

Department of Computer Engineering(2020-21)

- As the session was online for the first time for students and faculties. We faced a lot of challenges in delivering the lectures and ensuring the conceptual clarity of students during online classes.
- Students had issues like availability of internet, systems, electricity etc. Which was reported during mentor mentee meetings for which recorded lectures, ppt, doubt sessions and one to one guidance was arranged with the help of senior batch students who volunteered to do so.
- Evaluation was done on google classroom quizzes and to ensure presence of students in the classes, while it was live students were given task to complete in real time duration and submit in the class.
- Group activities and use of online pedagogical tools like inquiry based learning, game based learning etc. were used to improve student interaction and subject understanding.
- Department also organised various webinars for explaining different tools which faculties could use for delivering and recording their lectures and uploading on youtube like OBS studio, screencastify, zoom meet etc.
- Despite the actions taken throughout the semester for better understanding of students, their availability in classes some of the issues were difficult to handle and these issues were reported to the institute to be taken care of:-
 - Some students were attending classes through their mobile phones which do not have sufficient memory space to store the content of complete semester on their devices thus there should be some online storage provided to all the students and faculty members.
 - As computer science course has programming as its major component moodle with code runner should be setup for the entire institute such that it can be accessed from outside the institute by both students and faculty members which will be helpful for auto evaluation of programming assignments.

The meeting held in online mode all the faculty members and staff of department attended it.

Head