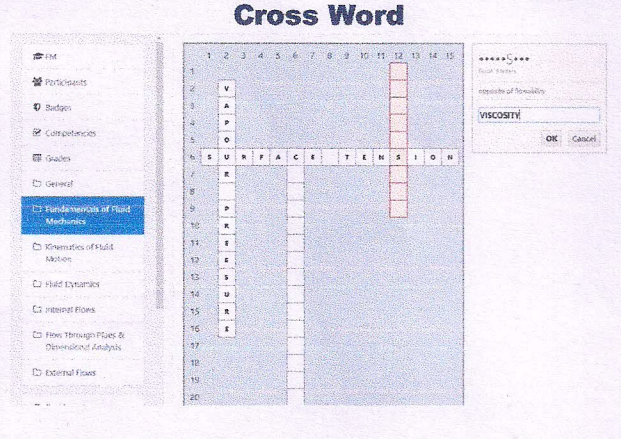
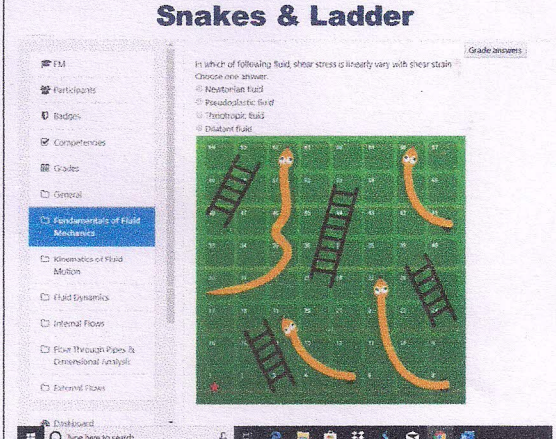
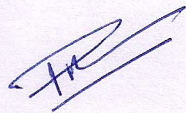


Innovations in Teaching Learning Processes

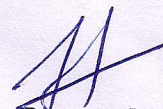
Name of Method:	Game Pedagogy
Description:- Game-based learning is a teaching method that allows learners to explore different parts of games as a form of learning. It can be successfully used to improve both learning and teaching. ... Students won't be able to gain any information and skills out of dull learning process but they understand the application of skills and knowledge to solve real-life problems with help of effective learning process. Learning through games allows students to experiment in non-threatening scenarios and acquire knowledge through practice and social interaction both with the environment and their peers.	
Suggested By :- Dr. P A Patil	
Can be Reproduced By:- All teachers of Mechanical Department	
Implemented From:- AY 2019-20 (Sem-II)	
Evidences	
	
Outcomes: - Following are the outcomes that make game-based learning be more effective than traditional training	
1. Increase engagement. 2. Motivate with no risk 3. Improve performance and knowledge. 4. Improve Interaction with the student.	



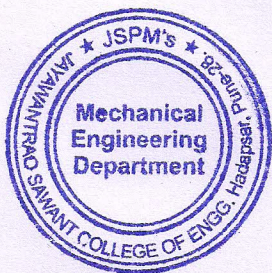
Prof. Dr. P.A. Patil
Prepared /Suggested by



Module Coordinator
Approved by



Program Assessment Coordinator
Approved by



Professor & Head
In Mech. Engg. Department
JSPM's Jaywantrao Sawant College of Engineering
Hadapsar Pune - 411 078