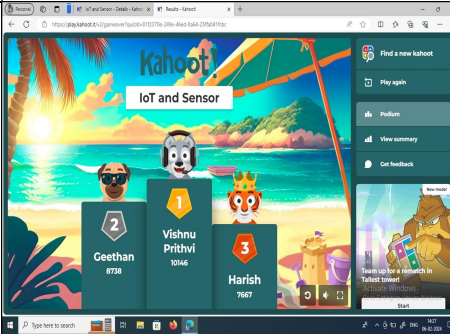
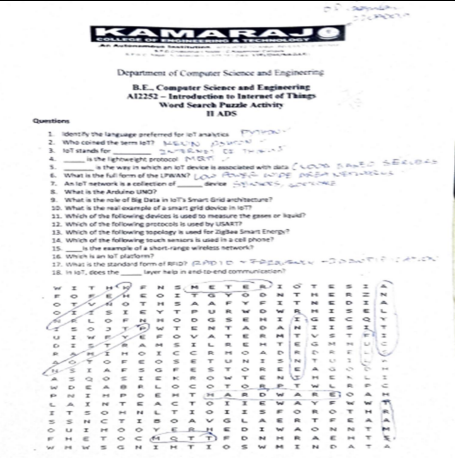
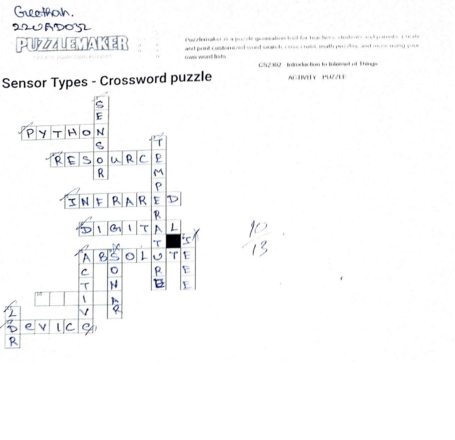



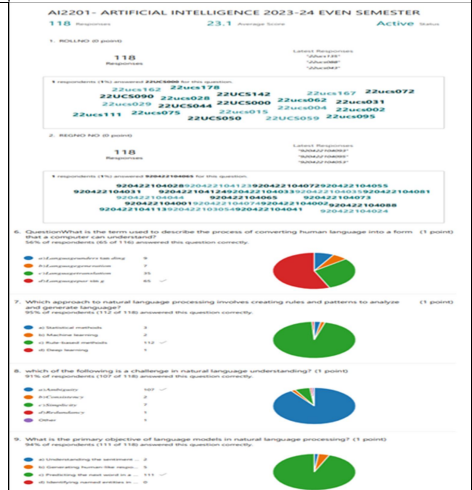
Department of Computer Science and Engineering




Active Learning Methods Followed in Class Room Teaching

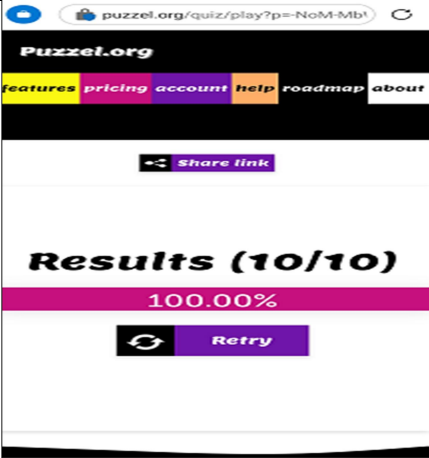
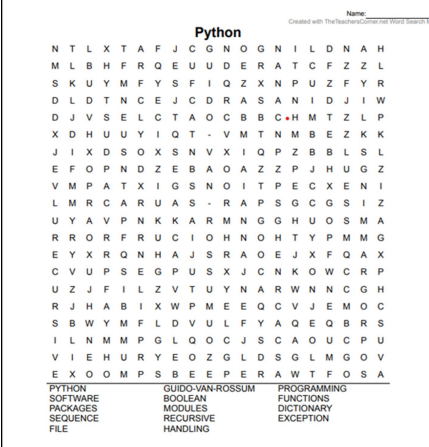
2023– 2024 [EVEN]

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 the tool used	Proof (photos)
1.	Dr.A.Anandh	AI2252 – Introduction to Internet of Things	Kahoot Quiz	IIADS - 59	It enhances a student's learning. Also, it makes it fun and interactive, keeping participants engaged and motivated.	

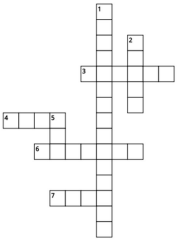
		AI2252 – Introduction to Internet of Things	Word Search	59	To understand the basic definition of the keywords associated with IoT.	
		AI2252 – Introduction to Internet of Things	Cross Word Puzzle	63	To understand the basic information and key concepts about IoT.	

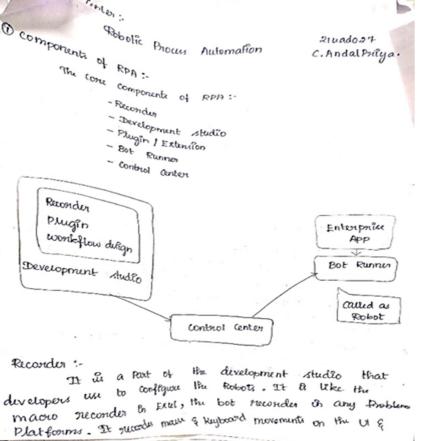
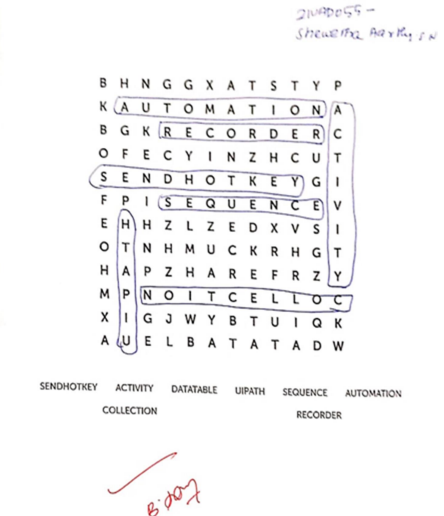
2.	J.Lavanya	VCS343- Game Design Techniques	Quizizz	48	To understand the concepts of 2D & 3D games	
3	Dr.R.Muthuselvi	AI2201 Artificial Intelligence	Quiz in MS Office Form	62	To improve the knowledge gained for the topic Robot Hardware	

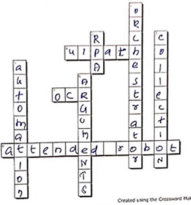
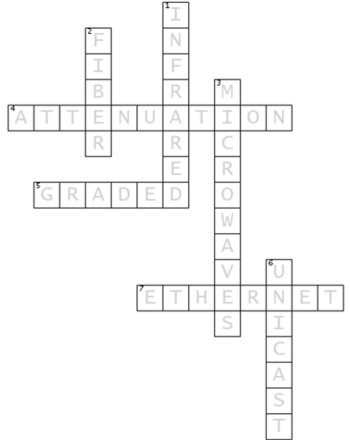
	Dr.R.Muthuselvi	AI2201 Artificial Intelligence	Usage of simulator	62	To make the students to understand Min Max algorithm by visualizing the concep	
3.			Card Sorting	62	To improve the brain activity of the students and make them to arrange the cards in order.	
	Mrs.V.Sangeetha	VCS326- UI UX Design (III ADS)	Word Search	62	To improve the brain activity of the students and make them to search the words.	

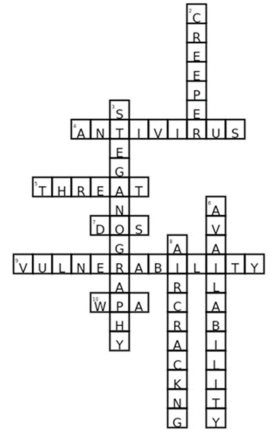
			Puzzle	62	To understand the basic information and key concepts about Figma Design.	
	Mrs.V.Sangeetha	EM2151- Coding Techniques-II (I CSE B)	Word Seach	58	To improve the brain activity of the student	

			Quiz	58	To understand the concepts of Python.	<p>Review: EM2151 - Coding Techniques II - Activity 2</p> <p>People Questions</p> <p>Respondent</p> <p>1 SRIRAM PRASAD.S 06:55 16/20</p> <p>Time to complete Points</p> <p>✓ Correct 2/2 Points 2 / 2 pts Auto-graded</p> <p>1. Find the output of the program list1 = range(100, 110) print "index of element 105 is :", list1.index(105) *</p> <p><input type="radio"/> 4</p> <p><input type="radio"/> 3</p> <p><input checked="" type="radio"/> 5 ✓</p> <p><input type="radio"/> 6</p>
			Chart Preparation	58	To improve the creativity of the student	

4.	S. Janani	VCS325 – Application Development using Flutter	Scrambled word on the topic – Flutter Layout	32	Can easily keep the key terms in memory	<p>ACTIVITY- LAYOUT IN FLUTTER</p> <ol style="list-style-type: none"> Which widget allows you to position its child within itself using fractional coordinates in Flutter? Answer: Positioned IDSINOEOTP _____ Which widget is used to display an image from the network in Flutter? Answer: <u>Image.network</u> RMITGEENKOWIA _____ How do you create a grid layout with a fixed number of columns in Flutter? Answer: <u>GridSliverView</u> IREGUNCVDIOTW _____ Which widget is used to create a button in Flutter? Answer: <u>RaisedButton</u> ISOBANTOTERU _____ What property is used to define the dimensions of a widget in Flutter? Answer: <u>size</u> ISZE _____ What widget is used to create a text input field in Flutter? Answer: <u>TextField</u> XDFLETTEI _____ How do you add elevation to a widget to give it a shadow effect in Flutter? Answer: <u>elevation</u> ATVENIDEL _____ What widget is used to arrange its children linearly in a vertical direction in Flutter? Answer: <u>Column</u> LOMUNC _____
		VCS325 – Application Development using Flutter	Crossword Puzzle on the topic – Flutter Architecture	34	To understand the basic terms used in the topic with its description	<p>Flutter Architecture</p>  <p>Across</p> <ol style="list-style-type: none"> The main function in a Flutter app typically calls this method to run the app A package used for managing app state in Flutter Flutter's build tool used for compiling, testing, and packaging apps Widget used for displaying text in a Flutter app <p>Down</p> <ol style="list-style-type: none"> A widget used for handling user gestures like tapping or dragging Flutter widget used for displaying images Language used to describe the layout of UI elements in Flutter

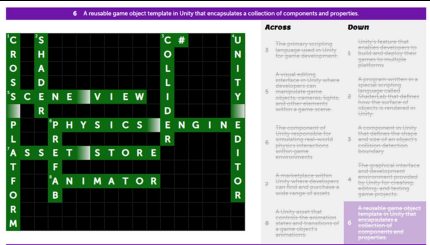
5.	B.Santhi Priya	VCS311 - Robotic Process Automation	One Minute Paper	45	To encourage the students to recollect the RPA Methods	 <p>Recorder :- It is a part of the development studio that developers use to configure the robots. It is like the macro recorder in excel, the bot recorder on any problem platforms. It records mouse & keyboard movements on the UI &</p>
		VCS311 - Robotic Process Automation	Word Search	45	To encourage the students to remember the new terminology in RPA	 <p>SENDHOTKEY ACTIVITY DATATABLE UIPATH SEQUENCE AUTOMATION COLLECTION RECORDER</p>

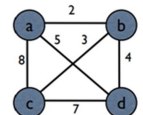
		VCS311 - Robotic Process Automation	Cross Word Puzzle	45	To encourage the students to recollect the RPA concepts	 <p>Across</p> <ol style="list-style-type: none"> A leading RPA software company. A feature in UiPath that allows robots to recognize and interpret text from images and documents. A type of RPA robot that can perform a wide range of tasks across multiple applications. <p>Down</p> <ol style="list-style-type: none"> The UiPath component that manages and deploys automation projects. The process of automating repetitive tasks with software robots. A type of variable that holds a collection of items of the same data type. A key benefit of RPA, reducing the need for manual intervention. A feature in UiPath that allows you to pass data or values to an activity or workflow for customization. <p>Created using the Crossword Maker on TheTeacherCorner.net</p>
6.	Dr.G.Uma Maheswari	CS2304 Networking Essentials	Crossword Puzzle making	62	To the terminologies with their definitions	


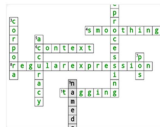


			Abbreviations	62	To get familiar with the technical terms	1. DHCP 2. CSMA/CD 3. CSMA/CA 4. FTP 5. TCP 6. UDP 7. MAC 8. ICMP 9. SMTP 10. PPP 11. HDLC 12. OSI 13. ISO 14. DNS 15. HTTP
	VCS332 Principles of Cyber Security		Crossword Puzzle making	58	To the terminologies with their definitions	

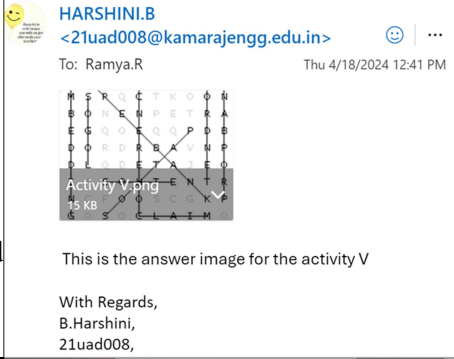
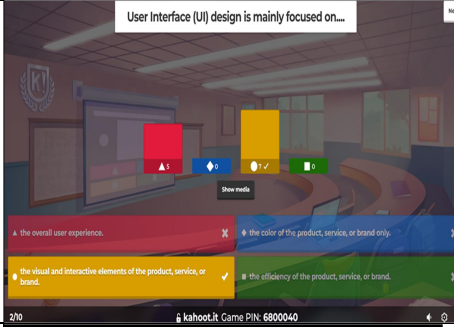
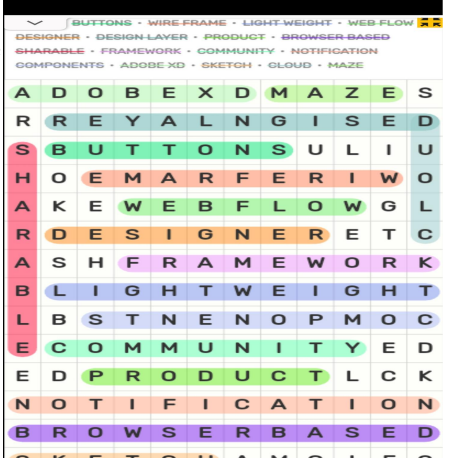
			Jumbled words	58	To get familiar with the technical terms	1 afliewlr 2 yiepontrcn 3 rwalmae 4 nihhisgp 5 ntoebt 6 otwnker 7 wanorraems 8 cttcaareybk 9 antsorccocsel 10 idcyoerptn 11 atasbdae 12 atneotichaitun 13 prgcphartoyy 14 tnirusoin 15 taurivnis 16 deceed 17 takecatrs 18 btadgia 19 xetrehpcit 20 useridsolc
7.			Crossword Puzzle	59	To improve the brain activity of the student	<p style="text-align: center;">Python Programming</p> <p>Left to Right</p> <p>1. Python module is a file with the _____ file extension. 1. The inbuilt function _____ returns and removes 2. The _____ symbol is used to copy one/two element for the given key. _____ removes all the dictionary to another dictionary. 4. The inbuilt function _____ removes all the 3. The inbuilt function _____ returns and elements from the dictionary. _____ should remove the key-value pair from the dictionary. 6. In key and pair value of dictionary, _____ should 5. The inbuilt function _____ returns a dictionary by unique. 15. _____ keyword is used to call a specific function with the specified keys and value. 7. The dict. _____() returns a view object which from a module in Python. contains the values of the dictionary, as a list. 16. _____ in built function returns the type of</p>
	S.NITHYA	EM2151- CODING TECHNIQUES –II (I CSE A)	Chart Preparation	59	To improve the creativity of the student	


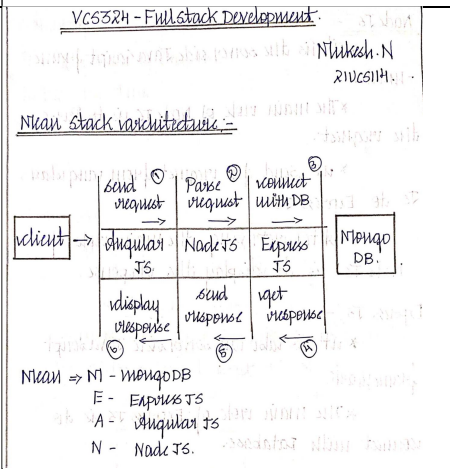
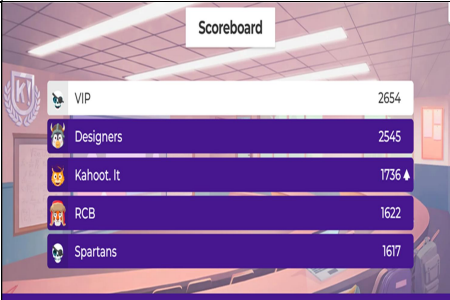
			Quiz	59	To understand the concepts of Python.	<div>Review: EM2151 - Coding Techniques II - Activity 2 -QUIZ IN LIST & TUPLES</div> <div><div>People</div><div>Questions</div></div> <div><div>Respondent</div><div>< 4 VISWANTHKANTHAPANDIYAN.S</div><div>05:55 Time to complete</div><div>18/20 Points</div><div>></div></div> <div>✓ Correct 2/2 Points</div> <div>2 / 2 pts Auto-graded</div> <div>1. Find the output of the program list1 = range(100, 110) print "index of element 105 is :", list1.index(105) *</div> <div><div><input type="radio"/> 4</div><div><input type="radio"/> 3</div><div><input checked="" type="radio"/> 5 ✓</div><div><input type="radio"/> 6</div></div>
--	--	--	------	----	---------------------------------------	--

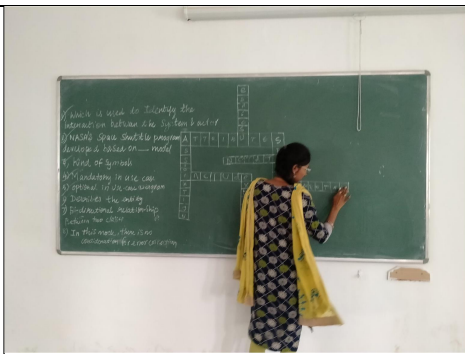
		VCS343-GAME DESIGN TECHNIQUES	CROSSWORD PUZZLE	31	To expand the vocabulary and critical thinking skills while reinforcing learning in various subjects.								
10.	K.Indumathi	CS2252-Design and Analysis of Algorithms	Online Quiz	62	To know the understanding about a algorithm fundamentals	<div>Review: CS2252 - DESIGN AND ANALYSIS OF ALGORITHM - II CSE C</div> <div><div>People</div><div>Questions</div></div> <div><div>Respondent</div><div>1 RAJESWARAN</div><div>08:29</div><div>10/10</div><div>Time to complete</div><div>Points</div><div>0 / 10</div></div> <div><div>✓ Correct 1/1 Points</div><div>1 / 1 pt</div><div>Auto-graded</div></div> <div>1. What is an algorithm? *</div> <div><div><input type="radio"/> A problem</div><div><input type="radio"/> A solution to a problem that is not yet implemented</div><div><input checked="" type="radio"/> A step-by-step procedure for solving a problem or accomplishing a task ✓</div><div><input type="radio"/> A programming language</div></div> <div><div>✓ Correct 1/1 Points</div><div>1 / 1 pt</div><div>Auto-graded</div></div> <div>2. Which of the following is NOT a characteristic of an algorithm? *</div> <div><div><input type="radio"/> Finiteness</div><div><input checked="" type="radio"/> Ambiguity ✓</div><div><input type="radio"/> Effectiveness</div></div> <tr><td></td><td></td><td>CS2252-Design and Analysis of Algorithms</td><td>Scrambled words</td><td>62</td><td>To get familiar with various algorithms</td><td><div>UNIT 3 - GREEDY & DYNAMIC</div><div>oyfsdl</div><div><div>1</div><div>P</div><div>R</div><div>I₁₀</div><div>M₅</div><div>S₂₁</div></div><div><div>2</div><div>K</div><div>R₅</div><div>U₃</div><div>S</div><div>K</div><div>A</div><div>L</div><div>S</div></div><div><div>3</div><div>D</div><div>I₁₇</div><div>J</div><div>K</div><div>S</div><div>T₁₂</div><div>R</div><div>A₁</div><div>S</div></div><div><div>4</div><div>W</div><div>A</div><div>R</div><div>S</div><div>H₈</div><div>A</div><div>L</div><div>L</div><div>S</div></div><div><div>5</div><div>F</div><div>L₂</div><div>O₄</div><div>Y</div><div>D</div><div>S</div></div><div>Scrambles</div><div><div>1</div><div>mpisr</div></div><div><div>2</div><div>ksakerslu</div></div><div><div>3</div><div>sajstidkr</div></div><div><div>4</div><div>swarhalls</div></div></td></tr>			CS2252-Design and Analysis of Algorithms	Scrambled words	62	To get familiar with various algorithms	<div>UNIT 3 - GREEDY & DYNAMIC</div> <div>oyfsdl</div> <div><div>1</div><div>P</div><div>R</div><div>I₁₀</div><div>M₅</div><div>S₂₁</div></div> <div><div>2</div><div>K</div><div>R₅</div><div>U₃</div><div>S</div><div>K</div><div>A</div><div>L</div><div>S</div></div> <div><div>3</div><div>D</div><div>I₁₇</div><div>J</div><div>K</div><div>S</div><div>T₁₂</div><div>R</div><div>A₁</div><div>S</div></div> <div><div>4</div><div>W</div><div>A</div><div>R</div><div>S</div><div>H₈</div><div>A</div><div>L</div><div>L</div><div>S</div></div> <div><div>5</div><div>F</div><div>L₂</div><div>O₄</div><div>Y</div><div>D</div><div>S</div></div> <div>Scrambles</div> <div><div>1</div><div>mpisr</div></div> <div><div>2</div><div>ksakerslu</div></div> <div><div>3</div><div>sajstidkr</div></div> <div><div>4</div><div>swarhalls</div></div>
		CS2252-Design and Analysis of Algorithms	Scrambled words	62	To get familiar with various algorithms	<div>UNIT 3 - GREEDY & DYNAMIC</div> <div>oyfsdl</div> <div><div>1</div><div>P</div><div>R</div><div>I₁₀</div><div>M₅</div><div>S₂₁</div></div> <div><div>2</div><div>K</div><div>R₅</div><div>U₃</div><div>S</div><div>K</div><div>A</div><div>L</div><div>S</div></div> <div><div>3</div><div>D</div><div>I₁₇</div><div>J</div><div>K</div><div>S</div><div>T₁₂</div><div>R</div><div>A₁</div><div>S</div></div> <div><div>4</div><div>W</div><div>A</div><div>R</div><div>S</div><div>H₈</div><div>A</div><div>L</div><div>L</div><div>S</div></div> <div><div>5</div><div>F</div><div>L₂</div><div>O₄</div><div>Y</div><div>D</div><div>S</div></div> <div>Scrambles</div> <div><div>1</div><div>mpisr</div></div> <div><div>2</div><div>ksakerslu</div></div> <div><div>3</div><div>sajstidkr</div></div> <div><div>4</div><div>swarhalls</div></div>							

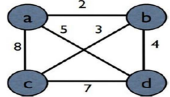




		CS2252-Design and Analysis of Algorithms	Worksheet	62	To make the students to understand about problems	<div> <div> <div>WORKSHEET: EXHAUSTIVE SEARCH</div> <div> 1. Travelling salesman Problem using Exhaustive Search <p>Given 4 cities with known distances between each pair, find the shortest tour that passes through all the cities exactly once before returning to the starting city (Hamiltonian Circuit).</p>  <table> <tr> <th>Tour from a to a</th> <th>Length</th> </tr> <tr> <td>acbdca</td> <td>2+3+7+5 = 17</td> </tr> <tr> <td>adcbca</td> <td>2+4+7+8 = 21</td> </tr> <tr> <td>acdbca</td> <td></td> </tr> <tr> <td>adcbca</td> <td></td> </tr> <tr> <td>acbdca</td> <td></td> </tr> <tr> <td>adcbca</td> <td></td> </tr> </table> <p>Optimal Solution for Travelling Salesman Problem using Exhaustive Search:</p> <p>Time Complexity for Travelling Salesman Problem using Exhaustive Search:</p> </div> </div> </div>	Tour from a to a	Length	acbdca	2+3+7+5 = 17	adcbca	2+4+7+8 = 21	acdbca		adcbca		acbdca		adcbca	
Tour from a to a	Length																			
acbdca	2+3+7+5 = 17																			
adcbca	2+4+7+8 = 21																			
acdbca																				
adcbca																				
acbdca																				
adcbca																				
11.	R.Ramya	AI2351 Fundamentals of Natural Language Processing	One Minute Paper	62	To understand what was the most important thing, they learnt in class today; and what remains unclear to them	<div> <div> <div>Regular Expression</div> <div> # It is used to search the sequence of pattern. # pattern matching used in Search engines # web scraping for a particular information retrieval. # Search and replace - use regex # password and data validation performed under Regular Expression. # Important topic in NLP. # To search a particular doc in a system like (pptx, pdf, txt) # Implemented using meta characters like *, #, ?, / etc # Each character has specific use + one or more occurrence * 0 or more occurrence. </div> </div> <div> Himani R. 20/09/2020 @4.1.24 </div> </div>														

			Crossword Puzzle	62	To provide students with an opportunity to evaluate their knowledge and require students to pay attention to terminology as they need to spell each word correctly.	<div><div></div><div><div>GANESA MOORTHY.M</div><div><21uad060@kamarajengg.edu.in></div><div>To: Ramya.R</div></div><div><div>Fri 3/8/2024 10:36 AM</div><div>...</div></div></div> <div></div> <div>Activity 2</div>																				
			Bingo	61	To provide students with an opportunity to evaluate their knowledge and require students to pay attention to terminology as they need to spell each word correctly.	<div><div>NLP - SYNTACTIC ANALYSIS</div><table><tr><th>B</th><th>I</th><th>N</th><th>G</th></tr><tr><td>Attachment ambiguity</td><td>Treebanks</td><td>=></td><td>Parse tree</td></tr><tr><td>Context-Free Grammars</td><td>Generative grammar</td><td>Cocke-Kasami-Younger (CKY) algorithm</td><td>Chomsky normal form</td></tr><tr><td>Coordination ambiguity</td><td>Unit productions</td><td>Structural ambiguity</td><td>Span-Based Neural Constituency Parsing</td></tr><tr><td>Derivation</td><td>Terminal</td><td>Non-terminals</td><td>Dynamic programming</td></tr></table></div>	B	I	N	G	Attachment ambiguity	Treebanks	=>	Parse tree	Context-Free Grammars	Generative grammar	Cocke-Kasami-Younger (CKY) algorithm	Chomsky normal form	Coordination ambiguity	Unit productions	Structural ambiguity	Span-Based Neural Constituency Parsing	Derivation	Terminal	Non-terminals	Dynamic programming
B	I	N	G																							
Attachment ambiguity	Treebanks	=>	Parse tree																							
Context-Free Grammars	Generative grammar	Cocke-Kasami-Younger (CKY) algorithm	Chomsky normal form																							
Coordination ambiguity	Unit productions	Structural ambiguity	Span-Based Neural Constituency Parsing																							
Derivation	Terminal	Non-terminals	Dynamic programming																							
			Find the scrambled words	57	To provide students with an opportunity to evaluate their knowledge and require students to pay attention to terminology as they need to spell each word correctly.	<div><div>Nlp activity -4 answers</div><div>▼</div></div> <div><div><div></div><div><div>SIVARANJANI.R</div><div><21uad019@kamarajengg.edu.in></div><div>To: Ramya.R</div></div><div><div>Thu 4/18/2024 12:31 PM</div><div>...</div></div></div><div></div></div>																				

			Word Puzzle	57	To provide students with an opportunity to evaluate their knowledge and require students to pay attention to terminology as they need to spell each word correctly.	 <p>HARSHINI.B <21uad008@kamarajengg.edu.in> To: Ramya.R Thu 4/18/2024 12:41 PM</p> <p>Activity V.png 15 KB</p> <p>This is the answer image for the activity V</p> <p>With Regards, B.Harshini, 21uad008,</p>
12.	Mrs.X.Ignatius Selvarani	VCS326 – UI UX Design	Online Quiz	46	To encourage the students to recollect the UI Elements	 <p>User Interface (UI) design is mainly focused on...</p> <p>the overall user experience.</p> <p>the color of the product, service, or brand only.</p> <p>the visual and interactive elements of the product, service, or brand.</p> <p>the efficiency of the product, service, or brand.</p> <p>2/70 Kahoot! Game PIN: 6800040</p>
			Word Search	46	To provide an opportunity to evaluate their knowledge and improve the key terminologies	 <p>Buttons • Wire Frame • Light Weight • Web Flow</p> <p>Designer • Design Layer • Product • Browser Based</p> <p>Shareable • Framework • Community • Notification</p> <p>Components • Adobe XD • Sketch • Cloud • Maze</p> <p>A D O B E X D M A Z E S</p> <p>R E Y A L N G I S E D</p> <p>S B U T T O N S U L I U</p> <p>H O E M A R F E R I W O</p> <p>A K E W E B F L O W G L</p> <p>R D E S I G N E R E T C</p> <p>A S H F R A M E W O R K</p> <p>B L I G H T W E I G H T</p> <p>L B S T N E N O P M O C</p> <p>E C O M M U N I T Y E D</p> <p>E D P R O D U C T L C K</p> <p>N O T I F I C A T I O N</p> <p>B R O W S E R B A S E D</p> <p>S K E T C H A M O L E S</p>

13.	Mrs.X.Ignatius Selvarani	VCS324-Full Stack Development	Seminar	48	To explore and share the Knowledge acquired on specific topic	
			One minute paper	48	To recall the architecture of MEAN Stack	
			Quiz	48	To understand the components of Bootstrap	

14.	Dr.G.Mahalakshmi	CS2253- Software Engineering with UML design	Crossword Puzzle	62	To encourage the students to remember the keywords in software testing techniques																	
		VCS-341 Multimedia System	One minute paper	63	To encourage the students to recollect the Multimedia Transmission protocols	<p>one minute Activity</p> <p>1. Run length encode 2. PCM 3. ADPCM 4. BMP 5. Frames 6. Text compression 7. Gray scale 8. Pix map 9. multi map 10. data handling 11. data compression</p> <p>Kamalakannan G III - CSE A 21K3047</p> <p>Activate Windows Go to Settings to activate Windows</p>																
15.	S.Athilakshmi	CS2202-Design and Analysis of Algorithms	Quiz	61	To give the depth knowledge on introduction to design and analysis of algorithms	<p>Results Summary</p> <p>1. What is an algorithm? (1 point) 85% of respondents (32 of 61) answered this question correctly.</p> <p>More Details</p> <table><tr><td>A problem</td><td>4</td></tr><tr><td>A solution for a problem that is ...</td><td>4</td></tr><tr><td>A step-by-step procedure for ...</td><td>52 ✓</td></tr><tr><td>A programming language</td><td>1</td></tr></table> <p>2. Which of the following is NOT a characteristic of an algorithm? (1 point) 69% of respondents (42 of 61) answered this question correctly.</p> <p>More Details</p> <table><tr><td>Effectiveness</td><td>8</td></tr><tr><td>Ambiguity</td><td>42 ✓</td></tr><tr><td>Effectiveness</td><td>6</td></tr><tr><td>Definiteness</td><td>5</td></tr></table> <p>3. What does Big-Oh notation describe? (1 point) 87% of respondents (33 of 61) answered this question correctly.</p>	A problem	4	A solution for a problem that is ...	4	A step-by-step procedure for ...	52 ✓	A programming language	1	Effectiveness	8	Ambiguity	42 ✓	Effectiveness	6	Definiteness	5
A problem	4																					
A solution for a problem that is ...	4																					
A step-by-step procedure for ...	52 ✓																					
A programming language	1																					
Effectiveness	8																					
Ambiguity	42 ✓																					
Effectiveness	6																					
Definiteness	5																					

			Worksheet	61	To give more practice on Algorithm Approaches	<div><div>Roll number: _____ Section: _____ CS2252 – Design and analysis of Algorithms Name: _____</div><div><div>WORKSHEET: EXHAUSTIVE SEARCH</div><div>1. Travelling salesman Problem using Exhaustive Search</div><div>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).</div><div></div><div><table><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+8 = 17</td></tr><tr><td>a→c→b→d→a</td><td>2+4+7+8 = 21</td></tr><tr><td>a→c→b→d→a</td><td></td></tr><tr><td>a→d→b→c→a</td><td></td></tr></tbody></table></div></div></div>	Tour from a to a	Length	a→b→c→d→a	2+3+7+8 = 17	a→c→b→d→a	2+4+7+8 = 21	a→c→b→d→a		a→d→b→c→a	
Tour from a to a	Length															
a→b→c→d→a	2+3+7+8 = 17															
a→c→b→d→a	2+4+7+8 = 21															
a→c→b→d→a																
a→d→b→c→a																
			Seminar	61	To explore and share the knowledge acquired	<div><div><div>GPS Map Camera</div><div><div>Tennamanallur, Tamil Nadu, India MXF7+6V6, Tennamanallur, Tamil Nadu 625701, India Lat 9.673371° Long 77.964608° 02/03/24 11:41 AM GMT +05:30</div></div></div></div>										
16	V.Rajesh Kannan	CS2201 Data Base Management Systems	Roll Play	55	To Demonstrate Transaction process in DBMS	<div><div><div>GPS Map Camera</div><div><div>Chittoor, Tamil Nadu, India MXC7+WVM, Chittoor, Tamil Nadu 625701, India Lat 12.92879° Long 77.58501° 26/03/24 09:54 AM GMT +05:30</div></div></div></div>										