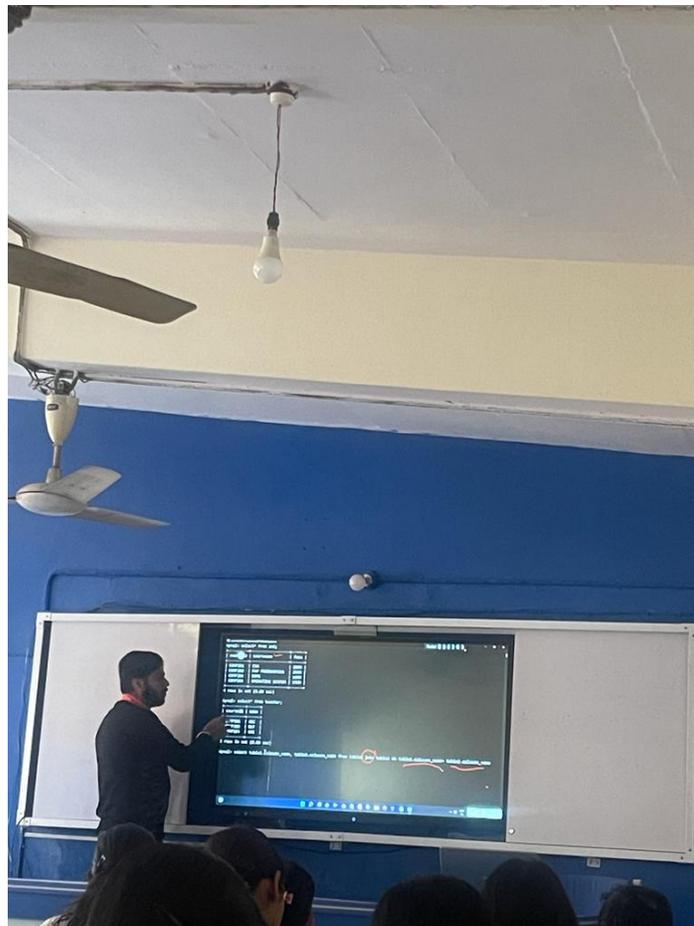


Department of Computer Science

Teaching Practices

- 1. Peer to Peer Learning:** The Department of Computer Science fosters a culture of peer-to-peer learning by actively involving both third-year students in teaching second-year students and second-year students in teaching first year students. By leveraging the expertise and experiences of our more advanced students, the Department aims to enhance the learning experience and promote a supportive and collaborative environment within the department.



Snap(1): Subham Sharma (BSc 3rd Year) giving lecture to 2nd year students on DBMS

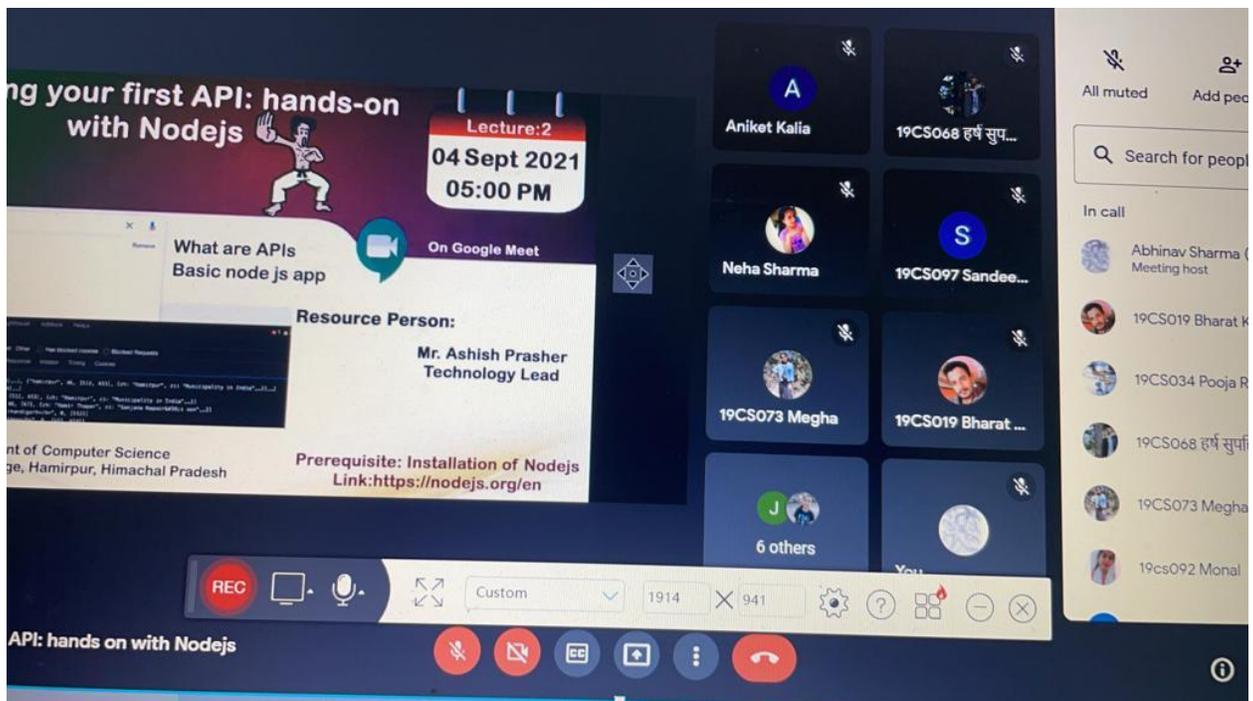
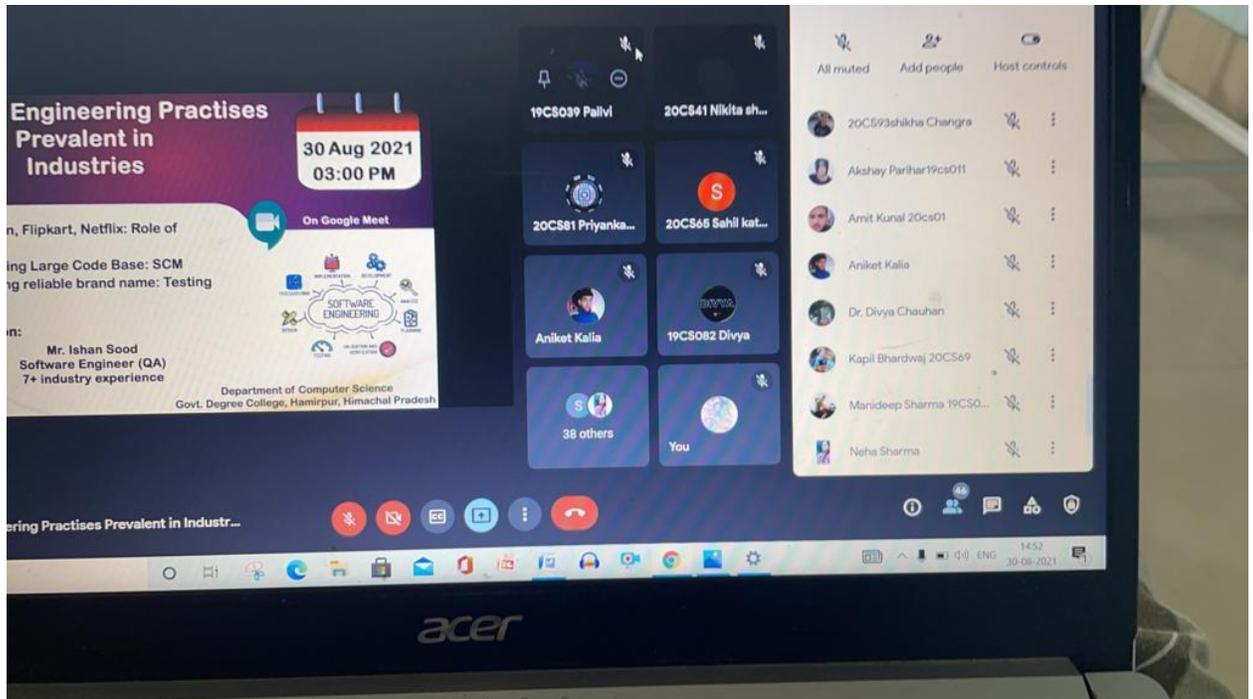


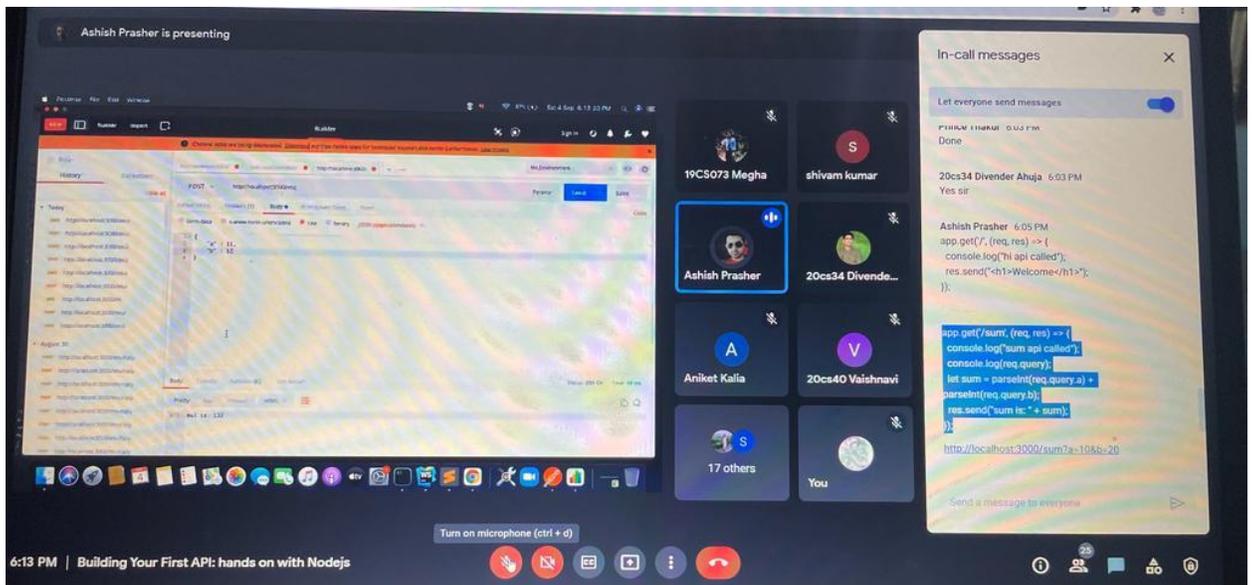
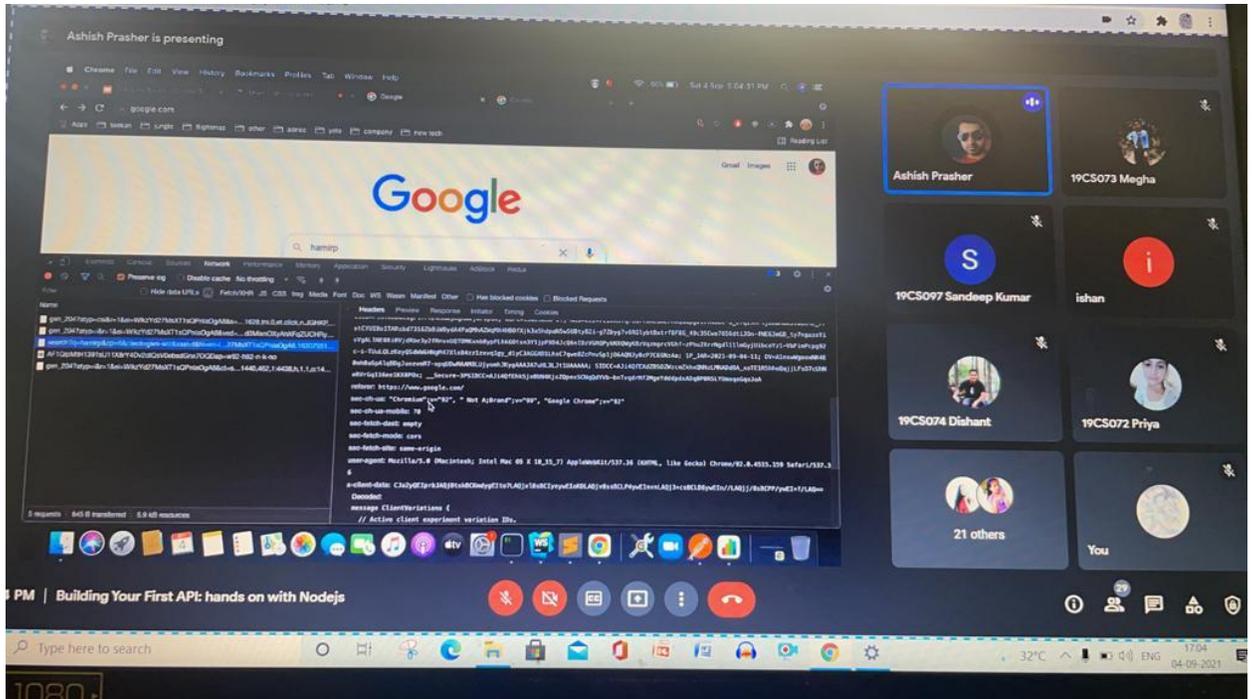
Snap(2) Sourabh (BSc 2nd year) giving lecture to BCoM students on Office Automation Tools



Snap (3): Vijender (BSc 3rd Year) giving lecture to school students on Game designing and development

2. Amplifying Technical Skills: The Department of Computer Science hosts lecture series by industry experts, empowering students with valuable insights and knowledge for professional development. These lectures are mainly scheduled on weekends via online platforms.





Snap (4): Various lectures by industry experts

- 3. Enhancing Student engagement through Quiz-based Attendance:** The Computer Science department has implemented a novel attendance methodology on trial basis using Canvas as the Learning Management System. At the end of each lecture, students are given a 5-minute quiz. To be marked present, they must score a minimum of 2 marks, with two questions related to the lecture title and a shared code. This method encourages student engagement and has received positive feedback.

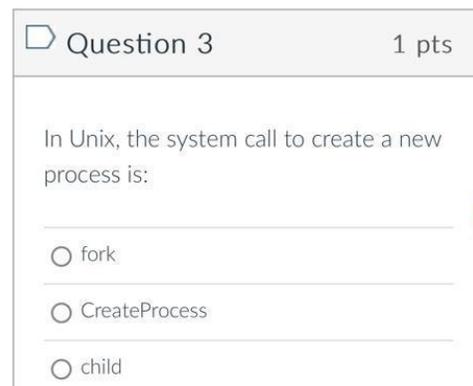


Quiz Instructions

Some questions may have multiple answers so you need to check all those options for such questions.

Scoring more than 50% marks in the class quiz means you have attended the class lecture and you will be marked as PRESENT in the attendance register.

A Test Pass Code will be intimated during the class test to ensure there are no proxies in the submission of tests.



Snap(5): Student Engagement in the class through Quiz Based Attendance

4. Exploring multifaceted engagement of Students: In today's fast-paced and interconnected world, the traditional boundaries of education are expanding. Students are no longer confined solely to the realms of classroom activities and academic coursework. Instead, they actively seek out opportunities to engage in a diverse range of experiences beyond their regular curriculum. The students of the Department of Computer Science are being encouraged to participate in hackathons and gain expertise in areas beyond their prescribed syllabus.



Snap(6):One of the student successfully completed the cyber security challenge by Try Hack me and completed the course by EC-Council