DEPARTMENT OF COMPUTER SCIENCE
BEST PRACTICES

S.No.	Name of the Best Practice	Objectives	Evidence of Success
1	Build Projects- "Practice makes a man perfect"	➢ To engage students on basic understanding of the concepts in solving problems. ➢ To build practical knowledge and enhances the skills in programming. ➢ To understand the software engineering practices employed by industry ➢ Exposure of students towards real world problems	➢ Students underwent comprehensive training and secured coveted placements in esteemed companies

| 2 | Pedagogy & Heutagogy- "Tell me and I forget. Teach me and I Remember.Involve me and I Learn" | ➢ To improve students overall learning outcomes by combining effective pedagogical methods with heutagogical approaches

➢ To actively engage students in the learning process encouraging their participation,collaboration and ownership of their education.

➢ To instill a love for learning and equip students with the skills necessary for life long learning beyond their formal education

➢ To nurture students curiosity,adaptability and independent learning capabilities | ➢ Students continued pursuit of learning beyond the classroom,engagement in self directed learning activities and involvement in professional development opportunities.

➢ Our students not only excel in their academics but also actively pursue additional knowledge by successfully completing a minimum of two courses from reputable online platforms such as Coursera, SWAYAM and more |

| 3 | E Content
"Technology will never replace great teachers ,but technology in the hands of great teachers can be transformational" | ➢ To improve students learning outcomes by leveraging technology to engage and support their educational journey.
➢ To provide accessible and flexible educational materials to students at their convenience.
➢ Engaging and interactive learning experiences that captivate learner's attention and foster active participation.

➢ To enable students revisit concepts, review materials and deepen understanding outside of the classroom.
➢ To provide cost-effective educational resources compared to traditional textbooks of physical learning materials. | ➢ Cost saving and resource efficiency evaluated by comparing the costs associated with traditional learning materials with those of e-learning platforms.

➢ The transition to paperless and more efficient learning practices through the implementation of e-content learning as an exemplary best practice. |

4	Knowledge Dissemination "Knowledge is power, and sharing it is the key"	➢ To enhance digital literacy among students and faculty in non-computer department. ➢ Empowering everyone on campus with essential computers skills and knowledge for their academic and professional pursuits. ➢ To encourage collaboration and knowledge exchange between computer and non-computer departments. ➢ To bridge the digital divided by providing equal opportunities for all students, irrespective of their academic backgrounds.	➢ Improved computer literacy levels among students and faculty of non-computer departments, observed through increased efficiency and productivity as they integrate computer knowledge to reduce manual effort and increased utilization of technology tools.

| 5 | Design & Implementation of various parameters "Design is not just what something looks like and feels like. Design is how something works" Steve Job | ➢ To improve communication channels and gather feedback effectively by designing and implementing feedback forms through Google forms for students and faculty.

➢ To enhance library operations by providing software solutions that streamline cataloging, tracking and retrieval of library information.

➢ To develop a student SMS system that enables efficient and timely communication between the college and students.

➢ To design and maintain a user-friendly and informative college website that enhances college's online presence and showcases its offering and achievements. | ➢ Increased participation and valuable feedback received through the Google forms, improved library operations and resource management with the implemented software, effective and timely communication with students through SMS system, and positive user experience of college website. |