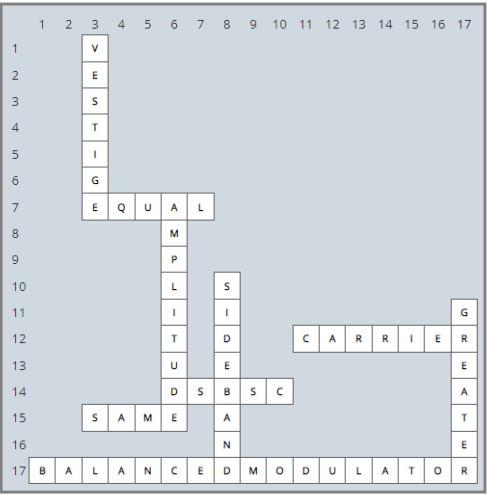

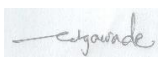


JSPM's Jaywantrao Sawant College of Engineering

Department of E&TC Engineering

Innovative Teaching and Learning Report

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| Name of the Course | Principles of Communication Systems |
| Semester | 4 th Semester (2021-22 Sem-II) |
| Name of the faculty member | Dr. R. D. Gawade |
| Title of Innovative Method | |
| Game pedagogy: Crosswords and Millionaire on Principles of Communication Systems | |
| Course Outcomes: 2 | |
| Program Outcomes: 1,3,4,5 | |
| Goals/Objectives of the method | |
| Objectives of this method are to: <ul style="list-style-type: none"> • Active involvement of students into the course. • Refine student abilities while achieving interim goals. | |
| Detailed Description of the method | |
| <p>Game based learning is a teaching method that allows learners to explore different parts of games as a form of learning. These games are typically designed at different ability levels and with the goal of increasing student's interest in learning particular topic.</p> <p>Crosswords: This game takes words from either a glossary or quiz short answer questions and generates a random crossword puzzles. Students can improve their vocabulary, learn new words and practice problem solving skills by playing crosswords.</p> <p>Millionaire: This game takes words from multiple choice quiz questions and creates a "who wants to be a Millionaire" style game complete with the three lifelines. This game encourages students to give correct answers for many questions to earn higher amount of money.</p> | |
|  <p>Check crossword End of crossword game Print</p> |  |



Dr. R. D. Gawade
Prepared By



Module Coordinator
Approved By



HOD
Approved By.