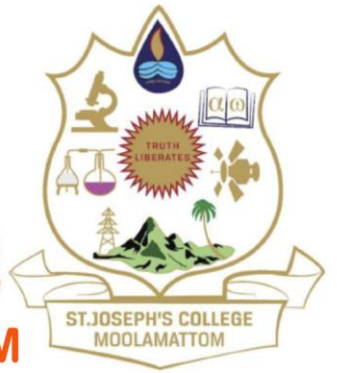


**ST. JOSEPH'S**  
**COLLEGE, MOOLAMATTOM**  
ARAKULAM P.O- 685591, IDUKKI, KERALA



**2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences and teachers use ICT-enabled tools including online resources for effective teaching and learning process**

**EVOLVING CURRICULUM**

**&**

**DISTINCTIVE PEDAGOGY**





## Experiential Learning

**Experiential learning** is enhanced through **Nature Camps** as Environmental Studies and Human Rights is a course in the 5<sup>th</sup> semester of UG programme. The students conduct biodiversity studies (*B. Sc Chemistry - CH5CRT05 (T) - Environment, Ecology and Human Rights*), **Genome Mapping** (*B. Sc Chemistry- BM5CRT23- Environmental Studies and Human Rights*), causes of Deforestation, Planting of saplings, Social Forestry etc while on the camps. This facilitates experiential learning outcomes.

Through participation in **Electoral Literacy** and **Model Parliament**, the students get to know about civics, the core element of our constitution (*MA English Semester III, EN010301- Reading India*), the fundamental knowledge of representative politics, democracy and elections (*BA Economics- EC3CRT04- Economic Growth and Development*). Model parliaments inflicts a basic sense of the working of the parliamentary democracy system.

## Participative Learning

Exhibitions of various sorts are arranged in the College and the students wholeheartedly participated in these knowledge sharing platforms. **Exhibitions of Physics** especially related to power (*B. Sc Physics(V) - AE2V0P01 - Basic and Power Electronics*), its generation and transmission through various still and working models, **Exhibitions by Entrepreneurship Development Club (ED Club)** featuring on various products of entrepreneurial value being showcased by students having a business acumen (*BBM-BM2CRT07 - Entrepreneurship Development, BBA - BA3CRT12 - Marketing management*), **Exhibition on ethnic wares** portraying diverse costume patterns etc happen occasionally in the campus and this convey to the students a sense of business intellect (*B. Com Tax - CO2CRT0 6- Business Management*), need and behaviour of the customer (*BBA - BA1CMT04 - Fundamentals of Business Statistics*), intellectual curiosity and craftsmanship.

## Gamification

Gamification is one of the e-learning method. It is a method of learning to involve and encourage students to use educational video games to learn and answer the problem. The objective is to capitalize on enjoyment and assignation over catching the attention of learners and exciting them to remain



learning. Gamification, generally defined, as a method of describing the components which include games with fun and positive motivation that encourage players to continue playing, and using those similar elements in a non-game context to effect behavior. There is a variance among the Gamification and game-based learning. The purposes, consequences, and process of implementations are completely different. Gamification helps the user to apply the game design method and game procedure to involve and inspire them to accomplish their goals. In Gamification the learning progression entirely turned into games. The game mechanism is added to the current context and try to participate and motivate the learners. Some of the crucial tools present in points, levels, leader boards, and accomplishments badges etc. Gamification does not contain students to manipulative and generating their own games or in occupy them in commercially manufactured video games.

In implementation, the first and foremost aim is to develop a game by using Unity 3D. Unity is a game engine industrialized by Unity technology, we can create 2D or 3D game and install across mobile, desktop, VR/AR support or platform.

**Gamification** is a teaching method practiced by the Department of Data. Various games are designed to suit various disciplines and courses and the students learn in their best while engaging themselves in subject oriented games.

### Street Play

**Street play** is a **participative learning method** where the group dynamics strategy is effectively involved. Street play becomes a skilful representation of a topic (*Social Work - SW820401 - Social Work Interventions in Mental Health*), an issue or a redressal of a social problem (*Social Work-SW800303 - Community Health for Development Practice*) and the MSW students, NSS, and SIPC group of students practice and skilfully employ this participative learning method.

### Philately

**Philately**, apart from being a passive hobby, is introduced into the teaching learning to study about the history of the *Countries, various Heads of States, the geographical, social and cultural contexts of Countries, Indian Knowledge System (IKS)* by its focus on Indian writers, our tradition, epics and puranas. Philately thus harnesses the merits of participative learning in the classes.



## **Apiculture / Bee Farming**

**Apiculture** or **Bee farming** is a method particularly chosen to inculcate in the minds of the students (**B. Sc Chemistry - CH5CRT05 - Environment, Ecology and Human Rights**) lessons on species diversity, pollinating agents, pollination- fruit bearing and its scientific study (**B. Sc Physics - PH5CRT08 - Environmental Physics and Human Rights**), dangers of the Anthropocene era and the attempts to preserve the finer fabric of the environment we live in. Students learn to be compassionate and understand the concept of “*Vasudaiva Kudumbakam*” through the rearing of bees.