



Criterion 2- Teaching- Learning and Evaluation

2.3. Teaching- Learning Process

2.3.1.:Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences and teachers use ICT-enabled tools including online resources for effective teaching and learning process

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

Sr. No.	Documents	Link
1.	Outcome Based Education Manual	https://www.aitpune.com/Documents/OBE_Manual_20Mar2022.pdf
2.	Ethics in Teaching and Learning	https://www.aitpune.com/Documents/OBE_Manual_20Mar2022.pdf (page no-23 to 31)
3.	Activities under experiential learning	
4.	Activities under participative learning	
5.	Activities under problem solving methodologies	
6.	ICT enabled tools for effective teaching-learning process	



1. Activities under Experiential Learning

The institute has been practicing experiential learning for a long time. Students are given opportunities to learn required skills through projects. Through collaboration, industries give problem statements which are implemented and executed by the students with guidance from faculty members.

Students also undergo summer internships and in-plant training during summer/winter vacation. Each student in the VI semester is required to undertake a Project-Work which is compulsory and has an allotment of 50marks. This enhances the experiential learning and project-based learning of the students. The final year Projects are mentored and evaluated by external examiners from academia and industry. These projects are evaluated by a well-defined rubrics framework to ensure quality of the projects. The following methodologies are followed to ensure the provision of experiential learning.

Activities under Experiential Learning		
1.	Industrial visits	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningIndVisit.pdf
2.	Internships	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningInternships.pdf
3.	Workshops/Guest lectures	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningWkspGL.pdf
4.	Entrepreneurial Development Activity	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningEDA.pdf
5.	Wall Magazine	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningWallMagNLCMDData.pdf
6.	Student Projects	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_ExpLearningStudProj.pdf



2. Activities under Participative Learning

Participative learning is a learning paradigm that initiates the active engagement of students in the learning process. Students are involved in different activities to learn and gain skills both academically and in extra-curricular. Few of the activities are Conferences, Seminars, Group discussion, Quizzes, Assignments, Case studies, Club activities, and Industrial visits. Sample supporting documents for such activities are attached with this document. Sample Documents for Participative Learning Techniques Apart from the above-mentioned distinct pedagogy, characteristic of the teaching-learning in institutions, we also adopt other methods to keep the **learner. actively engaged** in the classroom such as **task-based and problem-solving sessions** in the classroom. We thus go beyond the texts prescribed. We further depart from the customary chalk-and-talk method by encouraging students to present **seminar papers** and by involving them in **role-plays and case-study analysis** they use Role play and flip classroom concepts, enhancing student learning through experiential and participative methods.

The DDQ club provides a fun way for students of all abilities to develop their oratory skills. We use a variety of activities to assist students in developing critical thinking and confident communication skills, as well as increasing their knowledge of the world through a variety of quizzes.

Activities under Participative Learning		
1.	Club activities	https://www.aitpune.com/Clubs.aspx
2.	Inter and intra college competitions	https://www.aitpune.com/StudentAchievements.aspx
3.	MOOC Courses	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_mooc2023-2020.pdf
		https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_mooc2019-2018.pdf
4.	Paper Publications	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_learning_paper.pdf
5.	NSS	https://www.aitpune.com/nss.aspx
6.	NCC	https://www.aitpune.com/Clubs/NCC/NCC2022-23.pdf
7.	Seminar by students	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_1_Activities_learningSeminar_Students.p



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8.	Newsletters/Magazines	Institute Level: https://www.aitpune.com/emagazine.aspx Department Level: https://www.aitpune.com/Documents/ETC/emagazine/ETC_Sucheta_Dec23.pdf https://www.aitpune.com/Documents/IT/emagazine/2022-2023_SEM%20I.pdf

3. Activities under Problem Solving Methodologies

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2.3.1



Problem solving skills are necessary for students. It prepares them to handle real-life problems. It is the ability to critically analyze a problem, map out all its elements and then prepare a workable solution. The industry looks for students who are good problem solvers. In almost all courses, problem solving skills are embedded. Sample supporting documents for such activities are attached with this document.

Activities under Problem Solving Techniques		
1.	Case studies	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdCasestudies.pdf
2.	Assignments	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdAssgmt.pdf
3.	Flip classes	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdFlipClass.pdf
4.	Open-Source Software (Innerv Hackathon)	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdOSS.pdf
5.	Robocon	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdcoe.pdf
6.	SAE	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria 2/2_3_3_Activities_ProbSolvingMthdSocofAE.pdf

4. Teachers use ICT enabled tools for effective teaching-learning process.



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For making the teaching-learning process more student-centric and dynamic, the College has **integrated Information and Communication Technology (ICT)** fully to further enhance the learning objectives. Students and teachers are encouraged to use these ICT tools to obtain information, analyze, synthesize, and present them professionally. Thus, it has become an integral part of the teaching-learning process. To facilitate this, all the class rooms and labs are equipped with facilities like computers, multimedia tools, audio-visual equipment and Internet facilities. The institute has been established with state-of-the-art facilities in 18 classrooms and 28 labs. **One week FDP on “ICT Tools for Teaching, Learning Process and Institutes”** was conducted in the college to update their ICT skills and enable them to use the latest technology, thereby enhancing their competence and skill in handling of the ICT tools.

Sr. No.	ICT Facilities	
1.	ICT enabled classrooms	https://www.aitpune.com/Documents/naacreports/SSR2024/Criteria2/2_3_4_Activities_ExpLearningICT.pdf
2.	ICT enabled labs	
3.	e-Library	
4.	Library Software	
5.	ERP	
6.	Moodle	
7.	MS-Teams	
8.	Seminar hall, well equipped audio-visual system	
9.	LAN Connection	
10.	Computers	
11.	Printers/Scanners	
12.	Wi-Fi	
13.	Television.	
14.	Additional Digital board information	