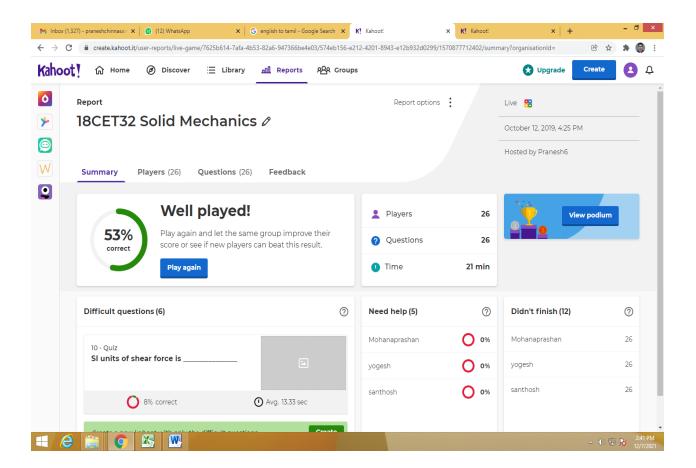
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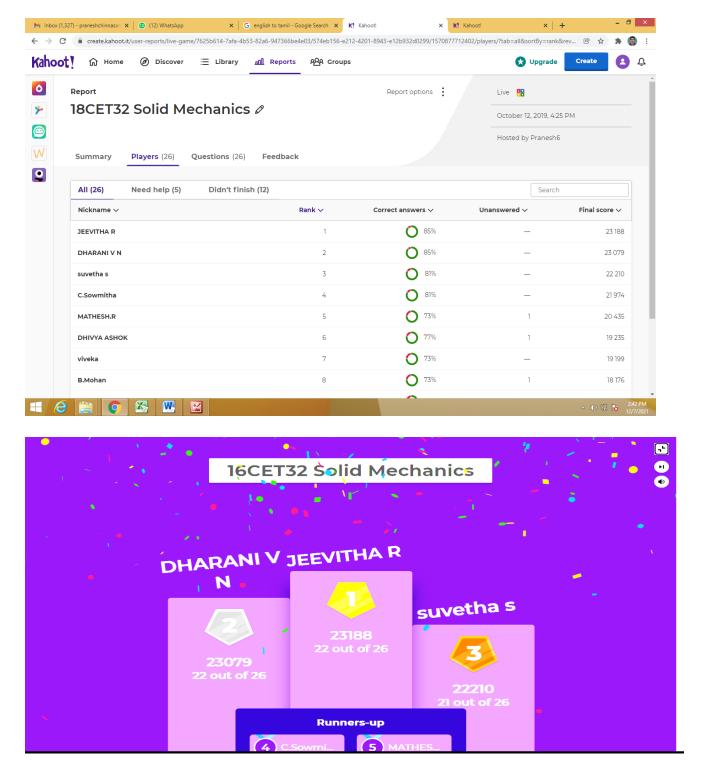
INNOVATIVE PRACTICES

| Name of the Faculty: | PRANESH C |
|--------------------------------|----------------------------------|
| Class: | 18CE3 |
| Subject Code & Name: | 18CET32 SOLID MECHANICS |
| Total Strength: | 33 |
| Name of the Innovative Method: | Online Quiz- Learning based game |

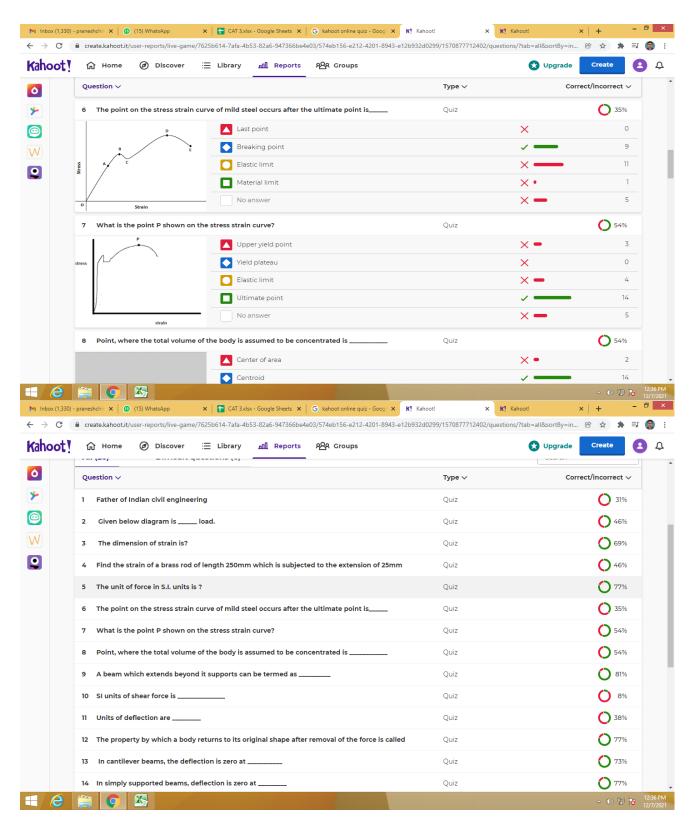
INNOVATIVE PRACTICE: Online Quiz- Learning based game



An activity based quiz has been conducted for the 18CET32- Solid Mechanics through Online platform students of second year were actively participated.



Kahoot! is a game-based learning platform, used as educational technology as a break from traditional classroom activities. Its learning games are user-generated multiple-choice quizzes that can be accessed via a web browser. Kahoot! can be used to review students' knowledge, for formative assessment.



This activity helps the motivates and activates students' learning and it can test their knowledge, reiterate important concepts, and help them retain information. It also provides instructors with the ability to further create class discussion and student-to-student interaction.