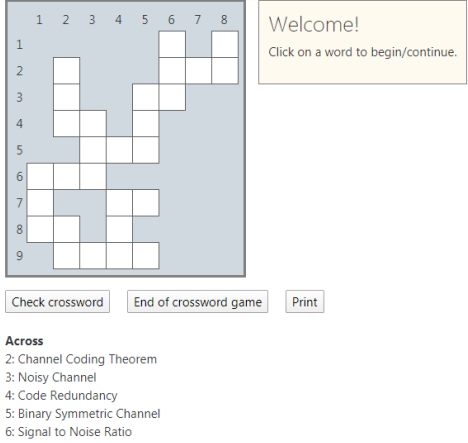
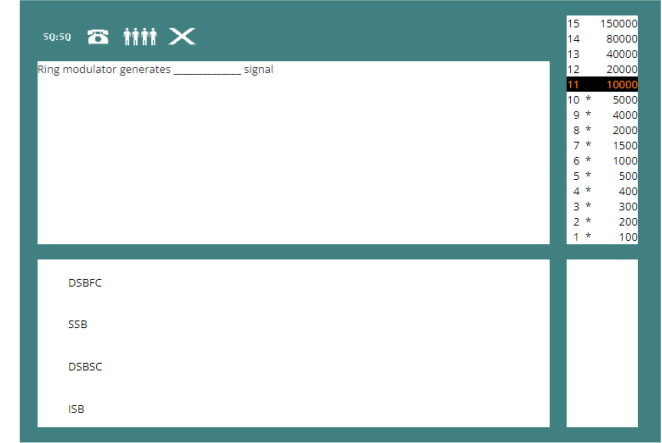
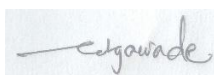


JSPM's Jaywantrao sawant College of Engineering

Department of E&TC Engineering

Teaching and Learning at the department of E&TC Engineering

Year	2019-20 SEMESTER II-TE [E&TC]
Name of the Course	ITCCN (304187)
Semester	6 th Semester
Name of the faculty member	Dr. C. A. Manjare Dr. R. D. Gawade
Title of Innovative Method	
Game pedagogy: Crosswords and Millionaire games on Information theory and source coding	
Course Outcomes: 1	
Program Outcomes: 1,3,4,5 Students applied formal decision making tools to select optimal engineering design solutions for further development .	
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>	
	



Dr. R. D. Gawade
Prepared By



Module Coordinator
Approved By



HOD
Approved By.