

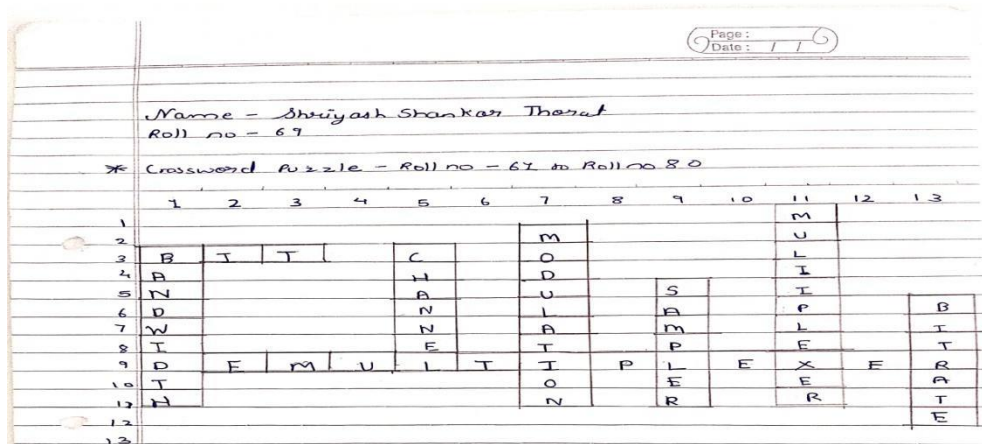
Game Pedagogies

Faculty assesses students using different Game pedagogies:-

- **Crosswords:**

Crossword puzzles are used to enhance learning among students in a joyful manner. Using free online resources, faculty creates a crossword puzzle for particular topic. The faculty uses crossword puzzles to provide a simple and creative way to incorporate active learning into the classroom. Crossword puzzles enhanced students learning and oriented them to the important topics.

Crossword Puzzle



Random Process Activity



- **Quizzes:**

Quizzes are designed by faculties for particular topics, grading for questions is done automatically. Quizzes are fast, efficient and cover a lot of content. It helps students to find a state of knowledge, conceptual understanding and thinking skills in course topics.

- **Emoji puzzle:**

Faculty design emoji puzzles and it is shared with students through mail and social media. These puzzles come in various forms to guess terminologies related to a particular course. Students show interest to learn new topics through emoji puzzles.

Innovative methods used by faculties

- To make students more attentive in class, students are asked to summarize the topic, at the end of the lecture.
- To create interest among students, they are asked to write the next step of derivation.
- Faculties discuss university questions with appropriate BT levels in the class.

Objectives: 1) Engaging Students with content-area vocabulary. 2) Develop critical thinking in the teaching-learning process.

Outcomes: 1) Improve content-area vocabulary. 2) Active participation during the teaching-learning process and developing fundamental concepts. 3) Gain knowledge; seek opportunities to excel beyond academics.