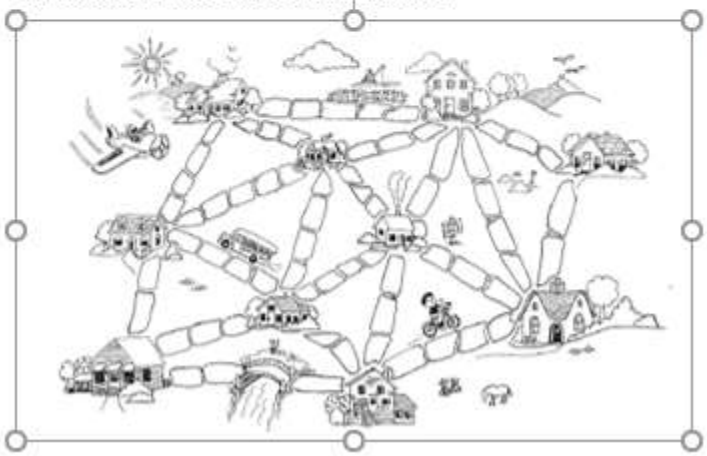
1. Enough streets must be paved so that it is possible for everyone to travel from their house to anyone else's house only along paved roads, and

2. The paving should cost as little as possible.

Here is the layout of the city. The number of paving stones between each house represents the cost of paving that route. Find the best route that connects all the

houses, but uses as few counters (paving stones) as possible.

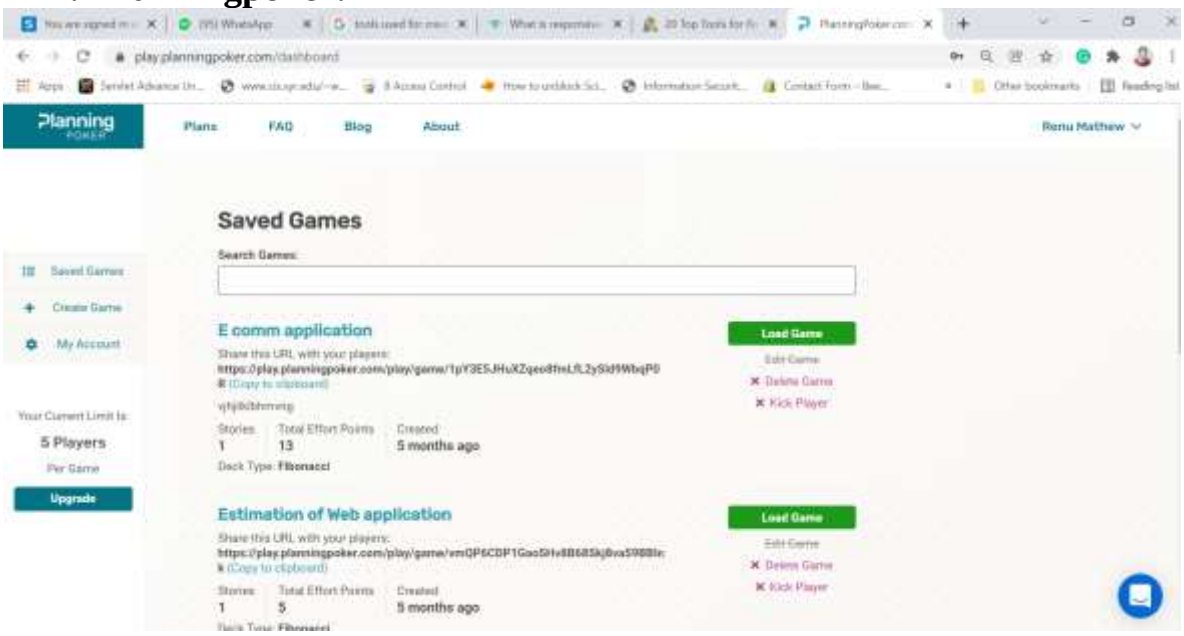
What strategies did you use to solve the problem?



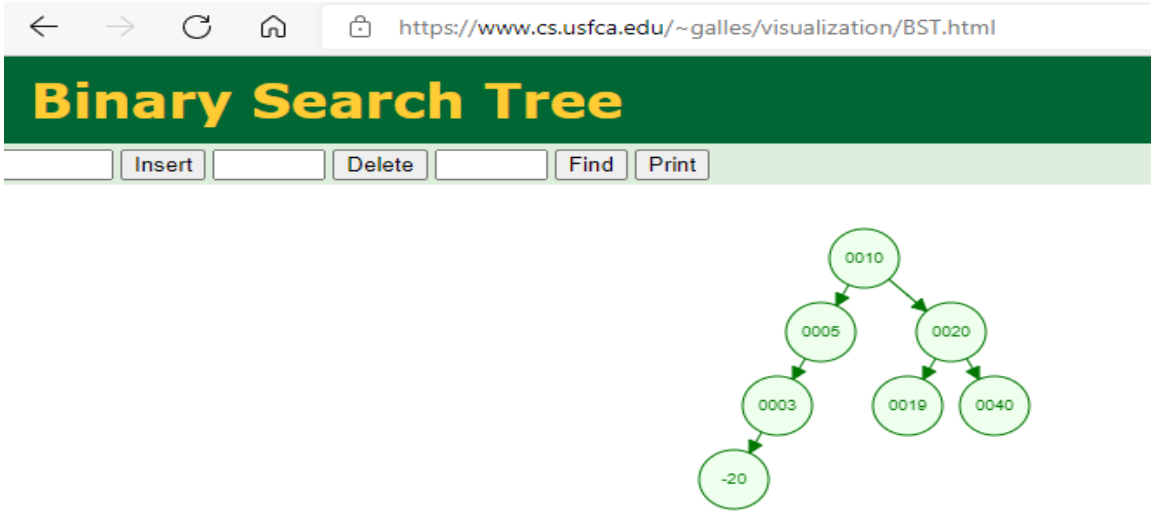
Problem Solving :

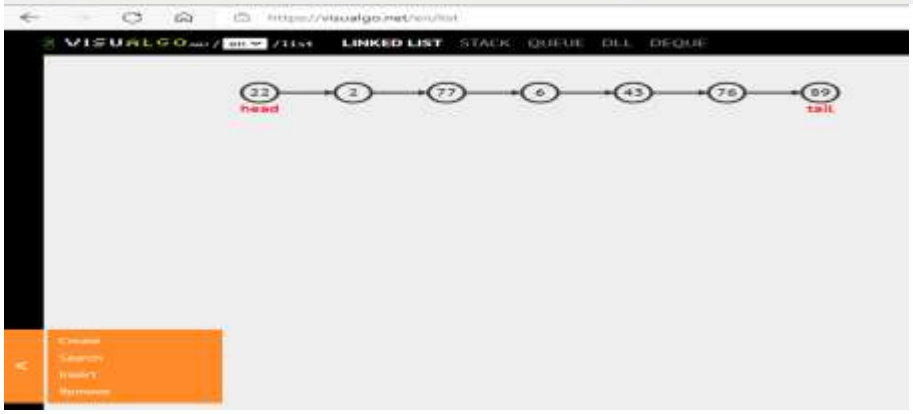
1. Project – based learning techniques offers hands-on industry experience.
2. Case Study and Case lets are used for analyzing business situations, user stories to design and develop applications.
3. Students are motivated and guided to participate in competitions like ‘Smart India Hackathon’, ‘Avishkar’
4. Students are encourage to create login on HackerRank and Codechef and solve challenging assignments.
5. Students uses their Github account to upload their project assignments and share with other partners.
6. A Laboratory assignment develops creativity & problem-solving skills.
7. ‘Career Enhancement Program’ which is provided in addition to syllabus enhances critical, logical and analytical thinking.
8. Inter college ‘Techno Case’ and ‘UDAAN’ competition provides platform to propose innovative ideas & implementable technical solutions for challenges faced by the society

1. **Planningpoker:**



2. Visualization tool for Data Structure





3. Hacker Rank