## **BESTPRACTICES**

#### 1.1.TITLEOFTHEPRACTICE:

Digital Learning–Instructional Practice/Technology-Enhanced Educational Strategies

### 1.2.OBJECTIVESOFTHEPRACTICE:

# The aim of introducing innovative practices is to:

- Develop effective self-directed learning skills.
- Make teaching-learning process interesting to improve student performance in their academics.
- Provide Hands-on experience and in-depth knowledge by using videos to enhance student's knowledge.
- Sharpen critical thinking skills, to develop analytical reasoning skills of the students.
- Include Advanced technology in the teaching-learning process.

## 1.3.THECONTEXT:

In moving education environments, the effective teaching methods are becoming fusty as students find them difficult to adapt. Faculty should find a new way to engage students. Hence, online classes are evolved to provide theoretical knowledge and hands-on experience to all the students with an appropriate schedule. These additions in teaching and learning will provide new opportunities for elevating current curriculum through creative, authentic and/or flexible, nonlinear learning experiences. It provides space for participation, collaboration, distribution, dispersion of expertise, and relatedness. It helps to share and search for knowledge. One of the biggest challenges in online education is the lack of interaction between students whereas Google class room tries to provide more opportunities for them to communicate. Online course programs like NPTEL, Udemy etc. help the students to enrich their knowledge.

#### 1.4.THE PRACTICE:

The program is designed in such a way that, lectures will be taken through PowerPoint /video presentation by professors through Google meet. Faculty members can post assignments, questions, relevant articles, research and many more. The link will be sent to each student by e-mail and Whatsapp. The students access the virtual classroom on a very regular basis; which encourages outside the classroom learning. For online courses, there will be a lecture video which will be taken by well renowned professors. After completing the course, exam will be conducted and the person who scores higher marks will be given certificates and the mentor will also be getting the certificate.

#### 1.5.EVIDENCE OF SUCCESS:

Reports are generated through the conducted exams. Multiple tests are conducted and the progress of the students is tracked with the help of these reports. The improvement of the students can be traced and if there are no improvements, the students are helped in the areas that they are weak at, as per the report. This enables the students to follow a planned and defined path to achieve their goals. The person who is performing well in online course will be appreciated and rewarded by the college.

## 1.6.PROBLEMSENCOUNTEREDANDRESOURCESREQUIRED:

The main problem is that students should have stable internet connectivity. Also the struggle of interaction among them can be resolved by using Google classroom wherein they can interact through chats.

The key resource required is experienced faculty members, good content to interact students, updated systems with good internet connectivity. Students are provided with license for doing online course at free of cost. Students should have proper internet connection to attend the sessions without interruption.

### **2.1. TITLE OF THE PRACTICE:** Blended Courses:

# 2.2. OBJECTIVES OF PRACTICE:

- To improve the students learning effectiveness through theoretical and practical knowledge
- To help students think practically and to improve their self learning ability.

## **2.3. THECONTEXT:**

To bridge the gap between the theory and practice, a blended learning concept
has been introduced. Students will undergo practical class (hands-on) after each
theory concepts are taught in the classroom. This will enable the students to
understand the practical implementation of the concept taught in the theory
classes.

## **2.4. THE PRACTICE:**

- Blended learning mode has been implemented for more than 75% of the curriculum
- 2 to 3 hours of classroom teaching (theory/ design) will be conducted followed by 2 to 3 hours of practical classes
- The practical session will be either on the simulation environment or working in the laboratory environment.

## 2.5. EVIDENCE OF SUCCESS:

- Students participation in theory and laboratory classes has improved.
- Students were experimenting more than the prescribed work upon the curiosity.
- Students come out with more innovative ideas in the theory classes and showing keen interest in the laboratory classes.
- Improvement in the exam pass percentage compare to the stand alone theory courses.