| Practice | Activity | Impact |
|---|---|---|
| Teaching through Workshops | Gets an hands on experience on the latest technologies used in the industry | Students skill set is improved |
| Teaching through Smart Boards | Helping students experience a deeper level of engagement and understanding. | Makes course content interactive and visual |
| Teaching through Flipping Classrooms | Students are made active participants of the learning process | The students are encouraged to constructing knowledge |
| Teaching through collaboration | Encouraging student collaboration for various projects | Students are taking it as a part of Mini project |
| Technology in teaching | Creates an environment of activity-based learning | Makes the content of the classroom more interesting and learning fun. |
| Teaching through Practical Sessions | Programming languages are explained through hands on sessions | Better learning experience |
| Teaching through Case Study | Case studies are provided to understand the concept | Understands the real time applications of the concepts |