



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

DEPARTMENT OF COMPUTER SCIENCE (ACADEMIC YEAR 2022-2023)

Introduction:

Student Centric Methods, includes experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences. Department of Computer Science strives to integrate experiential, participatory, and problem-solving methodologies by devising innovative teaching-learning methodologies that bring a profound learning experience for the divergent students in the DIGITAL ERA. Engaging the learner throughout the lecture session has been the best and acceptable methods of the teaching learning process. The traditional method of teaching inside the classroom engaged the students throughout the lecture session but the learner involvement could not be achieved and the evaluation process is not in an outcome-based method. The traditional way of lecture delivery is teacher-centric, not student-centred. We followed experiential learning, participatory learning, and problem-solving methodologies for enhancing learners learning experience.

Various Participatory, Problem Solving and Experiential learning activities followed in the department are:

Participative Learning	Problem Solving	Experiential Learning
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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

<ul style="list-style-type: none"> • Talk with an Industrial Expert • Student Induction Programme • Introduction to various AI Tools • Industrial Visit • Literature Survey paper presentation • Various Seminars • Various IT based Quizes • Group Learning Activities • Games • Web Designing 	<ul style="list-style-type: none"> • Projects • 	<ul style="list-style-type: none"> • Coding and Debugging • IT Quiz • Internships • IT Exhibita
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EXPERIENTIAL LEARNING

Experiential Learning – 1



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KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Programme Name: Project Presentation

Programme Objective:

- To present their experiments and research
- To endow opportunities to exchange new ideas and applications in the field of computing.
- To address the real-world challenges and opportunities faced.

Programme Report: Final year Msc.CS students presented their projects in Two-Day International Conference on "DEEP DIVE INTO DATA SCIENCE" organized by the Department of Computer Science, Vimala College (Autonomous), Thrissur on 23, 24 February 2023.

Programme Outcomes:

- To create original research projects
- Enriched them various aspects like aptitude for research, new way of thinking, communicating ideas and appropriate interaction with people from various backgrounds.

Students' List:

NAME OF THE STUDENTS	REGISTER NO
ADEEB P H	CCAVMCS001
AGHILESH N S	CCAVMCS002
AKHILA ANTONY	CCAVMCS003
ANN MARY	CCAVMCS004
ASWATHY K J	CCAVMCS005



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DONAMOL	CCAVMCS006
JISMARIA PAUL	CCAVMCS007
JUSTIN BABU	CCAVMCS008
RAISY P A	CCAVMCS009
ROSMI.T. B	CCAVMCS010
SREYA HARIDAS	CCAVMCS011

Certificates:





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Experiential Learning – 2

Programme Name: Coding & Debugging Competition: Clash of Geeks

Programme Objective:

- To Develop and deploy an application.
- To enhance participants' coding skills, problem-solving abilities, and debugging techniques.
- To provide a hands-on experience.

Programme Report: Department of Computer science organized Clash of Geeks (coding & Debugging event) hosted by Zephyrus 4.0-Tech Fest on December 14, 2022. As part of that our second and final year students developed a platform for this competition.

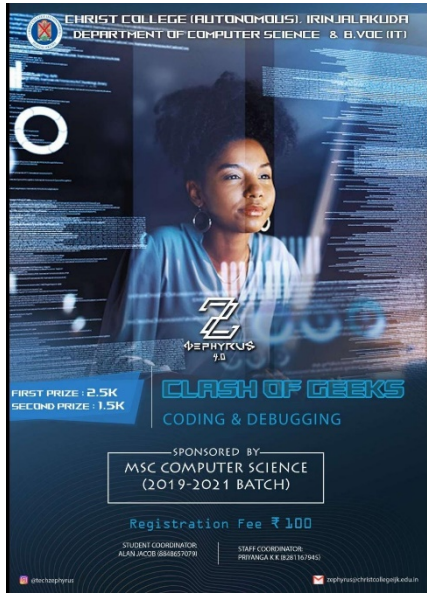
Programme Outcomes:

- Learn to love their field of study
- Ability to utilize the information to a noble cause
- Thinking, reasoning, decision making, role play capabilities

Brochure:



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Geotagged Photos:





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Experiential Learning – 3

Programme Name: IT Quiz Competition: Blitz

Programme Objective:

- To enhance their skills.
- To select and evaluates various talents
- Selection of techniques and methodologies to foster competition

Programme Report: Department of Computer science organized BLITZ (IT Quiz) hosted by Zephyrus 4.0-Tech Fest on December 14, 2022. As part of that our second and final year students conducted the event.

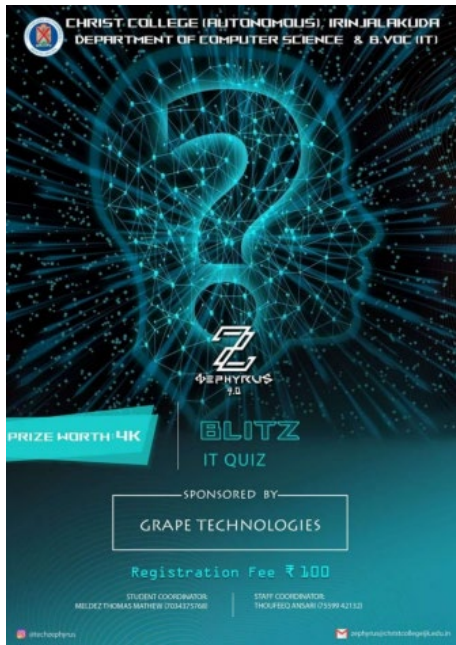
Programme Outcomes:

- Learn to love their field of study
- To handle persons from different levels
- Thinking, reasoning, decision making, roleplay capabilities
- Actively participate in community life

Brochure:



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



Geotagged Photos:





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Experiential Learning – 4

Programme Name: IT Exhibition: It Exhibitia

Programme Objective:

- To develop and share knowledge.
- To identify various talents
- Selection and application of latest trend, techniques and methodologies

Programme Report: IT EXHIBITA is a state level 2-day exhibition conducted by Zephyrus 4.0 on December 12 & 13, 2022. Topics of the exhibition include following domains like Artificial Intelligence, Machine Learning, Deep Learning, Internet of Things, Augmented Reality, Virtual Reality, Computer Vision / Natural Language Processing, Cloud Computing, Cybersecurity, Robotics, Big Data, Bioinformatics / Medical Technology & Quantum Computing. Almost 18 teams from various colleges participated in the exhibition. During the exhibition our students formed into groups and showcased their findings.

Programme Outcomes:

- Learn to love their field of study
- To find solutions to ethical problems
- Thinking, reasoning, decision making capabilities
- Actively participate in solving environmental issues and inter disciplinary issues
- How to handle and communicate with people of different levels

Brochure:



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



Geotagged Photos:



Experiential Learning – 5

Programme Name: Internships

Programme Objective:



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

- Practical Application of Knowledge
- Skill Development
- Industry Exposure
- Professional Development
- Exploration of Career Paths
- Project Experience
- Understanding Organizational Culture

Programme Report: As a part of curriculum BSc Computer Science and BCA students have to complete their internships. It helps them learn the ways to understand and perform the desired duties and responsibilities in a particular role effectively. An internship is an amalgamation of theory and practice. Student interns equip themselves with practical skills in office settings. Internships also offer the benefit of creating professional recommendations, practical experience for your resume, and building networking opportunities. Computer Science internship is an educational strategy that integrates classroom studies with work-based learning that is related to the student’s academic curriculum and career goals.

Programme Outcomes:

- Enhance the ability of analysing and solving problems
- Explore the latest trends and opportunities of IT industry
- Provide practical experience how to communicate effectively and build leadership qualities in the professional field.

Students’ List

- **B.Sc Computer Science (2021-24 Batch)**

Roll No	Name Of Student	Internship Topic
700	Abhai KS	Data Science -ML-AI & Tableau



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

701	Adarsh ps	Data Science-ML-AI & Tableau
702	Alrich Babu	Data Science-ML-AI & Tableau
703	Amal krishna A	Data Science -ML-AI & Tableau
704	Amal Joe	Data Science-ML-AI & Tableau
705	Anannya NV	Data Science
706	Anirudh Pradeep	Machine Learning & AI
707	Arun K J	Data Science -ML-AI &Tableau
708	Aryan M Anand	Data Science -ML-AI &Tableau
709	Athul TS	Data Science-ML-AI & Tableau
710	Chris Benny Kuniyanthodath	Data Science -ML-AI &Tableau
711	Clinet Rovea Ross	Data Science-ML-AI & Tableau
713	Darine Jacob	Data Science -ML-AI &Tableau
714	Devika Shaji	Data Science -ML-AI &Tableau
715	Ebin Joshy	Data Science-ML-AI & Tableau
716	GOPIKA M S	Data Science -ML-AI & Tableau
717	Jasni kr	Data Science -ML-AI & Tableau
718	Jeevan Dominic	Machine Learning & AI
719	Krishnasuryamsh TS	Data Science-ML-AI & Tableau
720	Krishnapriya T.P	Data Science-ML-AI & Tableau
721	Lakshmi P k	Data Science -ML-AI & Tableau
722	Manuel Devassy	Data Science -ML-AI &Tableau
723	Meldez Thomas Mathew	Machine Language & AI
724	Mohamed Faiz	Data Science -ML-AI &Tableau
725	Mohammed Faris	Data Science
726	Navaneeth Krishna	Data Science-ML-AI & Tableau
727	Pallikunnan Jerry Shaun	Data Science -ML-AI & Tableau
728	Parvathy Kuruppath	Data Science -ML-AI & Tableau
729	Pathiaparambil Jenson Jose	Data Science -ML-AI & Tableau
730	RAHNA P A	Data Science & ML



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

731	Riswana P S	Data Science -ML-AI & Tableau
732	Savio	Data Science -ML-AI & Tableau
733	Seslin	Data Science & ML
734	Shanik y s	Data Science -ML-AI & Tableau
735	Simon B Chetupuzha	Data Science -ML-AI & Tableau
736	Sivaprasad	Data Science -ML-AI & Tableau
737	Sonal	Data Science -ML-AI & Tableau
738	Sowmya Hariharan	Data Science-ML-AI & Tableau
739	Steve Wilson	Data Science-ML-AI & Tableau
740	Vivin Roy	Data Science -ML-AI & Tableau

- **BCA (2021-24 Batch)**



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KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

ROLL NO	NAME	INTERNSHIP TOPIC
741	Abhay S Nair	Cyber Security
742	Abhishek R Nair	Cyber Security
743	Adhithyan TJ	Cyber Security
744	adithyan kp	cyber security
745	Adithyan v.s	Cloud computing
746	Agnal Biju	Cyber Security
747	Ahalya M	Cyber Security
748	Akhilash Muraleedharan	Flutter
749	Aljo poulose	Cyber Security
750	Aman Anifer	Cyber Security
751	Amin Mohammed O K	Cyber Security
752	Aswin kuruvath jayan	Cyber security
753	Blessen George	
754	Devana pramod	Flutter
755	Don Davis	Cyber Security
756	Elvis Edison	Cloud Computing
757	Febin Tom	cyber security
758	Febin Vincent	cyber security
759	Hana Nasreen	Flutter
761	Hashim P	Cyber Security
762	Hibin Dixon	Cyber Security
763	Jisna Johny	Cloud Computing
764	Jose Mon James	Cloud computing
765	joshua jose	cyber security
766	kevin ks	cyber security
767	Krishnapriya K	Cloud Computing
768	Leyon T John	cyber security
769	Liva Johnson	flutter



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

770	Maria Joseph	cyber security
771	Maria Merryl	cloud computing
772	Megna Biju	Flutter
773	Milan Mathachan	Cyber Security
774	Mithra prothasis	Cloud computing
775	Nandana Jinesh	Cyber Security
776	Naveed Nihan	Flutter
777	Nikhil Anto C	Cyber Security
778	Nimal k n	Flutter
779	P N Murali Sankar	Flutter
780	Revathi Rajesh	Flutter
781	Richard George	Cybersecurity and ethical hacking
782	Roxon Paul Vargheese	Flutter
783	Savitha Sebastian	Cybersecurity and ethical hacking



784	Shamnas A P	Cybersecurity and ethical hacking
785	Sreejishna k	cloud computing
786	Stuart Rolines	Cyber Security
787	Vedhavyas Asokan	Cloud Computing

784	Shamnas A P	Cybersecurity and ethical hackin
785	Sreejishna k	cloud computing
786	Stuart Rolines	Cyber Security
787	Vedhavvas Asokan	Cloud Comoutina

Certificate Link

B.Sc. CS



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

<https://drive.google.com/drive/folders/1xO8ebKhM7A4355baA6BLUG7gN4-LSV7n?usp=sharing>

BCA

https://drive.google.com/drive/folders/1146zfVg2M7MHNuXzCiLd2P_9b-5PvuOL?usp=sharing

Photos



Certificates





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PARTICIPATIVE LEARNING

Participative Learning – 1

Programme Name: Talk with an Industrial Expert

Programme Objectives:

- Seek guidance and advice on specific challenges or issues your organization is facing
- Gain insights into the latest trends, technologies, and best practices within the industry.
- Helps them to stay updated and informed about advancements and changes.
- The industrial expert's experience and expertise can provide valuable perspectives and potential solutions.

Programme Report: Department of Computer Science conducted a Talk with an industrial expert Mr. Jomon Joseph, CEO, The Strategist to know the area of interest in industry to the second semester M.Sc. Computer Science students 2021 Admission on 13/06/2022 in their class room



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Programme Outcome:

- Students can assess themselves and explore their career path.
- Students can access the independent and individual way of thinking and communicating ideas in an industry-based platform
- Got an awareness of environmental issues for behaving an industry and the necessity of solving the same issues
- The ability to access and utilize knowledge and information for personal as well as general.

Brochure:





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Geotagged photos:



Participative Learning – 2

Programme Name: Workability and Industrial Training Program

Programme Objectives:

- Enhancing the practical skills and competencies of participants in a real work environment.
- Providing participants with exposure to real-world work environments, practices, and challenges within their chosen industry or field
- Assisting participants in translating academic knowledge into practical application and preparing them for future careers by giving them hands-on experience and insights into the professional world.

Programme Report: Department of Computer Science and Department of Commerce jointly organized a seminar on the topic “Workability and Industrial Training program” in association



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with Edwin Academy, MIZONE for III-year students on 14th June 2022 from 11.00am to 12.00pm at Chavara Seminar Hall, Christ College (Autonomous), Irinjalakuda.

Programme Outcome:

- Ethical values play a crucial role in shaping your behavior, decisions, and interactions within the academic community and beyond.
- Mobilize your peers to take action, raise funds, or support policy changes on issues such as education, healthcare, poverty, or human rights.

Brochure:



Geotagged photos:



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



Session on workability

Attendance:

Sr NO	NAME	Sign
1	Abhinav Rajesh	[Signature]
2	Abinard A C	[Signature]
3	Adith P Ranjith	[Signature]
4	Aiswarya A R	[Signature]
5	Ajay C R	[Signature]
6	Akash V A	[Signature]
7	Akshil V S	[Signature]
8	Akshay Ramesh	[Signature]
9	Alex Antu	[Signature]
10	Alhi Thomas	[Signature]
11	Aloshious Antony	[Signature]
12	Amal Krishna K A	[Signature]
13	Amal Shaju	[Signature]
14	Anandhu A S	[Signature]
15	Angel K J	[Signature]
16	Anudharsan V S	[Signature]
17	Anurejitha K T	[Signature]
18	Benith Shaju	[Signature]
19	Bharath Haridas	[Signature]
20	Devanadh P S	[Signature]
21	Devapriya P M	[Signature]
22	K B Sreehari	[Signature]
23	Leo Mathew	[Signature]
24	Mehana N M	[Signature]
25	Melvin Chacko	[Signature]
26	Nandana Nandakumar	[Signature]
27	Navaneeth P U	[Signature]
28	Nidha Noushad Palakkal	[Signature]
29	Nihal Ahmed K Navas	[Signature]
30	Nipin Paul	[Signature]
31	Orma M M	[Signature]
32	Ralph George	[Signature]
33	Rifana Riyas	[Signature]
34	Riya Robert	[Signature]
35	Sana K Latheef	[Signature]
36	Sijo Shamjo Nellangara	[Signature]

37	Sneha Rose Paul	[Signature]
38	Sudharshan A	[Signature]
39	AARON ANTONY	[Signature]
40	ABHINAV M J	[Signature]
41	ADHARSHKUMAR PA	[Signature]
42	ADITHYARAJ C J	[Signature]
43	AJAS MOHAMED P M	[Signature]
44	ABEN SHINTO	[Signature]
45	AKHIL KRISHNAN V K	[Signature]
46	ALAN JACOB	[Signature]
47	ALEENA JOY	[Signature]
48	AMRUTHA K	[Signature]
49	ANGEL V TONY	[Signature]
50	ARCHANA R MENON	[Signature]
51	ARUN ROY	[Signature]
52	ARUNDHATHI KRISHNAN N G	[Signature]
53	ASHWIN PRAKASH MENON	[Signature]
54	ASWIN RAMESH	[Signature]
55	COLIN JOY	[Signature]
56	DENZEL WILSON THOPPIL	[Signature]
57	DEVIKA P B	[Signature]
58	GIFTO P D	[Signature]
59	GODWIN ANTO	[Signature]
60	GOPIKA RAJU	[Signature]
61	GOURY BINESH	[Signature]
62	HARSHAN MATHEW	[Signature]
63	HELVIN JOSE	[Signature]
64	ISSAC JOLY	[Signature]
65	JERIN BABU	[Signature]
66	JITHIN JOSE	[Signature]
67	JITHIN JOY	[Signature]
68	JOFFIN K J	[Signature]
69	JOHN P ANIL	[Signature]
70	JOSEPH J KURIAN	[Signature]
71	JOY'S JOHNY	[Signature]
72	M ATHIL KRISHNA	[Signature]
73	MANU ANTO	[Signature]
74	MARLEN JOY	[Signature]
75	NITHEESH M	[Signature]
76	PARVATHY K	[Signature]

Participative Learning – 3



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Programme Name: Cyber Security and Ethical Hacking

Programme Objectives:

- Ensure the confidentiality of sensitive information by implementing encryption, access controls, and other security measures to prevent unauthorized disclosure or exposure.
- Safeguard the integrity of data and systems by detecting and preventing unauthorized access.
- Promote cybersecurity awareness and provide training programs to educate employees, stakeholders, and end-users about cybersecurity best practices, threats, and risks, as well as their roles and responsibilities in safeguarding digital assets.

Programme Report: The Department of Computer Science organized a technical session on Cyber Security and Ethical Hacking on January 31, 2023, in association with Tech by Heart Academy, Kochi. The session was introduced by Mr. Sreenath Gopinath, Associate Member, National Cyber Security Standard, New Delhi, and Director and CSO, Tech by Heart India. The classes were led by Mr. Ressel, an Associate Member of the National Cyber Security Standard, New Delhi. cybersecurity and ethical hacking can be manifold, focusing on protecting digital assets, ensuring data confidentiality, integrity, and availability, as well as promoting responsible and legal cybersecurity practices.

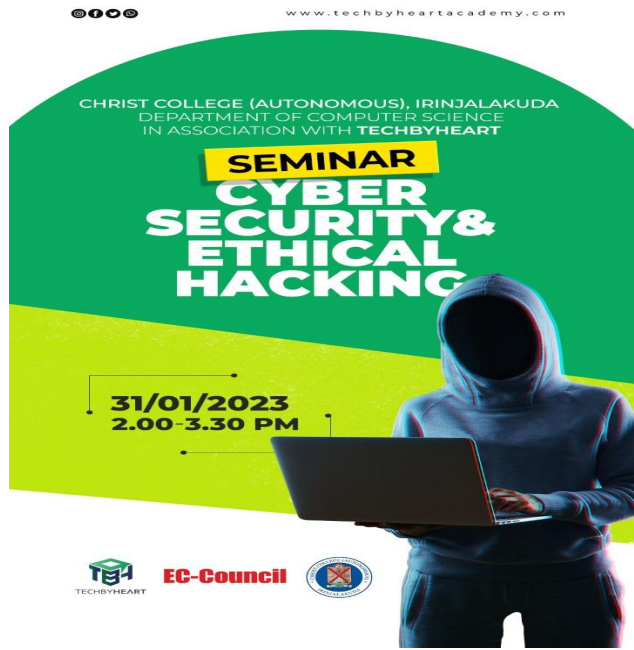
Programme outcome:

- Aware of the social media platforms responsibly to promote positive messages, counter misinformation, and raise awareness about social issues.
- Get involved in security activities that promote social justice, and environmental sustainability.

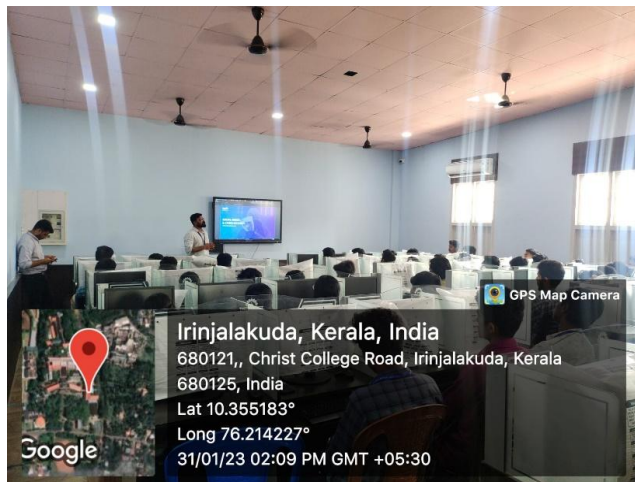
Brochure:



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Geotagged Photos:





CRITERION	II	Teaching-Learning and Evaluation
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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Participative Learning – 4

Programme Name: Peer Code Review

Programme Objectives:

- Encourage students to work together in teams, fostering collaboration and cooperation among peers.
- Build students' teamwork abilities, including task delegation, time management, conflict resolution, and decision-making skills.
- Simulate real-world IT work environments where students can practice professional skills

Programme Report: The activity was to implement peer code review sessions where students review and provide feedback on each other's programming code. This encourages collaboration, code quality improvement, and knowledge sharing.

Programme outcome:

- Through constructive feedback and suggestions from peers, students can identify and fix errors, bugs, or inefficiencies in their code.
- Peer code review provides valuable learning opportunities for students.
- Reviewing code written by peers exposes students to different coding styles, techniques, and problem-solving approaches.

Geotagged Photos:



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



Participative Learning – 5

Programme Name: Web Designing: Designx

Programme Objectives:

- Provide students with practical experience in designing and developing websites using various web technologies, programming languages, and design tools.
- Foster creativity and innovation by encouraging students to create visually appealing and user-friendly website designs
- Challenge students to solve technical and design problems encountered during the web design process

Programme Report: Designx event was organized on 14th DECEMBER 2022 by Department of Computer science and B.Voc IT. There were 15 participants. Web designing for IT students involves teaching the principles, techniques, and technologies necessary to create visually appealing, functional, and user-friendly websites.



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Programme outcome:

- Encouraged students to unleash their creativity and explore innovative design solutions.
- Enhanced their skills in web development, graphic design, user interface (UI) design, and user experience (UX) design
- Students learned to analyze requirements, identify user needs, and find creative solutions to design problems, honing their problem-solving skills in the process.

Brochure:



Geotagged Photos:



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



PROBLEM SOLVING METHOD

Problem Solving Method – 1

Programme Name: Mini Projects

Programme Objective:

- To develop and share knowledge.
- To identify various talents
- Selection and application of latest trend, techniques and methodologies



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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Programme Report: First year and Second year BCA and B.Sc. CS students as part of inculcating practical knowledge of their discipline done various group projects using latest trends and technologies like python, IOT etc.

Programme Outcomes:

- Presentation Skills
- Problem Solving
- Enhanced Learning
- Skill Development
- Application of Knowledge
- Creativity and Innovation

Students' List with Project Details

SL. NO	PROJECT NAME	GROUP MEMBERS	DOCUMENTATION LINK
SECOND YEAR BCA			
1	KINDBLOOD	Aman Anifer Adhithyan K P Nikhil Anto	https://drive.google.com/drive/folders/1-NFI32QUiRxcMq0OnbVY5s_k0tDyyOpW
2	LUX METER	Adhithyan T.J Don Davis Mithra Prothasis Leyon T John	https://drive.google.com/drive/folders/1-THsZd5c1MXSHDAiwg-7Y0dTQkyLbEPc



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

3	AIR QUALITY INDEX	Abhay S Nair Savitha Sebastian Nimal K N Agnal Biju	https://drive.google.com/drive/folders/1-UYyRxbafaoUaFDVtKKIfGTyEpnaVchf
4	TO-DO APP	Hana Nasreen Megna Biju Devana Pramod Liya Johnson	https://drive.google.com/drive/folders/1-UdDwP8E1hgw_7zMsV88mRcU5L3UMHp
5	SOCIETY MANAGEMENT SYSTEM	Revathi Rajesh Amin Mohammed O K Joshua Jose Akhilash Muralidharan	https://drive.google.com/drive/folders/1-W9ib1TH79qn3Q9MwOxgt_Mw4zRqivBY
6	GAME DEVELOPMENT	Richard George Shamnas A P Maria Merryl Maria Joseph	https://drive.google.com/drive/folders/1-XY6ldBNs_eLFwO6F95sNXFEtJJaf-EA
7	INSTAGRAM AUTOMATION TOOL	Aswin K J Blessen George Ahalya M Febin Vincent	https://drive.google.com/drive/folders/1-f7hHyJqhLpXyk6W7gg646hgwyCHm0vp
8	MEDICOM MEDICAL	Jisna Johny	https://drive.google.com/drive/folders/1-fqRByyH0k4vKA10Eu0_c8hcgBkMOmi2



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KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

	SHOP MANAGEMENT SYSTEM	Josemon James Hashim P Hibin Dixon	
9	VOTING APP	Adithyan V.S Stuart Rolines P N Murali Shankar Vedhavyas Ashokan	https://drive.google.com/drive/folders/1-gSHTaS_tlOr19CKYyGZU46dwJOMgtDm
10	PRODUCT MANAGEMENT SYSTEM	Kevin K.S Abhishek R Nair Febin Tom Elvis M E	https://drive.google.com/drive/folders/1-1l9Rn42U3J1XPKpoDl8vTn3Ee99soG
11	FACE RECOGNITION BASED ATTENDANCE SYSTEM	Krishnapriya K Sreejishna K Aljo Paulose	https://drive.google.com/drive/folders/1-m2-XLd7zaKZpbIOeu1rjkvwOckqk54n
12	HEY BABY APP	Nandana Jinesh Milan Mattachan Roxon Paul Varghese Naveed Nihan	https://drive.google.com/drive/folders/1-mUGai2JrqQGeScm-bqs7-OYvvq9YzRs
SECOND YEAR Bsc.CS			
1	HAND GESTURE	Pallikunnan Jerry Shaun	https://drive.google.com/drive/folders/10j9puZ7b_owDNUXKwDWlrYAbvF2s_c2m_1



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

	RECOGNITION	Ebin Joshy Jasni KR Krishna Suryamsh TS	
2	REMEMBER ME	Clinet Rovea Ross Chris Benny Kunniyantho dath Jenson Jose Abhai KS	https://drive.google.com/drive/folders/10vJqCVKFe693pc2Gs-L5dcF6mnYZsh99
3	COLOR DETECTION	Parvathy Kuruppath Adarsh PS Devika Shaji Jeevan Domanic	https://drive.google.com/drive/folders/10xKhvWIKVvNUC5AHfRaByy2xw7hj_M89h
4	EMOTION DETECTION	Sowmya Hariharan Aryan M Anand Mohammed Faiz Sonal Poulouse	https://drive.google.com/drive/folders/111EyUYMkyNsmCxDK7qdLAW7fBeJ_Oe1rK
5	PANIC CONTROL	Lakshmi PK Seslin Sebastain Athul TS Vivin Roy	https://drive.google.com/drive/folders/112O-EI15mdda7NTIbSYrQlepZdbldMxM
6	CALCULUS EQUATION	Riswana PS Meldez Thomas Mathew Alrich Babu Manuel Devassy	https://drive.google.com/drive/folders/113F-3LFURnFsZVCtl8Q1fmY6M4AtvZ9c



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

7	STUDENT RESULT ANALYSIS	Arun KJ Anannya NV Amal Joe Savio Davis	https://drive.google.com/drive/folders/114eHBjKOG6jihzH8ApkWjuayp5HP_5Hil
8	CHRIST CHATBOT ENHANCEMENT	Steeve Wilson Darine Jacob Mohammed FarisKrishnapriya TP	https://drive.google.com/drive/folders/119vOkJCN26sVuCKyMOHNoVwa_B_GC8r4d
9	DIET FINDER (HEALTH BOT)	Simon B Chettupuzha Amal Krishna A Rahna PA Navaneeth Krishna	https://drive.google.com/drive/folders/11GnqCj5Jwxbo5vfMs7ZWw6oWtnk_wFyOM
10	MEDICAL CHATBOT	Anirudh Pradeep Sivaprasad MD Gopika MS Shanik YS Shanik YS	https://drive.google.com/drive/folders/11KR0m0vOPWgLfk6X62FFogubWBEBwKeo
FIRST YEAR B.Sc. CS			
1	GROUP 1	CHRIS JOYAL ALBIN ANDREWS ALBIN A.S KARTHIK E U	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

		ALAN VINCENT CHRISTIN GEORGE LALSON ARJUN A S ISHA GOLA	
2	GROUP 2	KRISHNA PRIYA NANDAN EBIN LOUIS DRUPATH S PRASAD RITHIK SHAJI STEPHANIE SHOJI ALEN BABU T VISHAL WILSON	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing
3	GROUP 3	AYSHA FITHA V R ANSTIN V.M SACHIN SURESH HARON SANTHOSH K S ANUGRAH NAVANEETH KRISHNA	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

		MOHAMMAD ROWMIN VN RISHIKESH A	
4	GROUP 4	SANIYA M S SHRAVAN S H V S HIBA ALEX THOMAS DIYA MARIYAM ANFAS ASIZ WILLIAM FREDDY RACHEL A N	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing
5	GROUP 5	SOURAV C S HRISHIKESH P S MOHAMMED AFNAN K A HARISWAR E ABHIMANYU MANOJ MOHAMED AYMEN HARIPRASAD P S	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing
6	GROUP 6	EDWIN JOY	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing



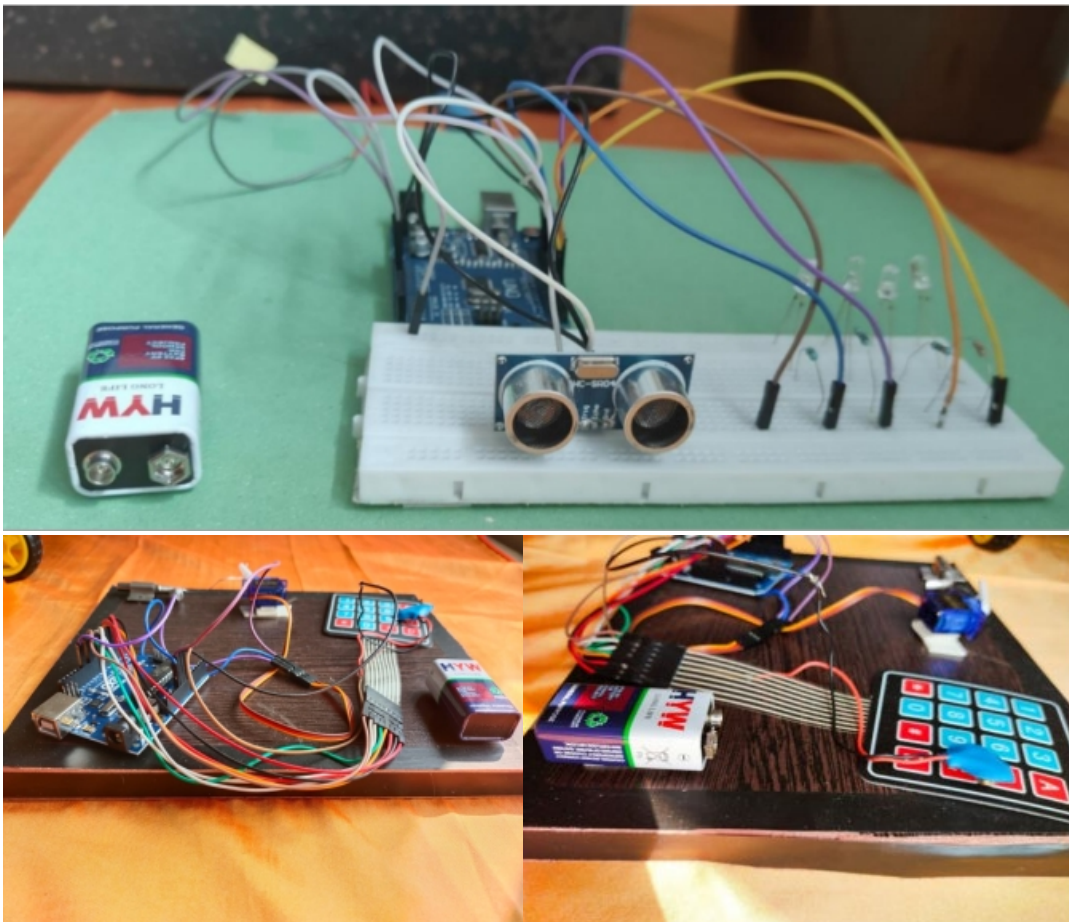
CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

		S M ARAVINDH MARAN KRISHNADHAT K J ABHAYKRISHNA K S JOHAN JOSEPH JOJO PRITHVIN P SREENIKETH P P ATHUL .V.UNNIKRISHNAN	
7	GROUP 7	SAI KRISHNA DINESAN GODSON JOSEPH SAHIL SONY AMEESHA FATHIMA C S ANSAL ANTONY SIDHARTH RAMESH AMAL RAPHEL VARGHESE	https://drive.google.com/drive/folders/14QRkX4Aw0JgarFOztzsDhLJoaAmV2X6q?usp=sharing

PHOTOS



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:



Problem Solving Method – 2

Programme Name: Major Projects



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

Programme Objective:

- To develop and share knowledge.
- To identify various talents
- Selection and application of latest trend, techniques and methodologies

Programme Report: Final year BCA, B.Sc. CS and M.Sc. CS students as part of their curriculum done various group projects using latest trends and technologies like ML, DL, Image processing, Networking etc. They have also done the documentation of the project in LATEX which is entirely new writing and documentation style.

Programme Outcomes:

- Enhanced Learning
- Skill Development
- Application of Knowledge
- Creativity and Innovation
- Interdisciplinary Ideas
- Research Skills
- Presentation Skills
- Problem Solving

Students’ List with Project Details

M.Sc. CS

SLNO	NAME	PROJECT TOPIC	LINK
1	Adeeb PH	FACE SKETCH IMAGE COMPARISON USING SIAMESE NETWORK	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGy ykfcK9SoLO?usp=sharing
2	Aghilesh NS	DNA CRYPTOGRAPHY	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGy ykfcK9SoLO?usp=sharing



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

		WITH STEGANOGRAPHY	
3	Akhila Antony	IDENTIFY THE RICE PLANT LEAF DISEASES BASED ON THE CORE SYMPTOM USING DECISION TREE WITH GINI IMPURITY ALGORITHM	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
4	Ann Mary	THAI WH-QUESTION CLASSIFICATION AND GENERATION WITH DEEP LEARNING FOR PART-OF-SPEECH TAGGING ENHANCEMENT TO NATURAL LANGUAGE PROCESSING	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
5	Aswathy KJ	ARTIFICIAL INTELLIGENCE TECHNIQUES FOR CLASSIFICATION OF RETINAL TUMORS	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
6	Donamol	SENTIMENTAL ANALYSIS	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
7	Jismariya Paul	CARDMOM PLANT DISEASE DETECTION USING EFFICIENTNETV2	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

8	Justin Babu	PIXEL COMBINATION WITH VISUAL CRYPTOGRAPHY	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
9	Raisy PA	PHISHING WEBSITE DETECTION	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
10	Rosmi TB	AN ACCURACY PREDICTION OF AIR QUABLTY INDEX (AQI) BASED ON MULTIVARIATE TIME SERIES USING LSTM DEEP LEARNING MODEL	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing
11	Sreya Haridas	A DEEP GENERATIVE NEURAL NETWORK MODEL IN SPECTRAL IMAGE PROCESSING USING HYPERSPECTRAL SAMPLES	https://drive.google.com/drive/folders/1QCoTpgGVYD0qrubvy2BOGyYkfcK9SoLO?usp=sharing

B.Sc. CS

SL. NO	NAME	PROJECT TOPIC	LINK
1	Abhinav Aishwar ya Rifana	College Navigation Managemen t System	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhhk?usp=sharing



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

	Anandhu		
2	Abinandhan	Exam Arrangement system	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Akshay Ramesh		
	Ralph		
	Sana		
3	Adith	Movie Casting	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Amal Krishna		
	Benith		
	Anudharshan		
4	Ajay	Anti- Theft system	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Melvin		
	Sudharshan		
5	Akash V.A	Tweet analyzer	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Mehana		
	Nihal		
	Bharath		
6	Akhil	Placement and Career development platform LMS	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Devanadh		
	Orma		
	Devapriya		
7	Alex		



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

	Aloshious	Fingerprint Voting system	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Nidha		
	Riya		
8	Alfi	Data hiding using steganography and cryptography techniques	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Sreehari		
	Anurenjitha		
9	Amal Shaju	House Building stimulation app	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Navaneeth		
	Angel		
	Sijo		
10	Nipin	rescue ring	https://drive.google.com/drive/folders/1U5TSpWE6iM3FLSiOOcw5OUZP6h5oXkhk?usp=sharing
	Leo		
	Sneha		
	Nandana		

BCA

SL. NO	NAME	PROJECT TOPIC	LINK
1	Denzel	Social Media App	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNRpCeLnOhxp5dW?usp=sharing
	Devika		
	Aiben		
	Manu		
2	Rohan	Sentimental Analysis	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNRpCeLnOhxp5dW?usp=sharing
	Colin		



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

	Afas	using Deep Learning	
	Ashwin R		
3	John	IOT based blind stick to identify obstacles	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Archana		
	Adithya		
	Gifto		
4	Harshan	proctored xam using IOT	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Nidheesh		
	Marlen		
	Pooja		
5	Atul	crowd funding using block chain	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Jerin		
	Angel		
	Jithin Jose		
6	Abhinav	Placement and Career development platform LMS Application for autistic students	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Adharsh		
	Aaron		
	Goury		
7	Ashwin P	Summaryify	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Pranav		
	Arun		
	Surya		



CRITERION	II	Teaching-Learning and Evaluation
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METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

8	Helvin	Fruit Quality detection system	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Joys		
	Akhil		
	Gopika		
9	Alan	Zephyrus 4.0 website	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Joseph		
	Jithin		
	Rimal		
10	Goodwin	Customizing gesture technology for mobile devices.	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Shaheer a		
	Shabas		
	Parvathy		
11	Sreedevi	Parking lot occupancy	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Arundhati		
	Joffin		
	Issac		
12	Amrutha	*personality prediction system through cv analysis	https://drive.google.com/drive/folders/1yvV43MaGIOVr2xG7bHNrpCeLnOhxp5dW?usp=sharing
	Aleena		
	Sreenath		

Programme Outcomes:

- Ability solve and analyze problems



CRITERION	II	Teaching-Learning and Evaluation
KEY INDICATOR	2.3	Teaching - Learning Process
METRIC	2.3.1	Student-centric methods such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences:

- Solutions to sustainable developmental issues
- Expressing and communicating ideas
- Through knowledge in an area of interest
- Learning the theory by doing
- Research orientation

Geotagged Photos:

