2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

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Answer: Details of Experiential Learning, Participative Learning and Problem Solving Methods adopted by all departments:

Sn	Participative Learning	Experiential Learning	Problem Solving Methodologies
1	Round Table Activity for understanding Business Organization	Stretch imagination activity for Business Communication	Quick Quiz Presentation
2	Brain Map activity in Marketing	Scavenger Hunt Activity, Brain storming	Model making, presentation of Case study
3	Presentation, demography data collection and report preparation	BizzShow, Drafting Business Plan and presentation	Research paper /Article and critical review and presentations
4	Know Your Personality Self-Personality tests	Presentation on Entrepreneurs Biographies	Treasure Hunt activity for understanding pointers in Computer
5	Fish bowl question and discussion group activity	TechnoTrix Activity for understanding Electronic subject	Game Activity for understanding algorithm design concept.
6	Chart Making and elaboration	TechnoMania for Computer based experiments	Hypothesis designing for resolving problem
7	Role Play Activity	Hands on Kit making activity	Know your campus Network
8	Quiz Board Activity	Soldering and Component mounting workshop	Project based assignments
9	Model Making, Animated Video, Using Lex and YACC tools	Animated videos for computer algorithms	Ciphering and deciphering based problem-solving activity
10	Research paper based review assignments	Arduino and IOT based projects	Designing using UML diagram tools

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