

Teaching Learning Methodologies

Department of B.A.(Film Making and New Media Production)

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Field Visits	Regular field visits to studios are arranged for better understanding of the program learnt.
		2. Interactive sessions with experts	Masterclasses, Guest sessions & seminars are arranged regularly for various subjects for deeper insights by the industry experts. The department also organizes research conference annually to showcase the recent trends in industry developments.
		3. Internships & fellowships	Students are encouraged to take up internships & fellowships to gain industry experience.
		4. Entrepreneurial activities	Students are encouraged and guided for starting their own productions.
2.	Collaborative learning	Group discussions, performance of skits, role play, presentations, extempore, elocutions and quizzes.	Applied in almost all subjects across years. Group and individual presentations are done by students using ICT tools such as Ebrary, Databases, Infilbnet, and submission of the same is done on Student Portal.
3.	Problem Solving Methods	Practical application of theory and case studies	Used in all the courses across all the semesters. For analytical problem solving, students use e-resources like Ezproxy.
4.	Learning through add on and certificate courses	Add on & bridge courses amplify and extend the subject content to industry needs. Such courses include social media marketing. Digital	In order to close the industry academia gap, bridge, add-on & certificate courses have been regularly run in the college.

		photography. Digital Illustrator. Graphic designing.	
5.	Learning through co-Curricular and extra-curricular activities	students' participation in such various activities such as workshops, seminars, conferences, organizing Orientation programs, Annual day, Literature and Sport Festivals and other events at college	It facilitates learning valuable skills like event management, entrepreneurship, team building, managerial finesse, content development, public relations etc.
6.	Flipped Classroom	In order to increase student engagement and eventual learning, the instructor has the students read or watch the material on their own and then work on live case studies, application of theory & problem-solving during lectures.	Used extensively for subjects like Understanding Indian Contemporary Cinema. Laws related to Films, TV and Internet. Understanding TV formats & Genres. Concepts of Story Boarding. Film Appreciation – Genres.
7.	Small Group Teaching	Small Group Teaching- Learning in groups allows students to develop cohesion with their peers, when classes are becoming as large as to preclude feelings of whole group identity,	Used extensively for subjects like Basics of Photography, Graphic Designing (Photoshop, Illustrator, etc.). Graphics and Post production (Flash, Editing software, After effects). Advanced Practical Film Making (Includes Compositing, Special Effects, etc.) – Music Videos TV Production / Ad film making. Basics of Post Production. Importance of Sound and Sound SFX. Convergence and Basics of Web Designing. Concepts of Post Production & Computer Graphics Practical Film Making.

		<p>particularly under module schemes where large cohorts of students come together from disparate directions to study together on a course.</p>	<p>Intermediate Practical Film Making (Fiction Film). Final Project- Short Film.</p>
8.	<p>Demonstrating in practical classes.</p>	<p>Demonstrating in practical classes enhances students' understanding of methods of scientific enquiry. This is pursued in a variety of ways where students are given the opportunity to undertake experiments; tackle problem-solving exercises; carry out survey and project work and experience at firsthand how the theory and principles of their discipline are applied. This helps to Consolidate subject knowledge. Introduce disciplinary methods and procedures. Develop technical skills. Develop cogitative skills.</p>	<p>Used extensively for subjects like Basics of Photography, Graphic Designing (Photoshop, Illustrator, etc.). Graphics and Post production (Flash, Editing software, After effects). Advanced Practical Film Making (Includes Compositing, Special Effects, etc.) – Music Videos TV Production / Ad film making. Basics of Post Production. Importance of Sound and Sound SFX. Convergence and Basics of Web Designing. Concepts of Post Production & Computer Graphics Practical Film Making. Intermediate Practical Film Making (Fiction Film). Final Project- Short Film.</p>

		Promote teamwork skills. Increase motivation.	
9.	Blended learning	Blended learning (also known as hybrid learning) is when traditional classroom teaching is combined with online learning and independent study, allowing the student to have more control over the time, pace and style of their learning.	Used in all the courses across all the semesters.
10.	Student-led learning or Peer assisted learning.	Student-led learning Student- or peer-led learning is where students themselves facilitate their learning, often by students in the year above guiding students in group activities to discuss materials with their peers and solve problems. This helps them to think through what they have previously been taught and encourages collaborative learning.	Used extensively for subjects like Practical Film Making. Intermediate Practical Film Making (Fiction Film). Final Project- Short Film. Advanced Practical Film Making (Includes Compositing, Special Effects, etc.) – Music Videos TV Production / Ad film making. Final Project- Short Film.

11.	Kinesthetic Learning	Students perform hands-on physical activities rather than listening to lectures or watching demonstrations. Kinesthetic learning, which values movement and creativity over technological skills, is most commonly used to augment traditional types of instruction	It is used for all the practical papers across all the semesters.
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Department of Management Studies

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Field Visits:	<ul style="list-style-type: none"> • Narsi Associates industries visit to understand the production & quality aspects on 16/06/2017 • Mall visit to get exposure into retail management and merchandising. • Visit to Mahalaxmi Saras exhibition to understand marketing methods of rural entrepreneurs and artisans on 28/01/2019 • Visit to Sanjay Gandhi national Park to understand Environmental issues & management. • ISKON Temple visit for Indian Ethos- 05/01/2019 • McDonald's visit for TYBMS marketing on 19/01/2019
		2. Field Work:	<ul style="list-style-type: none"> • Data collection for research subject of Research Methodology in business & 100 marks Research project. • Mock trading for portfolio management
		3. Interactive sessions with experts	Guest sessions & seminars arranged for various subjects. Research conference is organized by the department to offer a forum to researchers for showcasing their work.
		4. Internships & fellowships	Students are encouraged to take up internships & fellowships to gain industry experience.
		5. Entrepreneurial activities	Students launch their startups which are included under different areas of marketing, management, Retail, finance, E-commerce.
		6. Research activities	Students are encouraged to attend conferences , present Research paper at various conferences and publish papers in journals
2.	Collaborative learning	Group discussions, performance of skits, role play, presentations, extempore, elocutions and quizzes, discussion of News articles	Applied in almost all subjects across years. Students are assigned topics for presentations. Current trends and development are discussed by sharing articles and videos. Topic relevant movies and short films are showcased. Group and individual presentations are done by students using ICT tools such as Ebrary, Databases, Inflibnet, and submission of the same is done on Student Portal.

3.	Problem Solving Methods	Practical application of theory, solving case studies , hands on experience in portfolio management & mock portfolio trading	In technical and finance subject, students are exposed to live technical analysis, performance measurement through mutual fund project, study of sample wealth mgt plan, risk tolerance questionnaire administration, fundamental analysis using financial ratios. For analytical problem solving, students use e-resources like Ezproxy
4.	Learning through add on and certificate courses	Add on & bridge courses amplify and extend the subject content to industry needs.	In order to close the industry academia gap, bridge, add-on & certificate courses have been regularly run in the college. Courses include sports management, Digital marketing.
5.	Learning through co-Curricular and extra-curricular activities	Students participate & organize activities and events under various committees such as WDC, E-cell, NSS, Social Out Reach, Student's council, Rrotract, cultural and Sports. Are Instrumental in organizing Bazaar-e-UPG, Literature and Sport Festivals, Techvenza and other events at college.	It facilitates learning valuable skills like event management, entrepreneurship, team building, managerial finesse, content development, public relations etc.
6.	Flipped Classroom	In order to increase student engagement and eventual learning, the instructor asks the students read or watch the material on their own and then work on live case studies, application of theory & problem-solving during lectures.	Used extensively for subjects like Strategic management, Industrial Law, Recruitment and Selection, environment management

Department B.A.(Multimedia and Mass Communication)

Sr. No.	Methodology	Activity	Description
1.	Experiential Learning	1. Field Visits	Photo walks conducted for the subject Introduction to Photography, visits to newsmagazine houses & archives for journalism subjects, visiting the press meet & greet sessions for PR subject, visit to literature festivals for Effective Communication, PR, Creative writing.
		2. Field Work:	Data collection for research subjects like Advertising and Marketing Research , Mass Media Research, volunteering for NGOs for the subject Foundation Course
		3. Interactive sessions with experts	Guest sessions & seminars arranged for various subjects. The dept also organizes a research conference annually where the students, industry professionals and research scholars meet and ideate on the evolving media environment through panel discussions and paper presentations.
		4. Internships & fellowships	Students are encouraged to take up internships & fellowships to gain industry experience.
		5. Entrepreneurial activities	Students launch their startups which are included under different subjects such as Digital Media, Public Relations, etc.
		6. Research activities	Research paper presentations by students at various conferences.
2.	Collaborative learning	Group discussions, performance of skits, role play, presentations, extempore, elocutions and quizzes.	Applied in almost all subjects across years. Group and individual presentations are done by students using ICT tools such as Ebrary, Databases, Infilbnet, and submission of the same is done on Student Portal.
3.	Problem Solving Methods	Practical application of theory, case studies	Used in research based subjects, Media laws & ethics, Journalism & advertising subjects. For analytical problem solving, students use e-resources like Ezproxy.
4.	Learning through add on and certificate courses	Add on & bridge courses amplify and extend the subject content to industry needs.	In order to close the industry academia gap, bridge, add-on & certificate courses have been regularly run in the college.

		Such courses include film making, photography, PR, graphic designing etc.	
5.	Learning through co-Curricular and extra-curricular activities	students' participation in such various activities such as workshops, seminars, conferences, organizing Orientation programs, Annual day, Literature and Sport Festivals and other events at college	It facilitates learning valuable skills like event management, entrepreneurship, team building, managerial finesse, content development, public relations etc.
6.	Flipped Classroom	In order to increase student engagement and eventual learning, the instructor has the students read or watch the material on their own and then work on live case studies, application of theory & problem-solving during lectures.	Used extensively for subjects like Foundation Course, Current Affairs, Film Communication, Journalism.

Department of Information Technology

Sr. No.	Methodology	Activity	Description
1	Experiential Learning	1. Field Visit Computer Networks	Department arranges a field visit to nearest companies in order to understand working environment and new technologies they used. Example- Visit to MTNL office
		2. Research work	Department organizes a conference to provide the current trends and advances in various domain of IT. Researchers exchange ideas through their research work presentation. Theme- Emerging Trends in Digital Technologies.
		3. Interactive session	Guest Speakers from various corners are invited to share their knowledge and experience with students.
		4. Technovation	This is an annual Inter-collegiate even the department organizes to provide the platforms to learners to present their various project ideas.
		5. Practical All subjects	Practical demonstration of the concepts provides the great learning in order to understand the concept thoroughly.
		6. Projects	Implementing the concepts with utility-based projects provides the great learning to learner. Application/ utility based projects.
2	Collaborative	1. Quizzes Introduction to Embedded System	Almost for all the subjects the quizzes are taken in order to understand the cognitive learning skills of learner. Group and individual presentations are done by students using ICT tools such as Ebrary, Databases, Infilbnet, and submission of the same is done on Student Portal.
		2. Group Discussion, Presentations All Subjects	Group discussion topics are shared with students to share their ideas or views on the topics.
3	problem Solving methods: critical thinking	Research based Projects TY Projects MSc Projects	Final year graduate and post graduate program students can select the research-based project to understand the process and problem-solving methodologies. For analytical problem solving, students use e-resources like Ezproxy.
4	Learning through Value added Courses	Value added course Python, Java Programming,	Value added courses are beneficial in order to fill the gaps between the academia and industry. Department organizes such courses regularly. Example Linux course, Digital Technologies course.

		IOT, Embedded Systems	
5	Learning through Co-curricular and Extra curricular	Seminar, conferences TY, MSC Projects and Research Methodology	Students participate in various seminars, workshop conference arranged by department (either helping to organize the event or actively participating to contribute their work. This hand-on experience provides them with real working experience and knowledge. Helps to improve communication, learning attitude and how to build social connectivity.