Innovations in Teaching Learning Processes

Department of Computer Engineering

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.

Implemented For:-   **AY** 2021-22

Subject : Data Analytics (BE- I)
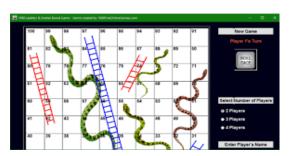
- **Evidences**

  Cross Word   Snakes & Ladder

Outcome :- Following are the outcomes that make 'Four Board Method' be more effective that traditional learning

1. **Increase engagement.**
2. **Motivate with no risk**
3. **Improve performance and knowledge.**
4. **Improve Interaction with the student.**

Dr. A. A. Dandavate

Prepared By   Approved By