Criteria No. 2 Teaching-learning and Evaluation
Metric No. with Title : 2.3 Teaching- Learning Process
Sub Metric No. with Title : 2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences using ICT tools

Index

Sr. No.	Student Centric Methods
1.	A.Y. 2023-2024
2.	A.Y. 2022-2023
3.	A.Y. 2021-2022
4.	A.Y. 2020-2021
5.	A.Y. 2019-2020

LAXMI CHARITABLE TRUST'S

SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE

DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching Learning Methodologies A.Y. 2023- 24

Department of B.A. Multimedia & Mass Communication

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Interactive sessions with experts	Online webinars were organized with an expert to learn about Digital Marketing and Digital Media. To deeply understand the related concepts, importance and career opportunities as the industry is rapidly growing.
		2. Internships and Fellowship	Students are motivated and encouraged to join internships programs as a part of their academics in their TY Semester VI, in the field of digital marketing, as they have been Google Certified through Digital Marketing Add-on courses run in the college premise itself.
		3. Research activities	Students were guided on one to one basis, to come up with their research topics and were motivated to learn and boost their capabilities in finding something innovative through a series of systematic processes.
2.	Collaborative Learning	Learning through presentations, videos, films, and other teaching aids.	It is in almost all the subjects across all the years the teachers use the technique beyond just oral or blackboard teaching. Using the ICT helps students better understand the concepts. Students are also given an opportunity to present presentations either individually or in groups

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			using ICT tools. Individual students also make audio links for Radio shows & Podcasts using software for editing audio files which are taught to them in the practical lectures of Computers and Multimedia I and II.
3.	Problem Solving Methods	Remedial lectures.	Remedial lectures are conducted for slow learners. In the regular classes, some students fail to understand the subject, such students are admitted to remedial classes. It focuses on revising the concepts.
4.	Learning through add-on and certificate courses	Add-on course helps all the students to gain confidence along with the subject knowledge. Add-ons include Digital Marketing and Graphic Designing.	In order to understand the subject more clearly and get job ready, add-on courses have been introduced in the college so that they bridge the gap between academics and industry.
5.	Learning through co-curricular and extra- curricular activities.	Students register and participate in various inter college and intra college festivals, fests, sports, events and so on.	Students learn about activities such as following their hobbies and passions along with academics. It aids in building a spirit of confidence and facing competitions, challenges and helps build a positive personality. By managing events, they also master communications, managerial and logistics skills.
6.	Flipped Classroom	For making the lectures more engaging, students are asked to research and prepare topics and present them in the classroom.	This facilitates the self-learning process in the students, which is followed by classroom discussions.

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Student Centric Activity A.Y. 2023-2024

WEBINAR ON DIGITAL MARKETING

MATINEE TADKA- LIGHT CAMERA ACTION

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ORIENTATION PROGRAM

Laxmi Charitable Trust's

Sheth L.U.J. College of Arts & Sir M.V. College of Science & Commerce

Dr. S. Radhakrishnan Marg, Andheri (East), Mumbai 400 069.

Teaching and Learning Methodologies A.Y. 2023-2024
Department of Biotechnology

Sr. No.	Methodologies	Activity	Description
1.	Experimental learning	1. Visit to research institutes	During the academic year, research institutes such as ACTREC were visited by students to provide them with a comprehensive grasp of the applications of various concepts in medical biotechnology and its advanced scientific methodologies.
		2. Interactive session with experts	During scheduled webinars and seminars, students are motivated to ask questions to the researchers and industry experts about the field's distinctive, evolving, and sophisticated subjects as well as the scope and employment opportunities in biotechnology and latest instrumentation techniques.
		3. Internship and fellowship	Students are encouraged to apply for internships at various research institutions as well as in the R&D and quality control divisions of numerous reputable businesses and start-ups.
		4. Entrepreneurial activities	Students are encouraged to set up stalls at the intercollegiate festival VIBES where they sell a variety of products in order to improve their confidence and communication abilities. This teaches students how to handle their money and deal with rejection.

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		5. Research activities	In the T.Y.B.Sc. Biotechnology in the last semester, students complete a research project under the supervision of a teacher in charge. Students learn how to create project objectives, select a suitable sample, organize experimental sets, and assess the outcomes on their own with the aid of a sufficient literature research and their faculty's guidance.
2.	Collaborative Learning	Learning through power point presentations, videos, and other teaching aids	ICT tools are always utilized effectively to understand a concept that facilitates the visualization of biological processes. Students use ICT tools and their own creativity to develop presentations either individually or in groups.
3	Problem-Solving Methods	Faculties encourage students to acquire and develop problem-solving skills.	Students are encouraged to troubleshoot any experiments that don't yield the intended results when conducting studies. It is expected of students to comprehend the appropriate scientific justifications for every failed experimental design.
4	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, the College's annual fest, and Sports event.	Students acquire important life skills and routines like punctuality, teamwork, leadership abilities event management and organisation skills.

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5.	Flipped Classroom	To make the lectures interactive and engaging, students are asked to research and prepare topics relevant to the syllabus and present them in the classroom in front of their peers and faculties.	A Q & A session is planned to follow the presentation of a certain topic in order to assess the presenter's actual subject knowledge. Student's ability to study for themselves and to evaluate and critique themselves is developed, which raises their confidence and enhances their scientific understanding of the subjects.

Coordinator

Department of Biotechnology

I/C Principal

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ANDHERI (EAST) MUMBAI-69.

Laxmi Charitable Trust's

Sheth L.U.J. College of Arts & Sir M.V. College of Science & Commerce

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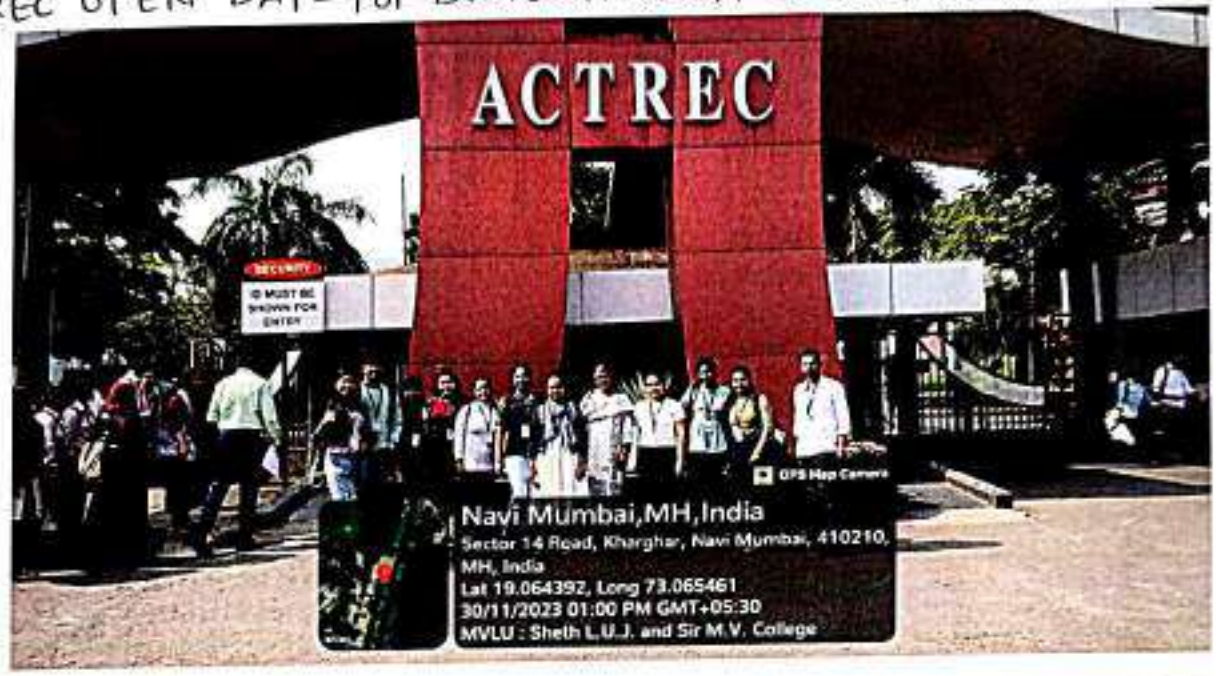
ACTREC OPEN DAY – For BIOTECHNOLOGY STUDENTS A.Y. 2023-2024



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Teaching and Learning Methodologies 2023-2024

Department of Computer Science

Sr. No.	Methodologies	Activity	Description
1.	Experimental learning	1. Interactive session with experts	Seminar on "Elevate your career" : Mr. Nikhil Shinde empowers students with practical knowledge and skills essential for advancing their careers in today's competitive job market. Seminar on "Simplifying Research Process" : Dr. Mahendra Kanojia guided students about the easy process of research papers.
		2. Internship and fellowship	Students are encouraged to take up internships, especially in the IT sector, which help them to get hands-on exposure. As they have been Certified through Different Add-on courses like Data Science, Python Programming, Database Management System and Java etc.
		3. Entrepreneurial activities	Students visit various companies to get Sponsorship to conduct various events. This activity boosted their self confidence, polished their business communication skill and they learnt to even accept rejection. Students of Third Year Computer Science who have completed certification courses were encouraged to take up live software development projects to understand the real world software development challenges.
		4. Research activities	Students of the Department of Computer Science, under the guidance of a teacher incharge take up research projects. Five students successfully completed the research-based project and published scientific research papers in International Journals and conference proceedings published by Springer.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied to almost all subjects across the year. Group and Individual presentations are done by students using ICT tools. A Group of students get together using personal skills and equipment to make presentations. First-year Computer Science students presented their individually completed Python projects. The projects were assigned to help students explore the Python programming language and apply various concepts such as file handling methods and GUI. In order to gain insight into the diverse components and sensors used in IoT and their applications around the world, a group of second-year Computer Science students was assigned to develop an IoT project. On completing this project, the students acquired various skills and knowledge that will aid them in creating innovative IoT projects in future. Second year students presented their Web Technology projects. The project helps students to explore web designing concepts.

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3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	Students undertook research projects and live software developments where they had implemented all the phases of the research and software development life cycle. Students are assigned case based project development to address problems to be solved using IT procedures.
4.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry's point of view. Such courses include certification courses in Data Science, Python Programming, DBMS, and Java.	In order to learn the subjects in detail and gain practical knowledge, their add-on course has been conducted by the college.
5.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, and College's annual fest.	Students learnt life's valuable lessons and habits like punctuality, teamwork, and leadership qualities. They also learnt to organize and manage events.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and present the same in the classroom.	This facilitated the self-learning process by the students.

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Student Centric Activity A.Y. 2023-24

VIBES Intercollege Gaming Event





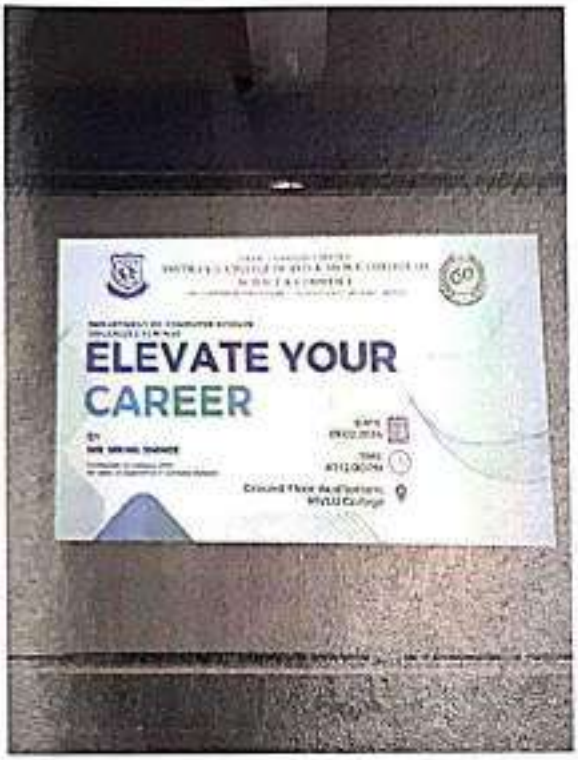









Elevate Your Career



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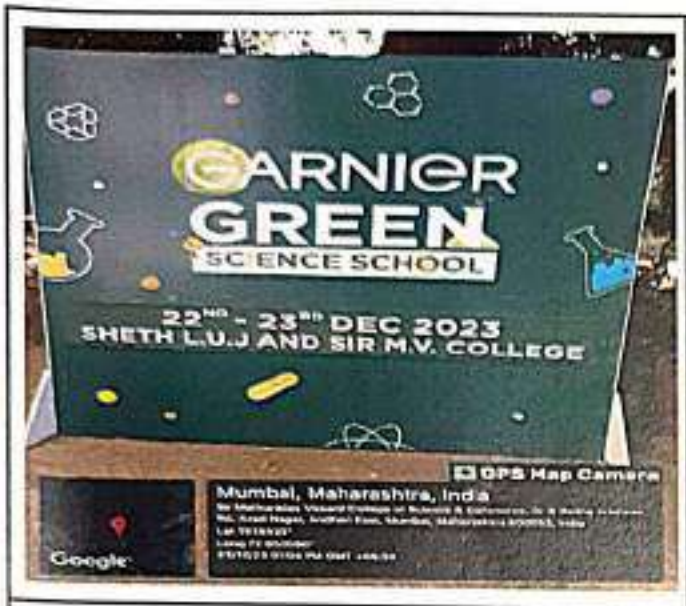
Personal grooming workshop and free salon services in collaboration with Garnier



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ANDHERI (E)
MUMBAI

Simplifying Research Process Seminar

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ANDHERI (EAST)
MUMBAI-93.

Students Project Presentation of different subjects
(PYTHON, IOT, Operating System and Web Technology)















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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069
Teaching and Learning Methodologies
A.Y. 2023-24

Department of Information Technology

Sr. No.	Methodologies	Activity	Description
1.	Experiential Learning	1. Industrial visit	The industrial visit to Adani-Dahanu Thermal Power Station (ADTPS) aimed to teach students about thermal power plant working.
		2. Interactive session with experts	The IT department took the initiative to host a webinar on "Cloud Computing" in which students gathered information about the real-world applications of cloud computing across diverse sectors, such as business, education, healthcare, and government. IT department organized the "Catalyse - Citizenship Workshop" workshop for four days in association with the CMCA organization. To transform students into responsible citizens by training in life skills.
		3. Internship and fellowship	Internships are suggested for students to pursue, particularly in the IT industry where they can gain practical experience.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	In our program "knowledge sharing week," where students present in groups and individually using ICT tools. Additionally, a group of students collaborates to create applications and websites as part of their mini-project, using their individual talents and resources, and then they present it in class.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	The college organizes and motivates students to join different courses. Students participate in various inter-college and intra-college technical fests and other competitions such as • Coding Competitions • Regular Assignments based on problems • Mini Project development
4.	Learning through co-curricular activities	Students participate in various college activities like Cultural activities, the College's annual fest, and Sports festivals.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learned to organize and manage events. The IT department has taken the initiative to enhance students' logical thinking through project presentations such as AWP and Python projects, where students showcase their project work.
5.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics on there and present them in the classroom.	This facilitates the self-learning process in the students.

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(Affiliated to University of Mumbai)
Dr. S. Radhakrishnan Marg, Andheri (East) Mumbai 400 069
☎: 22-66992022/23 | ✉: info@mvlacollege.in | www.mvlacollege.in

INDUSTRIAL VISIT - ADANI DAHANU THERMAL POWER STATION (Maharashtra)

Academic Year: 2023-2024

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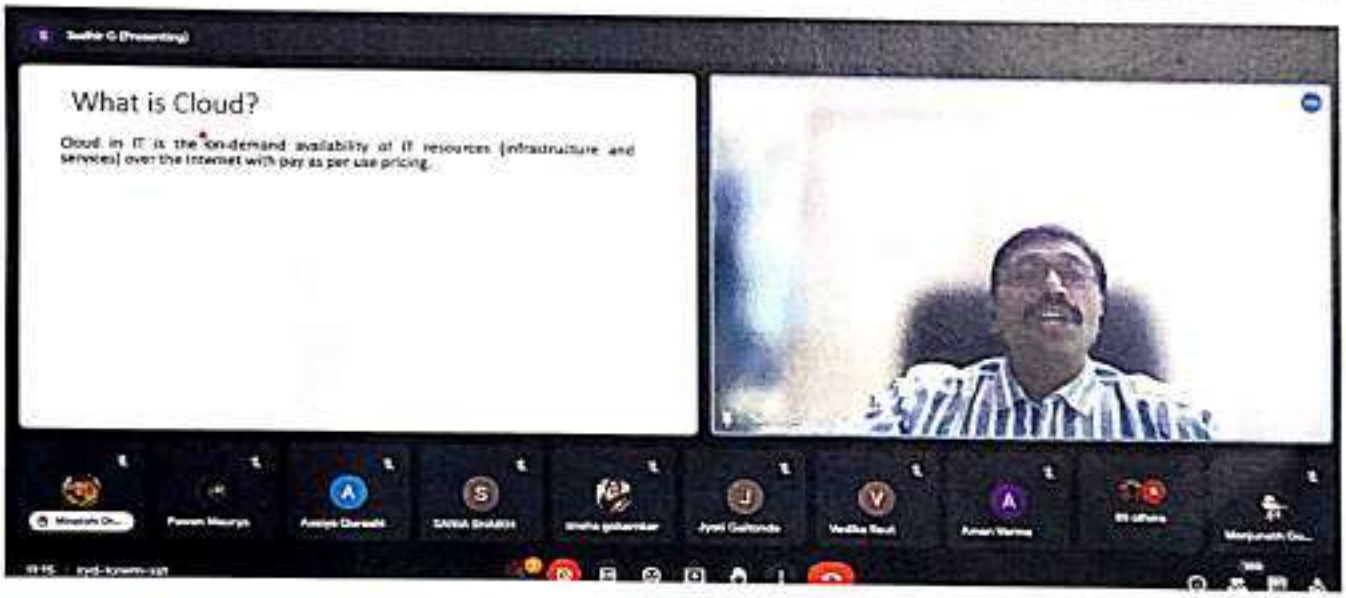
DR. S. RADHAKRISHNAN MARG, ANDHERI(EAST), MUMBAI - 400069

Industrial Applications of Cloud Computing Webinar

Academic Year - 2023-24



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Catalyse - Citizenship Workshop

Academic Year - 2023-24

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ADVANCED WEB PROGRAMMING MINI - PROJECT PRESENTATION

Academic Year: 2023-2024

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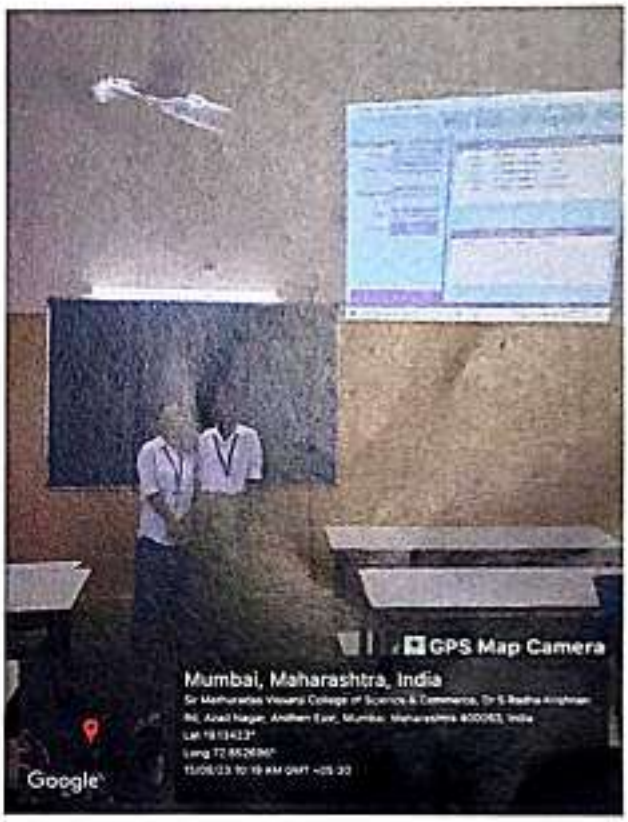
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Python Project Presentation

Academic Year - 2023-24



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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching Learning Methodologies A.Y. 2022- 23
Department of B.A. Multimedia & Mass Communication

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Field Visit	Industry visit to Radio Station (98.3 RadioMirchi),to learn about the intricacies of a radio station and get a deeper practical knowledge for the subject Radio Program Production- I and II.
		2.Interactive sessions with experts	Online webinars were organized with an expert to learn about Digital Marketing and Digital Media. To deeply understand the related concepts, importance and career opportunities as the industry is rapidly growing. .
		3. Internships and Fellowship	Students are motivated and encouraged to join internships programs as a part of their academics in their TY Semester V, in the field of digital marketing, as they have been Google Certified through Digital Marketing Add-on courses run in the college premise itself.
		4. Research activities	Students were guided on one to one basis, to come up with their research topics and were motivated to learn and boost their capabilities in finding something innovative through a series of systematic processes.
2.	Collaborative Learning	Learning through presentations, videos, films, and other teaching aids.	It is in almost all the subjects across all the years the teachers use the technique beyond just oral or

			blackboard teaching. Using the ICT helps students better understand the concepts. Students are also given an opportunity to present presentations either individually or in groups using ICT tools. Individual students also make audio links using software for editing audio files which are taught to them in the practical lectures of Computers and Multimedia I and II.
3.	Problem Solving Methods	Remedial lectures.	Remedial lectures are conducted for slow learners. In the regular classes, some students fail to understand the subject, such students are admitted to remedial classes. It focuses on revising the concepts.
4.	Learning through add-on and certificate courses	Add-on course helps all the students to gain confidence along with the subject knowledge. Add- on courses include Digital Marketing and Graphic Designing.	In order to understand the subject more clearly and get job ready, add-on courses have been introduced in the college so that they bridge the gap between academics and industry.
5.	Learning through co-curricular and extra- curricular activities.	Students register and participate in various inter college and intra college festivals, fests, sports, events and so on.	Students learn about activities such as following their hobbies and passions along with academics. It aids in building a spirit of confidence and facing competitions, challenges and helps build a positive personality. By managing events, they also master communications, managerial and logistics skills.
6.	Flipped Classroom	For making the lectures more engaging, students are asked to research and prepare topics and present them in the classroom.	This facilitates the self-learning process in the students, which is followed by classroom discussions.

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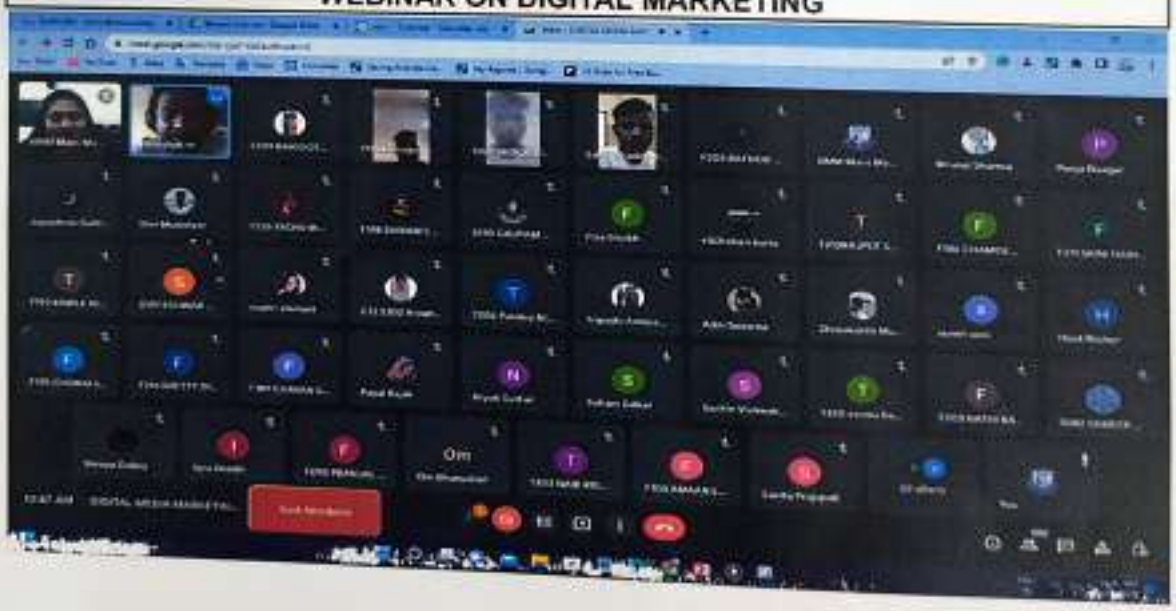
Student Centric Activity A.Y. 2022-23

RADIO STUDIO VISIT

WEBINAR ON DIGITAL MARKETING



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SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069
Teaching and Learning Methodologies
A.Y. 2022-23

Department of Information Technology

Sr. No.	Methodologies	Activity	Description
1.	Experiential Learning	1. Interactive session with experts	The IT department took the initiative to host a seminar on "Career Guidance on abroad studies" in which students gathered information about the desired programs, research universities, application deadlines, how to prepare required documents and consider scholarships for successful abroad studies. IT department organized the "Catalyse - Citizenship Workshop" workshop for four days in association with the CMCA organization. To transform students into responsible citizens by training in life skills.
		2. Internship and fellowship	Internships are suggested for students to pursue, particularly in the IT industry where they can gain practical experience.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	In our program "knowledge sharing week," where students present in groups and individually using ICT tools. Additionally, a group of students collaborates to create applications and websites as part of their mini-project, using their individual talents and resources, and then they present it in class.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	The college organizes and motivates students to join different courses. Students participate in various inter-college and intra-college technical fests and other competitions such as • Coding Competitions • Regular Assignments based on problems • Mini Project development
4.	Learning through co-curricular activities	Students participate in various college activities like Cultural activities, the College's annual fest, and Sports festivals. We	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learned to organize and manage events.
5.	Learning through add-on and certificate courses	The add-on course helps the students to study the subject content from the industry point of view. The IT department conducted a course on 'IOT Based Automation'	Students learned IOT applications, various types of sensors, actuators, and microcontrollers. Students were able to design and implement IOT systems and enhanced their awareness and experience with IOT systems.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics on there and present them in the classroom.	This facilitates the self-learning process in the students.

I/C Principal

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Student Centric Activity A.Y. 2022-23

IOT Based Automation

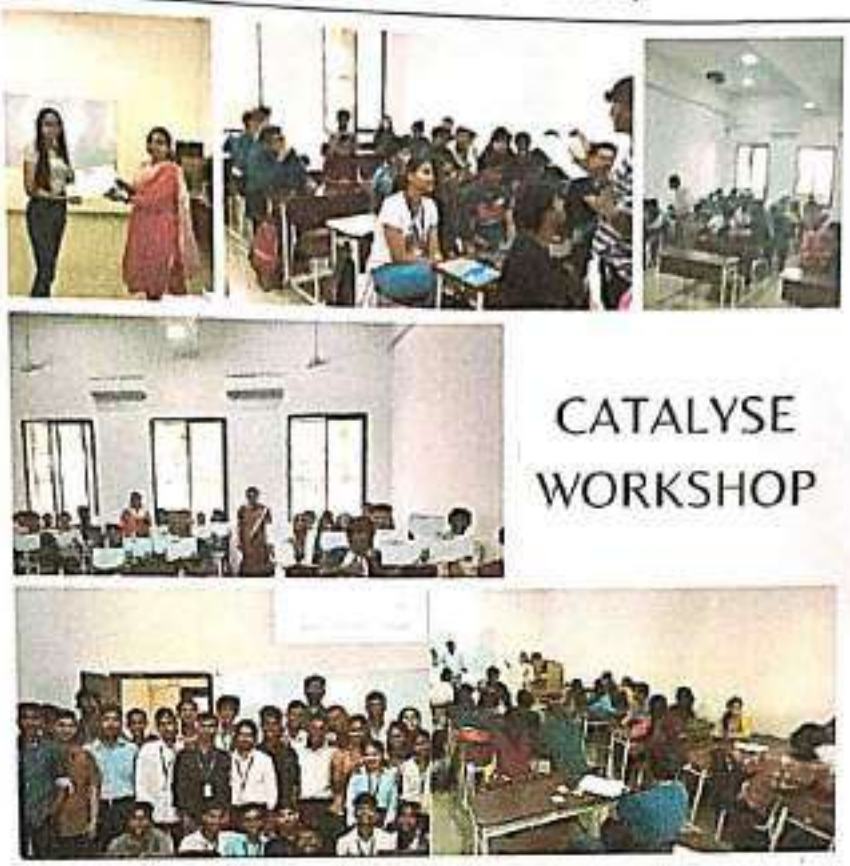
Knowledge Sharing Week

Career Guidance on Abroad Studies

Voting Awareness

Website Presentation

Catalyse – Citizenship Worshop



Career Guidance for B.Sc.I.T. Students

SHETHLULIA & SIR M.V. COLLEGE OF SCIENCE & TECHNOLOGY

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Teaching and Learning Methodologies 2022-2023

Department of Computer Science

Sr. No.	Methodologies	Activity	Description
1.	Experimental learning	1. Interactive session with experts	Workshop on Cyber Security : Mr. Rohit Sahu discussed the basics of cyber security as well as gave hands-on training on various tools to work with cyber security. Workshop on "How To Write a Research Paper" : Dr. Mahendra Kanojia guided students about various techniques to write good research papers.
		2. Internship and fellowship	Students are encouraged to take up internships, especially in the IT sector, which help them to get hands-on exposure. As they have been Certified through Different Add-on courses like Data Science, Python Programming, Database Management System and Java etc.
		3. Entrepreneurial activities	Students visit various companies to get Sponsorship to conduct various events. This activity boosted their self confidence, polished their business communication skill and they learnt to even accept rejection. Students of Third Year Computer Science who have completed certification courses were encouraged to take up live software development projects to understand the real world software development challenges.
		4. Research activities	Students of the Department of Computer Science, under the guidance of a teacher incharge take up research projects. Four students successfully completed the research-based project and published scientific research papers in International Journals and conference proceedings published by Springer.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied to almost all subjects across the year. Group and Individual presentations are done by students using ICT tools. A Group of students get together using personal skills and equipment to make presentations. Professor Bhavin Patel conducted a Shark Tank simulation in the first-year computer science classroom to help students understand business models and digital marketing. First-year Computer Science students presented their individually completed Python projects in the IT lab. The projects were assigned to help students explore the Python programming language and apply various concepts such as file handling methods and GUI. In order to gain insight into the diverse components and sensors used in IoT and their applications around the world, a

SHETH L.U.J. & SIR M.V. COLLEGE OF SCIENCE & COMMERCE ANDHERI (EAST) MUMBAI-69

			group of second-year Computer Science students was assigned to develop an IoT project. On completing this project, the students acquired various skills and knowledge that will aid them in creating innovative IoT projects in future.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	Students undertook research projects and live software developments where they had implemented all the phases of the research and software development life cycle. Students are assigned case based project development to address problems to be solved using IT procedures.
4.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry's point of view. Such courses include certification courses in Data Science, Python Programming, DBMS, and Java.	In order to learn the subjects in detail and gain practical knowledge, their add-on course has been conducted by the college.
5.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, and College's annual fest.	Students learnt life's valuable lessons and habits like punctuality, teamwork, and leadership qualities. They also learnt to organize and manage events.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and present the same in the classroom.	This facilitated the self-learning process by the students.

LAXMI CHARITABLE TRUST'S

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Student Centric Activity A.Y. 2022-23

Cultural 4

VIBES Intercollege Gaming Event

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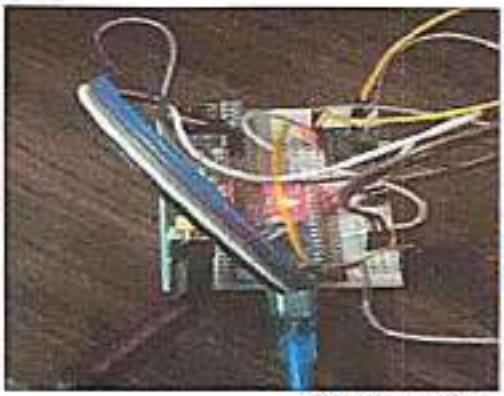
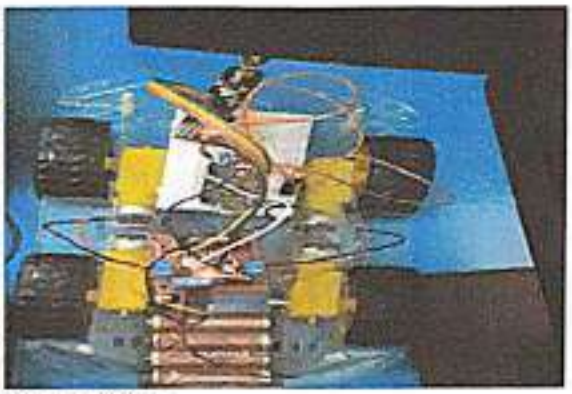
Chakal

WORKSHOP ON CYBER SECURITY

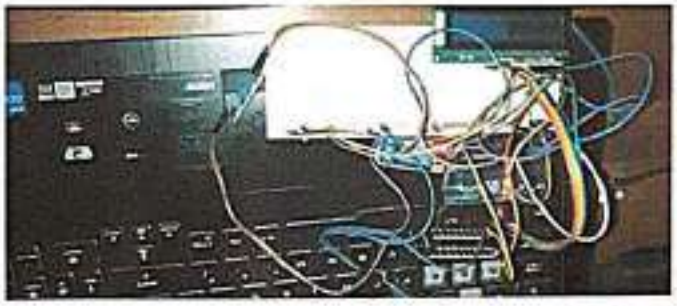
SIR M. V. COLLEGE OF SCIENCE & COMMERCE ★ SHETH LULLA
ANDHERI (EAST)
MUMBAI-93

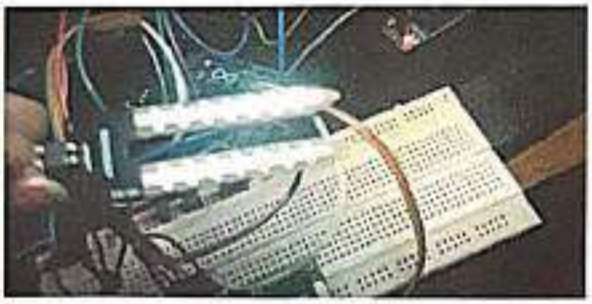
Exploring the World of IoT Technologies: A Project on IoT Devices, Sensors, and their Functionalities



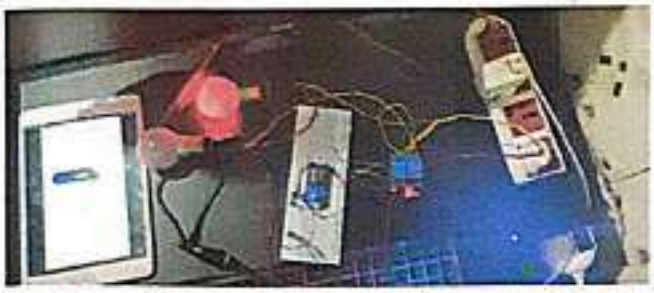


Hand Gesture Control Car



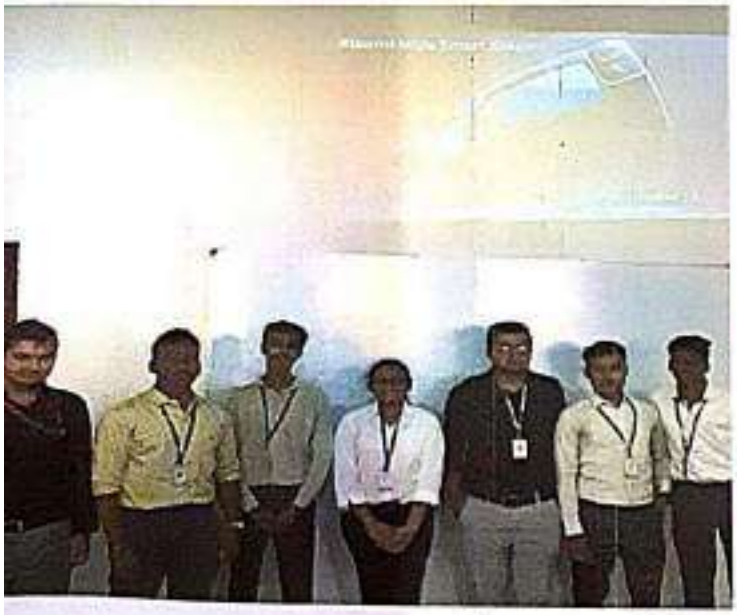


Smart Irrigation System



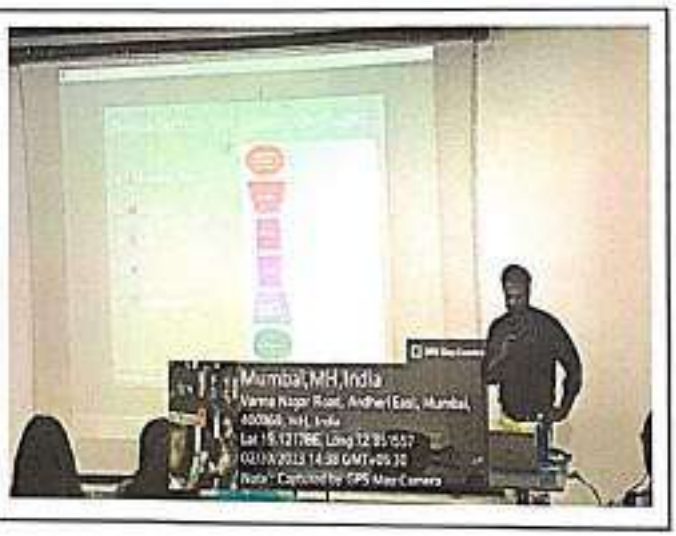
Home Automation System With Blynk App

SHARK TANK SIMULATION



Innovative Python Projects Presented by First-Year CS Students

Workshop on How to write Research Paper



Cwcd

LAXMI CHARITABLE TRUST'S
SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching and Learning Methodologies 2022-23
Department of Biotechnology

Sr. No.	Methodologies	Activity	Description
1.	Experimental learning	1. Industrial visits and visit to research institutes	In order to give students an in-depth understanding of the application of various industrial biotechnology concepts and scope of biotechnology, live demonstrations of advanced scientific techniques along with industrial visits to Sahyadri farms, York Wineries, KF Bioplants, etc., and research institutions like ACTREC were organised during the academic year.
		2. Laboratory Work	Practicals related to curriculum are demonstrated by faculties after which the students are asked to perform experiments in the laboratory and interpret the results.
		3. Interactive session with experts	Students are encouraged to ask questions to industry experts and researchers during organised webinars and seminars regarding scope and career in biotechnology, cutting-edge instrumentation techniques, and unique, developing, and advanced topics in biotechnology.
		4. Internship and fellowship	Students are encouraged to apply for internships at various research institutions as well as in the R&D and quality control divisions of numerous reputable businesses and start-ups.
		5. Entrepreneurial activities	For improving communication skills and confidence, students are encouraged to put up stalls at the intercollege festival where they sell various edible items. This helps students to learn various aspects of financial management and accept rejections.
		6. Research activities	In the last semester of T.Y.B.Sc. Biotechnology, students complete a research project under the supervision of a teacher in charge. With the help of an adequate literature review and the guidance of their lecturers, students learn how to develop project objectives, choose an appropriate sample, frame experimental sets, and evaluate the results independently.

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2.	Collaborative Learning	Learning through powerpoint presentations, videos, and other teaching aids	ICT tools are practically used to comprehend a concept that makes it easier to visualise biological processes. Students create presentations on their own or in groups, utilising ICT resources and their own ingenuity.
3.	Problem-Solving Methods	Faculties encourage students to acquire and develop problem-solving skills.	During practicals and project work, students are encouraged to troubleshoot any experiments and apply trial and error if desired results are not obtained. Also, students are expected to understand the proper scientific arguments for each unsuccessful experimental methodology.
4.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, the College's annual fest, and Sports event.	Students acquire important life skills and routines like punctuality, teamwork, and leadership abilities, also gains event management and organisation skills.
5.	Flipped Classroom	To make the lectures interactive and engaging, students are asked to research and prepare topics relevant to the syllabus and present them in the classroom in front of their peers and faculties.	Student's capacity for self-learning, self-evaluation, and self-criticism is promoted as a result, which improves their morale, confidence, and scientific comprehension of the topics. Following the presentation of a specific topic, a question-and-answer session is scheduled to gauge the presenter's actual subject knowledge.

Coordinator

Department of Biotechnology

I/C Principal

LAXMI CHARITABLE TRUST'S
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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Students Centric Activities A.Y. 2022-23
Department of Biotechnology

1. ACTREC Open Day 2022

2. ACTREC Seminar 2022

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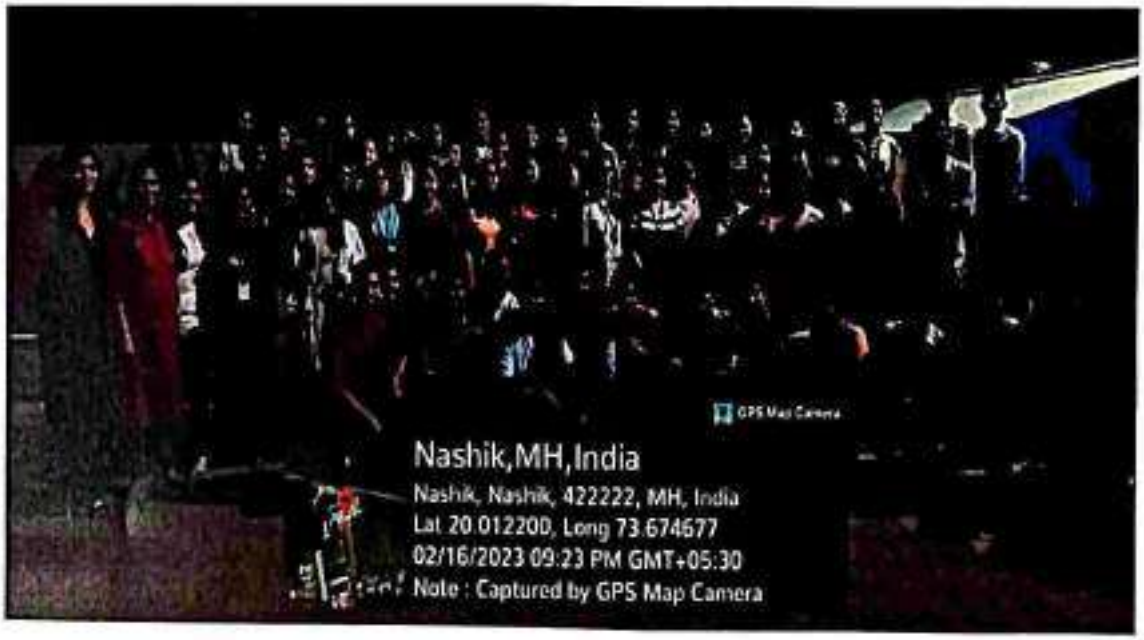
3. Industrial Visit FEB 2023- Sahyadri Farms, Nashik

4. Industrial Visit FEB 2023- York Winery, Nashik



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ANDHERI (EAST)
MUMBAI

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

5. Industrial Visit FEB 2023- KF Bioplants, Pune

Co-ordinator
Department of Biotechnology

I/C PRINCIPAL

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Student Centric Activity A.Y. 2021-22

WEBINAR ON RADIO PROGRAMMING & CAREER OPPORTUNITIES

WEBINAR ON PODCASTING- INDEPENDENT CONTENT CREATION

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Student Centric Activity A.Y. 2021-22

VIBES Intercollege Gaming Event

Know your health, Say no to panic in pandemic webinar

Data Handling using Python

6/22/23, 1:10 PM Data Handling using Python.jpg

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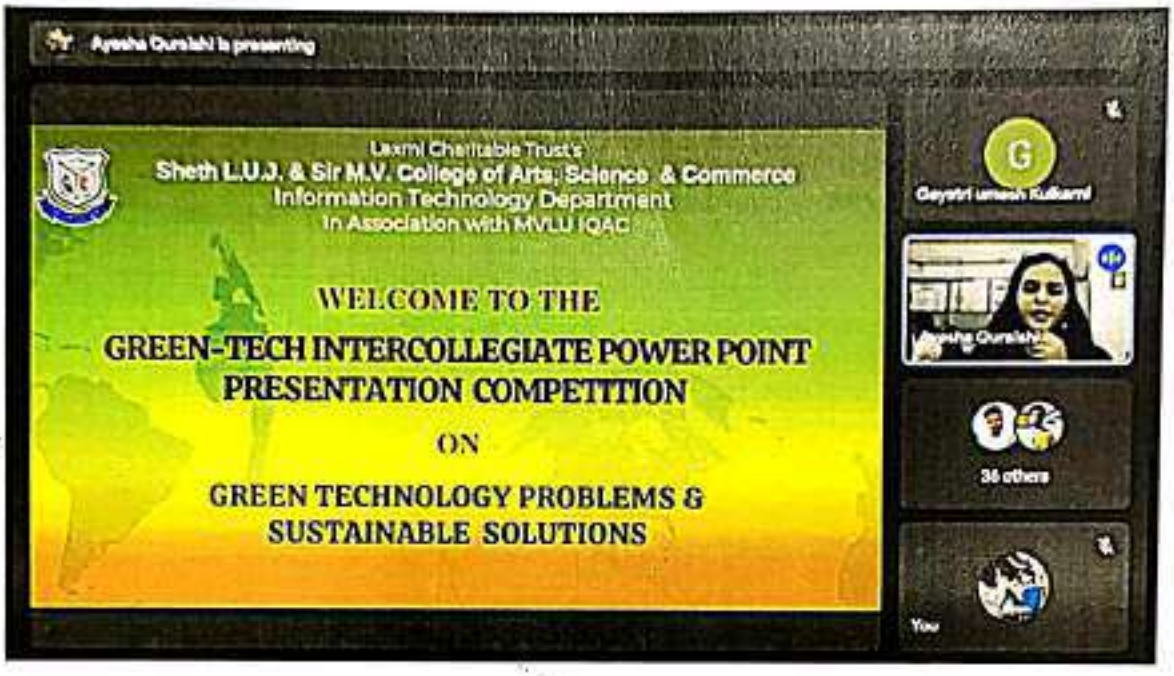
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Student Centric Activity A.Y. 2021-22

Future Trends in Information Technology

Knowledge Sharing Week

GREEN TECH INTERCOLLEGIATE POWERPOINT PRESENTATION COMPETITION



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SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE

DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching Learning Methodologies A.Y. 2021-22

Department of B.A. Multimedia & Mass Communication

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Interactive sessions with experts	Online webinars were organized with an expert to learn about Radio Program Production & Podcasting. To deeply understand the working of the broadcasting stations and content creation.
		2. Internships and Fellowship	Students are encouraged to take up internships, especially in the field of digital marketing which helps them to get hands-on exposure to the above. As they have been Google Certified through Digital Marketing Add-on courses.
2.	Collaborative Learning	Learning through presentations, videos, films, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. Individual students make audio links using software for editing audio files.
3.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry point of view. Such courses include Digital Marketing, Graphic Designing, Content writing & Photography.	In order to learn the subjects in detail and get practical knowledge, the add-on course has been conducted in the college.
4.	Flipped Classroom	For making the lectures more engaging, students are asked to research and prepare topics and present them in the Google Meet classroom.	This facilitates the self-learning process in the students.

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching and Learning Methodologies
A.Y. 2021-22
Department of Biotechnology

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Field Work	-
		2. Interactive session with experts	Students are encouraged to ask questions of scientists and research colleagues during organised webinars and seminars on the scope and career in biotechnology, cutting-edge instrumentation techniques, and unique developing topics in biotechnology.
		3. Internship and fellowship	Students are encouraged to apply for internships at various research institutions as well as in the R&D and Quality Control divisions of numerous reputable businesses and start-ups.
		4. Research activities	In the T. Y.B.Sc. Biotechnology in the last semester, students complete a research project under the supervision of a teacher in charge. With the help of an adequate literature review and the guidance of their lecturers, students learn how to develop project objectives, choose an appropriate sample, frame experimental sets, and evaluate the results independently.
2.	Collaborative Learning	Learning through powerpoint presentations, videos, and other teaching aids	ICT tools are practically always utilised successfully to comprehend a concept that makes it easier to visualise biological processes. Students create presentations on their own or in groups utilising ICT resources and their own ingenuity.
3	Problem-Solving Methods	Faculties encourage	When conducting research projects, students are encouraged to

		students to acquire and develop problem-solving skills.	troubleshoot any experiments that don't provide the desired results. Students are expected to understand the proper scientific arguments for each unsuccessful experimental methodology.
4	Flipped Classroom	To make the lectures interactive and engaging, students are asked to research and prepare topics relevant to the syllabus and present them in the classroom in front of their peers and faculties.	Students' capacity for self-learning, self-evaluation, and self-criticism is cultivated as a result, which improves their morale, confidence, and scientific comprehension of the topics. Following the presentation of a specific topic, a question-and-answer session is scheduled to gauge the presenter's actual subject knowledge.

Director

LAXMI CHARITABLE TRUST'S

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching and Learning Methodologies
A.Y. 2021-22

Department of Information Technology

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Interactive session with experts	The IT department took the initiative to host a webinar on "future trends in IT" in which they looked at several fields where they could apply the skills, they had learned in their B.Sc.I.T. program.
		2. Internship and fellowship	Internships are suggested for students to pursue, particularly in the IT industry where they can gain practical experience.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	In our program "knowledge sharing week," where students present in groups and individually using ICT tools. Additionally, a group of students collaborates to create applications and websites as part of their mini-project, using their individual talents and resources, and then they present it in class.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	The college organizes and motivates students to join different courses. Students participate in various inter-college and intra-college technical fests and other competitions such as • Coding Competitions • Regular Assignments based on problems • Mini Project development
5.	Learning through co-curricular activities	Students participate in various college activities like Cultural activities, the College's annual fest, and Sports festivals. We held the "Green Tech Power-Point Intercollegiate Presentation Competition" in order to boost students' confidence.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learns to organize and manage events. In the "Green Tech Intercollegiate Power-Point Presentation Competition" students came up with green technology problems and their sustainable solutions.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics on there and present them in the classroom.	This facilitates the self-learning process in the students.

Teaching and Learning Methodologies 2021-2022
Department of Computer Science

Sr. No.	Methodologies	Activity	Description
1.	Experimental learning	1. Industrial Visits to engage them in experiential learning while visiting the organization.	-
		2. Field Work	-
		3. Interactive session with experts	Know your health, Say no to panic in pandemic webinar: Dr. Manish Yadav, homeopathic consultant BHMS from Homeopathy clinic guided students to have a positive mindset towards health in pandemic. Data Science Career Guidance Webinar : Dr. Mahendra Kanojia discussed the scope and opportunities in Data Science. Students gained practical advice and strategies to pursue a successful career in Data Science. Data Handling using Python workshop: Dr. Mahendra Kanojia provided hands-on training to students in data manipulation, analysis, and visualization using Python programming language.
		4. Internship and fellowship	Students are encouraged to take up internships, especially in the IT sector which helps them to get hands-on exposure to the above. As they have been Certified through Different Add-on courses like Data Science, Python Programming, DBMS and Java etc.
		5. Entrepreneurial activities	Students visit various companies to convince them for Event Sponsorship. This activity boosted their self confidence, polished their business communication skill and they learned to accept rejection. Students of Third Year Computer Science who have completed certification courses were encouraged to take up live software development projects to understand the real world software development challenges.
		6. Research activities	Students of the Department of Computer Science under the guidance of a teacher incharge to take up research projects. Two students successfully completed the research work and one student presented his research in the International conference.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. A Group of students gets together using personal skills and equipment to make presentations. Mr. Ujwal Joshi student of the CS department gave a

			webinar on Cryptocurrency.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	Students undertook research projects and live software developments where they had implemented all the phases of the research and software development life cycle.
4.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry point of view. Such courses include certification courses in Data Science, Python Programming, DBMS and Java.	In order to learn the subjects in detail and get practical knowledge, the add-on course has been conducted in the college.
5.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, and College's annual fest.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learn to organize and manage events.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics there and present them in the classroom.	This facilitates the self-learning process in the students.

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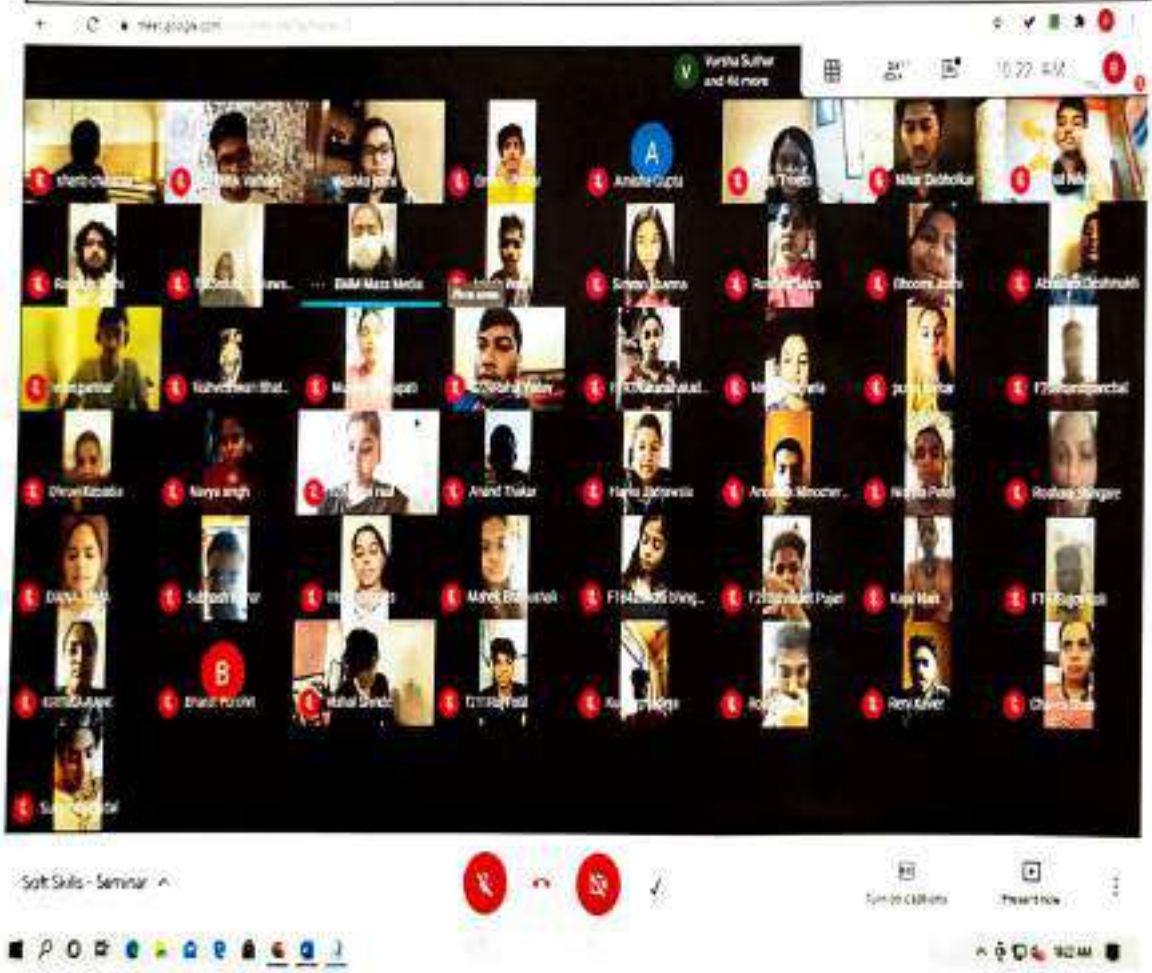
Student Centric Activity A.Y. 2020-21

SOFT SKILL ONLINE WEBINAR



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Student Centric Activity A.Y. 2020-21

Knowledge Sharing Week

LAXMI CHARITABLE TRUST'S
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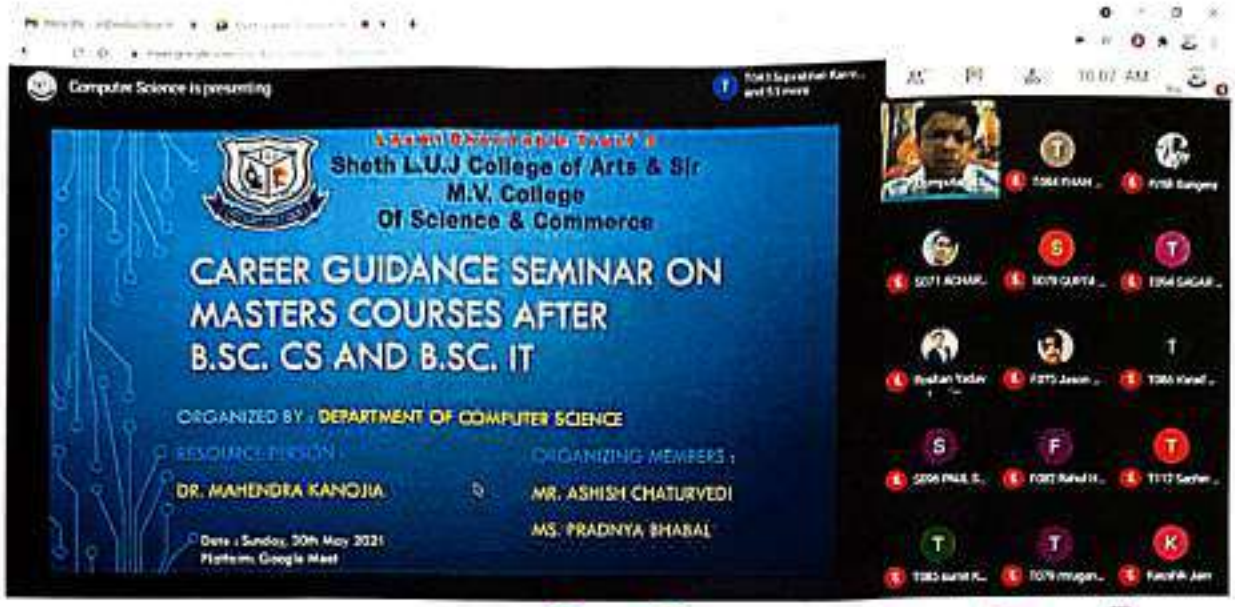
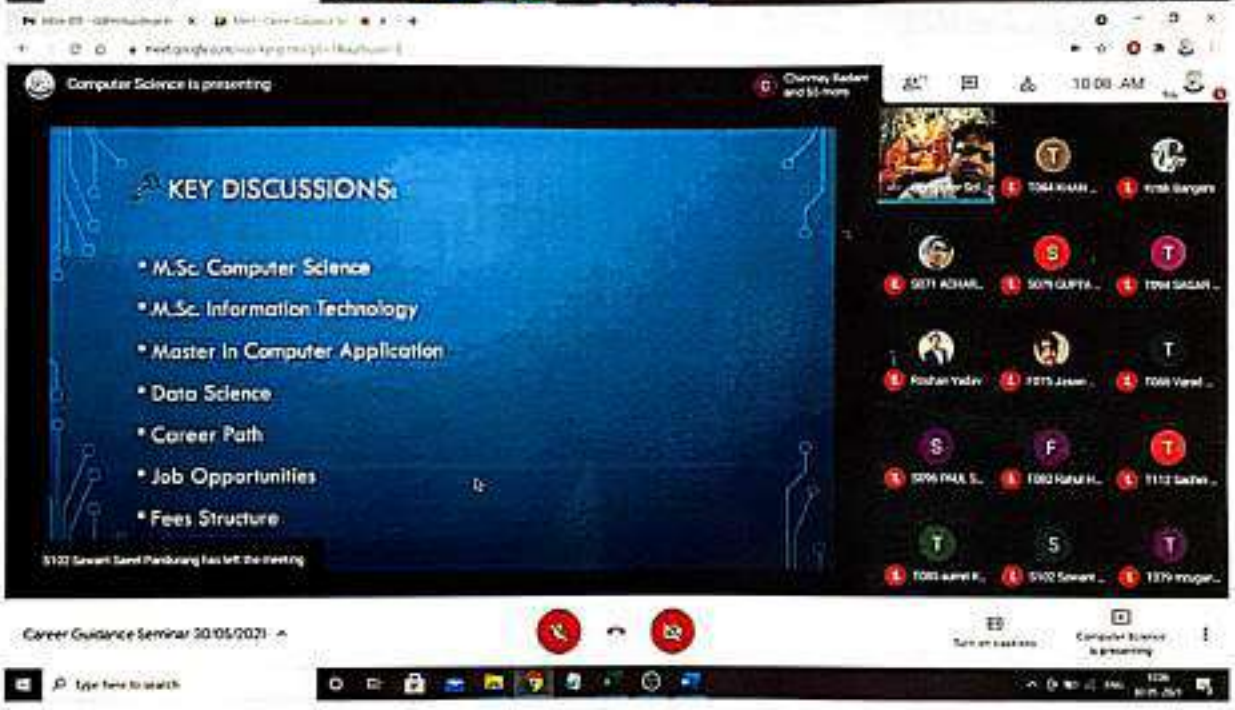
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

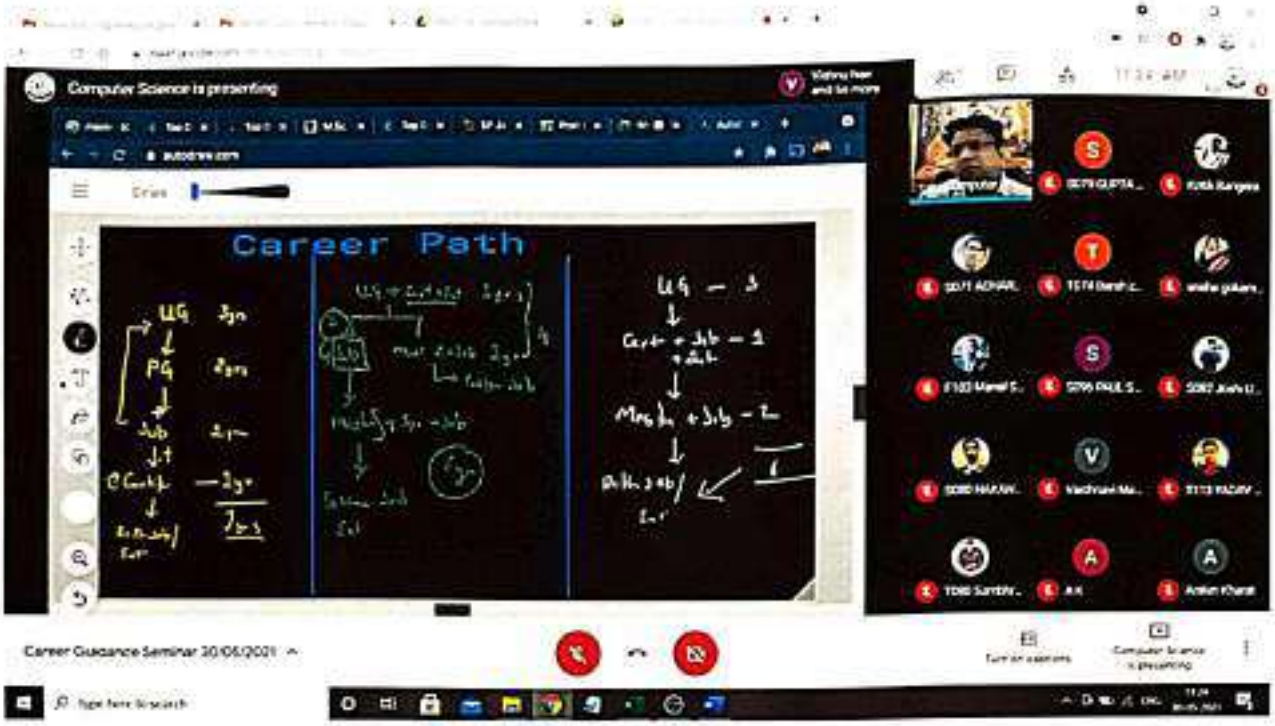
Student Centric Activity A.Y. 2020-21
VIBES

Career Guidance Webinar on Masters Courses after B.Sc. CS and B.Sc. IT





SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
ANDHERI (EAST) MUMBAI-69



Webinar on Research Project Guidance for B.Sc. CS and B.Sc. IT

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Teaching Learning Methodologies A.Y. 2020-21

Department of B.A. (Multimedia & Mass Communication) & Bachelor of Mass Media

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	Interactive sessions with experts	An online webinar was organized with an expert to learn soft skills to match corporate etiquette. Resume formats, perfect dressing, grooming, table manners, communication as well as interpersonal skills.
2.	Collaborative Learning	Learning through presentations, videos, films, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. Individual students make audio links using software for editing audio files.
3.	Flipped Classroom	For making the lectures more engaging, students are asked to research and prepare topics and present them in the Google Meet classroom.	This facilitates the self-learning process in the students.

LAXMI CHARITABLE TRUST'S
SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching and Learning Methodologies
A.Y. 2020-21
Department of Information Technology

Sr. No.	Methodologies	Activity	Description
1.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. A Group of students gets together to make mini projects and websites using their coding skills and knowledge.
2.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	The college organizes and motivates students to join different courses. Teaching staff improves students' knowledge. By providing them with various activities, • Coding Exercises • Regular Assignments based on problems • Mini Project development
3.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics there and present them in the classroom.	This facilitates the self-learning process in the students.

LAXMI CHARITABLE TRUST'S
SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching and Learning Methodologies
A.Y. 2020-21
Department of Biotechnology

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Field Work	-
		2. Interactive session with experts	Students are encouraged to ask questions of scientists and research colleagues during organised webinars and seminars on the scope and career in biotechnology, cutting-edge instrumentation techniques, and unique developing topics in biotechnology.
		3. Internship and fellowship	Students are encouraged to apply for internships at various research institutions as well as in the R&D and Quality Control divisions of numerous reputable businesses and start-ups.
		4. Research activities	In the T. Y.B.Sc. Biotechnology in the last semester, students complete a research project under the supervision of a teacher in charge. With the help of an adequate literature review and the guidance of their lecturers, students learn how to develop project objectives, choose an appropriate sample, frame experimental sets, and evaluate the results independently.
2.	Collaborative Learning	Learning through powerpoint presentations, videos, and other teaching aids	ICT tools are practically always utilised successfully to comprehend a concept that makes it easier to visualise biological processes. Students create presentations on their own or in groups utilising ICT resources and their own ingenuity.
3	Problem-Solving Methods	Faculties encourage	When conducting research projects, students are encouraged to

		students to acquire and develop problem-solving skills.	troubleshoot any experiments that don't provide the desired results. Students are expected to understand the proper scientific arguments for each unsuccessful experimental methodology.
4	Flipped Classroom	To make the lectures interactive and engaging, students are asked to research and prepare topics relevant to the syllabus and present them in the classroom in front of their peers and faculties.	Students' capacity for self-learning, self-evaluation, and self-criticism is cultivated as a result, which improves their morale, confidence, and scientific comprehension of the topics. Following the presentation of a specific topic, a question-and-answer session is scheduled to gauge the presenter's actual subject knowledge.

Director

Teaching and Learning Methodologies 2020-21
Department of Computer Science

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Industrial Visits to engage them in experiential learning while visiting the organization.	-
		2. Field Work	-
		3. Interactive session with experts	Coordinator of Computer Science conducted webinar on research project guidance and career guidance on master courses after B.Sc. CS and B.Sc. IT
		4. Internship and fellowship	Students are encouraged to take up internships, especially in the IT sector which helps them to get hands-on exposure to the above. As they have been Certified through Different Add-on courses like Python Programming, DBMS, Hardware and Networking and Java etc.
		5. Entrepreneurial activities	Students of Third Year Computer Science who have completed certification courses were encouraged to take up live software development projects to understand the real world software development challenges.
		6. Research activities	Students of the Department of Computer Science under the guidance of a teacher incharge to take up research projects. Some students started the research work.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. A Group of students gets together using personal skills and equipment to make presentations.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	Students undertook research projects and live software developments where they had implemented all the phases of the research and software development life cycle.
4.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry point of view. Such courses include certification course in Python Programming, DBMS, Hardware and Networking and Java	In order to learn the subjects in detail and get practical knowledge, the add-on course has been conducted in the college.
5.	Learning through co-curricular activities	Student's participation in college activity like VIBES intercollegiate fest.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learns to organize and manage events.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics there and present them in the classroom.	This facilitates the self-learning process in the students.

LAXMI CHARITABLE TRUST'S
SHETH L.U.J. & SIR M.V. COLLEGE OF ARTS, SCIENCE & COMMERCE
DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Teaching Learning Methodologies
Department of B.A. (Multimedia & Mass Communication) & Bachelor's of Mass Media

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Field Visits	Visit to the Film Studio (ND's Film studio) for Film & Visual communication subjects. Movie press meet and Greet (Mission Mangal) sessions for the subjects Introduction to Public Relations, Creative Writing, Effective Communication, Understanding Cinema
		2. Field Work	Visit to Redfm (Broadcasting Radio Station) for the subject Radio & Television.
		3. Interactive sessions with experts	Tefla's seminar & conference events at Renaissance Convention Center Powai. Industry leaders & associations at Tefla's which helped students to understand various concepts, giving them brief idea about various industries.
		4. Internships and Fellowship	Students are encouraged to take up internships, especially in the field of digital marketing which helps them to get hands-on exposure to the above. As they have been Google Certified through Digital Marketing Add-on courses.
		5. Entrepreneurial activities	The mass media department conducts an inter-college fest named 'Matinee Tadka'. Students are encouraged to set up food stalls and game

			stalls. The proceeds are enjoyed by the students, giving them exposure to small entrepreneurial activities. Students who have done Digital Marketing as an Add-on course are encouraged to take up freelancing social media marketing assignments.
2.	Collaborative Learning	Learning through presentations, videos, films, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. A Group of students gets together using personal skills and equipment to make short films and commercials. Individual students make audio links using software for editing audio files.
3.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry point of view. Such courses include Digital Marketing, Graphic Designing, Content writing & Photography.	In order to learn the subjects in detail and get practical knowledge, the add-on course has been conducted in the college.
4.	Learning through co-curricular and extra-curricular activities	Student's participation in various college activities like Cultural activities, the College's annual fest, and Sports Meet.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, learn to organize and manage events.
5.	Flipped Classroom	For making the lectures more engaging, students are asked to research and prepare topics and present them in the classroom.	This facilitates the self-learning process in the students.

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

2.3.1 Student Centric Activities for the A.Y. 2019-2020

INDUSTRY VISIT - **ND'S FILM STUDIO**

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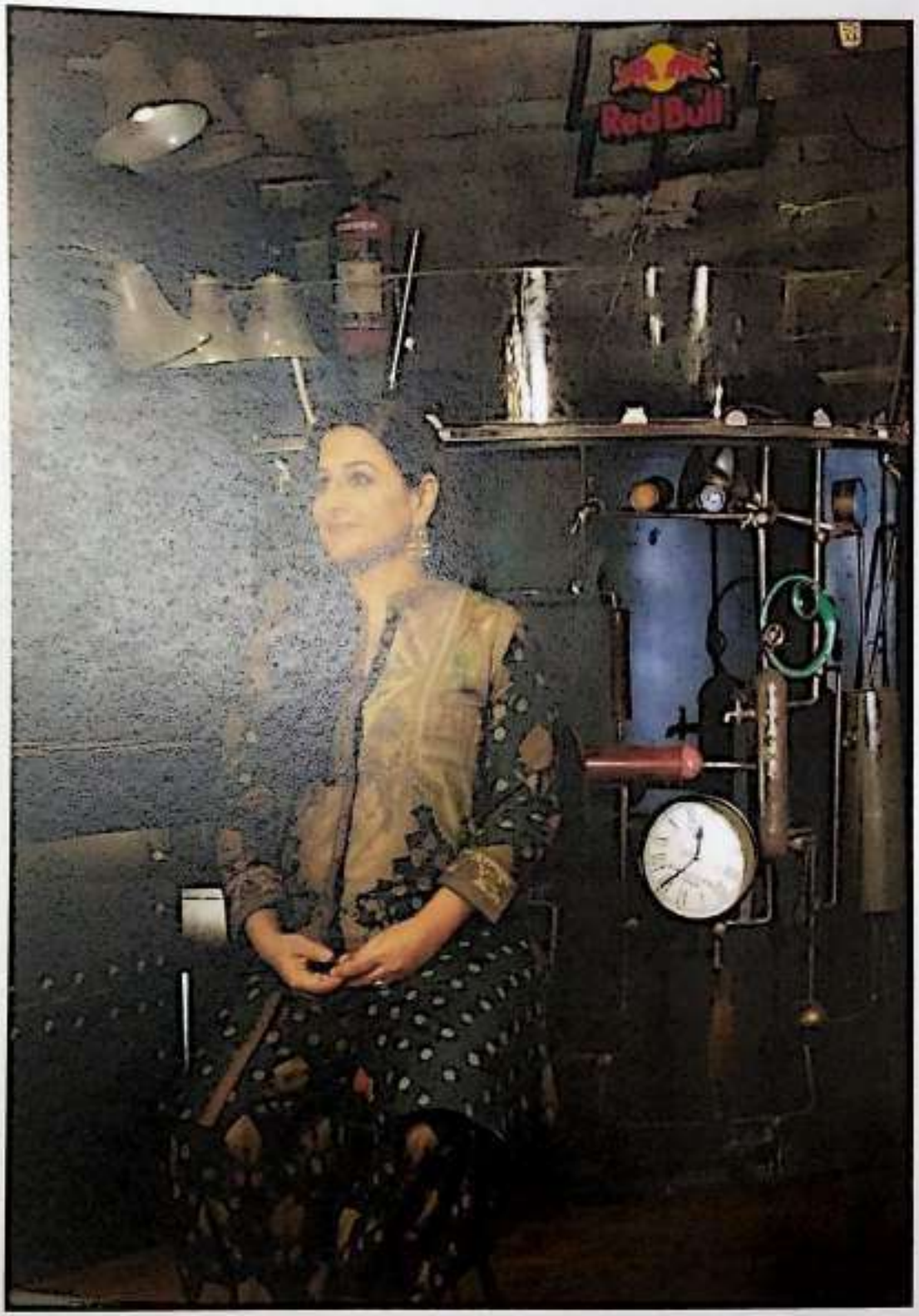
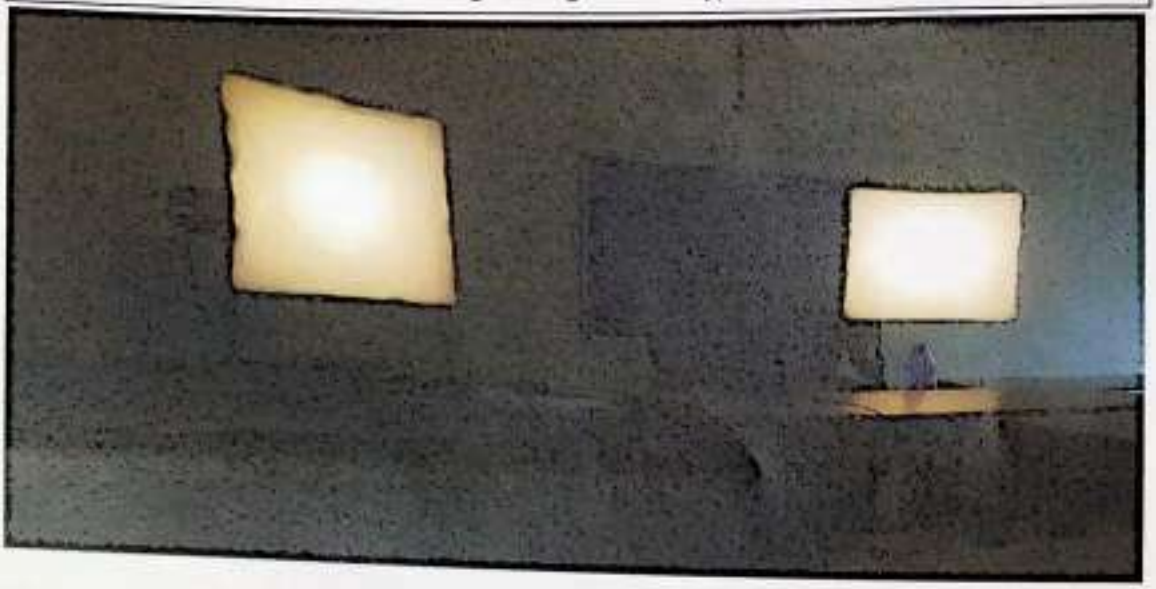
INDUSTRY VISIT - **REDFM STUDIO**

Interactive Press **MEET & GREET** session during a movie promotion



Collaborative learnings through various types of equipment



Entrepreneurial activities - Food stalls at BMM/BAMMC Intercollege fest- **MATINEE TADKA**

Learning practically through add-on course **DIGITAL MARKETING**

B

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Academic Year : 2019-2020

2.3.1 - Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

Department of Biotechnology

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Industrial visits and visit to research institutes	In order to give students an in-depth understanding of the application of various industrial biotechnology concepts, scope of biotechnology, and live demonstrations of advanced scientific techniques, industrial visits to dairy/wine, etc. industries and research institutions like ACTREC are organised during the academic year.
		2. Interactive session with experts	Students are encouraged to ask questions to scientists and research colleagues during organised webinars and seminars on the scope and career in biotechnology, cutting-edge instrumentation techniques, and unique developing topics in biotechnology.
		3. Internship and fellowship	Students are encouraged to apply for internships at various research institutions as well as in the R&D and Quality Control divisions of numerous reputable businesses and start-ups.
		4. Entrepreneurial activities	For the purpose of obtaining sponsorship for various events, students are urged to visit businesses and stakeholders in cultural festivals, sports events, etc. Through improved communication skills and confidence, they are more able to succeed in interviews.
		5. Research activities	In the T. Y.B.Sc,. in the last semester, students complete a research project under the supervision of a teacher in charge. With the help of an adequate literature review and the guidance of

			their lecturers, students learn how to develop project objectives, choose an appropriate sample, frame experimental sets, and evaluate the results independently.
2.	Collaborative Learning	Learning through powerpoint presentations, videos, and other teaching aids	ICT tools are practically always utilised successfully to comprehend a concept that makes it easier to visualise biological processes. Students create presentations on their own or in groups utilising ICT resources and their own ingenuity.
2.	Problem-Solving Methods	Faculties encourage students to acquire and develop problem-solving skills.	When conducting research projects, students are encouraged to troubleshoot any experiments that don't provide the desired results. Students are expected to understand the proper scientific arguments for each unsuccessful experimental methodology.
3.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, the College's annual fest, and Sports event.	Pupils acquire important life skills and routines like punctuality, teamwork, and leadership abilities. also gains event management and organisation skills.
4.	Flipped Classroom	To make the lectures interactive and engaging, students are asked to research and prepare topics relevant to the syllabus and present them in the classroom in front of their peers and faculties.	Students' capacity for self-learning, self-evaluation, and self-criticism is cultivated as a result, which improves their morale, confidence, and scientific comprehension of the topics. Following the presentation of a specific topic, a question-and-answer session is scheduled to gauge the presenter's actual subject knowledge.

Director

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Department of Biotechnology

ACTREC Open Day 2019

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Academic Year : 2019-2020

2.3.1 - Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

Department of Computer Science

Sr. No.	Methodologies	Activity	Description
1.	Experiential learning	1. Industrial Visits to engage them in experiential learning while visiting the organization.	The GoGoA1 company, a top-tier OEM/ODM supplier of solar- and electric-powered vehicles and their components, was visited by computer science students. Computer science students went on a visit to White Oak, a company that works hard to offer interactive web solutions for various industrial markets.
		2. Internship and fellowship	Students are encouraged to take up internships, especially in the IT sector which helps them to get hands-on exposure to the above. As they have been Certified through Different Add-on courses like Python Programming, DBMS, Android Hardware and Networking and Java etc.
		3. Entrepreneurial activities	Students visit various companies to convince them for Event Sponsorship. This activity boosted their self confidence, polished their business communication skill and they learned to accept rejection. Students of Third Year Computer Science who have completed certification courses were encouraged to take up live software development projects to understand the real world software development challenges.
		4. Research activities	Students of the Department of Computer Science under the guidance of a teacher incharge to take up research projects. One student successfully completed the research work and published their article in the International journal.
2.	Collaborating Learning	Learning through presentations, videos, and other teaching aids.	It is applied in almost all subjects across the year. Groups and Individual presentations are done by students using ICT tools. A Group of students gets together using personal skills and equipment to make presentations.
3.	Problem-Solving Methods	Departments encourage students to acquire and develop problem-solving skills.	Students undertook research projects and live software developments where they had implemented all the phases of the research and software development life cycle.

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4.	Learning through add-on and certificate courses	Add-on course helps the students to study the subject content from the industry point of view. Such courses include certification course in Python Programming, DBMS, Android, Hardware and Networking and Java	In order to learn the subjects in detail and get practical knowledge, the add-on course has been conducted in the college.
5.	Learning through co-curricular activities	Student's participation in various college activities like Cultural activities, the College's annual fest, and Sports festivals.	Students learn life's valuable lessons and habits like punctuality, team building, and leadership qualities. Also, they learn to organize and manage events.
6.	Flipped Classroom	To make the lectures more engaging, students are asked to research and prepare topics there and present them in the classroom.	This facilitates the self-learning process in the students.

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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069.

Academic Year : 2019-2020

2.3.1 - Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

Department of Computer Science

Research poster presentation based on advances in Artificial Intelligence

1st Prize Research Paper Publication

ACADEMIC TOPPERS FALICITATION CS DEPARTMENT






One day workshop on **"Networking using Python"**

Convocation Ceremony

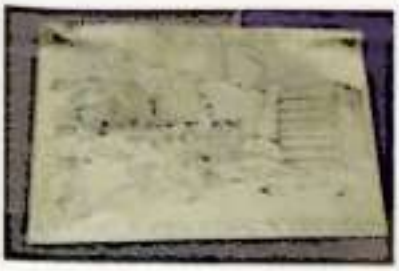








Poster Competition on ANTITERRORISM



Cultural

VIBES Intercollege Gaming Event

Code Execution Championship









Industrial Visit at GoGoA1 company






Annual Sports Meet



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DR. S. RADHAKRISHNAN MARG, ANDHERI (E), MUMBAI – 400 069

Two days Workshop on Cyber Security Ethical Hacking by Mr. Satyendra Kumar

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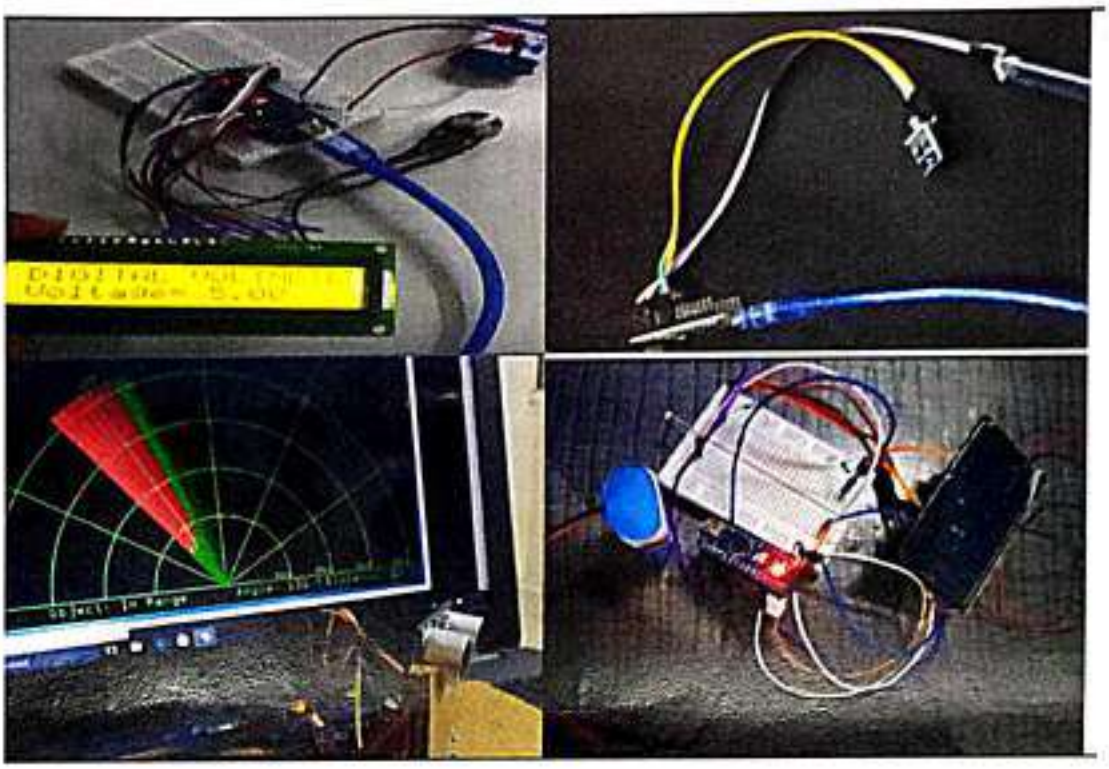
Workshop on Embedded Systems



Workshop on Embedded Systems

Guidance for Various Government Competitive Exams

Convocation Ceremony

Convocation Ceremony

Industry Visit to CETTM, MTNL Powai

Industry Visit to Pune

Industry Visit to Pune

Role of IT in Film Industry

Role of IT in Film Industry

Lean Startup Drive and Product Market Fit

Director