Vidya Jyothi Institute of Technology
Department of CSE
AY: 2020-21

Innovative Technique Implemented: Game based Learning

Subject: Java Programming

Name of the Faculty: B.Vikas

Topic: Object Construction

Students: II 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   **CSE-HOD**

(B.Vikas)