

**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



			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.

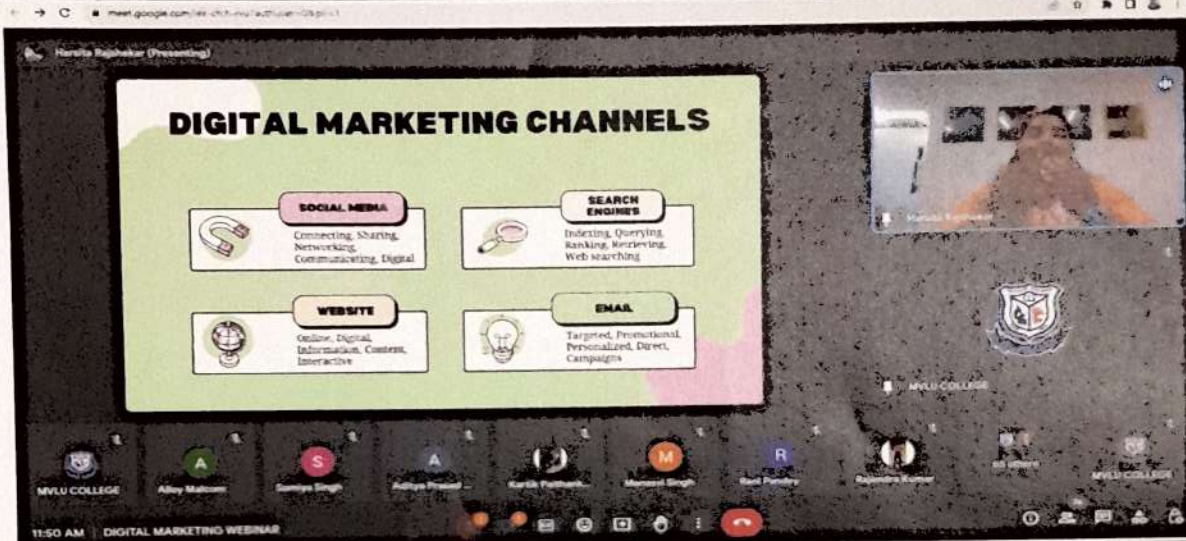


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Student Centric Activity A.Y. 2023-2024

WEBINAR ON DIGITAL MARKETING



MATINEE TADKA- LIGHT CAMERA ACTION



ORIENTATION PROGRAM



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**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.
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*S. Shinde*

Coordinator

Department of Biotechnology

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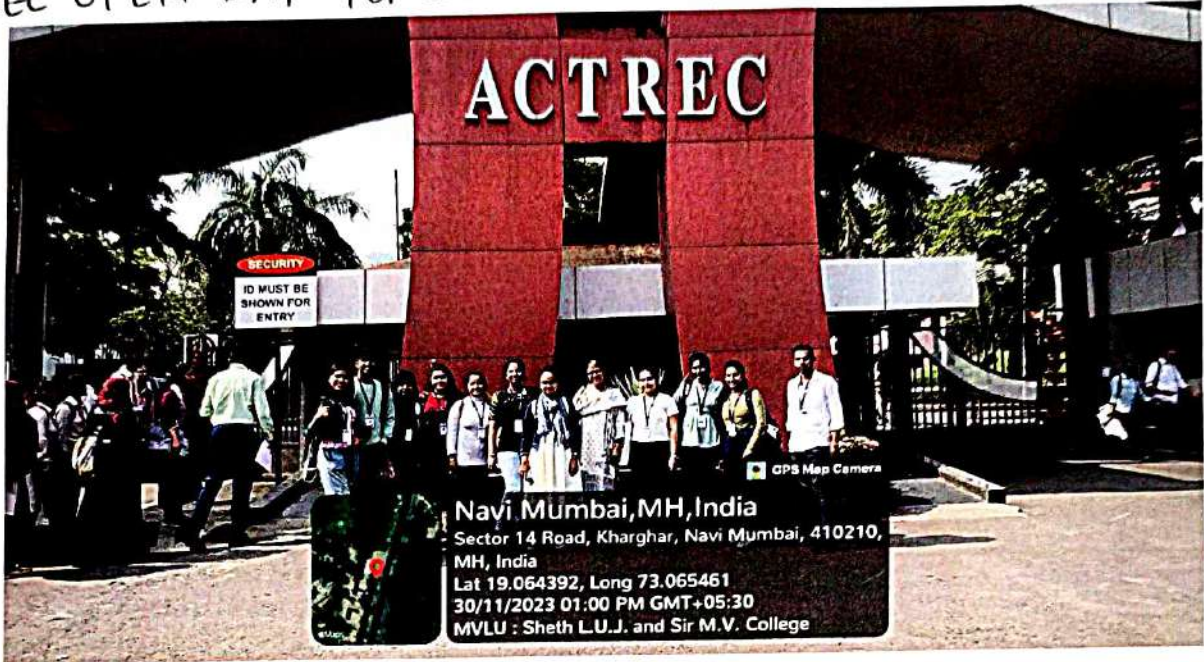
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ACTREC OPEN DAY - For BIOTECHNOLOGY STUDENTS A.Y. 2023-2024



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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 Conetric Activity A.Y. 2023-24

**VIBES Intercollege Gaming Event**



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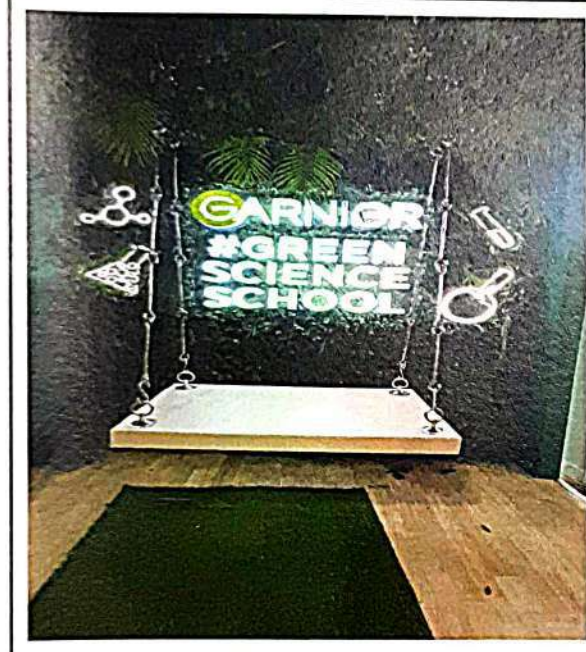
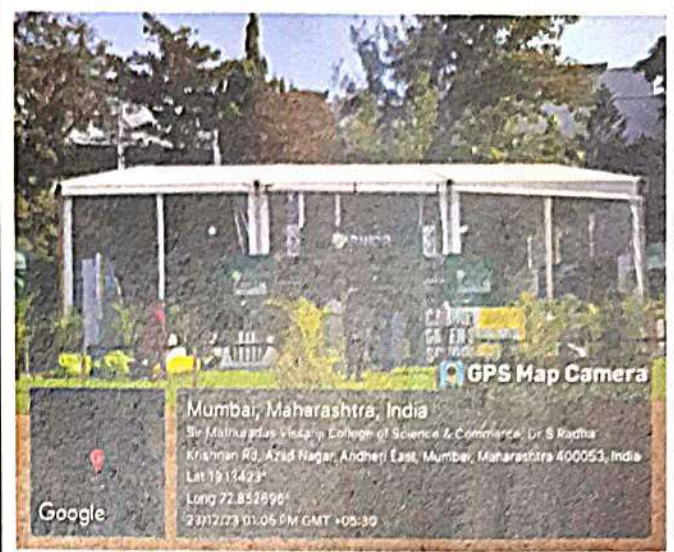
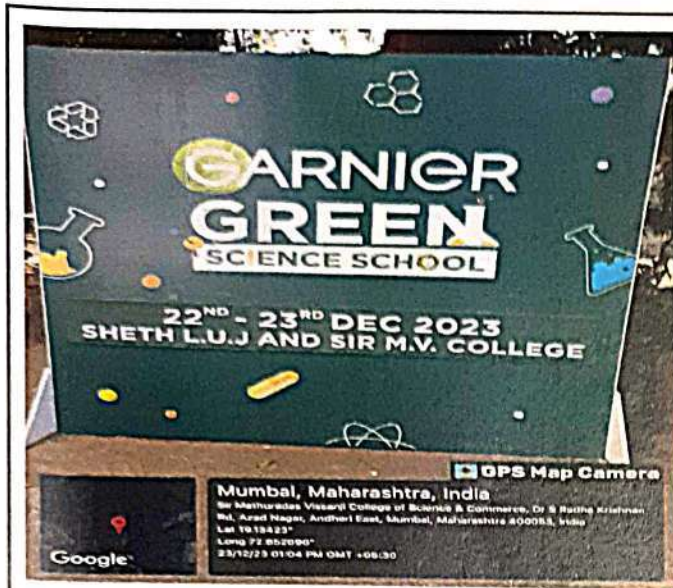
# Elevate Your Career



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Personal grooming workshop and free salon services in collaboration with Garnier



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Simplifying Research Process Seminar



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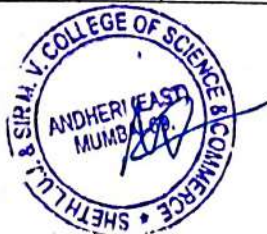




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**Teaching and Learning Methodologies**  
**A.Y. 2023-24**

**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 <ul style="list-style-type: none"> <li>• Coding Competitions</li> <li>• Regular Assignments based on problems</li> <li>• Mini Project development</li> </ul>
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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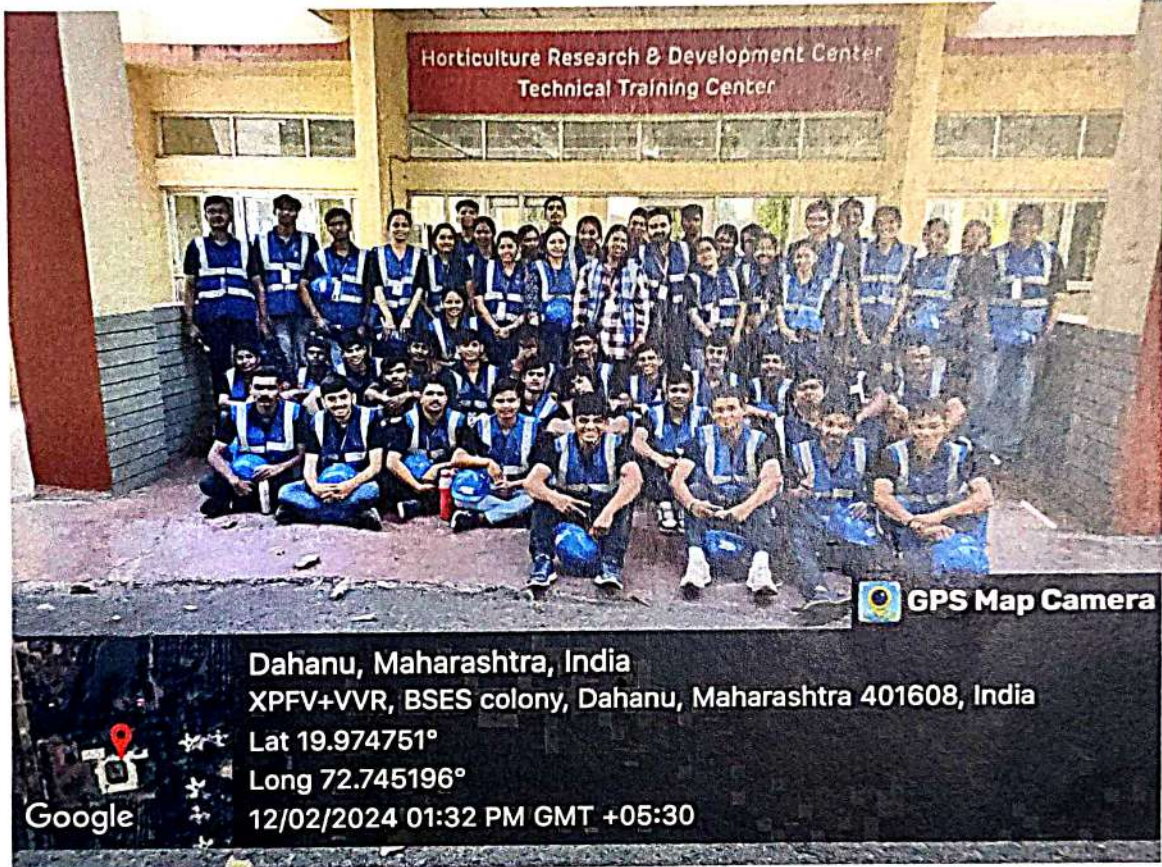


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**INDUSTRIAL VISIT - ADANI DAHANU THERMAL POWER STATION (Maharashtra)**

Academic Year: 2023-2024



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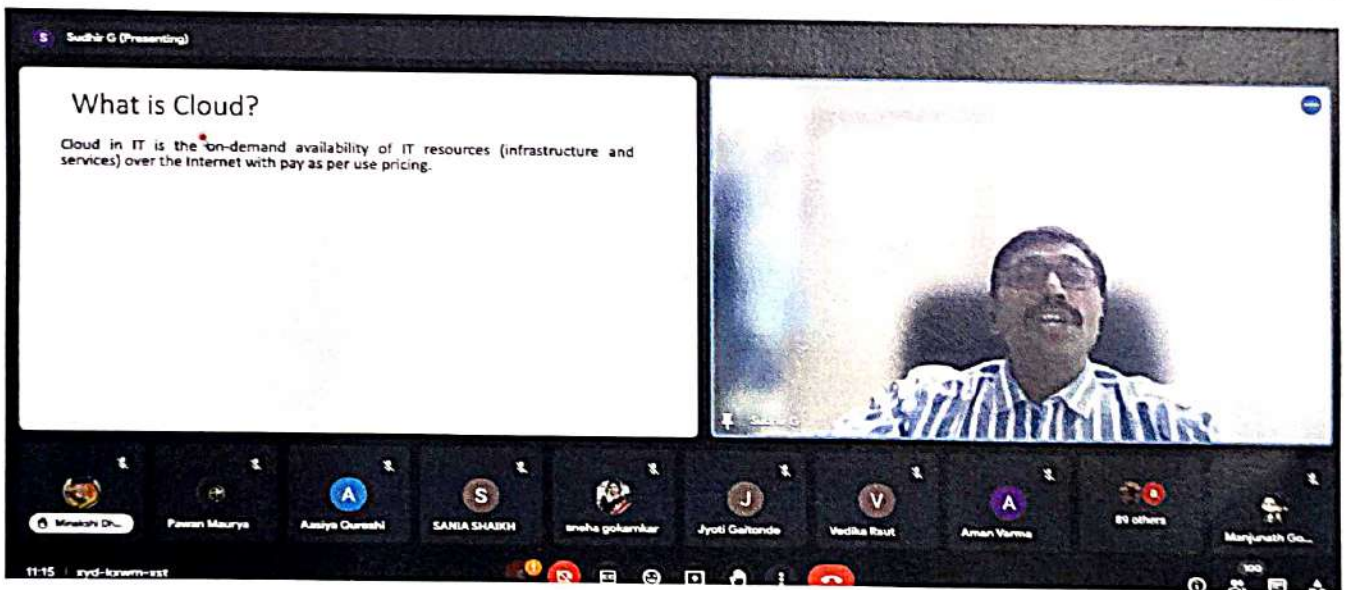


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Industrial Applications of Cloud Computing Webinar

Academic Year - 2023-24





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Catalyse - Citizenship Workshop

Academic Year - 2023-24



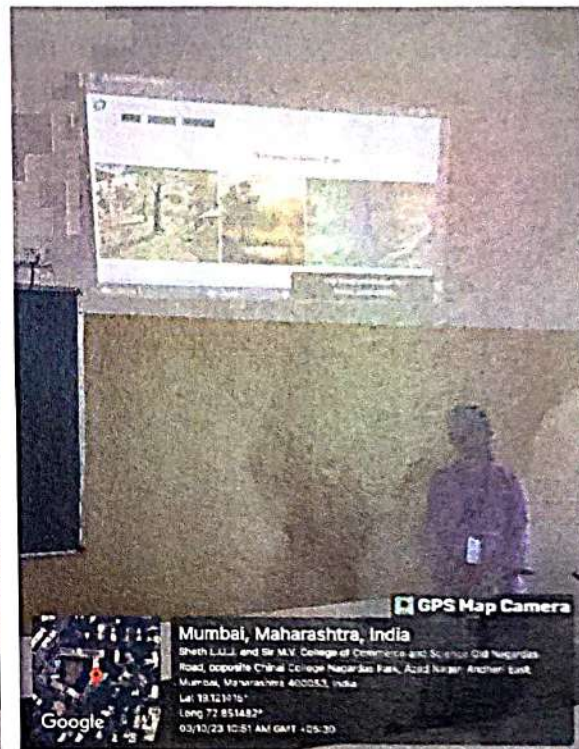
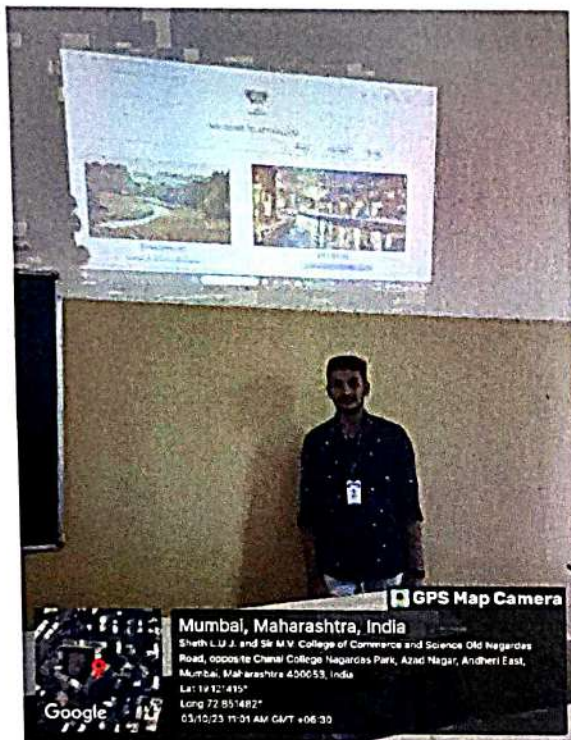


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## ADVANCED WEB PROGRAMMING MINI - PROJECT PRESENTATION

Academic Year: 2023-2024



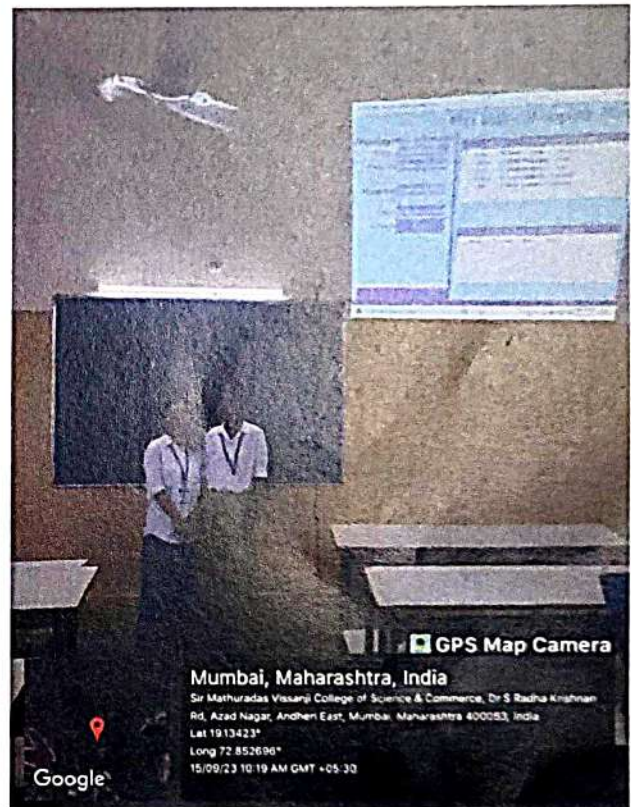
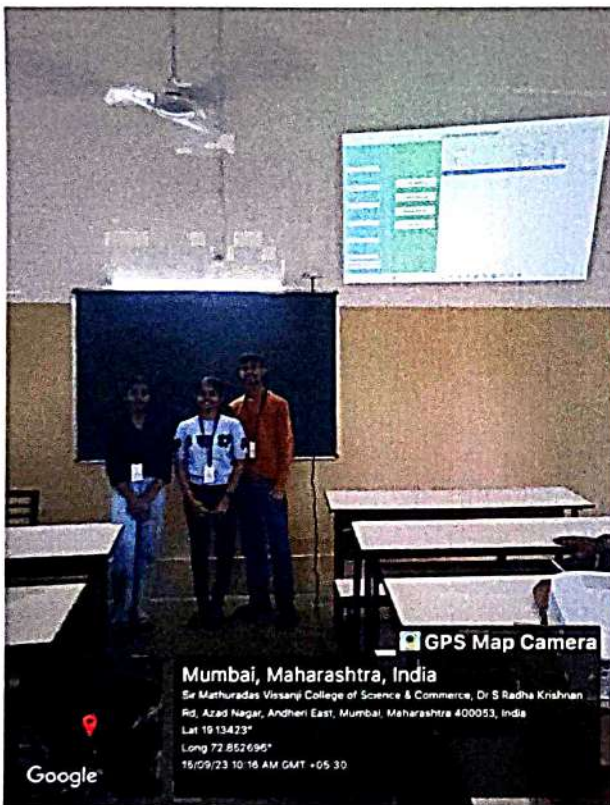
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Python Project Presentation

Academic Year - 2023-24



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