

Academic Year 2021-2022 Odd Semester

Year & Sem. : III & V th sem
Degree, Semester & Branch: B.Tech INFORMATION TECHNOLOGY

Subject code & Name : JCS1003 Mobile Computing

Name of the Faculty member (s): Mr.K.P.Gopal

Innovative Practice Description

- **Unit / Topic:** Unit V / M-commerce - Structure, Pros & Cons
- **Course Outcome:** CO5
- **Topic Learning Outcome:** TLO15
- **Activity Chosen:** Learning by Teaching
- **Justification:**

Mobile Commerce is one of the important topic and repeatedly asked question in university examination. By this activity, specific students will learn the topic by their own and deliver the same to the class students, which make them easy to understand the corresponding topic. Students learn individually about the M-commerce and share their ideas with their classmates, which improves self-learning and oral communication skills.

- **Time Allotted for the Activity:** 25 Minutes

- **Details of the Implementation:**

Initially the topic "Mobile Commerce" was shared to two students, R.Vijayalakshmi and B.Swathika for presentation. They had one-week time to prepare on the specific topic. The topic was delivered by them around 20 minutes. Finally doubts in the corresponding topic was clarified and summarized. The implementation of learning by teaching activity is shown in the Figure1.

• **CO – PO / PSO mapping:**

CO	PO1	PO2	PO3	PO4	PO10	PSO1	PSO2	PSO3
CO1	3	2	2	2	2	1	1	1

(1 – Low 2 – Moderate 3 – High)

PO / PSO mapped:

Innovative practice	PO1	PO2	PO3	PO4
	3	2	2	2
Justification for correlation	Able to apply the concepts to understand the basis of mobile computing.	Able to use computer engineering principles to study the concept of m-commerce.	Identify the structure of m-commerce to solve complex problem.	Classify appropriate student's mobile applications in application related to e-commerce.
	PO10	PSO1	PSO2	PSO3
	2	1	1	1
	Able to explain the various pros and cons of m-commerce system.	Able to use mobile commerce in specific applications.	Able to use M-commerce schemes to develop reliable IT solutions.	Able to provide appropriate solution to solve real world problems in industry.

• **Images / Screenshot of the practice:**

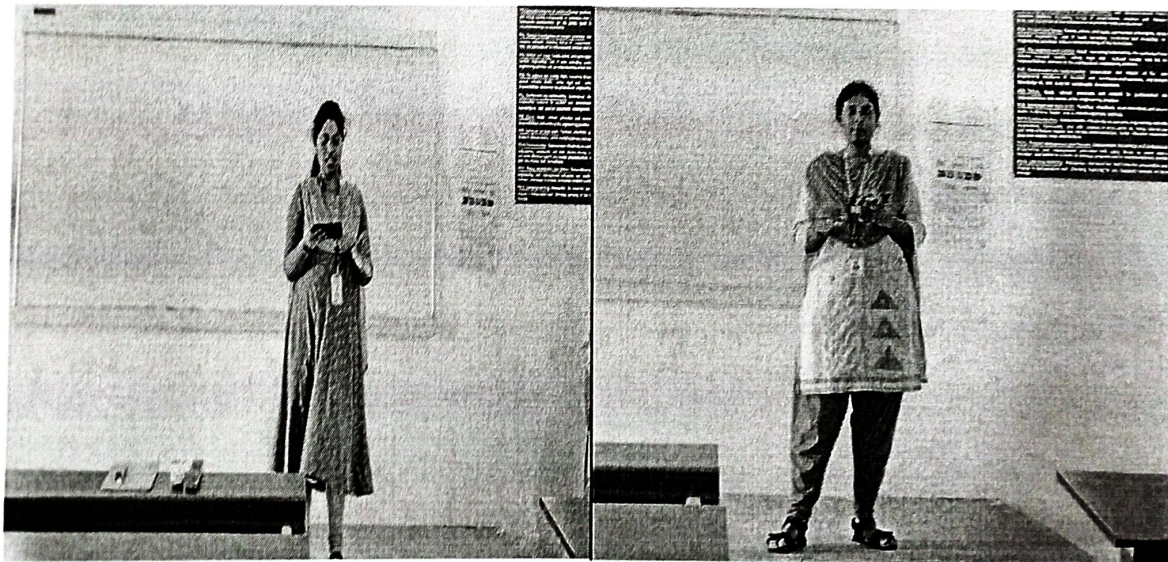


Figure 1: Learning by Teaching Activity

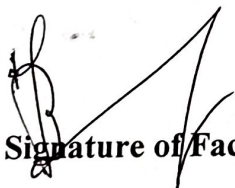
- **Reflective Critique:**
 - **Feedback of practice from students and other stakeholders:**
 - The students felt that they can able to understand the structure of M-commerce, its pros and cons concepts clearly.
 - Also they can able to recall the key terms in M-commerce concept.
 - **Benefit of the practice:**
 - Students were provided with the opportunity of self-learning.

- From this activity, all the students got clear idea about m-commerce concept.
- Able to attend this topic in Internal Assessment Test.

- **Challenges faced in implementation:**
 - Few students were hesitated to ask doubts or questions during the seminar.
 - Need to explain the key terms of the concept again to all the students.

References:

- https://en.wikipedia.org/wiki/Learning_by_teaching
- <https://tophat.com/glossary/l/learning-by-teaching/>



Signature of Faculty Member



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