HINDUSTHAN INSTITUTE OF TECHNOLOGY

(An Autonomous Institution)

(Approved by AICTE, New Delhi, Affiliated to Anna University, Chennai, Accredited with "A" Grade by NAAC and Accredited by NBA (Aero, CSE, ECE & Mech.)

Valley Campus, Pollachi Main Road, Coimbatore 641 032.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Innovations in Teaching Learning Process

Name	Mr.BIJU BALAKRISHNAN & Ms.R.GNANAKUMARI
Subject code & Title	20CS421 – Mobile Application Development
Academic year & Semester	2023-2024 & VII

Project-Based Learning

Objectives:

Project-based learning (PBL) involves students designing, developing, and constructing hands-on solutions to a problem. The educational value of PBL is that it aims to build students' creative capacity to work through difficult or ill-structured problems, commonly in small teams.
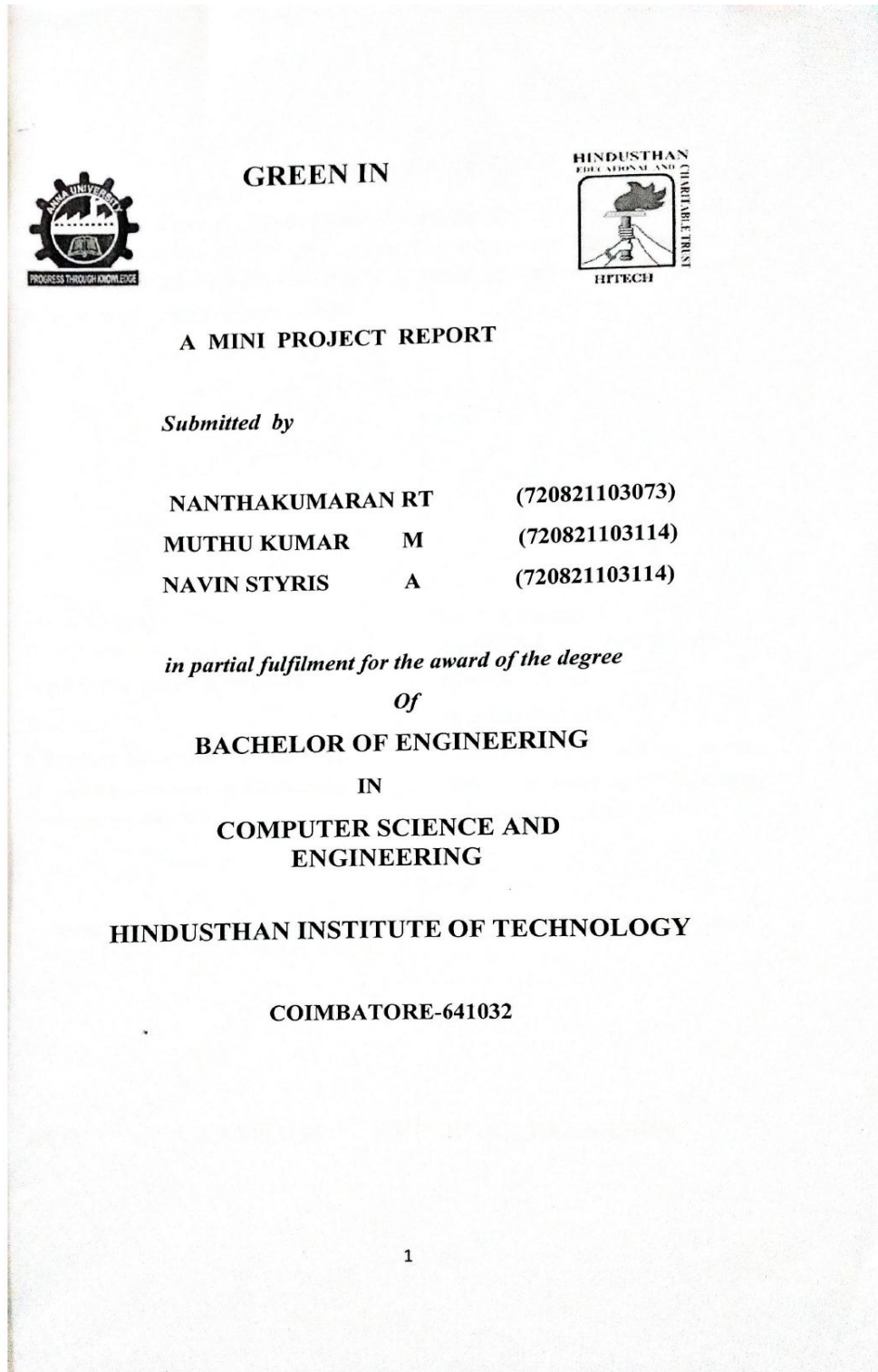
Description:

Students will define the learning objectives and standards that the project will address and determine the key knowledge, enhancing skills, and fostering creativity of the students should improve. Choose a meaningful, authentic, and relevant problem statement and ensure that the problem aligns with the learning objectives and encourages critical thinking. Form teams to encourage collaboration and teamwork. Assign specific roles within each team to distribute responsibilities. Students will conduct research to gather information related to the project. Students will explore multiple resources, including like literature survey, books, articles, interviews, and online sources. Students will design solutions, create prototypes, or develop models. Faculty members will monitor progress and provide guidance as needed and help and motive the students to complete the project and apply for the funding. Have students present their projects to an audience, whether it's classmates, teachers, parents, or the community and emphasize enhancing communication skills and boosting confidence. Faculty members will assess both the process and the final product and provide feedback based on established criteria and learning objectives.

Outcomes of the Project Based Learning:

- Through hands-on projects, students can develop and understanding of the subject matter compared to traditional learning methods and teaching.
- Projects are designed to be challenging, enhancing project management experience requiring students to think critically and solve problems. This helps in developing essential skills that are applicable beyond the classroom and self-confidence.
- By working on projects, students are often encouraged to think creatively and come up with innovative solutions with product to exhibit.
- Projects usually involve presentations, reports, or other forms of communication to share findings, and making product exhibition for expiations. This helps in improving students' communication skills, both in writing and verbally.

Mini Project Topic: GREEN IN

Sample:

GREEN IN

A MINI PROJECT REPORT

Submitted by

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in partial fulfilment for the award of the degree

Of

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING

HINDUSTHAN INSTITUTE OF TECHNOLOGY

COIMBATORE-641032

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Green IN is a Medical Chatbot Mini Project, It's a Computer Program to simulate conversation with human users using NLP and AI technologies. Its mainly developed for Health care applications and designed to provide users with medical advice, Symptom diagnosis, Treatment Recommendations and general health information. Here the data of the users are highly confidential, Highly Secure. The information's are only known to the Doctors and Patients only.