Department of Computer Science and Engineering

List of Innovative Teaching Methodologies AY:2023-24

S.No	Faculty Name	Course	Topic	Innovative methods adopted	Goals	Preparation	The significance of Result	Availability of review and critique	Reproducibility and Reusability
1	Dr.Babu Rao	Mobile Application Development	Developing user interface of mobile application	Think-pair-share	To help students in problem solving and develop critical thinking	Students Should have good knowledge of the topic	To improve collaborative and communication skills	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
2	Dr.Ravi Mathey	Computer Networks	IPV4 & IPV6	Project based learning(JournalReview)	To encourage learning by actively engaging in real-world projects	Students Should have in-depth knowledge of the topic	Students are capable of doing real time projects	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
3	D.Venkateshwarlu	Dataware housing & Datamining	Assignments & Notes	LMS	To help students flourish with different activities and learn effectively	Students should have basic knowledge about platform	To provide central location, to communicate with students, ask questions and	Report on concept demonstrate will be availed in website	This can be used by any faculty and implement in their course

							make assignments	
4	S.Divya	Operating Systems	File Allocation Methods	Interactive learning	To encourage learning by actively engaging and discussing.	Students will come with the good preparation on a topic	Students strengthen their critical thinking and problem-solving skills	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
5	G.Roopa	Mathematical Foundation of computer science	Truth Tables	Role-play	To enhance teamwork cooperation and negotiation	Assign roles to students	Improve Communication and cooperative skills	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
6	CH.Deepika	Mathematical Foundation of computer science	PDNF & PCNF	Think-pair-share	To help students in problem solving and develop critical thinking	Students Should have good knowledge of the topic	To improve collaborative and communication skills	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
7	M.Vijaya	Linux Programming	Shell responsibilities	Role-play	To enhance teamwork cooperation and negotiation	Assign roles to students	Improve Communication and cooperative skills	Report on concept demonstrate will be availed in website	This can be used by any faculty and implement in their course
8	P.Sandhya	OOPS through JAVA	Material	LMS(Canvas)	To help students flourish with different activities and learn effectively	Students should have basic knowledge about platform	To provide central location, to communicate with students, ask questions and make assignments	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
9	K.Spandana	Software Engineering	Lifecycle of Unified process Model	Flipped class room	Students can explore topics before the lecture	Students will come with the good preparation on a topic	The level of understanding of technical concepts of the students is depicted.	Report on concept demonstrate will be availed for the references	This can be adopted by any faculty and implement in their course

10	K.Vasantha	Data Structures	BST	Interactive learning(Seminars)	To improve learning skills both inside and outside of the classroom	Students will come with the basic preparation on a topic	Students will understand the topic easily and effectively.	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
11	K.Bhavya	Object Oriented Analysis and Design	ATM Management System	Case-based Learning	Provide students with the opportunity to analyze and learn from real-cases	Students should perform research and analyze the topic	All students are actively participated in this activity and successfully identified few real time applications	Report on concept demonstrate will be availed in website	This can be used by any faculty and implement in their course
12	S.Swetha	Cloud Computing	Seminar	Interactive learning	To improve learning skills both inside and outside of the classroom	Students will come with the basic preparation on a topic	Students will understand the topic easily.	Report on concept demonstrate will be availed for the references	This can be utilized by any faculty member and incorporated into their course.
13	V.Narsing rao	Cloud Computing	Real world Scenarios	Case based Learning	Students can explore topics before the lecture	Students will come with the good preparation on a topic	The level of understanding of technical concepts of the students is depicted.	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
14	R.Yogesh	DWDM	Cluster Analysis	Role-play	To enhance teamwork cooperation and negotiation	Assign roles to students	Improve Communication and cooperative skills	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.

15	G.Surekha	Computer Networks(III-I)	Analysis on Protocols	Case-based Learning	Analysis of Packet and its protocol Headers using Wire shark Tool in real time applications.	Students will come with the good preparation on the topic	Students gained the knowledge on networking protocols, Transmission of the packet using TCP and UDP protocols	Report on concept demonstrate will be availed for the references	This can be used by any faculty and implement in their course
16	G.Kalpana	ADB	Data delivery alternatives	Interactive learning	Provide students with the opportunity to analyze and learn from real cases	Students should perform research and analyze the topic	All students are actively participated in this activity and successfully identified few real time application's	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
17	S.Shwetha	Cloud Computing	Seminar	Interactive learning	Provide students with the opportunity to analyze and learn from real cases	Students should perform research and analyze the topic	All students are actively participated in this activity and successfully identified few real time application's	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.