

**21GNH101J-PHILOSOPHY OF ENGINEERING**  
**PRACTICE APPROCHES**

<b>PRACTICE</b>	<b>Approaches</b>
<b>UNIT I</b>	
Practice 1: Compare Prehistory, Medieval and Present Engineering Development	Document (or) PPT Presentation (or) Chart Preparation
Practice 2: STEAM Pyramid Analysis: Is Art Context Necessary?	Group Discussion (or) PPT Presentation
Practice 3: Case Study on Attributes of an Engineer	Document
<b>UNIT II</b>	
Practice 4: Reference Ontology using Concept/Mind Mapping	Mind map (or) Concept Map
Practice 5: Engineering Application Ontology using Concept/Mind Mapping	Mind map (or) Concept Map
Practice 6: Product Life Cycle Ontology using Concept/Mind Mapping	Mind map (or) Concept Map
<b>UNIT III</b>	
Practice 7: Analyze the nature, contents and complexity of the knowledge base in engineering	Document (or) PPT Presentation (or) Chart Preparation
Practice 8: Case Study on RAISEC Theory of Career Choice	Document for finding the career choice
Practice 9: Analyze Distinctive Features of Epistemology of Engineering Design	Document (or) PPT Presentation (or) Chart Preparation
<b>UNIT IV</b>	
Practice 10: Relate ADDIE and CDIO Methodology	Document (or) PPT Presentation (or) Chart Preparation
Practice 11: Illustrate the Engineering Design Process for the given Application	Document (or) PPT Presentation (or) Chart Preparation
Practice 12: Analyze the Requirements of Operational Engineers	Document (or) PPT Presentation (or) Chart Preparation

**UNIT V**

Practice 13: Evaluate Popular Inventions and apply their new point of view to Re-Design

Document (or) Redesign the with prototype and make document (smart phone, laptop, printer, light, ticket machine

Practice 14: Case Study on Achieving Sustainable Development Goals

Document

Practice 15: Case Study on Professional Engineering Organizations

Document