

Dept. of Comp. Science

Best Practice-I

Releasing D.T.P. calendars prepared by students every year.

Objective of the Practice :

1. To enhance the creativity of the students.
2. To enhance the designing skills (D.T.P skills) of add on course students and multimedia students.
3. To develop the team spirit among the students.
4. Knowledge sharing between students is fundamental for successful innovation
5. To provide the awareness on new technology apart from academics
6. To educate the students in different fields

Need Addressed and the Context:

To enhance the D.T.P.skills among the students and to provide some real time project experience among add on course and multimedia students.The overall theme of project is to explore the interactions between industry and academia.While designing

Calender the major challenges are learning the complete tools in multimedia software.We filled the gap between photoshop and animationsoftware.Students play an important role to complete the project with an innovative ideas. Project plan,design and implementation are contextual features to apart new skills in software. Staff members played vital role to provide the encouragement to students

The Practice:

Department of computer science releases a department calendar every year since 2008. Calendar along with the date and day information, contains information related to computer science. Every year calendar is being released on some important information specific to computer science. For example: 2018 calendar is dedicated to the topics of “Cloud computing and Multimedia”

as these two new courses are started in the department from 2017-18, 2017 calendar is dedicated to “Cashless transactions”, 2016 calendar is dedicated to “E-waste”, etc. Another specialty is calendars are designed by the students with the guidance of computer science faculty. Information regarding Latest Technologies which are useful in our daily life and guidance on different Government services, policies kept on calendars. So this knowledge is beneficial to all students who are not having computer background. Higher education system in India supports Interactive/Participative methods in teaching learning process. Calendars are using in our college only. By providing economical support calendars can distribute to all government colleges. Students who are studying in other colleges will get motivation to apply their creativity.

Evidence of Success:

- Practice is continuing since 2008 with out any break and students are very happy to see their work on the walls of the principal’s chamber, computer science labs, etc.
- Confidence among the students is boosted that they can do some real time work which could earn their bread if needed.
- Every year students voluntarily bringing their ideas.
- These methods are driven by the situational analysis of what is the most appropriate thing for us to learn.
- Both faculty and students have a lot of emphasis is laid on the clarity and careful analysis of content

Resources:

1. Infrastructure of Computer Science lab.
2. Systems with Photoshop, Corel draw & Illustrator.
3. Students with prior knowledge on DTP(Add on Course students or Multimedia students) .
4. Students with prior knowledge on Social challenges.
5. Students with good software skills.
6. Wifi connected Computer systems.

2013 Calendar Release



2014 Calendar Release



2015 Calendar Release



2016 Calendar Release



2017 Calendar Release



2018 Calendar Release

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Dept. of Computer Science
Best Practice – II

Organizing Skill based workshops every year for students.

Objectives:-

1. To acquaint students with one of the recent areas in computer science
2. To enhance the skills of the students by giving hands on experience.
3. To give a platform for students to take off in the related field.
4. Interactive method is fundamental for successful workshop
5. To provide the participation apart from academics
6. Students require a participatory understanding of varied domains and factors

Need Addressed and the Context:-

By the time, students are passing out as computer graduates some basic skills like assembling & disassembling a computer and some acquaintance with latest technology like app development, Robotics is appreciated. To fill the gap, skill based workshops are organized every year. The workshops are providing the initial inputs to software projects. We can now consider a number of specific methods which can be from within the course of classroom instruction. It is however, important to note that the choice of any form of methods should not be arbitrary, but needs to be governed by the criteria we have already examined.

The Practice:-

- Every year computer science department is organizing one skill based workshop. In 2013 – workshop on “Assembling and Deassembling a computer”, in 2014 “ National Workshop on “Robotics”, Workshop on “Applications of Mathematics in Computer Science” & Workshop on “Work from Home”, in 2015 Workshop of “Clay Modeling”, RUSA sponsored Workshop on “Building my own Android App”, & District Level Workshop on “Analysis of U.G. Computer Science”, in 2016 Workshop on “Clay Modeling”, in 2018 workshop on “Internet of things” for regular B.Sc.,

students and “Clay Modeling” workshop for multimedia students is proposals. A lot of emphasis is laid on the clarity and careful analyses of content. Higher education system in India supports Interactive/Participative methods in teaching learning process. We come across students from different backgrounds during our training workshops. It's not just HR, faculty even face a challenge with respect to working with students and collecting the resources.

Evidence of Success:-

- Students of the college are selected to participate in the national Workshop on “Robotics at IIT – Madras” during 2013-2014.
 - Development of different mobile apps.
 - knowledge regarding CAD/CAM software
 - Getting Knowledge on Artificial Intelligence
 - Awareness on System administration
 - Theoretical computer science strongly involves discrete mathematics

Resources:-

1. Infrastructure of computer science lab
2. Funding from RUSA, Autonomy, Spl. Fee etc.,
3. Resource persons proficient in the field from outside industries, universities, etc.,
4. Students as resource persons.
5. Multimedia course Instructor as resource person.
6. Collection of various old accessories of the computer.
7. ARK Techno Solutions for Robotics

Workshop on “Assembling a Computer”



Dept. of Computer Science National Workshop on “ROBOTICS



Workshop on “Work from Home”



National Workshop on Applications of Mathematics in Computer Science



RUSA Sponsored Workshop on "Building my own Android App"



Workshop on "Clay Modeling"



2017-2018
District Level Workshop on "Internet of Things"



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Dept. of Computer Science
Best Practice – III
Hardware Museum .

Objective:-

1. To acquaint the first year students with the internal parts of the computers and related accessories .
2. To acquaint them with some simple and regular hardware problems and their solutions .
3. The event is meant for hardwarefounders,enthusiasts.
4. The Museum aims at tackling questions and challenges faced by students.
5. Need for awareness and understanding of the role open hardware can play in museums.
6. Goal is to build with parts that are inexpensive ,easily replaceable,and hopefully not produced by a company

Need Addressed and the Context:-

Computer science graduates through they are proficient in programming. Sometimes they are unable to manage the hardware of the system. To create an interest toward to make them address atleast little hardware problems. The Museums are providing the initial inputs to Hardware manufacturing. We can now consider a number of specific methods which can be from with in the course of classroom demonstration. Staff members played main role to provide the guidance to students. This means that anyone can study ,modify,distribute,make ,or sell hardware based upon these designs.

The Practice:-

All the hardware parts of one system are opened and labeled and are placed in a glass box in the computer science lab. For all the fresher's entering into the lab, seniors are explaining the parts, their labels & functioning to their juniors. They are also explaining how to address some simple problems which are normally encountered .Computers can take many forms ,from

micro controllers to small linux-based computers to larger systems built from these components. The students comfortable with these tools and development environments will grow. These developments indicate that the future workforce might be skilled in working with these tools already, and might prefer to work with openness sharing and an eye for flexibility for future adjustments and modifications. By making the choice to get on board with open source hardware, students became part of a growing community of users and developers.

Evidence of Success:-

- Students of the college provided knowledge to first year students.
- Observations on different types of mother boards
- Classifications of storage devices like floppy disks etc.
- Getting Knowledge on Pentium-III and Pentium-IV processors
- Awareness on System administration
- Practical Knowledge on integrated chips
- Awareness on generations of computers

Resources:-

1. One box with glass door on the top.
2. One unused computer.
3. Collection of various old accessories of the computer.
4. Students as resource persons.
5. Infrastructure of computer science lab.
6. Students with good hardware knowledge
7. System administrator as resource person.

**Department of Computer Science 2010-2011
Hardware Museum Inauguration**



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