

Title of Activity: Game Based Learning

Date & Day: Monday, January 27, 2025

Type of Activity: Game Based Learning on CO PO (For TE students)

Venue: B201 Classroom

Session conducted by with Designation: Mrs. Rutuja Warbhe

Objectives:

- Enhance Understanding of Electrical Machine Design Concepts
- Map Course Outcomes to University Examination Questions
- Encourage Active and Experiential Learning
- Prepare Students for University Exams and Practical Applications
- Foster Teamwork and Collaboration

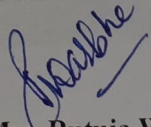
No. of students attendee:44

Summary of the event: This activity provided

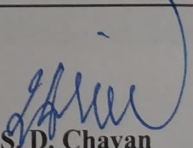
- Quiz & Rapid-Fire Rounds – Students answered conceptual and numerical questions related to machine design, similar to university exam patterns.
- Design Challenge – Teams worked on real-world machine design problems, optimizing parameters like winding configurations, efficiency, and material selection..
- Pictionary & Crossword – Reinforced key terminologies and concepts through interactive word-based challenges.

Outcome:

- Strengthened understanding of machine design principles in an engaging format.
- Mapped theoretical knowledge with practical and university-level problem-solving.
- Improved analytical thinking, teamwork, and decision-making skills.
- Enhanced exam preparedness through time-bound problem-solving activities.
- This approach bridged the gap between theory and application, making learning more effective, enjoyable, and exam-oriented.


Mrs. Rutuja Warbhe
Subject Teacher


(Dr. Manasi Dhole)
DAC

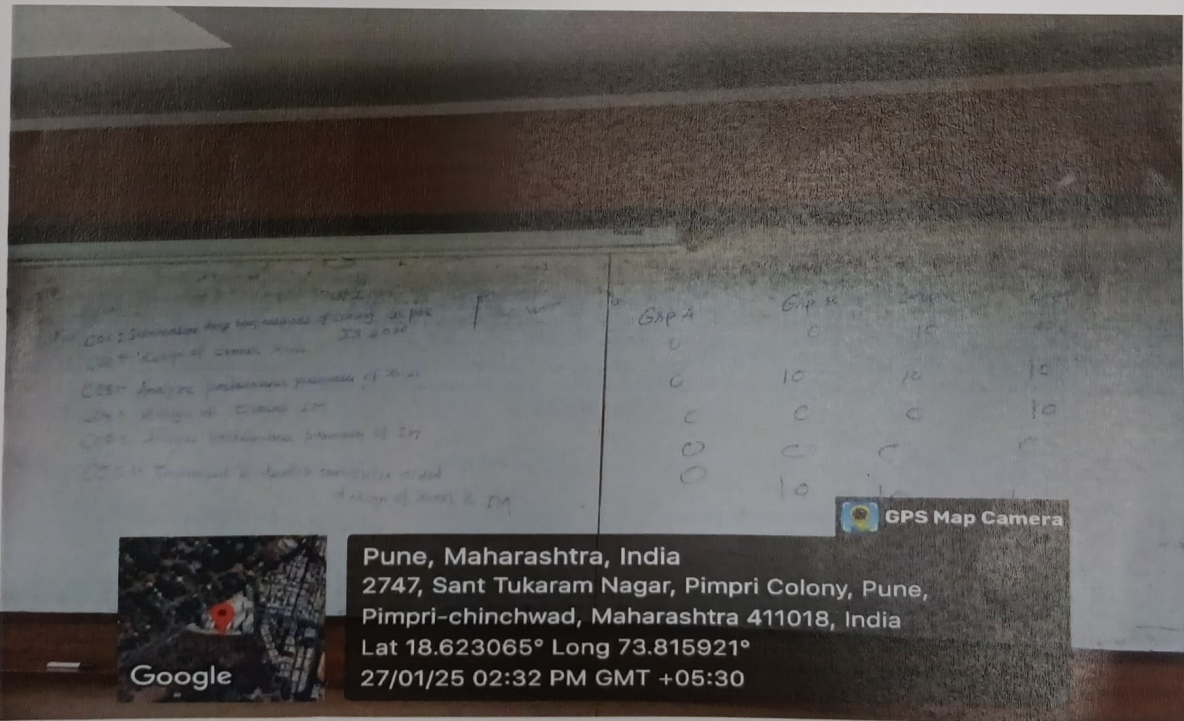

Dr. S.D. Chavan
HOD

DYP DPU

Dr. D. Y. Patil Unitech Society's
Dr. D. Y. Patil Institute of Technology, Pimpri, Pune



Game Based Learning Activity



Real Time scores of all Participants