



CRITERION II

ACTIVITY BASED LEARNING

Key Indicator - 2.3 Teaching - Learning Process

2.3.1 Student centric methods, such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experience and teachers use ICT- enabled tools including online resources for effective teaching and learning process

Participative Learning- Activity Based Learning

The main objective of activity learning is to break the monotony of the classroom setup, discussions and role-plays are conducted after lectures to enhance participative learning. Brainstorming and debates are conducted to make the classroom an active learning environment thereby promoting problem-solving skills. To inculcate the spirit of teamwork, students are encouraged to undertake team projects and team seminars. Participation in seminars, conferences and workshops provides a link between theoretical and more pragmatic applied learning.

SAMPLE PROOFS

HANDS ON-TRAINING PROGRAMMES

TROUBLE SHOOTING HOME APPLIANCES

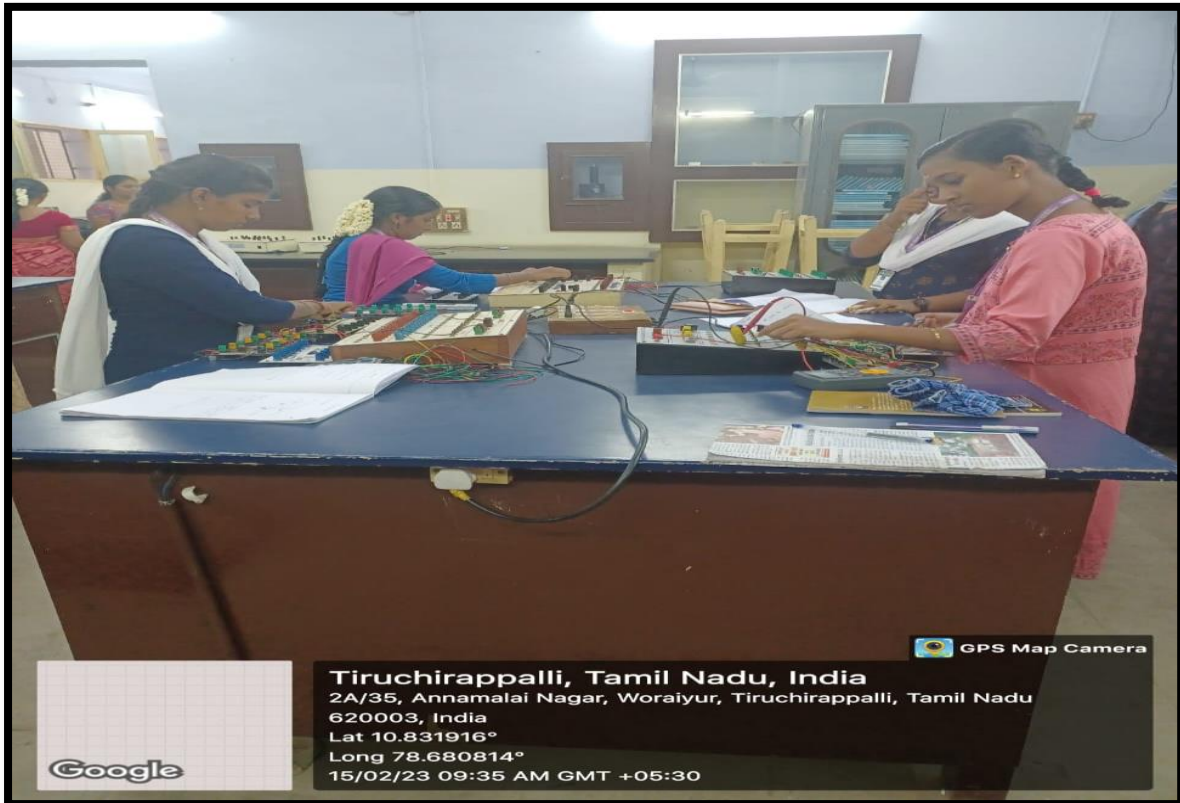




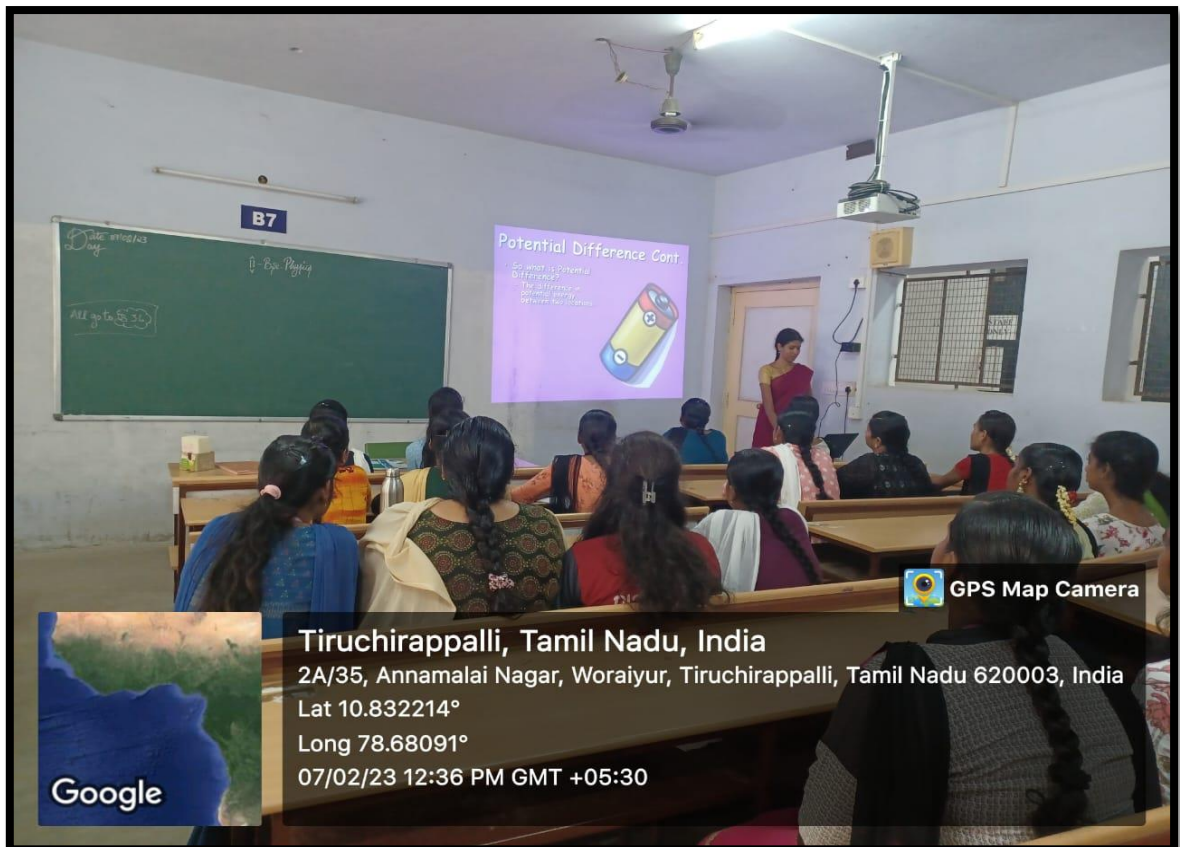
CRITERION II

ACTIVITY BASED LEARNING

HOUSE HOLD ELECTRICITY



DIGITAL PHOTOGRAPHY





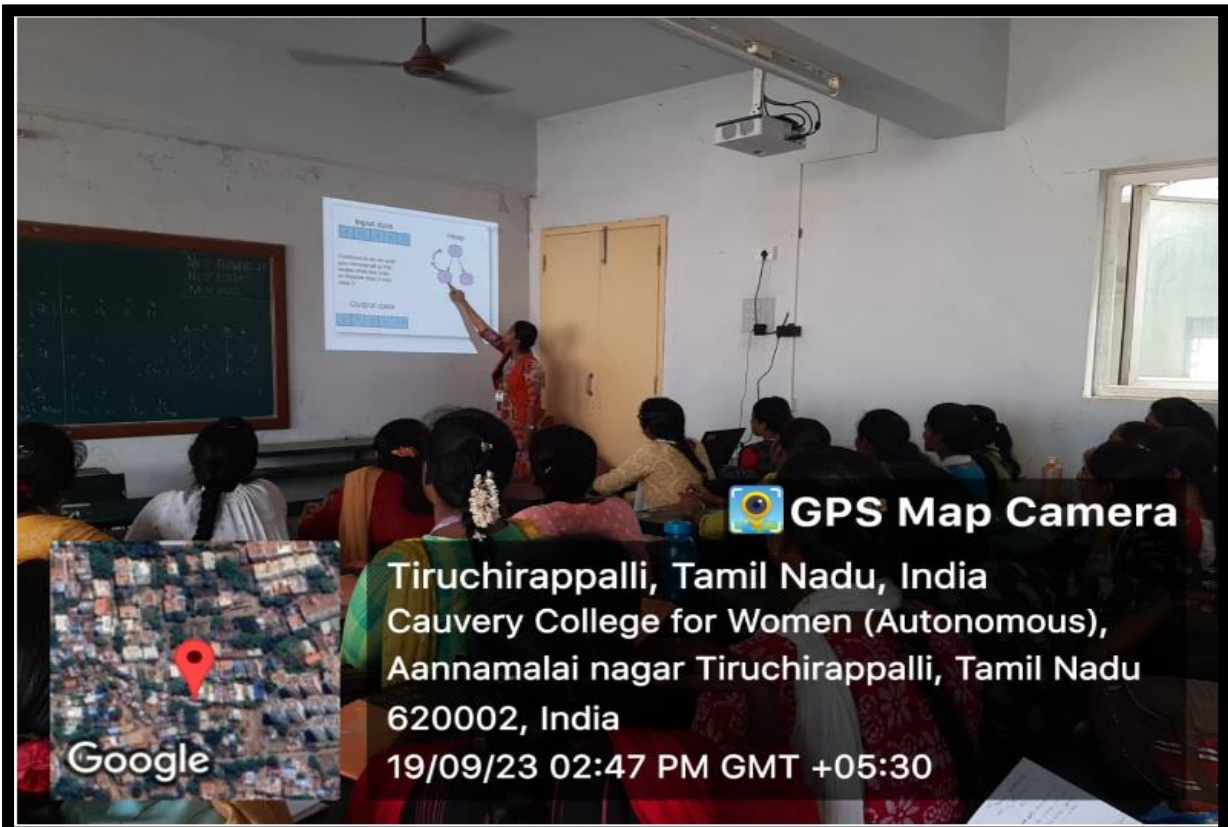
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ACTIVITY BASED LEARNING

ELECTRICAL WIRING RELATED QUERIES WITH EXPERTS



STUDENT OF COMPUTER APPLICATIONS DEMONSTRATES THE CONCEPT ON HEAP SORT

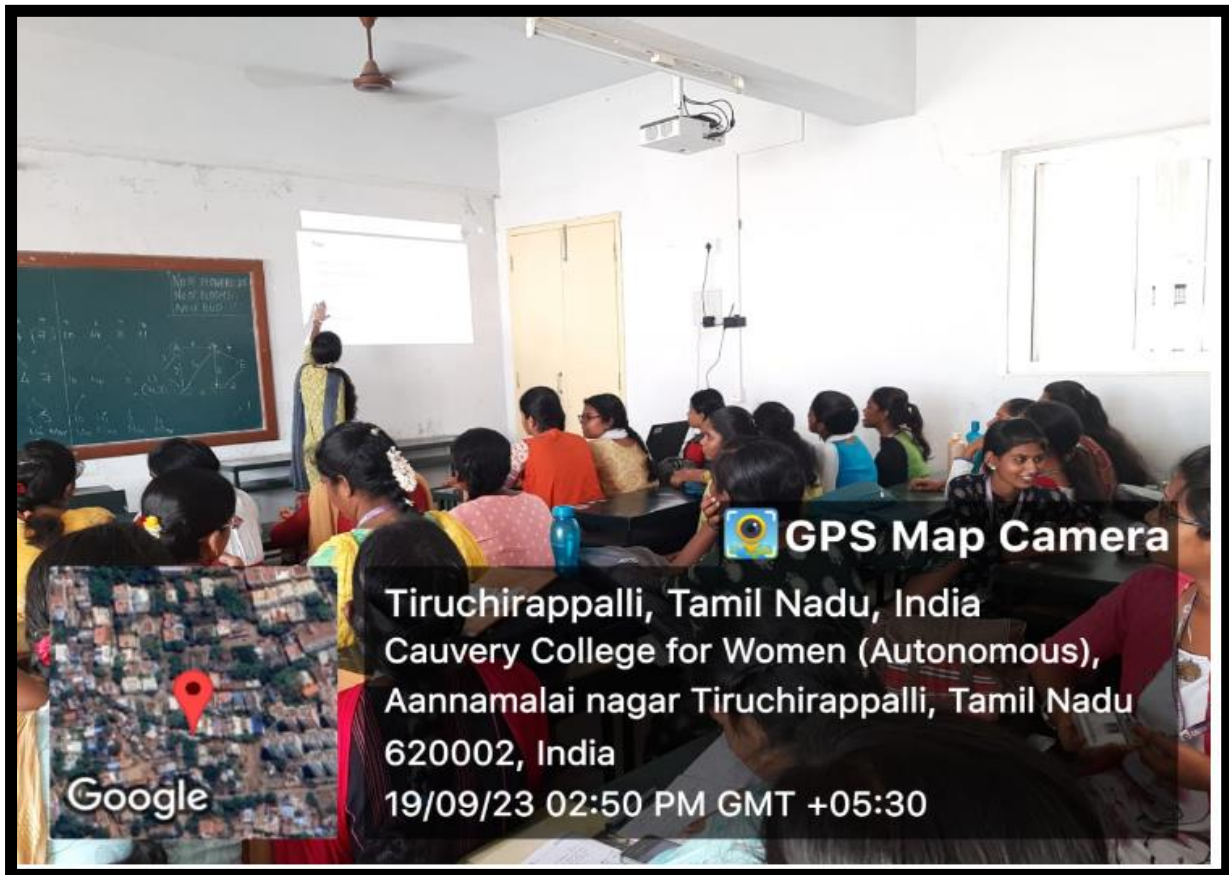




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ACTIVITY BASED LEARNING

STUDENT OF COMPUTER APPLICATIONS EXPLAINING THE CONCEPT OF SUB QUERIES IN DBMS.



STUDENT OF COMPUTER APPLICATIONS EXPLAINS THE CONCEPT OF ARRAY IN PHP

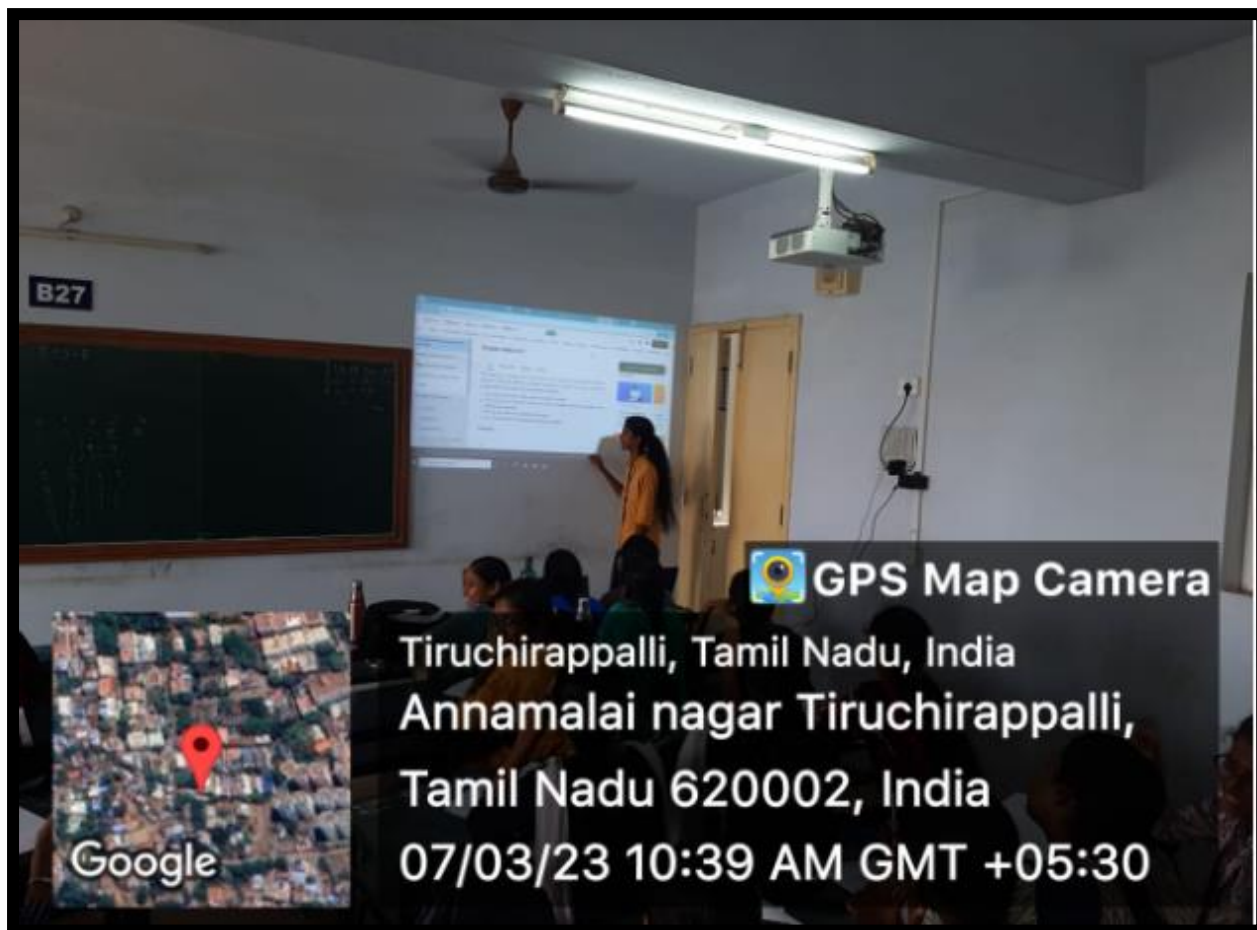




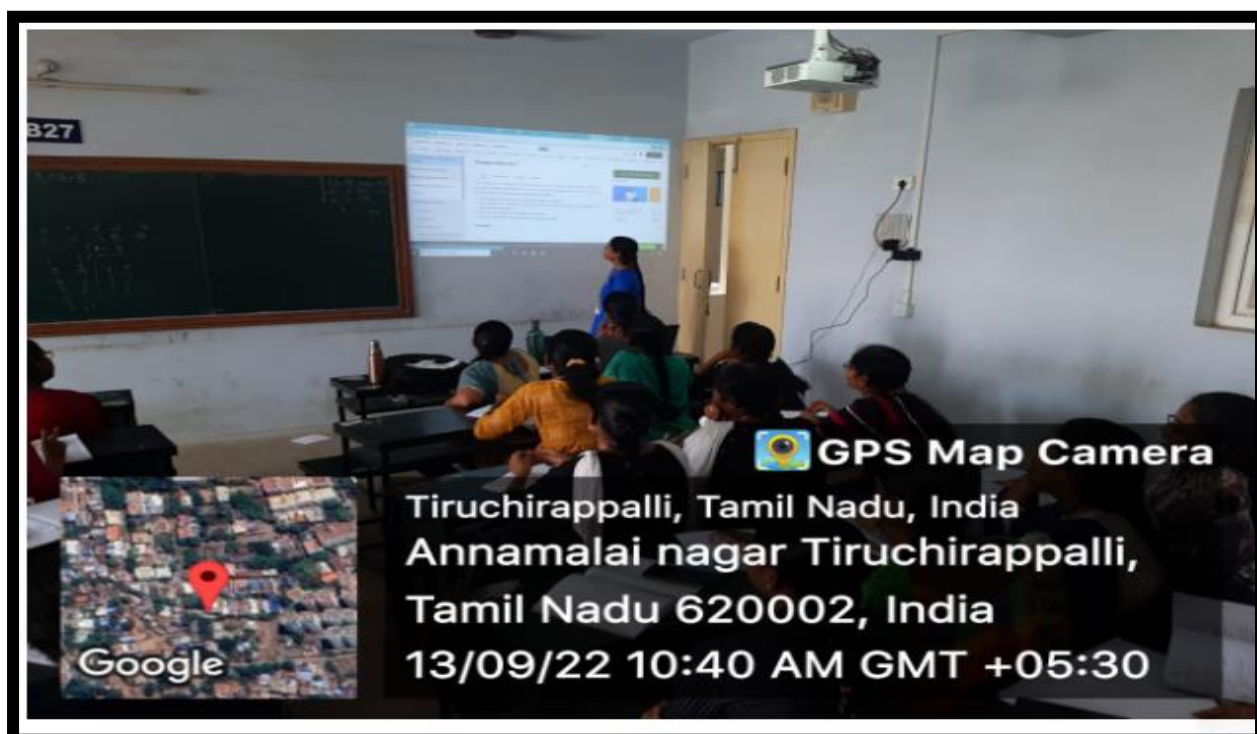
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ACTIVITY BASED LEARNING

SEMINAR ON OPERATORS IN PYTHON



SEMINAR ON LOOPING STATEMENTS IN JAVA

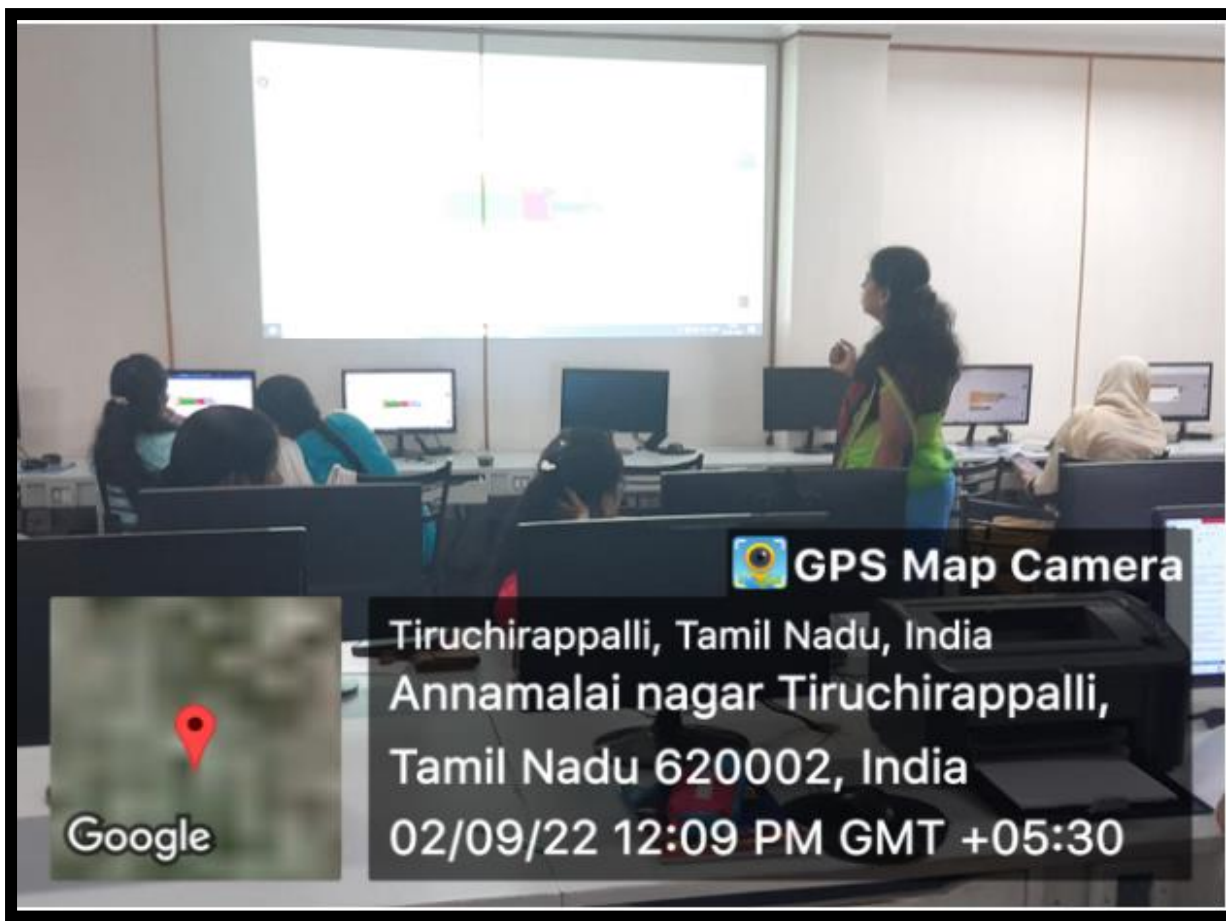




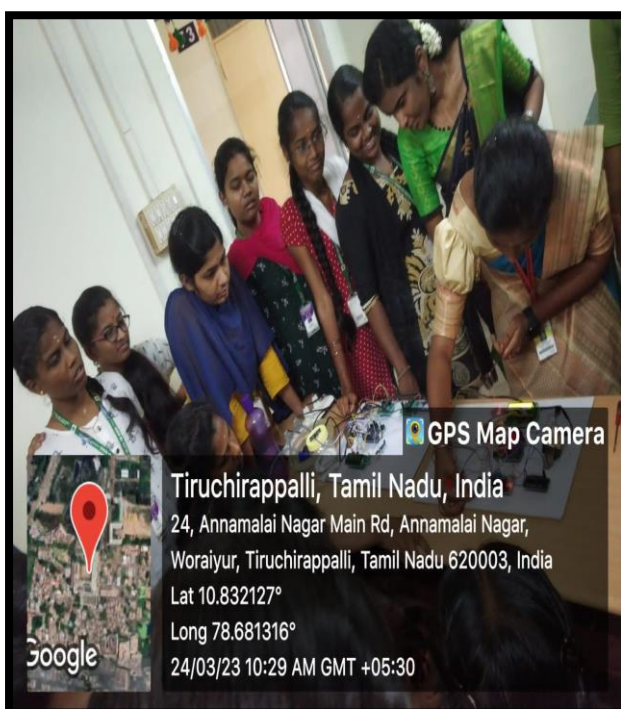
CRITERION II

ACTIVITY BASED LEARNING

PROGRAMMING IN PYTHON



DEMONSTRATION OF THE IOT PROJECT

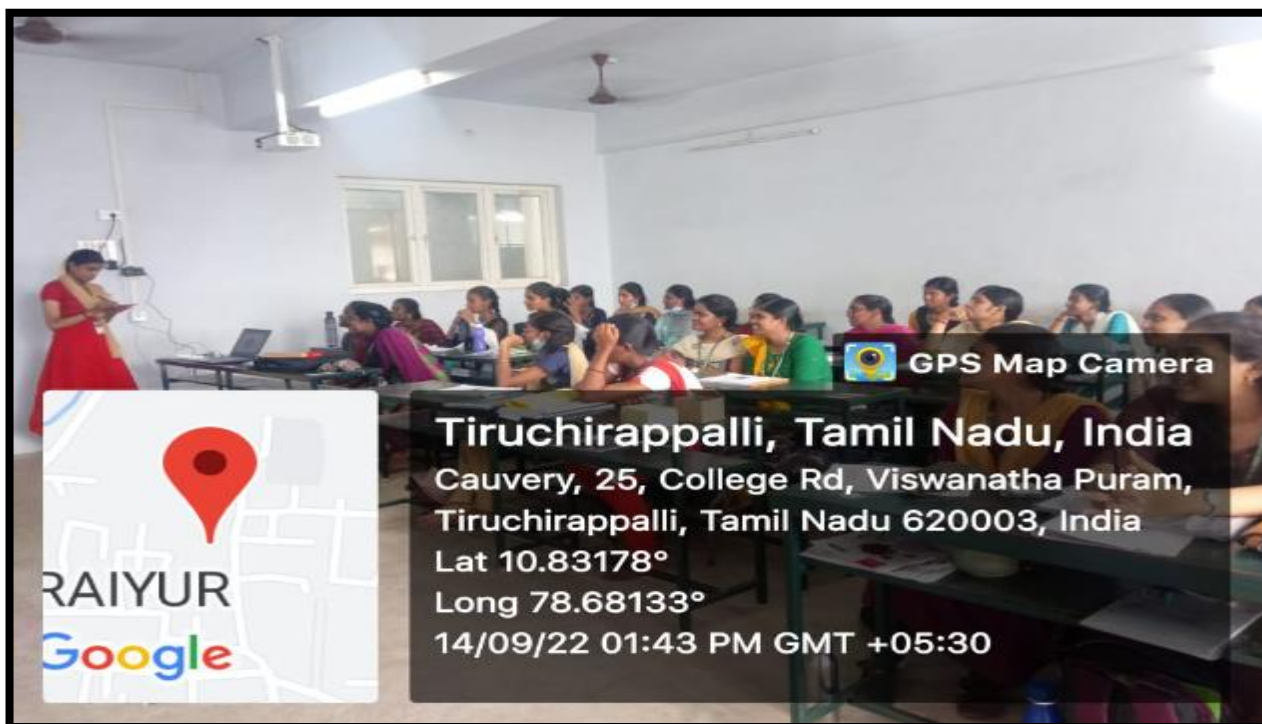




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ACTIVITY BASED LEARNING

THE PEN TABLET WAS UTILIZED AS A DEMONSTRATIVE TOOL TO ILLUSTRATE ITS FUNCTIONS.



TALENTO'23 MARATHON

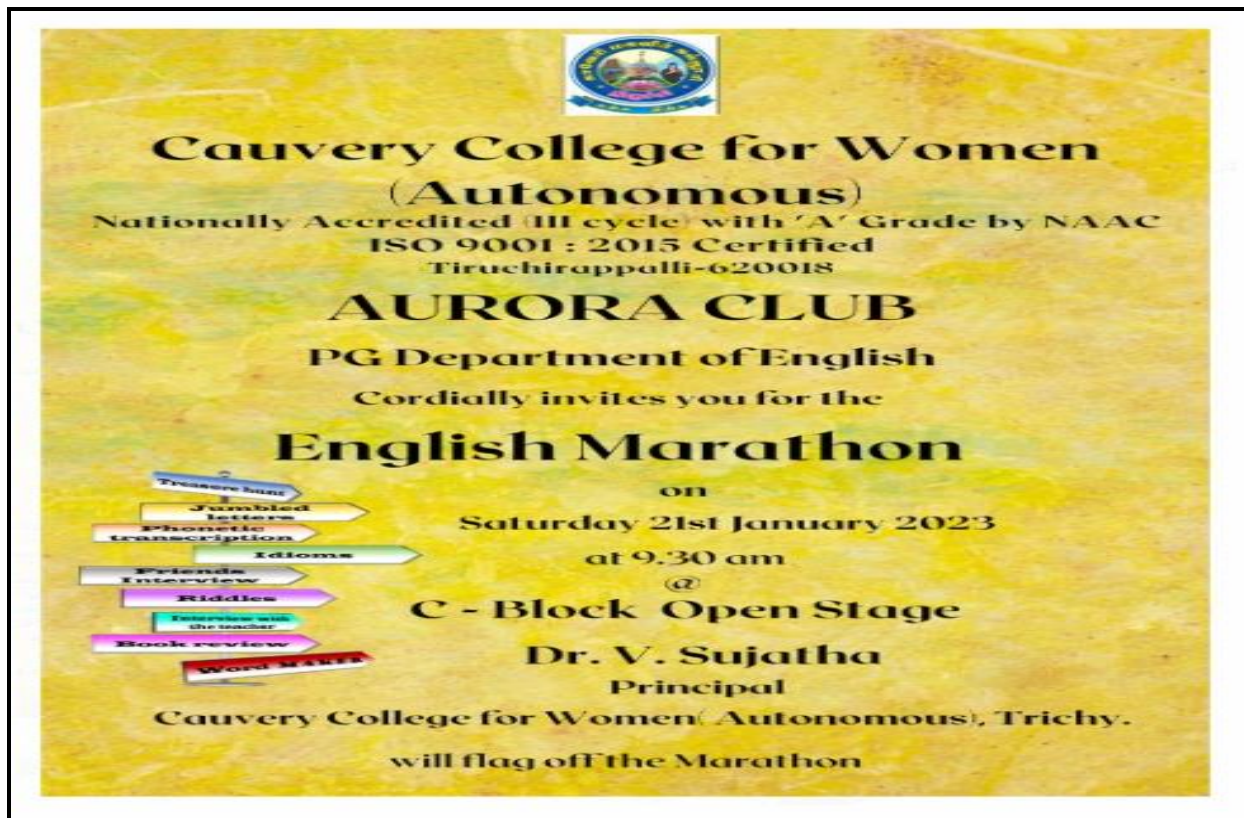




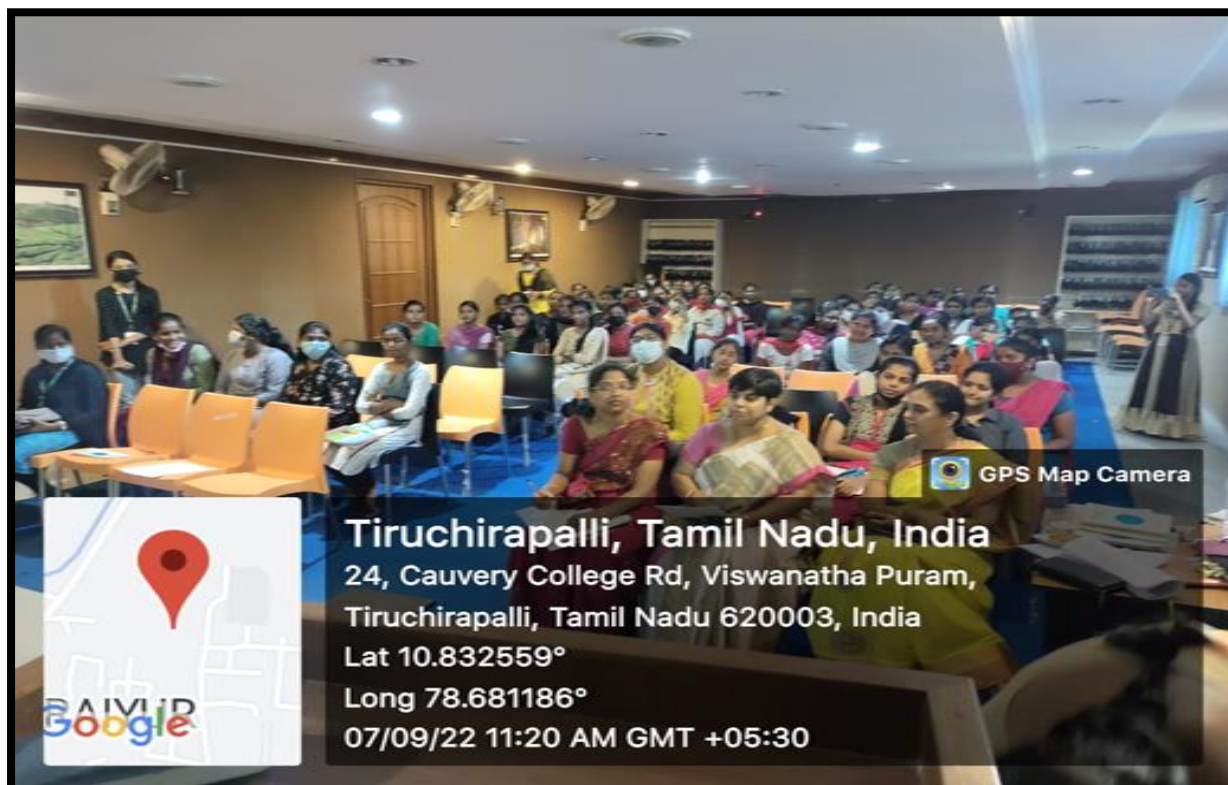
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ACTIVITY BASED LEARNING

ENGLISH MARATHON



STUDENT FROM VARIOUS DISCIPLINES PARTICIPATING IN ENGLISH MARATHON

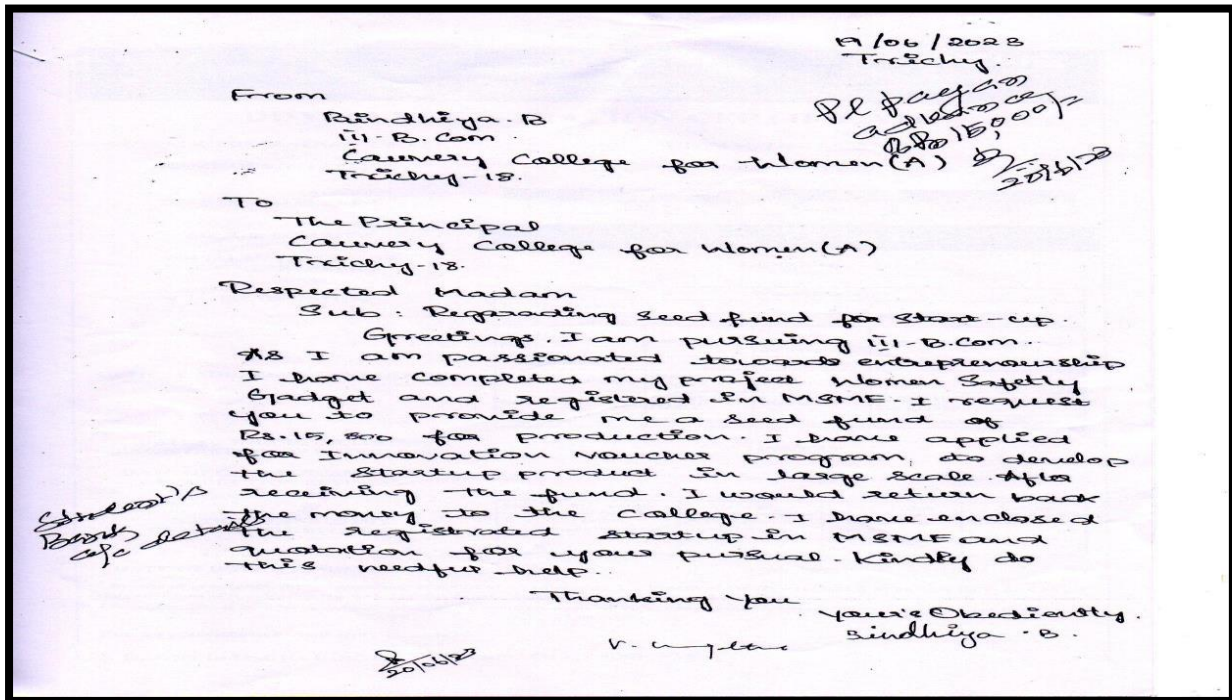




CRITERION II

ACTIVITY BASED LEARNING

MS .B.BINDHIYA OF III B.COM B, COMPLETED PROJECT ON WOMEN SAFETY GADGET AND REGISTERED IN MSME. COLLEGE HAS PROVIDED SEED FUND OF RS.15,000 IN THIS REGARD.



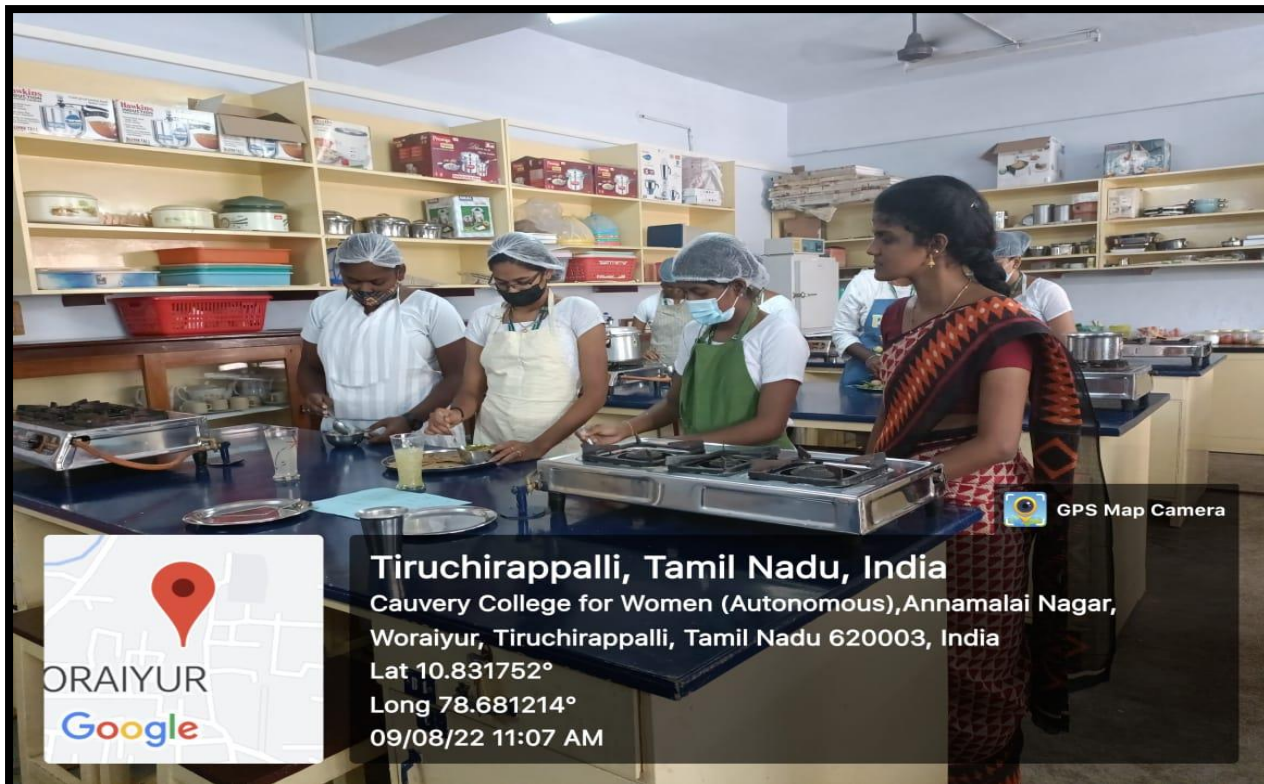
MSME REGISTRATION CERTIFICATE FOR WOMEN SAFETY GADGET



CRITERION II

ACTIVITY BASED LEARNING

TRYING OUT NEW AND INNOVATIVE RECIPES



COMPETITIONS IN FINANCIAL ACCOUNTING FOR COMMERCE STUDENTS

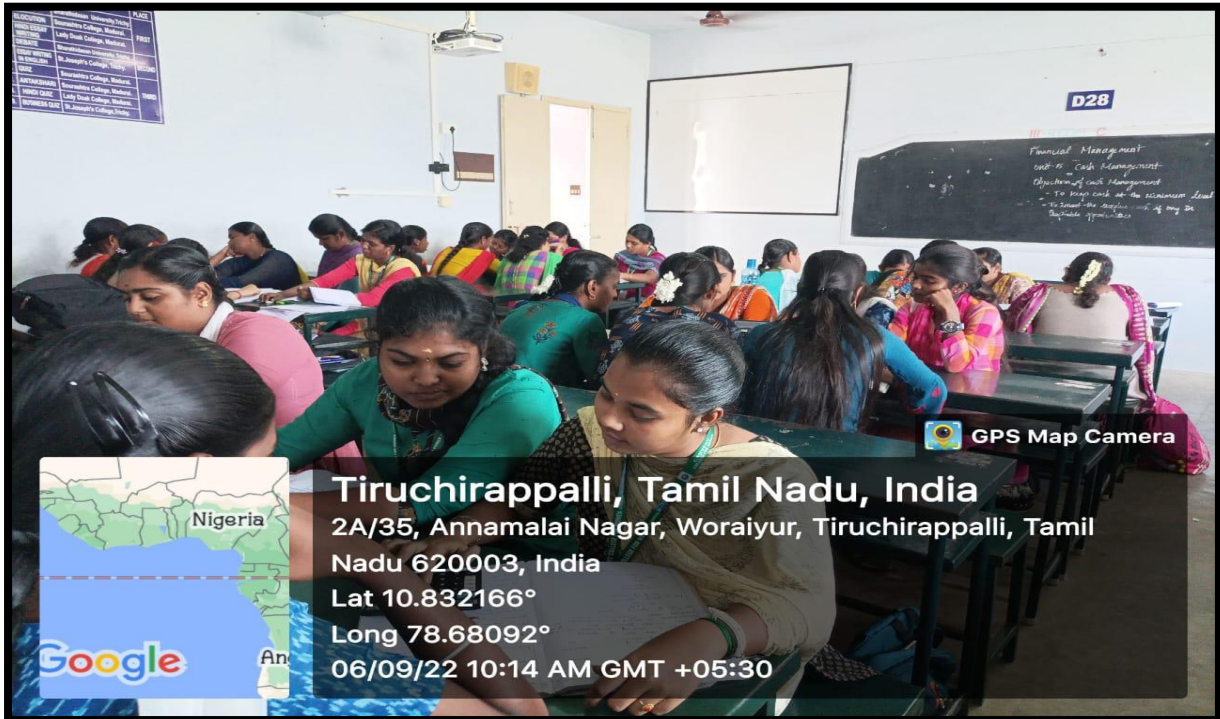




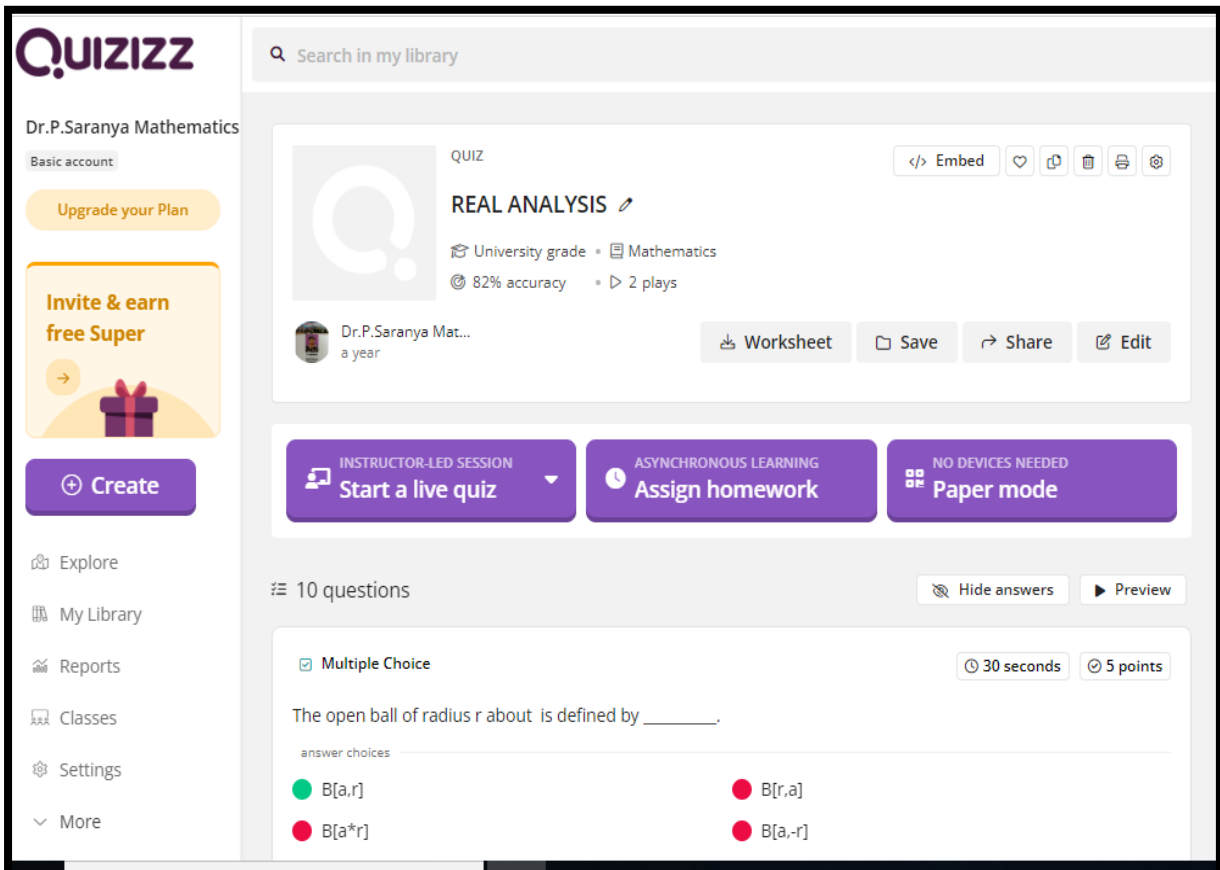
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ACTIVITY BASED LEARNING

GROUP DISCUSSION IN ADVANCE CORPORATE ACCOUNTING



MATHEMATICS STUDENTS ATTEMPTING QUIZ IN REAL ANALYSIS IN QUIZZZ APPLICATION

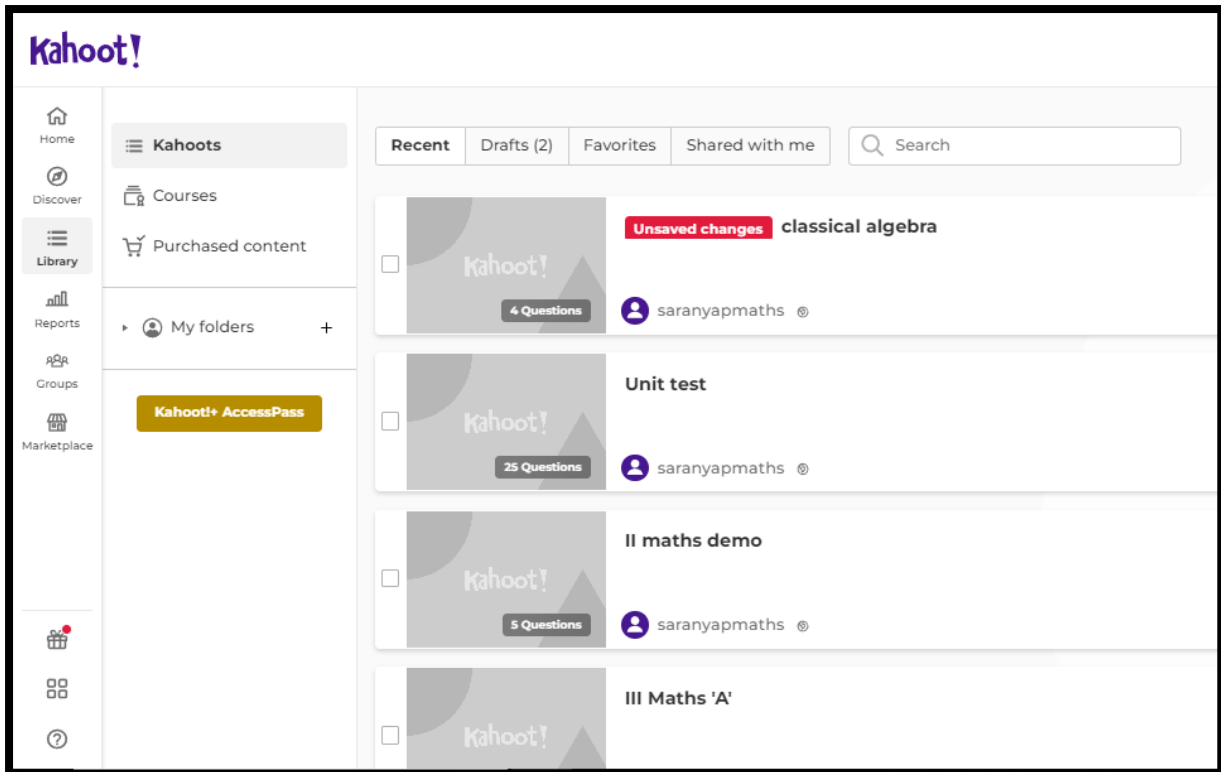




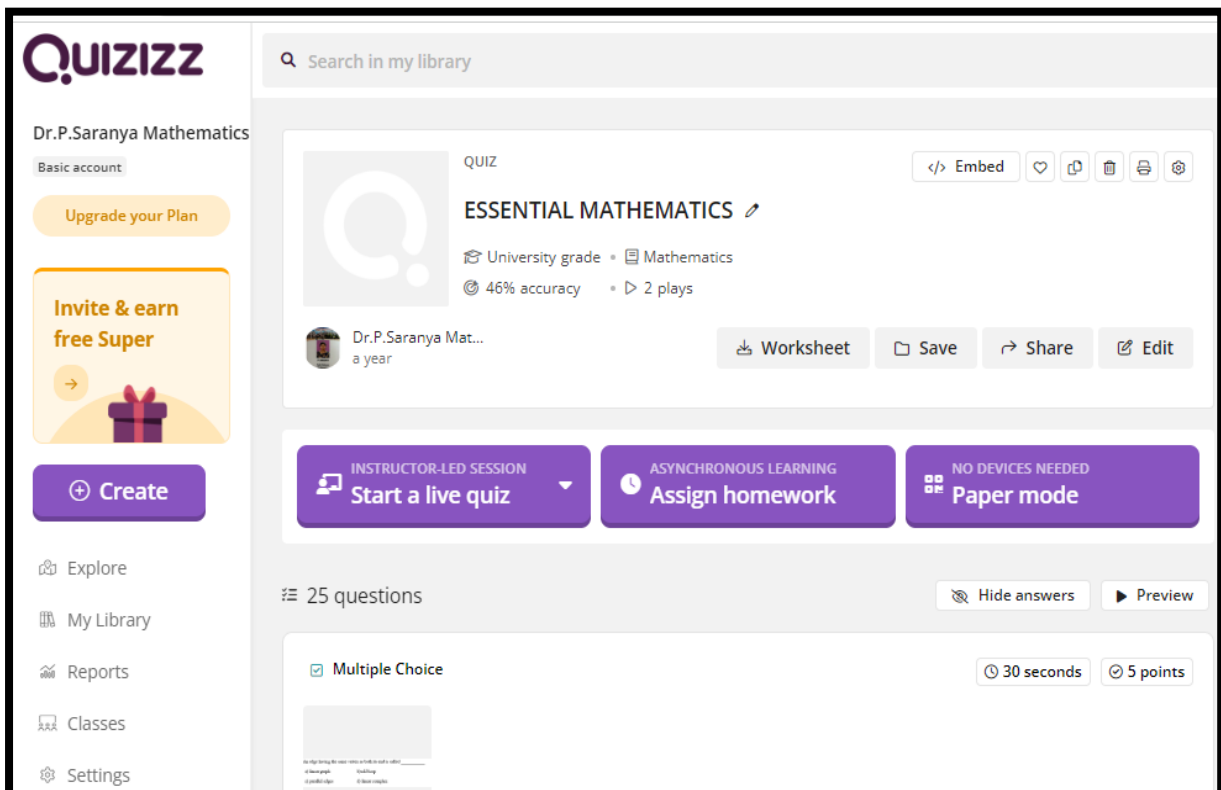
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ACTIVITY BASED LEARNING

MATHEMATICS STUDENTS ATTEMPTING QUIZ IN CLASSICAL ALGEBRA



ALLIED STUDENTS ATTEMPTING QUIZ IN ESSENTIAL MATHEMATICS



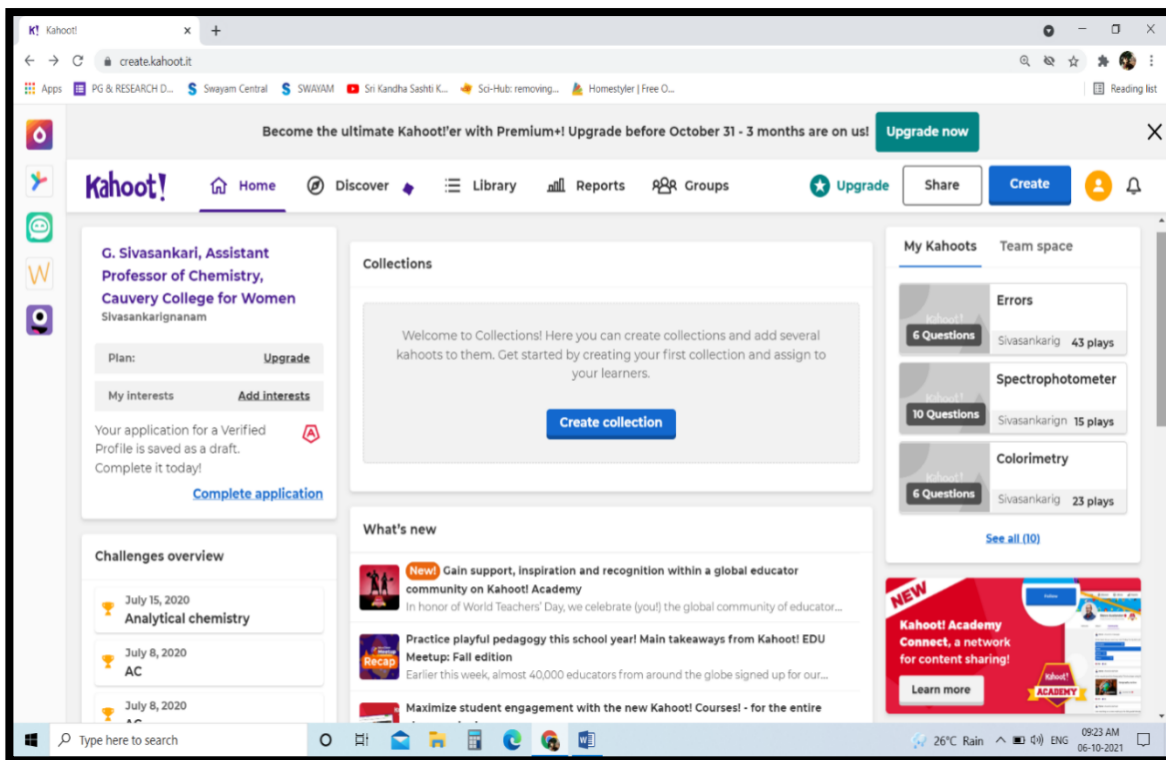


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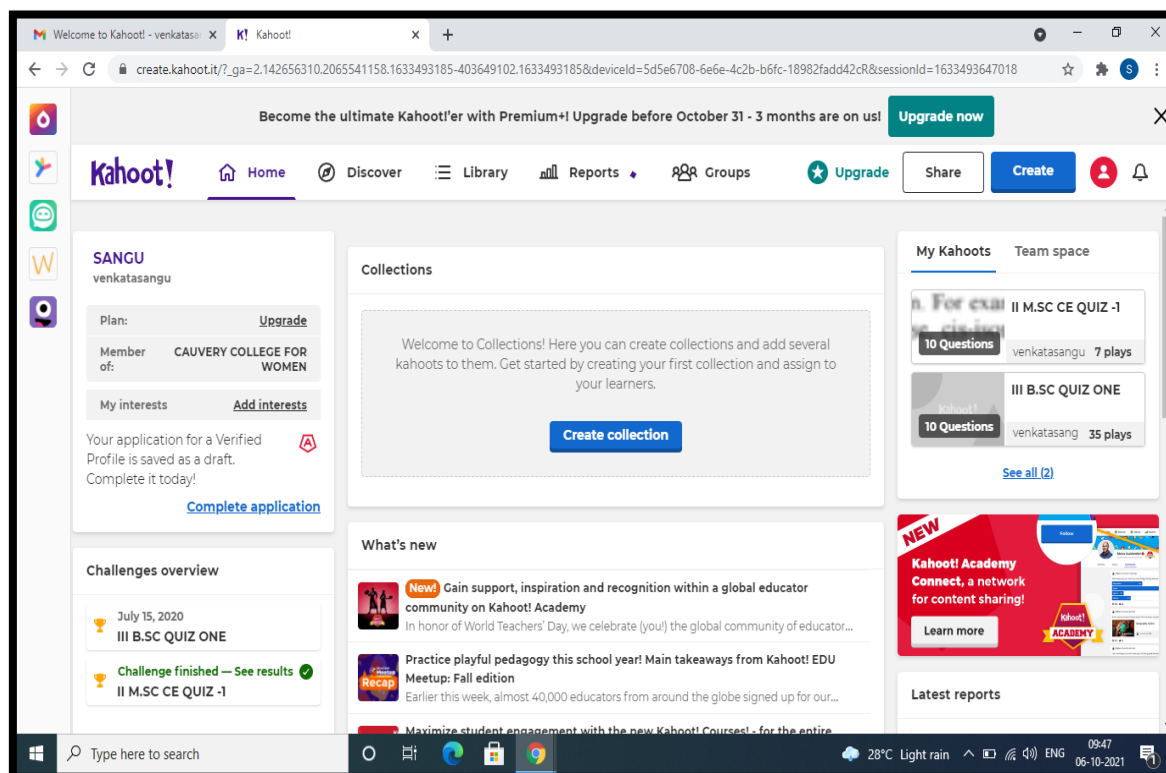
ACTIVITY BASED LEARNING

DEPARTMENT OF CHEMISTRY

QUIZ ON ANALYTICAL CHEMISTRY



QUIZ ON CHEMICAL COMPOUNDS

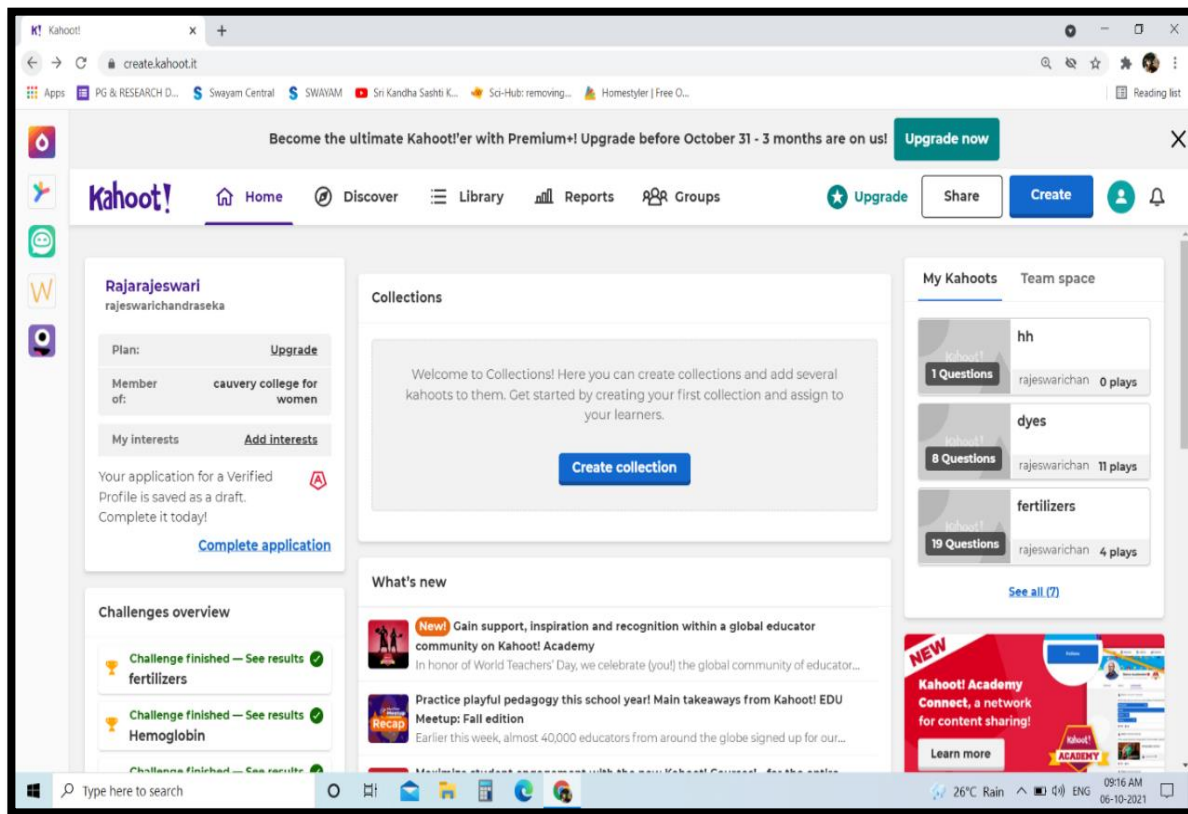




CRITERION II

ACTIVITY BASED LEARNING

QUIZ ON FERTILIZERS AND DYES



HANDS ON TRAINING IN QUALITATIVE AND QUANTITATIVE ANALYSIS OF CHEMICAL COMPOUNDS

1. Volumetric Analysis
2. Organic Chemistry Practical
3. Semi-micro Analysis
4. Organic Qualitative Analysis
5. Physical chemistry practical (Electrical and non-electrical experiments)
6. Chemistry of Consumer Products
7. Water treatment Technology
8. Gravimetric Analysis and Analytical Techniques



CRITERION II

ACTIVITY BASED LEARNING

WATER TREATMENT TECHNOLOGY



DISCUSSION OF CHEMISTRY OF CONSUMER PRODUCTS





CRITERION II

ACTIVITY BASED LEARNING

GRAVIMETRIC ANALYSIS AND ANALYTICAL TECHNIQUES



TRAINING PROGRAMMES FOR THE PREPARATION OF

1. SOAP
2. LIP BOMB
3. ALOVERA GEL
4. HERBAL COUGH SYRUP
5. VAPOURUB
6. ESSENTIAL OIL
7. SHAMPOO
8. ROOM FRESHENER
9. ORGANIC HAIR DYE
10. NAIL POLISH
11. NAIL POLISH REMOVER
12. ORGANIC KAJAL



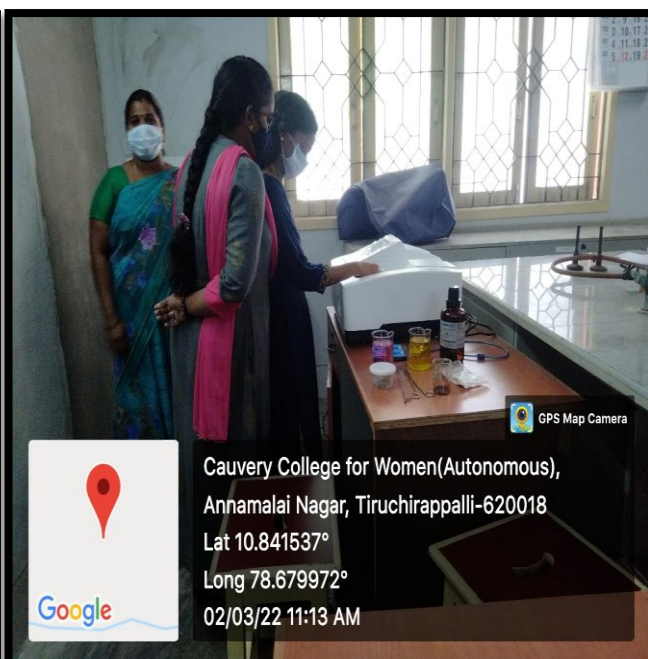
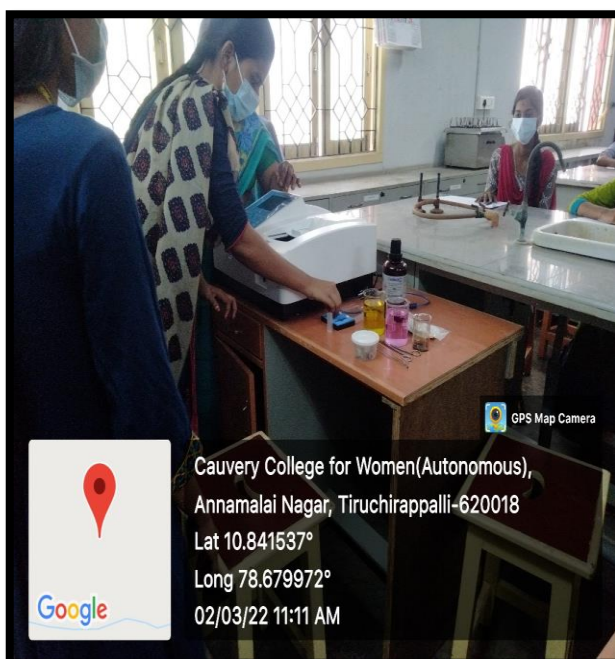
CRITERION II

ACTIVITY BASED LEARNING

SOAP MAKING



HANDS ON TRAINING FOR UV-VISIBLE SPECTROSCOPY TECHNIQUE



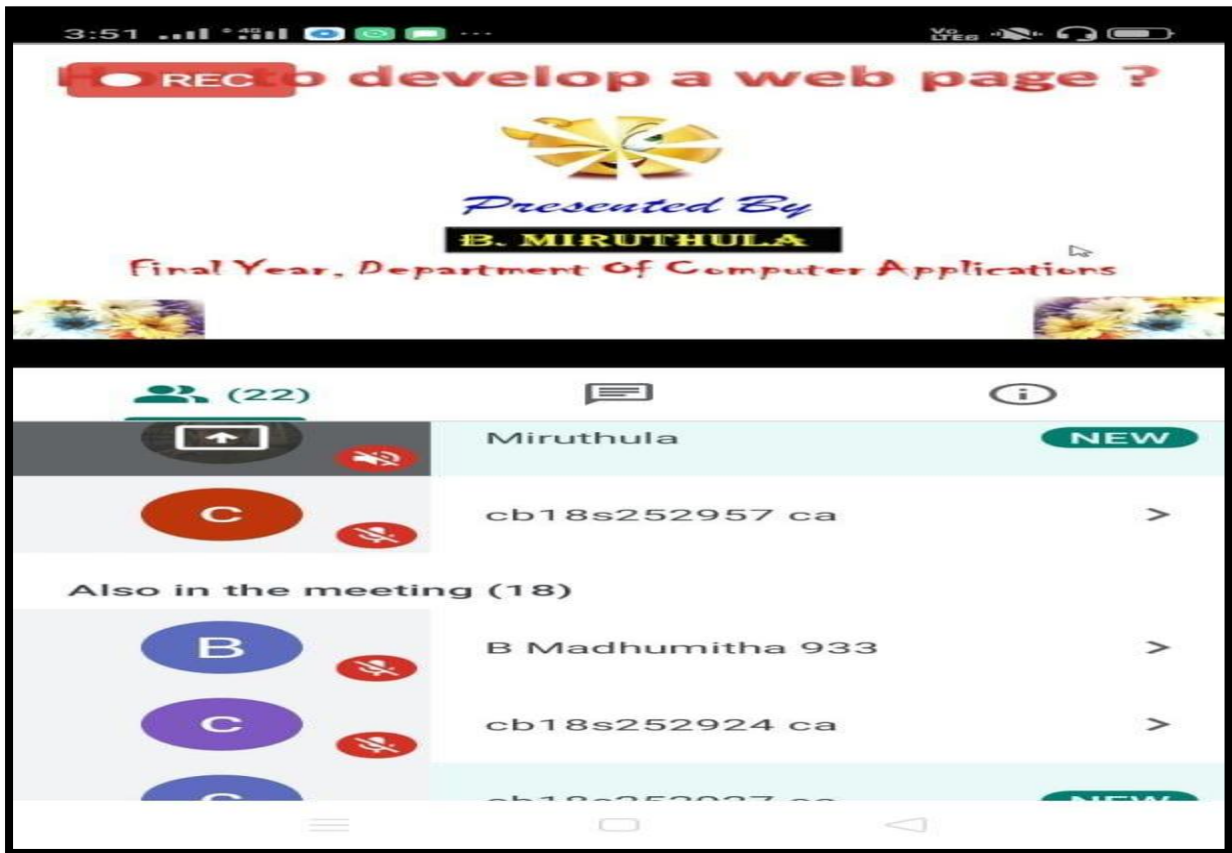


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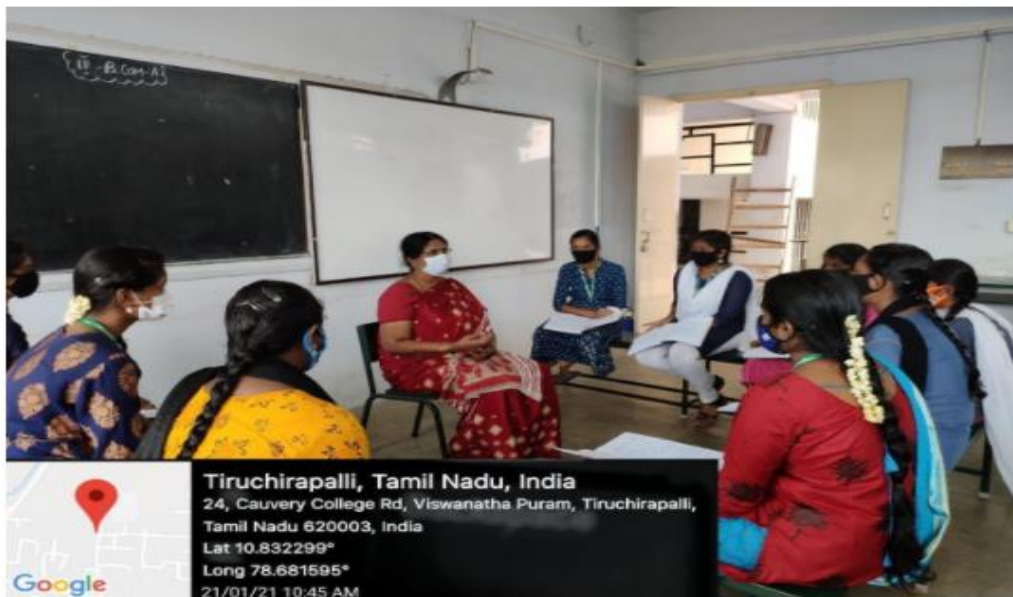
ACTIVITY BASED LEARNING

DEPARTMENT OF COMPUTER APPLICATIONS

TRAINING ON DEVELOPING A WEB PAGE



GROUP DISCUSSION WITH III B.COM ON "RECENT TRENDS IN COMMERCE"





CRITERION II

ACTIVITY BASED LEARNING

SLOGAN WRITING ON “MANTRA FOR SAFE FUTURE”



Workshop on Robotics Manipulators- Forward and Inverse Kinematics

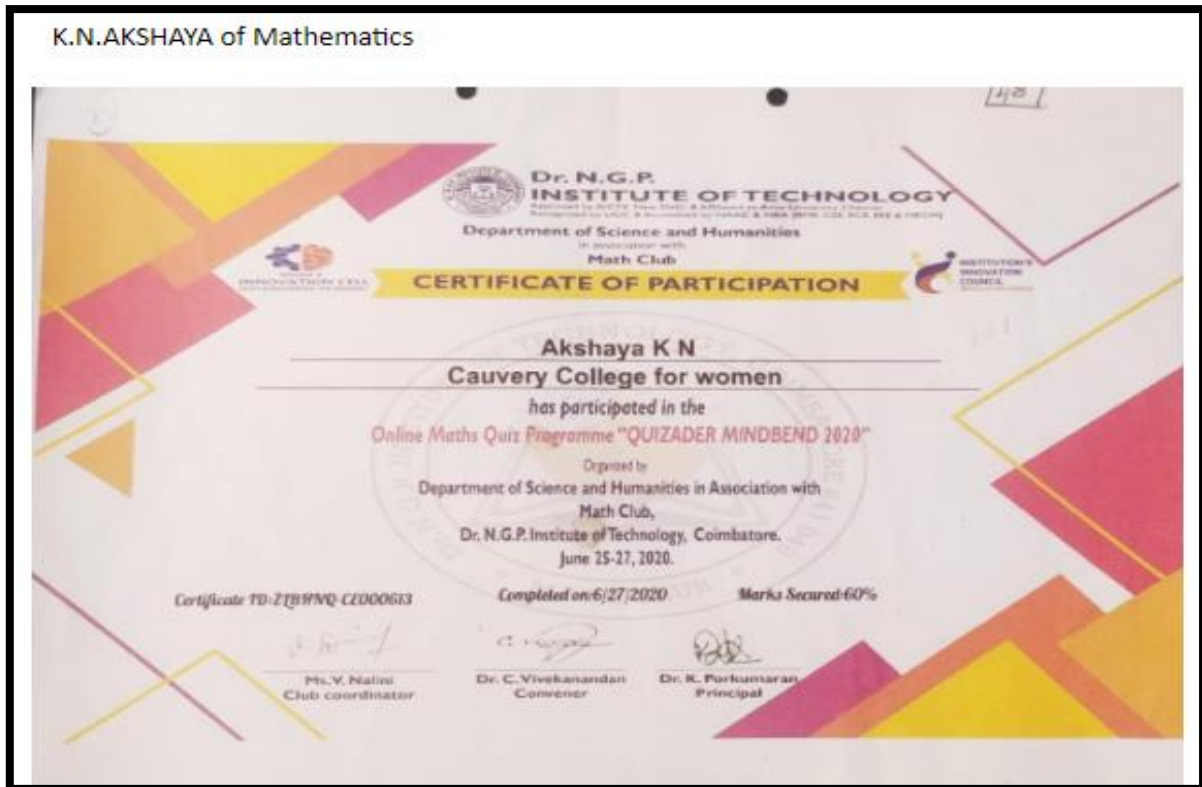




CRITERION II

ACTIVITY BASED LEARNING

ONLINE QUIZ



DEPARTMENT OF MATHEMATICS

STUDENT POWER POINT PRESENTATION IN MATRICES





DEPARTMENT OF TAMIL

STUDENTS STAGING THE CHARECTERS IN THEIR SUBJECT



Activity-based learning in participative learning environments offers a dynamic and effective approach to learning that promotes active engagement, experiential learning, collaboration, critical thinking, problem-solving, personalized learning, immediate feedback, creativity, motivation, confidence, and preparation for real-world challenges.