<u>Best Practices</u>

Best Practice - 1

- **Title of the Practice**

Digital Platform for Academics: Adoption of Google Classroom & YouTube Channels of faculty

- **Objectives of the Practice**

The primary purpose of Google Classroom is to provide a digital platform for the process of sharing the syllabus, lesson plan, lecture notes, assignments and other study material between teachers and students. Faculty YouTube channel provides a digital platform for sharing the subject lecture wise content delivery with the students.

- **The Context**

Google classroom act as a communication channel between the students of a class and the teacher. They can receive and submit the documents even if he/she is unable to attend the physical classes due to any avoidable circumstances. Google Classroom was adopted by the institution for all the departments in 2019.Students can use the YouTube video lectures uploaded by the faculty if he/she is unable to attend the physical classes due to any avoidable circumstances. They can also view the content before their examination for revision.

- **The Practice**

Google Classroom is a digital platform for education purpose. It allows the process of sharing the syllabus, lesson plan, lecture notes, assignments and other study material among them even if a student is unable to attend the physical classes due to any avoidable circumstances. Students can be invited to classrooms according to the institution's database, through a private code that can then be added in the student's user interface. Each class created with Google Classroom creates a separate folder in the respective user's Google Drive, where the student can submit work to be graded by a teacher.

- **Assignments**

It was very helpful during the COVID 19 situation. Teachers uploaded the assignments for the class with a specific deadline which would be visible to all the students.

- **Grading**

Teachers allotted grades and returned the assignments with comment according to the quality

and time of submission of the assignments. Once turned in, assignments can only be edited by the teacher.

The process of creating Faculty YouTube channels:

➢ Faculty can create their own channel in which they can prepare playlist for different subjects which can include the all the lecture videos corresponding to the specific subject.

➢ The videos are uploaded in the playlist and are according to the lecture plan prepared by the faculty.

➢ Generally, the first video lecture of the subject playlist includes the syllabus and the course objectives so that the student can be familiar with the subject.

- **Evidence of Success**

    ➢ All teachers have adopted these modern pedagogic styles.

    ➢ Appropriately paced and timely completion of syllabus during the COVID situation.

    ➢ Monitoring of student's assignment and attendance in the class test and sessional during COVID phase.

    ➢ It has increased the visibility of faculty and many outside students also find these videos helpful.

- **Problems Encountered and Resources Required**.

    ➢ Adequate training and dedicated staff have been extended for rolling out Google Classroom.

    ➢ Initially faculty were not familiar with the recording of their video lectures, and they had never done the teaching in this way so it was a challenging task for the faculties.to change the mindset and move to this mode from physical classroom teaching.

    ➢ Faculties adopted the Zoom and google meet platforms for recording their videos. Hence adequate training and practice needed to be ensured for the successful implementation

    ➢ Another challenging task was to make the lecture videos short. The focus was that students do not watch very lengthy videos.

Best Practice - 2

- **Title of the Practice**

HACKNOVATE

- **Objectives of the Practice**

The objective of this event is to provide students a platform to come up with ideas leading to innovative products, thereby giving solution to real problems we come across in daily life. We desire to inculcate a culture of product innovation among our students.

- **The Context**

HACKNOVATE is a nationwide initiative by ABES Institute of Technology in association with Institution Innovation Council (IIC). It is a competition of ideas that amalgamates the best of coders, engineers, architects, designers and business visionaries of the forthcoming time. Mission of the event is to provide a platform where the best of the talent and innovation can meet to create the most innovative solutions.

- **The Practice**

We started the practice in the year 2019. Since then we are progressing with the event every year including the participation and the worth of prizes. It is

HACKNOVATE 1.0 was conducted on 18-19 October 2019 with cash prize upto 20,000/-.

HACKNOVATE 2.0 was conducted on 06-07 November 2020 with prizes worth of 50,000/-, internship offers and swag & goodies.

HACKNOVATE 3.0 was conducted on 16-17 October 2021 with prizes worth of 1.5 Lacs/-, internship offers and swag & goodies.

Hacknovate 4.0 is the fourth version of the successful Hacknovate series. On November 25, 2022, ABES Institute of Technology hosted this 12-hour hackathon.

The event witnessed huge response of 253 registrations received which after levels of screening shortlisted to 117 Teams (Offline teams: 97 & Online Teams: 20). After two tough rounds of evaluation, we got the winning Teams.

This year we were associated with some of the incredible sponsors like Devfolio, Polygon, Spheron, Newton School etc. The winning team received vouchers worth Rs 500. The entire pool prize was more than 1.5 lakh rupees, which included cash prizes worth Rs 42,000.

- **Evidence of Success**

  - The event witnessed huge response of 253 registrations received from various prestigious institutions which after levels of screening shortlisted to 117 Teams (Offline teams: 97 & Online Teams: 20) participated in mega event.

  - We are successful in developing the culture of creating innovative ideas and prototypes

  - With (Smart India Hackathon) SIH 2019, 2020, 2022 participation we were among the winners also.

- **Problems Encountered and Resources Required**

  - Initially it was difficult to get the participants from 2nd and 3rd year as the students were not very comfortable in these competitions

  - It was difficult to get the sponsors in the early stage of Hacknovate.