



Innovation in Teaching Learning Process

Faculty Name and Designation: Ms. Snehal V. Zargad

Digital Learning Details

Online Quizzes using Kahoot Platform

Objective:

To enhance student engagement and assess conceptual understanding through interactive, game-based quizzes as part of continuous assessment.

Description

The Kahoot platform was integrated into classroom teaching to conduct topic-wise quizzes after the completion of major concepts. Students participated using their smartphones or laptops, receiving immediate feedback on their performance. The quizzes encouraged active participation, healthy competition, and instant clarification of misconceptions.

Implementation

- Topic-wise quizzes were conducted after each unit.
- Multiple-choice questions were designed based on Course Outcomes (COs).
- Instant results were discussed in the classroom.
- Performance reports were analyzed to identify slow learners and provide remedial support.

Learning Outcomes

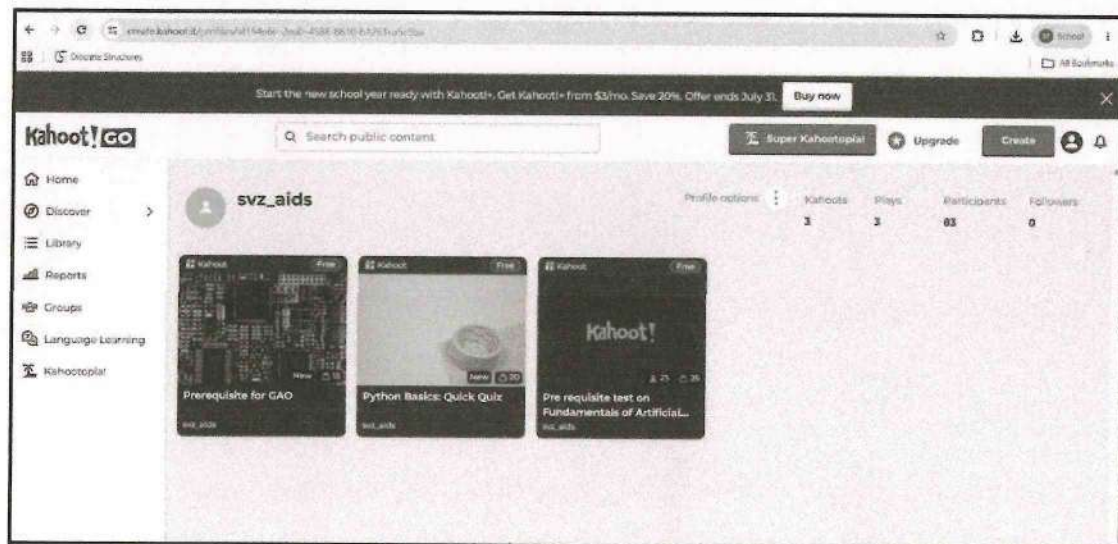
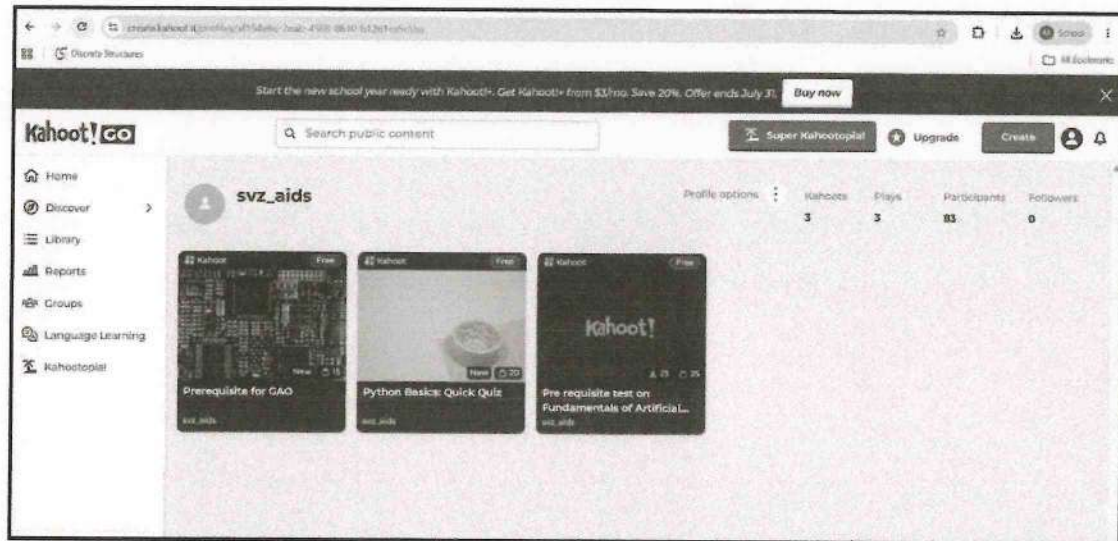
- Improved student participation and classroom interaction.
- Enhanced conceptual understanding through immediate feedback.
- Increased motivation due to gamified learning.
- Enabled continuous assessment aligned with Outcome-Based Education (OBE).

Evidence

- Kahoot quiz screenshots
- Student participation reports
- Quiz score summaries



Annasaheb Dange College of Engineering and Technology, Ashta
(An Empowered Autonomous Institute affiliated to Shivaji University, Kolhapur)
Department of Artificial Intelligence and Data Science
(NAAC A++ Grade Accredited Institute, ISO 9001: 2015 Certified Institute)



Add: Ashta, Tal: Walwa, Dist: Sangli – 416301, Maharashtra
Phone: 8600600700. **Email:** info@adcet.in **Website:** www.adcet.ac.in



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Kahootopia! Create island

Class #3
Current level: 1

Class #2
Current level: 1

Class #1
Current level: 1

Prerequisite for...
15 Questions svz_aids 1 plays

Python Basics:...
20 Questions svz_aids 1 plays

Pre requisite test...
25 Questions svz_aids 1 plays

[View all \(3\)](#)

Kahoot! GO Search public content

Start the new school year ready with Kahoot! Get Kahoot! from \$3/mo. Save 20%. Offer ends July 31. [Buy now](#)

Home Discover Library Reports Groups Language Learning Kahootopia!

Report
Python Basics: Quick Quiz

Report options: Live

Jul 8, 2025, 11:29 AM
Hosted by svz_aids

Summary Participants (46) Questions (20) Feedback

Well played!
52% correct
Play again and let the same group improve their score or see if new participants can beat this result.
[Play again](#)

Participants: 46
Questions: 20
Time: 54 min

[View podium](#)
[Share podium](#)

Tip: Boost participant engagement by sharing the podium.

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Report
Pre requisite test on Fundamentals of Artificial Intelligence

Report options: Live

Jan 13, 2025, 11:45 AM
Hosted by svz_aids

Summary Participants (23) Questions (25) Feedback

Well played!
67% correct
Play again and let the same group improve their score or see if new participants can beat this result.
[Play again](#)

Participants: 23
Questions: 25
Time: 18 min

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2. Google Classroom

Objective

To facilitate blended learning by integrating classroom teaching with digital resources, online assignments, and collaborative activities.

Description

Google Classroom was used as the primary Learning Management System (LMS) to share lecture notes, presentations, assignments, practical resources, announcements, and reference materials. Students could access learning resources anytime and submit assignments online, promoting flexible and self-paced learning.

Implementation

- Lecture notes and PPTs uploaded regularly.
- Assignments distributed and collected digitally.
- Course announcements communicated through the platform.
- Learning resources such as YouTube videos, research papers, and coding notebooks shared.
- Students participated in discussions and collaborative learning activities.

Learning Outcomes

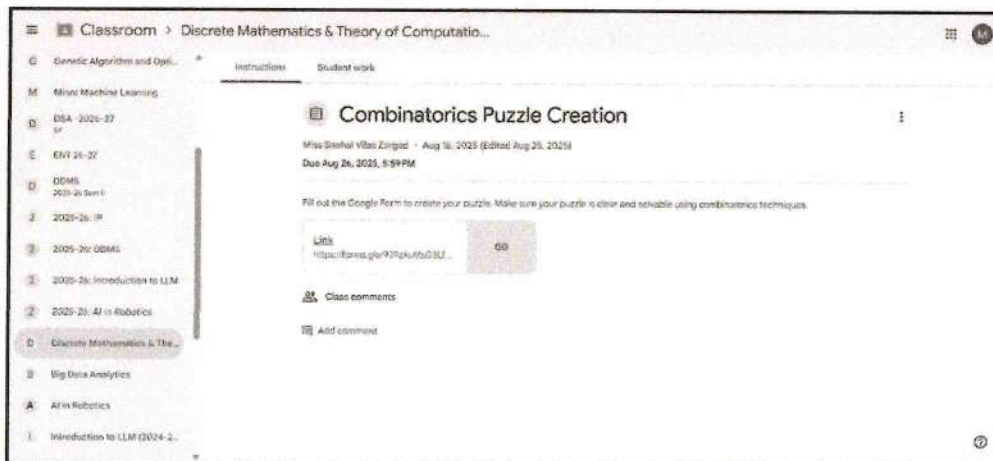
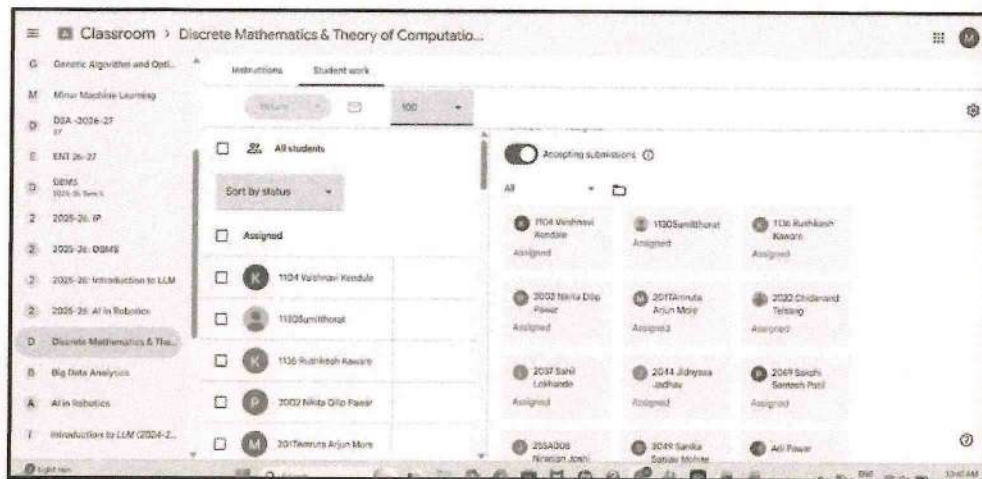
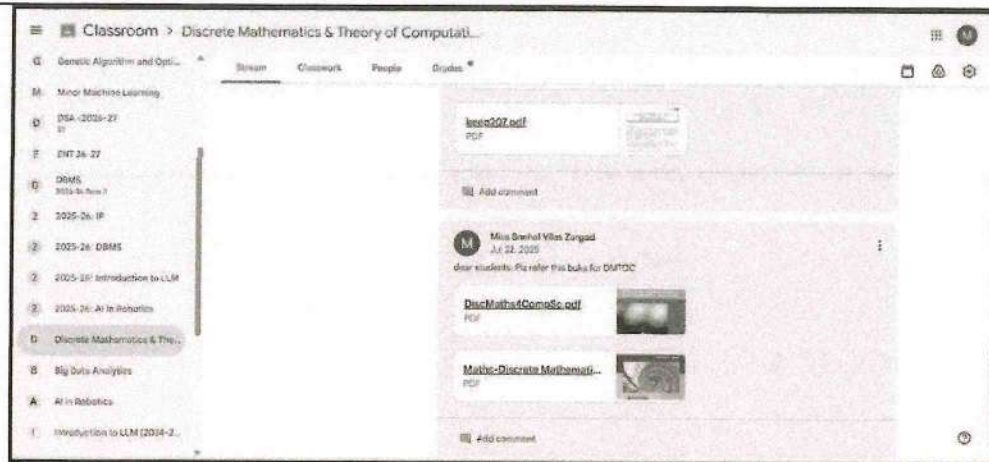
- Improved accessibility to learning resources.
- Increased student engagement outside classroom hours.
- Timely assignment submission and feedback.
- Enhanced self-learning and collaborative learning skills.

Evidence

- Google Classroom screenshots
- Assignment submission records
- Course stream and announcements



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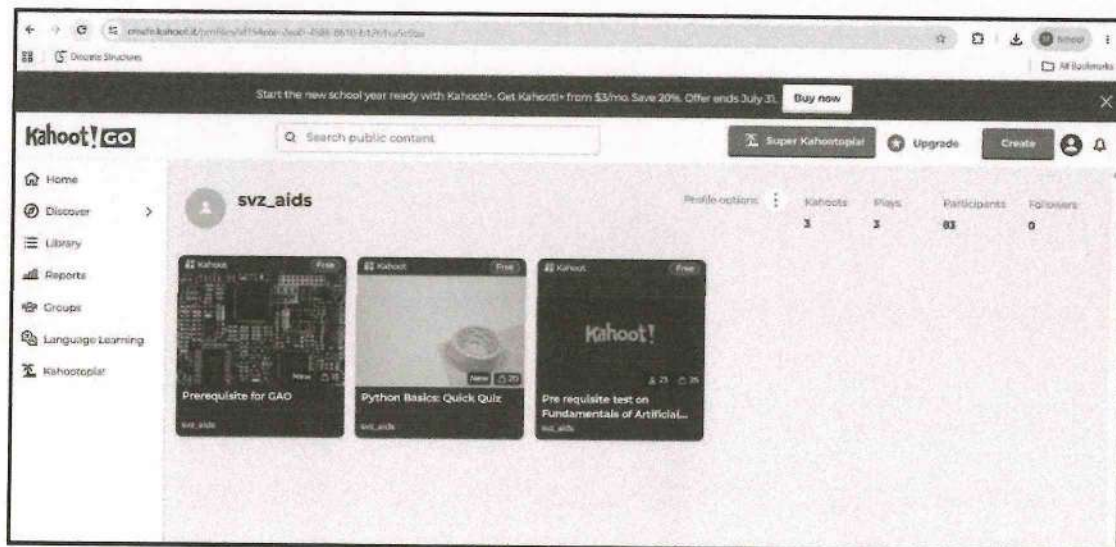
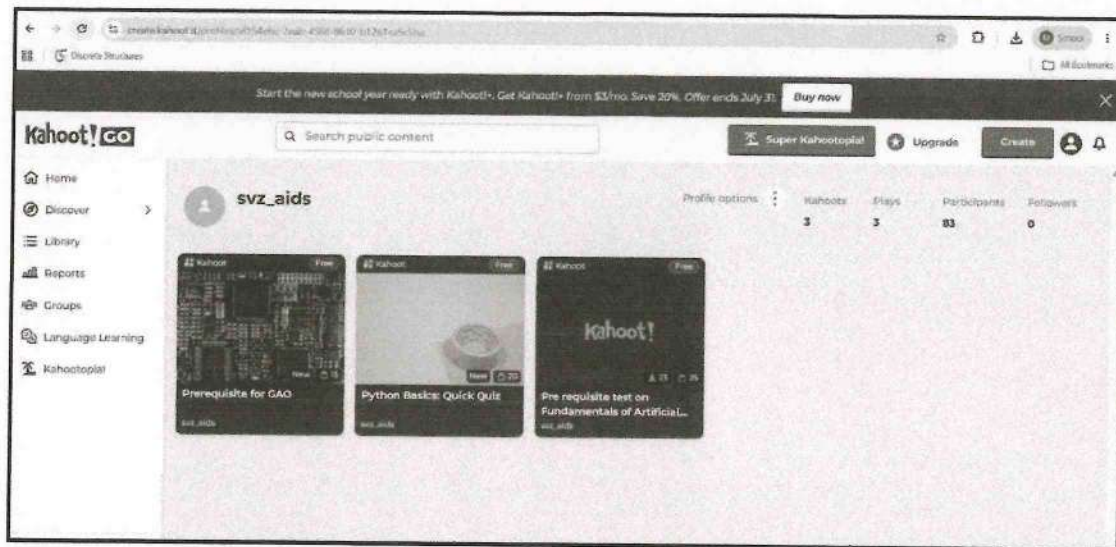
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Classroom > Discrete Mathematics & Theory of Computations

Genetic Algorithms and Opti...
Minor Machine Learning
DSA - 2024-25
ENT 24-25
DBMS
2025-26: IP
2025-26: DBMS
2025-26: Introduction to LLM
2025-26: AI in Robotics
Discrete Mathematics & The...
Big Data Analytics
AI in Robotics
Introduction to LLM (2024-2...

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PDF
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Miss Snehal Vilas Zargad
Jul 22, 2025
Dear students, Plz refer this book for DMTOC

DiscreteMaths&CompSci.pdf
PDF
Maths-Discrete Mathematics...
PDF
Add comment

Classroom > Discrete Mathematics & Theory of Computations

Genetic Algorithms and Opti...
Minor Machine Learning
DSA - 2024-25
ENT 24-25
DBMS
2025-26: IP
2025-26: DBMS
2025-26: Introduction to LLM
2025-26: AI in Robotics
Discrete Mathematics & The...
Big Data Analytics
AI in Robotics
Introduction to LLM (2024-2...

Instructions Student work

Assign 100

Sort by status

Assigned

1104 Vishal Khande
1130 Sumithra
1136 Rutvik Khande
2002 Nikita Dip Pawar
2072 Anurag Arjun More
2037 Sahil Lakhande
2044 Jyotsna Jadhav
2069 Sarthak Santosh Patil
2934008 Nishant Jadhav
2019 Sarika Santosh Mohite
Adi Pawar

Accepting submissions

All

1104 Vishal Khande
Assigned
1130 Sumithra
Assigned
1136 Rutvik Khande
Assigned
2002 Nikita Dip Pawar
Assigned
2072 Anurag Arjun More
Assigned
2037 Sahil Lakhande
Assigned
2044 Jyotsna Jadhav
Assigned
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Discrete Mathematics & The...
Big Data Analytics
AI in Robotics
Introduction to LLM (2024-2...

Instructions Student work

Combinatorics Puzzle Creation

Miss Snehal Vilas Zargad - Aug 16, 2025 (Edited Aug 25, 2025)
Due Aug 26, 2025, 5:59 PM

Fill out the Google Form to create your puzzle. Make sure your puzzle is clear and solvable using combinatorics techniques

Link
<https://forms.gle/90fz4uMu03Lc...>
GO

Class comments
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