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.