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

Teaching-learning methods adopted by the faculty members include Lecture Method, Interactive Method, Project-based Learning, Computer-assisted Learning, Experiential Learning, etc. The Teaching-learning activities are made effective through illustration and special lectures. Lessons are taught through PowerPoint presentations to make learning interesting besides oral presenting methods.

Lecture method: This conventional method is commonly adopted by all teachers. This method facilitates the teacher to interpret, explain and revise the content of a text-only for better understanding of the subject by the learners.

Interactive method: The faculty members make learning interactive with students by motivating student participation in group discussion, role-play, subject quiz, news analysis, discussion, and questions and answers on current affairs

Departments provide an effective platform for students to develop the latest skills, knowledge, attitude, values to shape their behavior in the correct manner. The department conducts innovative programs which stimulate the creative ability of students and provide them a platform to nurture their problem-solving skills and ensure participative learning. The department Implements student-centric methods of enhancing the lifelong learning skills of students.

Faculty members make efforts in making the learning activity more interactive by adopting student-centric methods.

- 1. Experiential Learning: Department conducts add-on programs to support students in their experiential learning. The department communicates the following experiential learning practices to improve creativity and cognitive levels of the students • Laboratory Sessions are conducted with content beyond syllabus experiments. Project development on latest technologies by students where they platform their working model in the technical fest. Industrial Visits to engage them in experiential learning while visiting theorganization.
- **2. Participatory Learning**: In this type of learning, students participate in different activities such as seminars, group discussions, wallpapers, projects, and skill-based add-on courses. Students are encouraged to participate in activities where they can use their specialized technical or management skills. Annual cultural program This is organized every year for the students of the department to give an opening to their creativity. Regular Quizzes- Quizzes are organized for student participation at intra or inter-department levels. Seminar Presentation Students develop technical skills while presenting papers in seminars.
- **3. Problem-solving methods**: Department encourages students to acquire and develop problem- solving skills. For this, the department organizes expert lectures on different topics; participate in different technical tests and other competitions. •Regular assignments based on problems Mini Project development Regular Quizzes Case studies discussion Class presentations Debates within the department event.

In addition to the traditional teaching-learning methods, the institute is providing innovative student-centric methods such as Hackathons, Workshops, Seminars, Virtual Lab, Simulation, Roleplay, Review web literature, Video, Demonstration, Activity-based learning, Flipped Classroom, Guest lecture, Professional practice school, GD/ debate, Peer learning groups, MOOCs, Google Classroom, Project-based learning, Real-time case studies, Worksheets, PPT, Mind map, Journal Review, Proto-type model, Crosswords, Research projects, Language games, Viva, Poster presentation, Public Speaking to encourage Participative, Problem-solving and Experiential learning.

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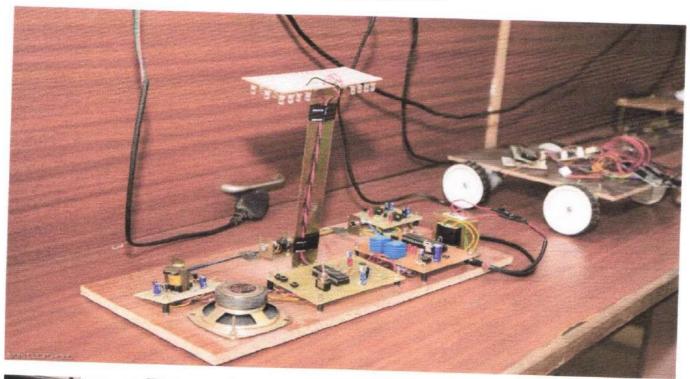
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AVANTHI INSTITUTE OF ENGINEERING AND TECHNOLOGY Gunthapally(V) Abdullapurmet(M), Hyderabad, pin-501512

2020-2021

EXPERIMENTAL LEARNING:





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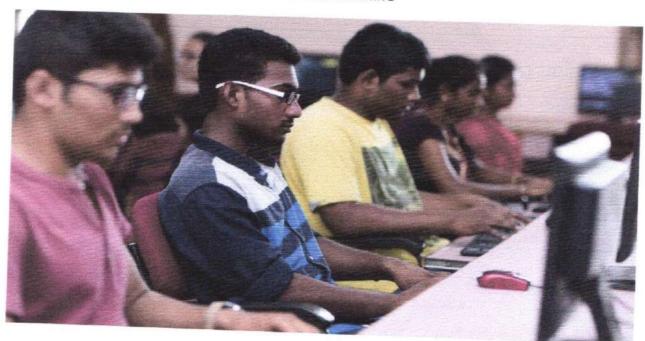
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Qualification (1) Advisorumat (Aut.), R.R. Dist.

LABORATORY SESSION TO LEARN TECHNICAL CONCEPTS



PRACTICAL LEARNING



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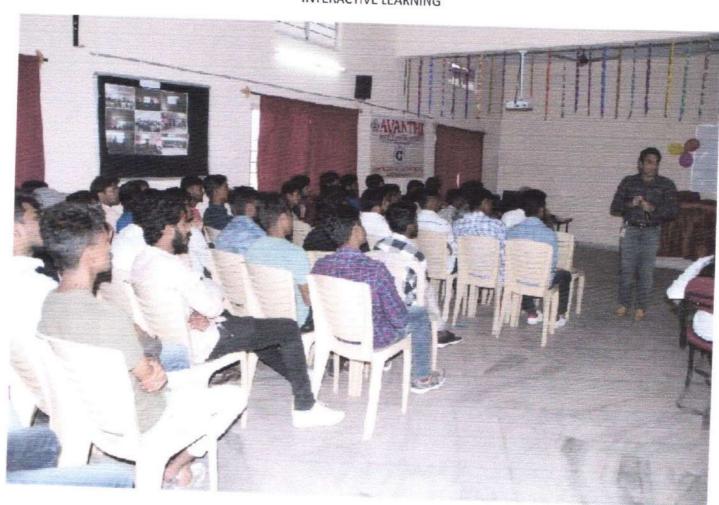
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STUDENT-FACULTY INTERACTION



INTERACTIVE LEARNING



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VISUAL LEARNING





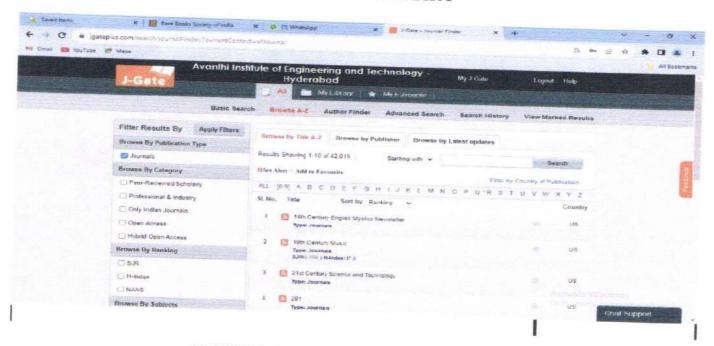
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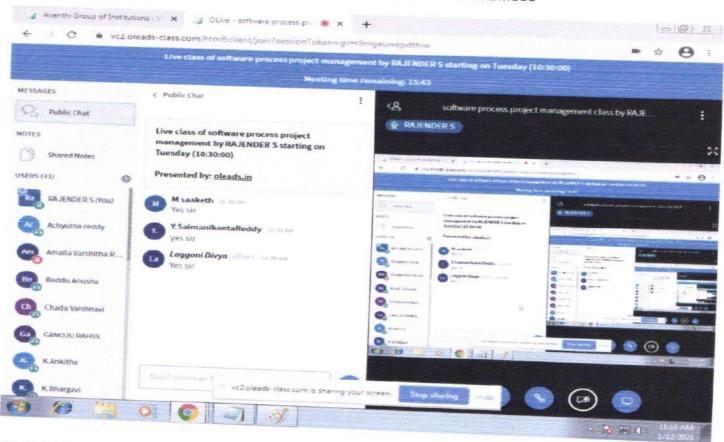
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DIGITAL LIBRARY



STUDENT DEVELOPMENT PROGRAMME IN VIRTUAL MODE



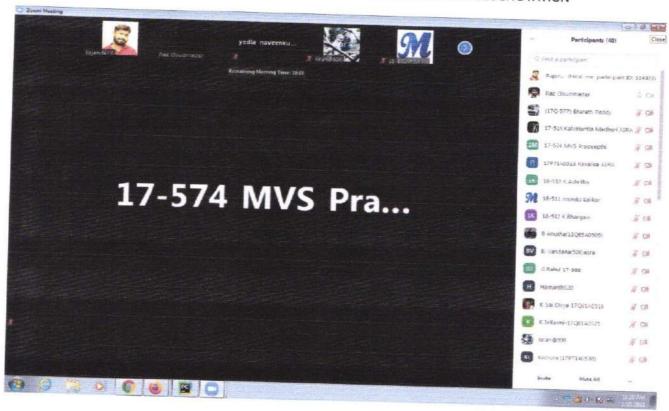
PROGRAMME ON SOFTWARE PROCESS PROJECT MANAGEMENT

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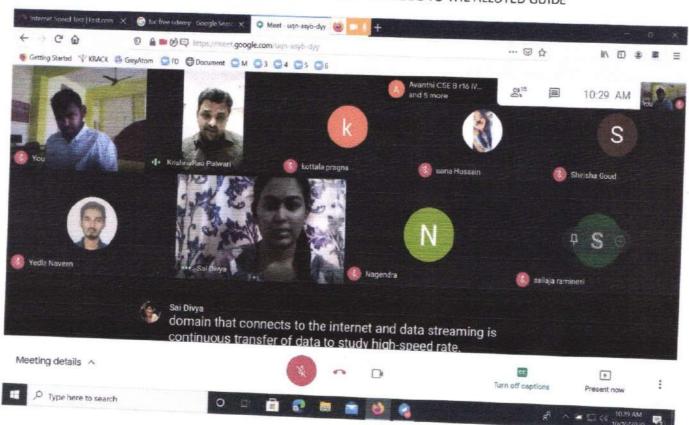
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STUDENTS ARE EDUCATED IN VIRTUAL MODE DURING PANDAMIC SITUTATION



PROJECT WORK EXPLANATION IN VIRTUAL MODE TO THE ALLOTED GUIDE



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Receiving certificate from our Managing Director on Technical fest





