



Prof.Dr.T.J.Sawant

D.E.E., B.E.(Electrical), MISTE,Ph.D

FOUNDER SECRETARY

Dr. Rajendra D. Kanphade

M.E. Ph.D. (Electronics Engg.)

LMISTE, FIETE, SMIEEE

Principal

Innovation By Faculty Member In Teaching And Learning

Name of Method : Game Pedagogy (IN LMS (moodle))

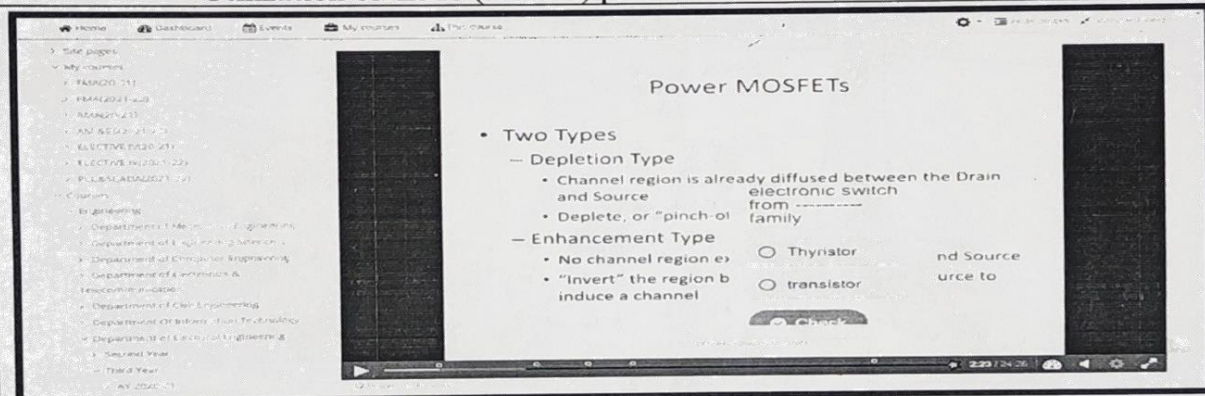
Description : Game-based learning is a teaching method that allows learners to explore different parts of games as a form of learning. It can be successfully used to improve both learning and teaching. Students won't be able to gain any information and skills out of dull learning process but they understand 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 : Prof.N.G.Padulkar

Created by :Prof.Dr.P.N.Gokhale

Can be reproduced by :All faculty members of Electrical Department

Utilization of LMS (moodle) platform for interactive Teaching



Outcomes :following are the outcomes that makes learning be more effective than traditional learning

- 1.Increase engagement of students
- 2.Improve performance and knowledge
- 3.Improve interaction with students

SUB INCHARGE

DR.P.N.GOKHALE

MODULE COORDINATOR

PROF.D.PADHI

HOD

PROF.N.G.PADULKAR

