ActiveLearning Methods In class room

* Workshops
* Case Studies
* Case-based problem solving exercises
* Debates
* Small-Group Discoussions
* Brainstorming

Self Studies:

* Quizzes
* Self-Studies
* Learn videos
* **Gamification Learning Management Systems**
* **Virtual Classrooms**: Virtual classrooms require both the instructor and the students to be connected to the learning platform at the same time. The LMS platform may access user devices cameras and microphones to allow the participants to interact, ask questions, and conduct themselves as they would in a traditional classroom. There are many platforms[6] designed to support virtual classrooms, and other tools are also available.