

Collaborative Learning
Academic Year 2022-2023 Even Semester

Degree, Semester & Branch: V Semester B.Tech.IT

Course Code & Title: JCS 1401 Computer Networks

Name of the Faculty member (s): MR.K.P.GOPAL

Innovative Practice Description

- **Unit / Topic: Unit: Unit II / Media Access**
- **Course Outcome: CO2**
- **Topic Learning Outcome: TLO 2.2**
- **Activity Chosen: Technical Connection**
- **Justification:**

To make the students to know the basic terms related to media access Systems. The prime objective of this technical connection game is to promote interest among the students and to make them participate in this discussion of identifying the technical terms. This activity also ensures the students (even weak students) to participate enthusiastically in identifying the technical terminologies in the subject and recollect the definition of the technical terms and understand the concepts very clearly
- **Time Allotted for the Activity: 20 minutes**
- **Details of the Implementation:**
 - The images are provided in the Power point slides and display. The students should identify the images and connect those words to find the technical terms.
 - After identifying the technical word, any individual should share the points/definition and related content on that technical word and share it to all the students
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• CO – PO / PSO mapping:

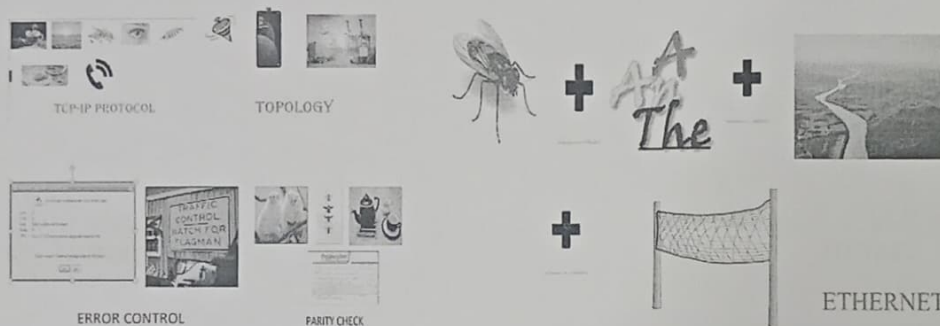
CO	PO1	PO2	PO3	PO9	PO10
CO1	3	2	3	3	3

(1 – Low 2 – Moderate 3 – High)

PO / PSO mapped:

Innovative practice	PO1	PO2	PO3	PO9	PO10
	3	2	3	3	3
Justification for correlation	Apply the knowledge of media	Identify the solution of the key term	Design solutions for problem	Communicate effectively by sharing solution	Function effectively as an individual, and as a member of team

• Images / Screenshot of the practice: (All the students upload the concept map in the canvas



Reflective Critique:

- *Feedback of practice from students and other stakeholders:*
- Students can identify the technical words but felt difficult in reproducing the definitions.
- Some students in the team did not participate actively (very few).
- Same student repeatedly answered few questions.
- Individual assessment/observation was difficult
- *Benefit of the practice:* (E.g.: Outcome attainment would have increased due to innovative practice over conventional practice)

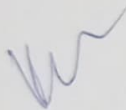
- It helps students to think identify the technical terminologies in the subject and recollect the definition of the technical terms.
- It motivates the students to build oral communication skills.
- It helps focus attention and engage students actively in the technical connection game

- *Challenges faced in implementation:*

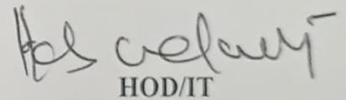
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- **References:**

1. <https://www.ritrjpm.ac.in/images/computer-science/Innovative%20Practice%20-%20Connection.pdf>
2. <https://mitpress.mit.edu/books/connected-gaming>
3. <http://static.clexchange.org/ftp/documents/x-curricular/CC2010-Shape9ConnexnGameSF.pdf>



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