



<b>Student Support &amp; Progression</b>	Students from department of IT are conducting knowledge exchange on Machine Learning and GitHub under Google ML Explore Program. In this, community of students work in close knit by taking out time from their academics and exchanging knowledge on latest offerings in Artificial Intelligence. The students who participated in this peer-learning activity were only curious to know when such activities will be conducted next	1	In-house Internship... this initiative was taken in the A. Y. 2016-17	1
			Professional body activity- ACM, workshops & seminars – By and for students	2
			Teacher guardian-Student mentoring scheme, Scholarships and Financial Support	3
<b>Governance, Leadership &amp; Management</b>	Three International Alumni as external examiner for BE (Project) Evaluation	1	Internal Audits, Hod /Dy Hod accompanying students to Ind Visits	1

<b>Sr. No.</b>	<b>Teaching learning &amp; Assessment methods</b>	<b>Mode of conduct</b>
1	Online Google classroom	Google classroom is created for teaching-learning of students. Various subject material is uploaded on GCR.
2	Expert session	In various subjects, expert from industry has been called online to give industry relevant input to the students.
3	Multiple choice questions	Google form for MCQ quiz is created and link is shared with students in a class where students have to solve it with certain time limit.
4	Subjective question	Subjective questions are given to students to solved based on topics covered in class
5	Open book test	Students have to solve the questions where they have a scope to refer the study material.
6	Surprise Test	Surprise test is conducted without prior intimation to students where students have to solve questions based on topics covered in class.
7	Google quiz	On Googleclassroom[GCR], quizzes are conducted with MCQ's where questions and answers can be shuffled
8	Google classroom assignments	On Google classroom [GCR], assignments are created and given to students to submit same in digital format.
9	Flipped classroom	Topics and related study material is given to students before lecture and then discuss according to their understanding about the topic in lecture

10	Quiziz	For conducting quiz in game play mode
11	Mentimeter	Collects polls, data and opinion from students using smart devices

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