

# Vidya Jyothi Institute of Technology

## Department of CSE

AY: 2019-20

**Innovative Technique Implemented:** Game based Learning

**Subject:** Principles of problem solving II

**Name of the Faculty:** B.Vikas

**Topic:** Strings, pointers & files

**Students:** I B.Tech II-Sem

**Implementation:**

1. Simulations are instructional scenarios where the learner is placed in a "world" defined by the faculty.
2. They represent a reality within which students interact. The teacher controls the parameters of this "world" and uses it to achieve the desired instructional results.



**OUTCOME:** Students can learn with fun, increase their motivation and be at the centre of their growth.

**Course Instructor**  
**(B.Vikas)**

**CSE-HOD**