JSPM's Jaywantraosawant College of Engineering

Department of E&TC Engineering

Teaching and Learning at the department of E&TC Engineering

Name of the Course	Control System
Semester	4th Semester (2021-22 Sem-II)
Name of the faculty member	Dr.R. K.Navandar
Title of Innovative Method	
Game pedagogy: Crosswords and Snakes & Ladder on Control System (Unit 1 & Unit 2)	
Course Outcomes: 2	
Program Outcomes: 1,3,4,5	

Goals/Objectives of the method

Objectives of this method are to:

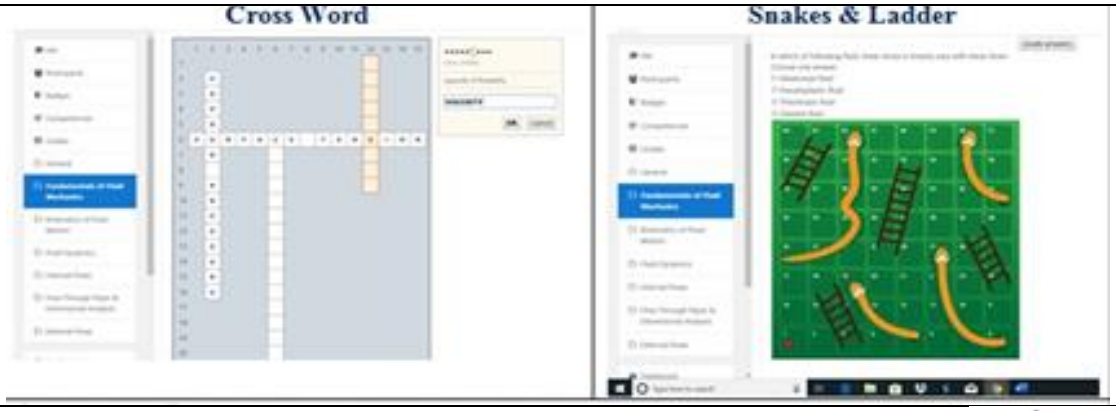
- Improve Critical thinking skills while Teaching a Control System modelling & Time response Analysis.
- To solve Problems by fostering skills like understanding Causation,logic and decision making they can use in life.

Detailed Description of the method

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 helping the players to retain the information that they learn and apply it to other problem solving situations

Crosswords: This game takes words from either a glossary or quiz short answer questions and generates a random crossword puzzles. Students can press the button "Check Crossword" to check if the answers are correct.It is conducted on **Unit 1** (**Control System Modeling**)

Snakes & Ladder: Snakes and ladders is an ancient Indian board game that's regarded today as a worldwide classic. It requires two or more players and takes place on a board with numbered, gridded squares. Throughout the board, there are snakes and ladders which connect different squares. Players roll a die and navigate the board. Landing on a ladder advances a player to a square further up the board, while landing on a snake means they have to go back to a previous square.The aim of the game is to reach the final square. It is conducted on **Unit 2** (**Time response Analysis)**



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