SN	Name of the Innovation	Description	Name of the courses in which in Innovation introduced by the Faculty
1	Think-Pair-Share	Think–Pair–Share is an active learning strategy in which students first think individually about a question or problem, then discuss their ideas with a partner, and finally share their responses with the larger group. This approach encourages participation, improves understanding, and builds communication and collaborative skills. Think (3 mins):Students think about the problem Pair(5mins):Students discuss their experiences with their partners. Share (7 mins): Students share their responses with the entire class	Discrete Structure Theory and Logic (BCS 303), Constitution of India (BNC 501), Design Analysis & Algorithm (BCS-503), Data Structure (BCS 301), Internet of Things (BCS 070), Introduction to Data Analytics and Visualization (BCDS-501), Business Intelligence and Analytics (BCDS051)
2	Graph Storytelling	Students write short stories where characters and events form a graph. Each interaction is an edge; each character is a vertex. Helps visualize abstract relationships creatively.	Discrete Structure Theory and Logic (BCS 303)
3	Graph Coloring Game	Graph Coloring Game is an educational game that helps learners understand graph theory concepts by assigning colors to graph vertices under specific rules, enhancing logical thinking, problem-solving skills, and conceptual clarity.	Discrete Structure Theory and Logic (BCS 303)
4	Logic Detective Role play	Students act as detectives solving a mystery using propositional and predicate logic clues. Each clue is a logical statement, and students must deduce the culprit using truth tables and inference rules.	Discrete Structure Theory and Logic (BCS 303)
5	Group Discussion	A group discussion is a structured conversation where a small group of people exchange ideas, opinions, and information on a given topic. Its purpose is to evaluate participants'	Discrete Structure Theory and Logic (BCS 303), Computer Organization & Architecture(BCS 302),Python programming

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		communication skills, critical thinking, teamwork, and ability to listen and respond constructively to others.	(BCC301), Discrete Structure Theory and Logic (BCS 303)
6	Flipped Classroom	A flipped classroom is a teaching approach in which students study instructional content (such as videos, readings, or presentations) before class, and class time is used for discussions, problem-solving, and interactive activities. This method promotes active learning, better understanding, and greater student engagement.	Computer Organization & Architecture(BCS 302), Design Analysis & Algorithm (BCS-503), Internet of Things (BCS 070), Artificial Intelligence (BCAI501), Database Management System(BCS501)
7	Panel Discussion	A panel discussion is a structured conversation in which a group of experts or panelists share their views, experiences, and insights on a specific topic before an audience. It encourages diverse perspectives, interactive dialogue, and deeper understanding through moderated questions and audience participation.	Design Analysis & Algorithm (BCS-503)
8	Gallery Walk	A Gallery Walk is an active learning strategy in which students move around the classroom to observe, analyze, and respond to displayed information such as charts, posters, or questions. It promotes collaboration, critical thinking, and engagement by allowing learners to share ideas and learn from one another.	Design Analysis & Algorithm (BCS-503), Artificial Intelligence (BCAI501)
9	Jig Saw	The Jigsaw method is a cooperative learning strategy in which students are divided into small groups, and each member becomes an "expert" on a specific part of a topic. They then teach their portion to their group members, promoting active participation, collaboration, and deeper understanding of the subject.	Design Analysis & Algorithm (BCS-503), Internet of Things (BCS 070), Introduction to Data Analytics and Visualization (BCDS-501), Business Intelligence and Analytics (BCDS051), Artificial Intelligence (BCAI501)
10	Ouiz	A Quiz is a short assessment tool used to evaluate students' understanding of a topic or lesson. It helps reinforce learning, identify knowledge gaps, and provide immediate feedback to improve academic performance.	Python programming (BCC301), Artificial Intelligence (BCAI501), Discrete Structure Theory and Logic (BCS 303)

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11	Role Play	Role Play is an active learning technique in which students act out real-life or hypothetical situations by assuming specific roles. It helps develop communication skills, problem-solving abilities, empathy, and practical understanding of concepts through experiential learning.	Internet of Things (BCS 070), Discrete Structure Theory and Logic (BCS 303)
12	Debate	A **Debate** is a structured discussion in which participants present and defend opposing viewpoints on a given topic. It helps develop critical thinking, communication skills, logical reasoning, and the ability to respect and respond to diverse perspectives.	Artificial Intelligence (BCAI501)
13	Case Study	Case Study is a learning method where students analyze real-world or hypothetical scenarios to apply theoretical concepts, develop problem-solving skills, and make informed decisions.	Artificial Intelligence (BCAI501)
14	Peer Study	Peer Study involves students learning collaboratively by discussing concepts, sharing knowledge, and supporting each other, which enhances understanding, communication, and teamwork skills.	Artificial Intelligence (BCAI501)
15	Wooflash Activity	A Wooflash Activity is an interactive digital learning exercise conducted using the Wooflash platform to assess and reinforce students' understanding through quizzes, polls, and live questions. It promotes active participation, instant feedback, and increased engagement in both online and classroom learning.	Database Management System(BCS501)