Enhancing the Teaching learning Process through ICT Enabled Tools

Our teachers are encouraged to make intensive use of ICT enabled tools including online resources for effective teaching and learning process. Almost every teacher of the Institute uses ICT tools and online education resources available.

ICT enabled classrooms: The college has 23 projector enabled classrooms and all the classrooms have internet facility and are connected with LAN. In addition to the chalk and talk method of teaching, the faculty members are using the ICT enabled learning tools such as PPT, Video clippings, Audio system, online sources, to expose the students to advanced knowledge and practical learning. Utmost efforts are initiated by the institute to provide an e-learning environment in the classroom.

Google Classroom: The college uses Google classroom as a Learning Management System, where all the subject related materials and assignments are uploaded for the reference purpose of the students. Google Classroom is also used by the library to provide information to the students about the newly added periodicals to the library.

Google Meet: The online lectures are conducted on Google Meet. The said resource was chosen because of its compatibility across all devices adjustable layout and screen settings and meeting host controls.

Language Lab: The Department of Business Communication, the Department of ICT have their laboratories relevant to their subjects. These laboratories consolidate the knowledge acquired in traditional classes. The use of ICT by teachers in classrooms apart from enabling students to keep pace with the contemporary digital and virtual world has helped the college to create a student centric learning approach.

Computer Lab: The college has a well-equipped computer laboratory with internet connectivity has been provided to promote independent learning.

E books & E articles: The library also provides the facility for scanned full text articles, which can be availed by sending an email to the library. The users were acquainted with National Digital Library of India for which the registration links were sent on Google classroom. To make available to learners' community learning resources through a single window, National Mission on Education through Information and Communication Technology (NMEICT) has sponsored National Digital Library of India (NDLI) Project. Links for various courses of SWAYAM are shared on Google classroom.

E Journals: The College Library also subscribes to N-List Programme through which digital access of around 6000 Journals and 6,00,000 e-books is given to our readers.

Email & Google tools: Gmail and Google Drive is used to collect projects from the students.

Online Games: The department of Business Communication makes the students play Kahoot an online game in the respective subject, with the objective of enhancing the student's vocabulary. This promotes the concept of fun learning.

Rasberry Pi : The Raspberry Pi is a low cost, credit-card sized computer that plugs into a computer monitor or TV and uses a standard keyboard and mouse. It's capable of doing everything you'd expect a desktop computer to do, from browsing the internet and playing high-definition video, to making spread sheets, word-processing, and playing games. It is basically used for Internet of Things practicals for TYBSc (IT) – Sem VI students.

Microcontroller : A microcontroller is a small computer on a single integrated circuit chip. A microcontroller typically contains one or more processor cores, along with additional peripherals (memory, serial interface, timer, programmable I/O peripherals, etc.) on the same chip. It is basically used for Microprocessor Architecture practicals for the FYBSc (IT) – Sem II students.

Microprocessor : A microprocessor is a computer processor that incorporates the functions of a central processing unit (CPU) onto just a few (and often only one) integrated circuits. It is basically used for Microprocessor Architecture practical for the FYBSc (IT) – Sem II students.

MOODLE: Moodle is all in one learning platform designed to provide educators, administrators and learners with a single robust, secure and integrated system to create personalised learning environments. This software can be downloaded onto one's own web server. It is a user-friendly software designed to support both teaching and learning. It can be used anywhere anytime and on any device. It is highly flexible, backed by a strong community and fully customisable.