

**Sinhgad Technical Education Society's**  
**Smt. KASHIBAI NAALE COLLEGE OF**  
**ENGINEERING, PUNE-41**

**First Year Engineering Department**



**PROJECT BASED LEARNING (PBL)**  
**WORK BOOK**

**ACADEMIC YEAR: 2020 / 2021**

**Semester: II**

**Division: Henry**

**Batch: C**

**Group: A**

**Project Title: Engineer Your Mind To Bend Your Reality !**

**Area of Project: Basic Programming, Theories Research and video editing.**

**First Year Engineering Department**  
**Smt. KASHIBAI NAALE COLLEGE OF**  
**ENGINEERING, PUNE-41**

**S. No. 44/1, Vadgaon (Bk), Off Sinhgad Road,  
Pune – 411041**



**Smt. KASHIBAI NVALE COLLEGE OF  
ENGINEERING, PUNE-41**

S.No. 44/1, Vadgaon (Bk), Off      Sinhgad Road, Pune    – 411 041.

**Department of    First Year    Engineering**

*Certificate*

This is to certify that, following students,

1. <u>Chaitanya Sonawane</u>	Roll No: <u>1052</u>
2. <u>Yogita Disale</u>	Roll No: <u>1043</u>
3. <u>Nakul Dandekar</u>	Roll No: <u>1055</u>
4. <u>Atharva Mazire</u>	Roll No: <u>1047</u>
5. <u>Shubham Pathak</u>	Roll No: <u>1050</u>

has completed all the Term Work & Practical Work in the subject **Project Based Learning (PBL)** satisfactorily in the department of First Year Engineering as prescribed by Savitribai Phule Pune University, in the academic year 20\_\_\_\_ -20 \_\_\_\_.

**Faculty-in-charge**

**Head of Department**

**Principal**

**Date:** \_\_\_\_/\_\_\_\_/\_\_\_\_.

## **Rules & Regulations:**

1. Handle the workbook very carefully.
2. All students must enter the correct information in the work book.
3. All entries in the PBL work book must be verified by the concerned Supervisor/Mentor.
4. Activities planned should be completed as per the instructions and schedule given by Supervisor/Mentor.
5. Assessment of TW for Project Based Learning (PBL) is out of 25 Marks which are based on attendance, regularity of completion of activities on given time and students involvement.
6. Assessment of PR for PBL is out of 50 Marks which are based on idea inception, outcomes of PBL, problem solving skills, solution provided, final product, documentation, demonstration, contest participation, and awareness.
7. Students need to submit final report of 5 to 10 pages in the prescribed format given at the end of this workbook.

## **Course Objectives:**

1. To emphasizes learning activities that are long-term, interdisciplinary and student-centric.
2. To inculcate independent learning by problem solving with social context.
3. To engages students in rich and authentic learning experiences.
4. To provide every student the opportunity to get involved either individually or as a group so as to develop team skills and learn professionalism.

## **Course Outcomes:**

**CO1:** Project based learning will increase their capacity and learning through shared cognition.

**CO2:** Students able to draw on lessons from several disciplines and apply them in practical way.

**CO3:** Learning by doing approach in PBL will promote long-term retention of material and replicable skill, as well as improve teachers' and students' attitudes towards learning.

### **Group Structure:**

Working in supervisor/mentor monitored groups; the students plan, manage, and complete a task/project/activity which addresses the stated problem.

1. There should be team/group of 5 -6 students
2. A supervisor/mentor teacher assigned to individual groups

### **Selection of Project/Problem:**

The problem-based project oriented model for learning is recommended. The model begins with the identifying of a problem, often growing out of a question or “wondering”. This formulated problem then stands as the starting point for learning. Students design and analyze the problem within an articulated interdisciplinary or subject frame.

A problem can be theoretical, practical, social, technical, symbolic, cultural, and/or scientific and grows out of students’ wondering within different disciplines and professional environments. A chosen problem has to be exemplary. The problem may involve an interdisciplinary approach in both the analysis and solving phases.

By exemplarity, a problem needs to refer back to a particular practical, scientific, social and/or technical domain. The problem should stand as one specific example or manifestation of more general learning outcomes related to knowledge and/or modes of inquiry.

There are no commonly shared criteria for what constitutes an acceptable project. Projects vary greatly in the depth of the questions explored, the clarity of the learning goals, the content, and structure of the activity.

1. A few hands-on activities that may or may not be multidisciplinary.
2. Use of technology in meaningful ways to help them investigate, collaborate, analyze, synthesize, and present their learning.
3. Activities may include- Solving real life problem, investigation, /study and Writing reports of in depth study, field work.

Group Information:

Division: **Henry**

Batch: **C**

Group: **A**

Roll No.	PRN No.	Name of Student	Mobile No.
1052	72148694M	Chaitanya Sonawane	7498647569
1043	72148756E	Yogita Disale	9145372843
1055	72148719L	Nakul Dandekar	7558774148
1047	72149001J	Atharva Mazire	7719819981
1050	72149074D	Shubham Pathak	9067787093

Name of Faculty/Mentor: **MISS. ANAGHA DESHMUKH MAM**

E-mail: \_\_\_\_\_

Mobile No.: 9970127892

**Engineer Your Mind To Bend Your Reality!**

*A Report submitted in partial fulfillment of the requirements to complete Term Work & Practical work of Project Based Learning (PBL) in the department of*

# **FIRST YEAR ENGINEERING**

*As prescribed by*

## **SAVITRIBAI PHULE PUNE UNIVERSITY**

*By*

**CHAITANYA SONAWANE**

**PRN No: 72148694M**

**YOGITA DISALE**

**PRN No:72148756E**

**NAKUL DANDEKAR**

**PRN No: 72148719L**

**ATHARVA MAZIRE**

**PRN No: 72149001J**

**SHUBHAM PATHAK**

**PRN No: 72149074D**

*Under the supervision of*

**ANAGHA DESHMUKHA**



**First Year Engineering Department**

**Smt. Kashibai Navale College of Engineering**

*44/1, Vadgaon (Bk), Off Sinhgad Road,  
Pune - 411041.*

# **ENGINEER YOUR MIND TO BEND YOUR REALITY!**

## **Abstract:**

Engineer your mind to bend your reality is a project built using technology and knowledge. It's a project very useful and informative for those who want to really make a difference in their lives. What you'll see in this project is just one simple QR code - after scanning which takes you to our website. But what is behind it is the work put in. The technologies, ideas and knowledge used. What we're actually interested in telling is nothing in life is impossible and you'll surely get to know that after watching the video we have created. It's based on a simple thing called "the law of attraction " means - What you think, you attract. This is a long known phenomenon which many legends have used to improve their lives.

## **Area & Scope:**

This is a project Created to spread knowledge That will improve life quality using internet and technology. This goes under technology and knowledge used for personal growth.

## **Final Title of Project:**

Engineer your mind to bend your reality!

Signature of PBL Coordinator/FE Coordinator

## **Introduction:**

As we were given an opportunity to create a project using our own creativity, knowledge and skills, which will in return be beneficial for us to improve our skills and let people know more about the Knowledgeable things present around. So, we created this little project of ours Called “engineer your mind to bend your reality”. This is a project where we have made a Site on which you will see the information that we have gathered and turned into a small informative video which is a helicopter view of what we want to tell you or tell people and in the end of that information you’ll find some more important information which will guide you further in this journey of yours to find yourself and to grow as individual human. We have used our skills like coding, content creating, editing, using different tools of animation websites, Using languages in coding, And presentation skills. We thought of this little idea of ours as something That will help our society grow individually and also will help us grow our skills and which will give us the opportunity to share knowledge that we have with the society for making a better change in society and in ourselves. We chose this topic because many people have wrong mindsets and they lack basic information about how we are ourselves responsible for our experiences and this makes life miserable in this pandemic people really need to know this. We have provided brief information about how Armaan Z contributes to a reality using technology knowledge skills and all the important information which is truly verified.

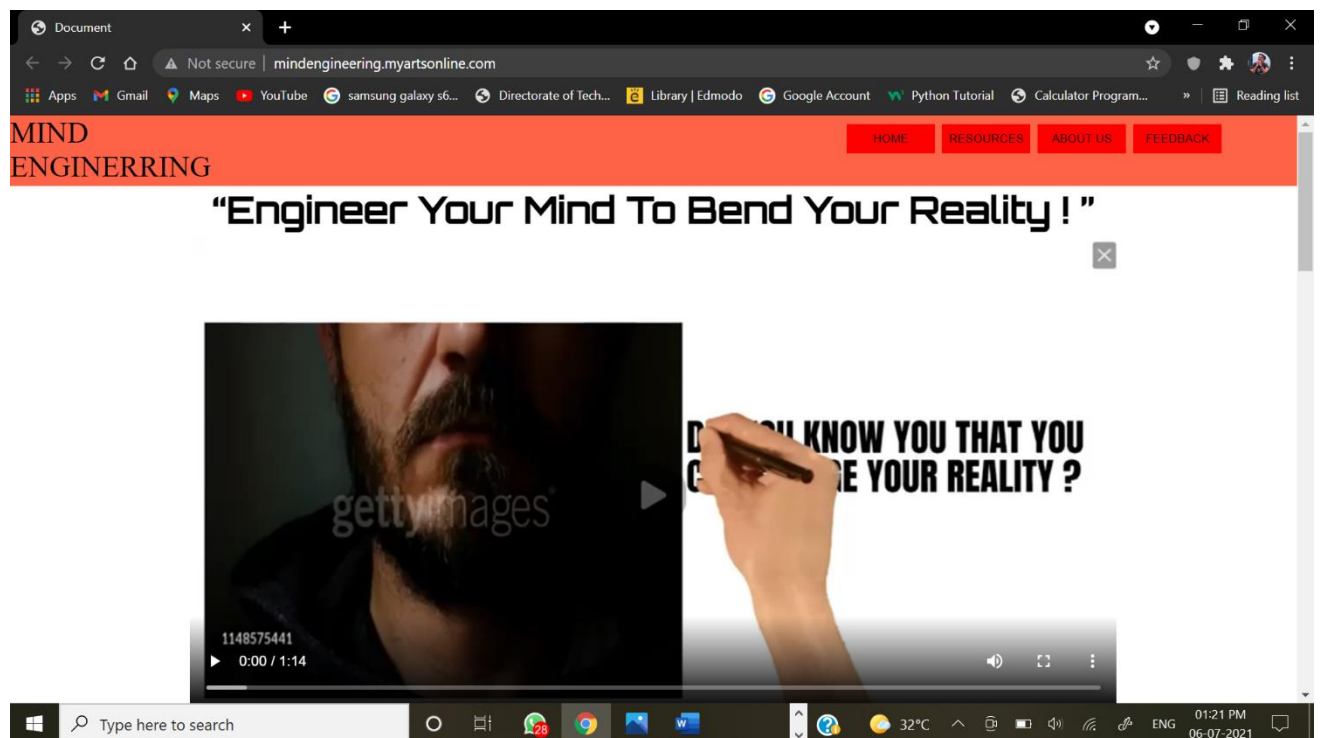


## Photos:

### 1)QR Code:



### 2)Our Website Images:



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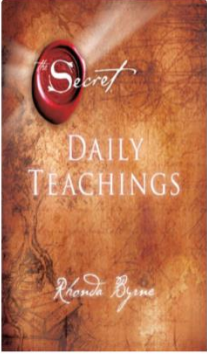
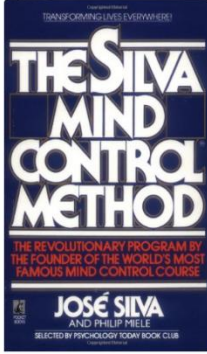
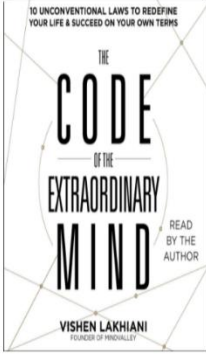


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**MIND  
ENGINEERING**

HOME RESOURCES ABOUT US FEEDBACK

## RESOURCES

This are some books and a website which helped us alot

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**MIND  
ENGINEERING**


HOME RESOURCES ABOUT US FEEDBACK

## ABOUT US


We're first year engineering students from Skncoe Pune. We were given an opportunity to create a project that'll help us and the society in one or other ways. We used our skills and knowledge to create this little project of ours. Hope this helps.




**YOGITA DISALE**  
LEADER & CONTENT  
CREATOR




**NAKUL DANDEKAR**  
CODER



**CHAITANYA  
SONAWANE**  
CODER



**ATHARVA MAZIRE**  
DATA COLLECTOR



**SHUBHAM PATHAK**  
DATA COLLECTOR

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## **Work Carried Out:**

Step 1: First off, we decided to do a little research upon the information we wanted to provide so we researched using internet and found Harvard papers of placebo effect. And for further information and verification we used some books.

Step 2: After doing a thorough research and picking out bullet points, we made a video using \*adobe premiere pro 2020 - This is a very simple and multi option video editing software in that software by using different animations, transitions and visual effects, audio we made our video interesting as well as very helpful to people.

Step 3: Step three of ours was to create a website of ours. We use HTML codes for creating a little simple website of our own and we did definitely take help of the internet to create and run the codes.

Step 4: After creating the web page we created QR code by using simple python codes. With the help of few friends and internet.

Final step: And finally, we published our Information video on our website and then simply put the link of our website into the QR code.

Now just like this after scanning the QR code you will reach to our website with some important knowledge on it which will help you create or bend your reality.

## **Conclusion:**

- 1) We learn new skills like video editing, using different editing tools for videos, Content creation, presentation skills.
- 2) This helped us know a little about how codes run and how we can make our own websites, QR codes and different technological things using computer languages.
- 3) This project provides some simple yet very very important information, after knowing which can change your mindset and help you build a good mentality if followed.
- 4) Making this project give us confidence that if we Decide we can do difficult things using a little of work, time, interest, Patience, knowledge in combination.

## **References:**

<https://www.health.harvard.edu/mental-health/the-power-of-the-placebo-effect>

[https://www.amazon.in/dp/B07YLN26YZ/ref=cm\\_sw\\_r\\_wa\\_api\\_glt\\_fabc\\_YV70WD1HEMDA2E44R2ZK](https://www.amazon.in/dp/B07YLN26YZ/ref=cm_sw_r_wa_api_glt_fabc_YV70WD1HEMDA2E44R2ZK)

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