Department of Computer Science and Engineering

List of Innovative Teaching Methodologies AY:2024-25

S.No	Faculty Name	Course	Topic	Innovative methods adopted	Goals	Preparation	The significance of Result	Availability of review and critique	Reproducibility and Reusability
1	B.Sailaja	Data Structures	Binary search tree	Role-play	To help students learn, debate ,teamwork and persuasion	Assign roles to students	Enhances the analysis capacity.	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
2	V.Narsing Rao	Database Management Systems	Employee management system	Flipped classroom	Students can learn and take responsibility for their learning innovatively	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 utilized by any faculty member and incorporated into their course.

3	A.Swarna	Database Management Systems	Movie Database	Project based learning	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 used by any faculty and implement in their course
4	K.Ramesh Babu	FLAT	DFA	Role-play	To help students explore values and understand the consequences of their behaviour	Assign roles to students	All students are actively participated in this activity.	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
5	K.Bhavya	Computer Networks	Assignments,seminars	LMS(Google classroom)	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 used by any faculty and implement in their course
6	K.Shirisha	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

7	A.Lalitha	R PROGRAMMING	Hands on session	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 and effectively.	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
8	Dr. Zaheer Ahmed	Advanced Databases	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 applications	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
9	G.Kalpana	Advanced Databases	Distributed DBMS Architecture	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 used by any faculty and implement in their course
10	S.Divya	Mathematical Foundation of computer science	Combinations	Interactive learning (Mathematical chair)	To reinforce math skills, quick thinking, active learning	Students should have basic idea on the topic	Combines movement with learning, help the students stay active	Report on concept demonstrate will be availed in website	This can be utilized by any faculty member and incorporated into their course.
11	M.Vijaya	Mathematic	Combinations	Role-play	To enhance	Assign roles	Improve	Report on	This can be

		al Foundation of computer science			teamwork cooperation and negotiation	to students	Communication and cooperative skills	concept demonstrate will be availed in website	used by any faculty and implement in their course
12	V.Srilaxmi	Web Technologies	Client side vs Server side rendering	Think-pair-share	Deeper understanding and ability to think of their own	Students will come with the good preparation on a topic	To work in a collaborative environment	Report on concept demonstrate will be availed in website	This can be adopted by any faculty and implement in their course
13	R.Yogesh	Natural Language Processing	N-gram Language model	Role-play	To motivate and engage students In real world scenarios	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
14	P.Laxmi priya	Database Management Systems	Inventory management system	Project based learning	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.