

Intro of Electronic

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<p>To solve this problem, three separate approaches were contemplated by the KIIT IEEE Student Chapter not only to make students cavernously aware about various academic concepts but also to include 'out of textbook' knowledge in order to create a wholesome education package for them. One of the approach included designing and developing various games which was developed using JavaScript and required a web browser to run. The games would be beneficial for teaching the kids about various science concepts and could also be used as a testing tool for a student's knowledge without creating a fear of being judged by someone. [9] Another approach was to add digital modification to the conventional game of Lego. Lego are the small building blocks which are often used to boost a student's imagination. It can also be used for senior students as technical Legos are available which is used in Robotics [10].</p>