

7.3.1 Describe / Explain the performance of the institution in one area distinctive to its vision, priority and thrust

Interactive Teaching-Learning Methodology (ITLM)

Goal

This innovative methodology was designed on the 'flipped classrooms,' concept, a blended learning approach, where face-to-face interaction is mixed with independent study. The main goal would be to make learning interesting through increased interaction using various collaborative methods like case studies, group discussions, debates, quizzes, student seminars, and role-play. Through these methods, we also want to inculcate high motivation, communication skills, knowledge-sharing, team-spirit, freedom of expression and employability skills in students.

Implementation

Students are divided into learning groups. A class of 60 will have 20 learning groups with 3 students in each group. Each group has one advanced learner, one satisfactory learner, and one slow learner. Objectives, guidelines and parameters for evaluation are communicated to the students. Performance of students is evaluated individually.

1. Case Studies

Students are engaged in figuring out principles by abstracting from the case study examples. This develops their skills in

- problem solving,
- analytical thinking,
- decision making in complex situations, and
- coping with ambiguities.

2. Group Discussions

Students share experiences, ideas and attitudes which foster the involvement in what they are learning.

Discussion helps in

- relating relevant personal experiences,
- contributing ideas or opinions,
- solving problems, and
- expressing what had been learned.

3. Debates

Debate helps learners to see the power of deploying rational, reasoned arguments and compelling evidence in action. The advantages are:

- Gaining broad, multi-faceted knowledge cutting across several disciplines outside the learner's normal academic subjects;
- Increasing learners' confidence, poise, and self-esteem;
- Improving rigorous higher order and critical thinking skills;
- Enhancing the ability to structure and organize thoughts.

4. Quizzes

Quizzes help teachers assess the effectiveness of their instruction, as well as understanding of the concepts.

Quizzes can be used

- to motivate students to learn,
- to help them remember content just covered, and
- to help assess what they learned.

5. Student Seminars

Seminar reinforces the concepts and help them to get more information on the seminar topic. Seminars help in enhancing

- practical implementation of a topic,
- writing and communication skills, and
- research and presentation skills.

6. Role-Play

Participants use their own experiences to play a real life situation. They increase the participant's self-confidence and usually end with practical answers, solutions or guidelines. Role-play helps in improving

- interviewing techniques,
- observation skills, and
- imagination and application of knowledge.

Results and Evidence of Success

We had two targets – results and placements. The performance of the students in academics has improved gradually semester after semester due to the implementation of these methodologies.

The students of the 2016-17 batch are now in the fourth year and are actively participating in Campus Recruitment Drives. Their regular participation in debates, seminars, group discussions, role-play, etc., have resulted in these students sharpening their communication skills and their increased confidence levels can be seen in their performances during the initial recruitment drives.