2.3.4

Innovation and creativity in teaching-learning

The following methods are employed to achieve innovation and creativity in teaching and learning:

* Use of technology in teaching and learning:
  + The classroom management application moodle is installed and used.
  + Teachers use the online tool piazza to interact with students and clarify their doubts.
  + Teachers use the online tool Google class for ……
* Availability of digital repository: The institute has stored several digital learning materials like lecture notes, slides, video lectures etc. in DSpace digital repository. Students can access them from anywhere, at any time.
* Digital class room: A class room is made available for using digital resources like NPTEL, SWAYAM etc. Commonly used materials are downloaded and stored in the server. Internet is provided to download additional materials.
* Self-learning websites: Students are guided to certain websites that allow self-learning. Most students use them for testing their level of proficiency in aptitude tests.
* Participation in competitions: Students are encouraged to organize and participate in events like Hackathons, App development, TechFests etc.