Sr. No	Innovative Pedagogy	Course Name	Description	Outcome
1	Flipped Classroom	Data Structures, Deep Learning, AI	Students watch videos before class; class time is used for problem solving.	Improved conceptual clarity
2	Think–Pair–Share	DBMS	Students think individually, discuss in pairs, and present their conclusions.	Better critical thinking
4	Project-Based Learning	Web Development	Students build small projects instead of traditional assignments.	Hands-on skill development
6	**Padlet Activity Boards**	HCI / SE / Any Theory Subject	Padlet used to collect student ideas, feedback, brainstorming outputs, and collaborative notes.	Encourages creativity, teamwork and active learning
7	**Mentimeter Live Polling & Quizzes**	AI / ML /SE/Any Theory Courses	Used Mentimeter for live polls, word clouds, MCQs and feedback during lectures.	Real-time interaction, instant feedback
8	Industry Case Study Analysis	Software Engineering	Real case studies discussed to connect theory with industry practice.	Improved application-based learning
9	Virtual Labs & Simulations	CN / OS	Online tools used to demonstrate concepts through simulation.	Visual understanding of abstract concepts
10	Mini Hackathons	Programming Subjects	Short coding events conducted during lab sessions.	Problem-solving & teamwork