
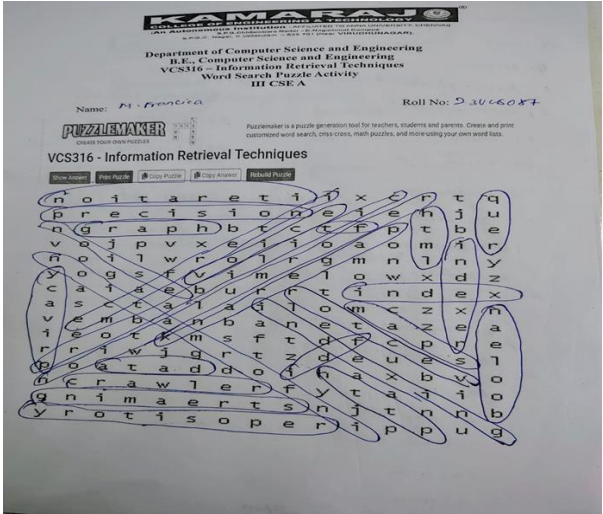



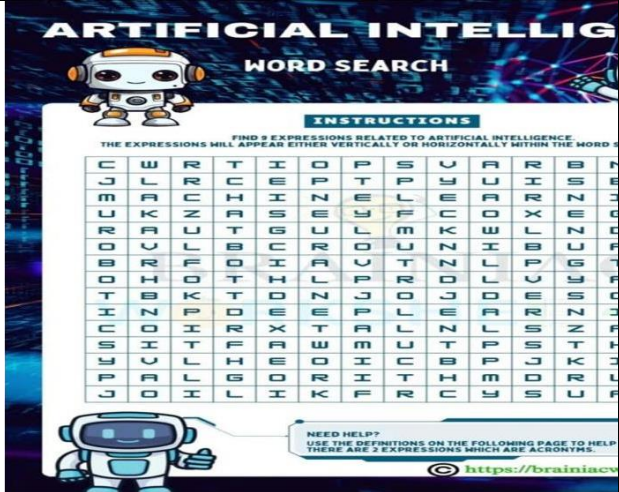
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**  
**Active Learning Methods Followed in Class Room Teaching**



2025-2026 [Even]

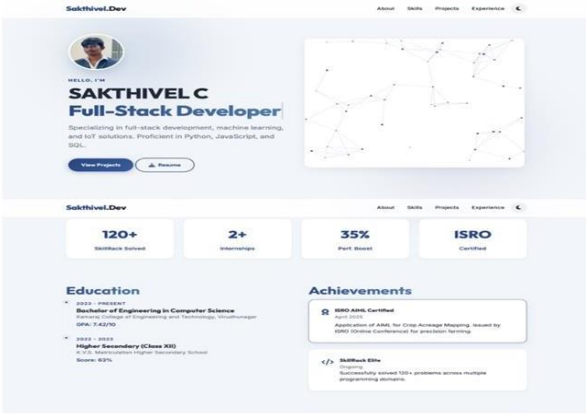
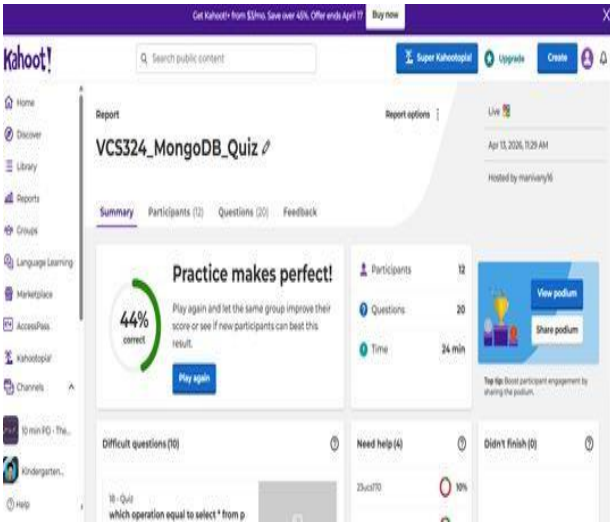
S. No	Name of the faculty	Subject name with code	Pedagogical tool used (ICT tool / Other pedagogical tools like Jigsaw, Think-Pair- Share etc)	Number of student participants	Purpose of tool	Proof (Photos)
1	Dr.A.Anandh	VCS316 – Information Retrieval Techniques	Seminar Presentation	25	Preparing a seminar encourages students to study a topic in depth, go beyond textbook knowledge, and develop a deeper understanding of how concepts are applied in practice rather than simply learning their definitions.	


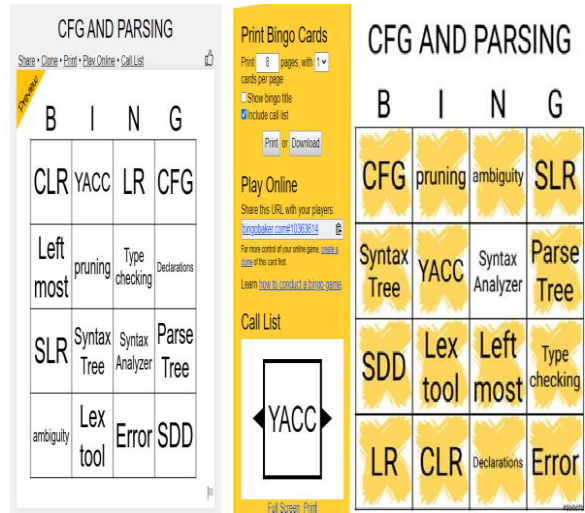
2	Dr.A.Anandh	VCS316 – Information Retrieval Techniques	Word Search	25	It helps learners recall and recognize important keywords, definitions, and technical terms related to the topic. Also makes learning enjoyable and interactive, increasing student participation and interest in the subject.	
3	M.Mohana	AI2201- Artificial Intelligence	Seminar Presentation	30	Preparing a seminar forces students to study a topic in depth, go beyond textbooks, and understand how concepts work, not just how they are defined.	


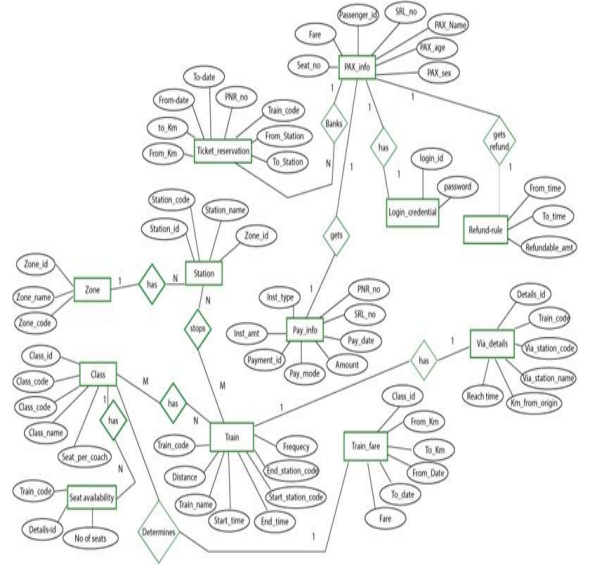
4	M.Mohana	AI2201- Artificial Intelligence	Word Search	64	Students learnt how AI solves problems step-by-step logical thinking and decision-making	
5	G.Kavitha	CS2351 - Theory of Computation and Compiler Design	Mind Mapping	59	Mind mapping helps students understand concepts more effectively through visual learning and organized presentation of ideas. By connecting topics using branches, colors, and keywords, it makes complex information easier to remember and improves memory retention, and revision faster and more efficient.	

6	S.Saraswathi	AI2201- Artificial Intelligence	Goal and utility- based agent (Word Search)	61	Students learnt how AI solves problems step-by- step logical thinking and decision-making	 <p><b>ARTIFICIAL INTELLIGENCE WORD SEARCH</b></p> <p><b>INSTRUCTIONS</b> FIND 3 EXPRESSIONS RELATED TO ARTIFICIAL INTELLIGENCE. THE EXPRESSIONS WILL APPEAR EITHER VERTICALLY OR HORIZONTALLY WITHIN THE WORD SEARCH.</p> <p><b>NEED HELP??</b> USE THE DEFINITIONS ON THE FOLLOWING PAGE TO HELP. THERE ARE 3 EXPRESSIONS WHICH ARE ACRONYMS.</p> <p><a href="https://brainiacv">https://brainiacv</a></p>
7	S.Saraswathi	CS2253- Software Engineering with UML Design	Risk Management- crossword puzzle	61	Students to make the development of risk management using puzzles method.	<h3>1. Crossword Puzzle (Risk Management)</h3> <p><b>Clues</b></p> <p><b>Across ➡</b></p> <ol style="list-style-type: none"> <li>1. A document where all risks are recorded</li> <li>2. Strategy of accepting risk without action</li> <li>3. Formula: Probability × _____</li> <li>4. Process of tracking risks continuously</li> <li>5. Eliminating a risk completely</li> </ol> <p><b>Down ↓</b></p> <ol style="list-style-type: none"> <li>2. Risk due to changing requirements</li> <li>3. Risk caused by new/unproven technology</li> <li>4. Strategy of reducing risk impact</li> <li>5. Transferring risk to another party (e.g., insurance)</li> </ol>

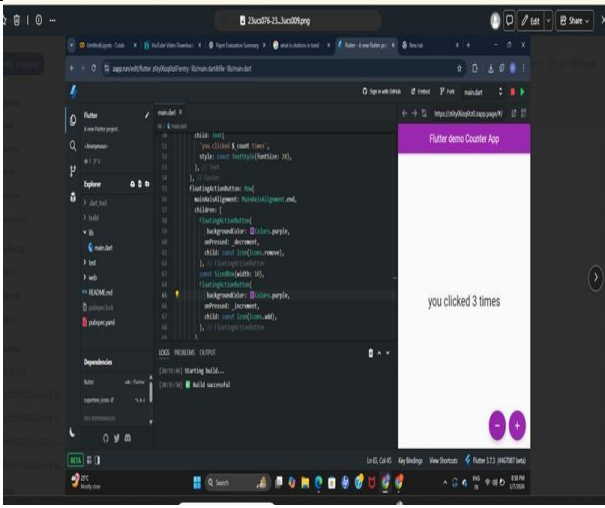
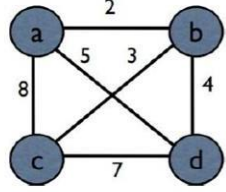
8	S.Saraswathi	CS2253- Software Engineering with UML Design	Designing for visibility and UP project- Presentation	59	Students to make the development process organized, visible, and efficient of the project.	
9	Mrs. X. Ignatius Selvarani	VCS324-Full stack Development	Cross Word Puzzles	26	Make Students to get Clear knowledge about MEAN Stack	<p>NAME : Madhumitha S  ROLL NUMBER : 230CS086  REGISTER NUMBER : 920123104016  YEAR/SECTION : IT - B</p>  <p><b>ACROSS</b></p> <ol style="list-style-type: none"> <li>JavaScript runtime built on Chrome's V8 engine</li> <li>Function used to load a module in Node.js</li> <li>NPM command to add a module to your project</li> <li>Node.js uses an ___-driven architecture</li> <li>JSON file that stores project metadata and dependencies</li> </ol> <p><b>DOWN</b></p> <ol style="list-style-type: none"> <li>Node Package Manager used to install modules</li> <li>Reusable block of code in Node.js</li> <li>Object used to expose functions from a module</li> <li>Listens for incoming HTTP requests</li> <li>Non-blocking style of execution in Node.js</li> <li>Function passed as argument to handle async results</li> <li>Number on which a server listens for connections</li> <li>Environment in which Node.js executes JavaScript</li> <li>Method called on server to start accepting connections</li> </ol>

10	Mrs. X. Ignatius Selvarani	VCS32- Full stack Development	Webpage Creation – Personal Portfolio	26	To understand and use the components of Bootstrap.	
11	Mrs. X. Ignatius Selvarani	VCS324- Full stack Development	Kahoot - Online Quiz	26	To understand and explore the components of MongoDB	


	Mrs.X.Ignatius Selvarani	VCS324- Full stack Development	Kahoot - Online Quiz	26	To understand and explore the components of MongoDB	
12	Mrs.X.Ignatius Selvarani	CS2351- Theory of Computation and Compiler Design	Bingo - Word game	57	To explore and share the Knowledge acquired on Context-Free Grammars and Parsing.	

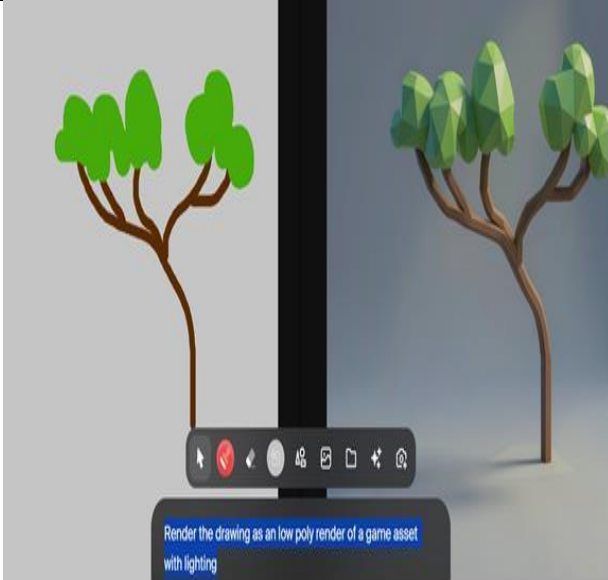

13	S.Archana devi	VCS326-UI UX Design	Design a user-friendly TV guide android application using Figma	59	To design a user-friendly TV Guide Android application using Figma, focusing on intuitive navigation, easy program browsing, a clean user interface, and an enhanced viewing experience.	
14	S.Archana devi	VCS 326 UI UX Design	Card Sorting	57	It enhances a student's learning. Also, it makes it learning basic definition and keeping participants engaged and motivated.	

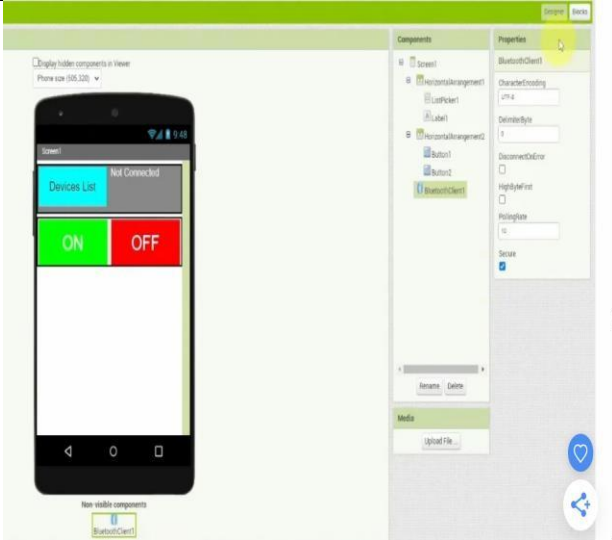

15	G.Sundara Raju	CS2252- Design and analysis of algorithm	Puzzle Activity	64	Puzzles stimulate analytical thinking, logical reasoning, and decision-making skills in essential competencies of ICT and engineering fields	
16	Dr.G.Uma Maheswari	VCS316 – Information Retrieval Techniques	Seminar Presentation	24	Seminar helps the students to study a topic in depth, go beyond textbooks, and understand how concepts work, not just how they are defined.	

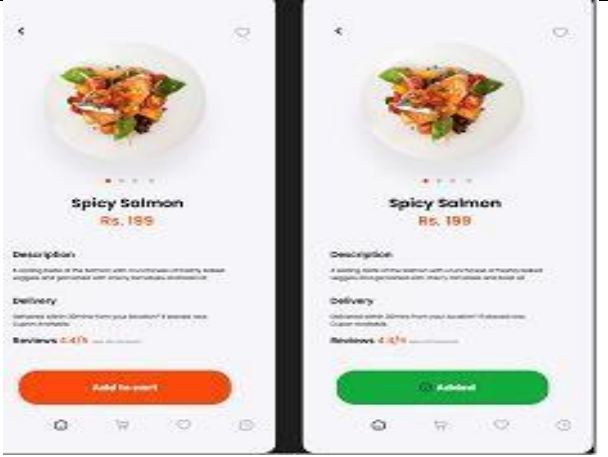
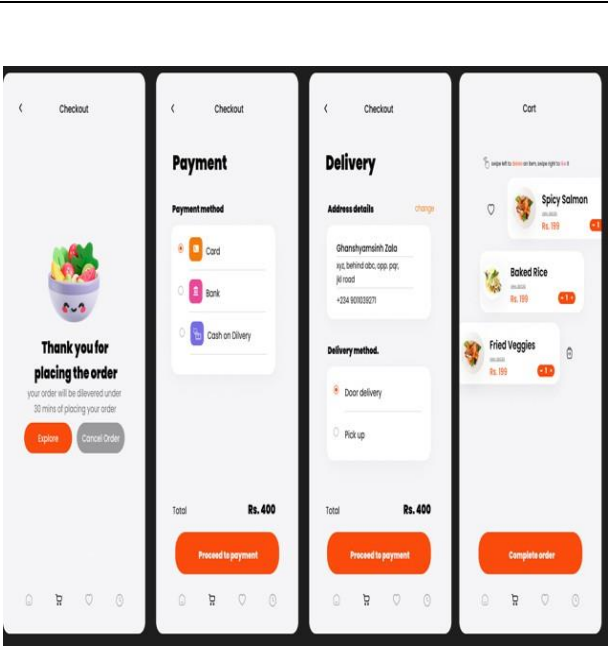
17	K.Leelarani	VCS325- Application Development using Flutter	Mini Project- Application Development	59	To improve students' logical thinking, problem-solving ability, and hands-on application development skills through practical coding activities.											
18	D.Asir	CS2252 – Design and Analysis of Algorithms	Worksheet	54	To give more practice on Brute Force and Divide & Conquer Approaches	<div data-bbox="1473 730 2056 1300"> <p>Roll number: _____ Section: CS2252 – Design and analysis of Algorithms Name: _____</p> <p style="text-align: center;"><b>WORKSHEET: EXHAUSTIVE SEARCH</b></p> <p><b>1. Travelling salesman Problem using Exhaustive Search</b></p> <p>Given 4 cities with known distances between each pair, find the shortest tour that passes through all the cities exactly once before returning to the starting city (Hamiltonian Circuit).</p>  <table border="1" data-bbox="1523 1149 2004 1292"> <thead> <tr> <th>Tour from a to a</th> <th>Length</th> </tr> </thead> <tbody> <tr> <td>a→b→c→d→a</td> <td>2+3+7+5 = 17</td> </tr> <tr> <td>a→c→b→d→a</td> <td>2+4+7+8 = 21</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>a→d→b→c→a</td> <td> </td> </tr> </tbody> </table> </div>	Tour from a to a	Length	a→b→c→d→a	2+3+7+5 = 17	a→c→b→d→a	2+4+7+8 = 21			a→d→b→c→a	
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19	D.Asir	CS2252 – Design and Analysis of Algorithms	Backtracking Algorithm Visualizer (N-Queens Solver Tool)	60	To enhance student engagement through dynamic and interactive learning.	
20	D.Asir	EM2151 - Coding Techniques II	E-Box Platform	60	To provide interactive coding practice for students in Python.  To enable hands-on learning through real-time problem-solving exercises.	

21	T.Divya	OEC781- Internet of things and its application	Cross word Puzzle	24	Make Students to get Clear knowledge about temperature sensor.	<p style="text-align: center;"><b>Temperature Sensor Crossword Puzzle</b></p> <table border="1" style="margin: auto;"> <tr><td>T</td><td>H</td><td>E</td><td>R</td><td>M</td><td>I</td><td>S</td><td>T</td><td>O</td><td>R</td></tr> <tr><td>R</td><td>T</td><td>D</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>L</td><td>M</td><td>3</td><td>5</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td>E</td><td>N</td><td>S</td><td>O</td><td>R</td><td></td><td></td><td></td><td></td></tr> <tr><td>K</td><td>E</td><td>L</td><td>V</td><td>I</td><td>N</td><td></td><td></td><td></td><td></td></tr> </table> <p><b>Across:</b>  1. Resistance changes with temperature (10)  2. Accurate resistance-based detector (3)  3. Popular IC temperature sensor (4)  4. Device that detects heat (6)  5. SI unit of temperature (6)</p> <p><b>Down:</b>  1. General device to measure temperature (6)  2. Produces voltage from heat difference (12)</p>	T	H	E	R	M	I	S	T	O	R	R	T	D								L	M	3	5							S	E	N	S	O	R					K	E	L	V	I	N				
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22	T.Divya	OEC781- Internet of things and its application	One Minute Paper	24	Make Students to get Clear knowledge about General purpose input and output Pins connected to Raspberry Pi	<p> <b>One-Minute Paper: GPIO Pins Activity (with Proof)</b></p> <p><b>Activity Performed:</b>  In today's session, we worked with GPIO pins by connecting an LED and a push button to a microcontroller (such as Arduino/Raspberry Pi). We programmed the GPIO pin as an output to control the LED and as an input to read the button state.</p> <p><b>What I Learned:</b>  I understood how GPIO pins can be configured as input or output. I learned that when a button is pressed, the input signal changes (HIGH/LOW), and based on this, the microcontroller can control the LED.</p> <p><b>Proof of Activity:</b></p> <ul style="list-style-type: none"> <li>• Successfully connected LED to GPIO output pin and observed it turning ON/OFF</li> <li>• Read input from push button using GPIO pin</li> <li>• Verified working through program execution (LED glows when button is pressed)</li> </ul>																																																		

23	T.Divya	CS2255- Mobile application development lab	Multithreading Animation : Krea AI	64	Krea AI is an ICT-based tool used for generating and designing visual content.	 <p>The image shows a 3D rendered tree asset on a screen. The tree has a brown trunk and green foliage. Below the tree is a control bar with various icons. A text box at the bottom of the screen contains the prompt: "Render the drawing as an low poly render of a game asset with lighting".</p>
24	T.Divya	CS2255- Mobile application development lab	Drawing and animation-Monkey ball game(MIT App inventor)	64	Drawing Canvas used to display and draw the monkey, ball, and other game elements on the screen.	 <p>The image shows a mobile game interface on a smartphone. The screen displays a "START GAME" button at the top. Below the button, there is a small black dot representing a ball and a cartoon monkey character. The interface is simple and designed for a game.</p>

25	T.Divya	CS2255- Mobile application development lab	MIT App inventor	64	Bluetooth Device Connectivity using MIT App Inventor	
26	Ms.T.Divya	CS2255- Mobile application development lab	MIT App inventor and Arduino IDE	64	Developed a mobile- controlled LED blinking system using Arduino IDE, where the LED can be switched ON and OFF through a mobile device via Bluetooth communication.	

27	Ms.G.Rohini Priya	VCS326-UI UX Design	Design a user-friendly food delivery mobile application using Figma	57	To design a user-friendly food delivery mobile application using Figma, with a focus on seamless navigation, a minimalist user interface, and an enhanced user experience.	
28	Ms.G.Rohini Priya	VCS326-UI UX Design	Food Delivery App UI Design using Figma	57	Designed a user-friendly food delivery mobile application using Figma, focusing on seamless navigation and a minimalist user interface.	

**Active Learning Methods Followed in Class Room Teaching**

**2025-2026(Even)**