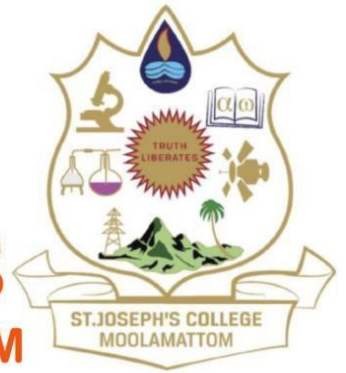


ST. JOSEPH'S COLLEGE, MOOLAMATTOM

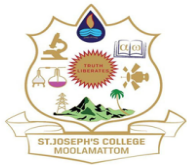
ARAKULAM P.O- 685591, IDUKKI, KERALA



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

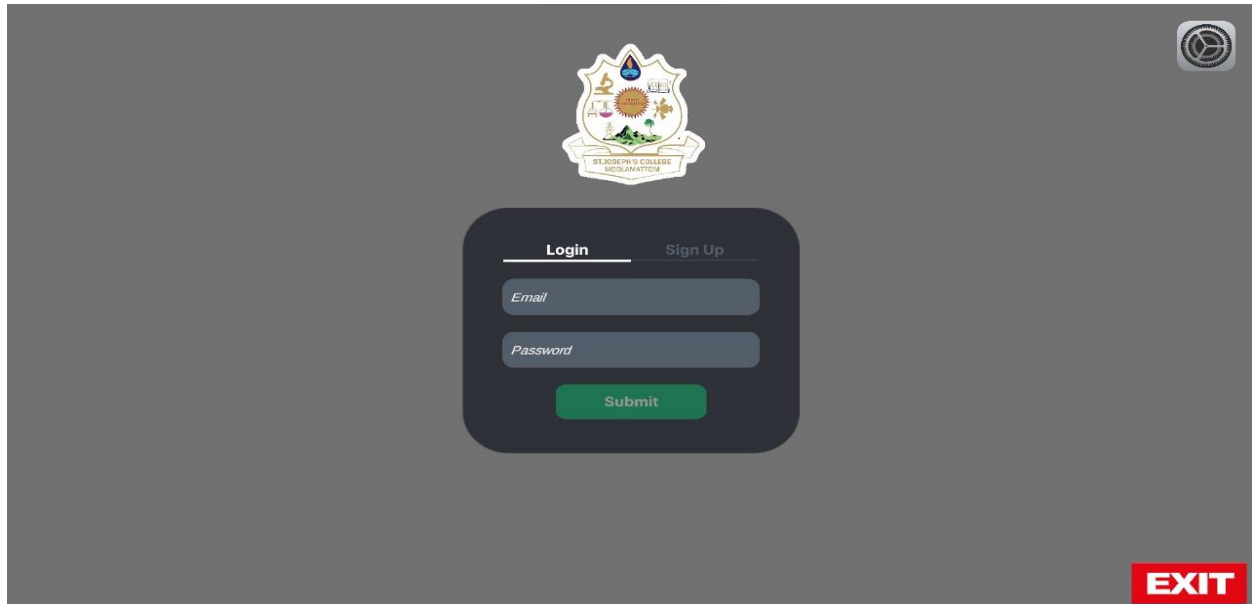
GAMIFICATION



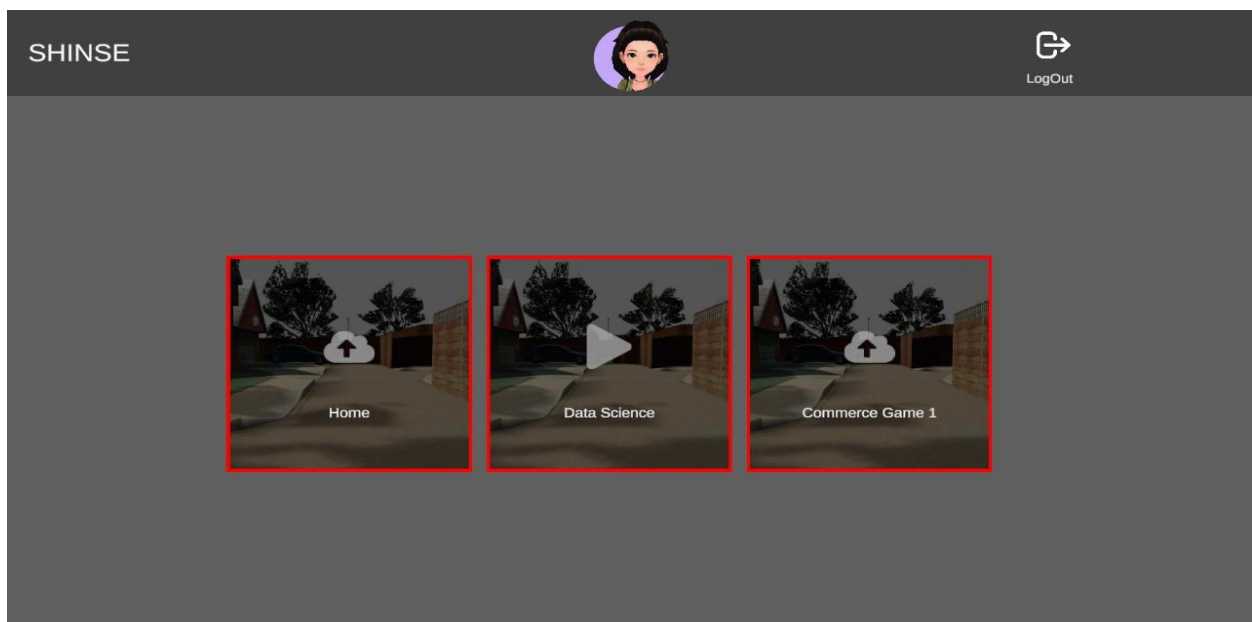


GAMIFICATION

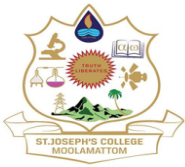
Gamification is a teaching method developed by the Department of Data Science involving computer games in learning. Various games are designed to suit various disciplines and courses and the students learn in their best while engaging themselves in subject oriented games.



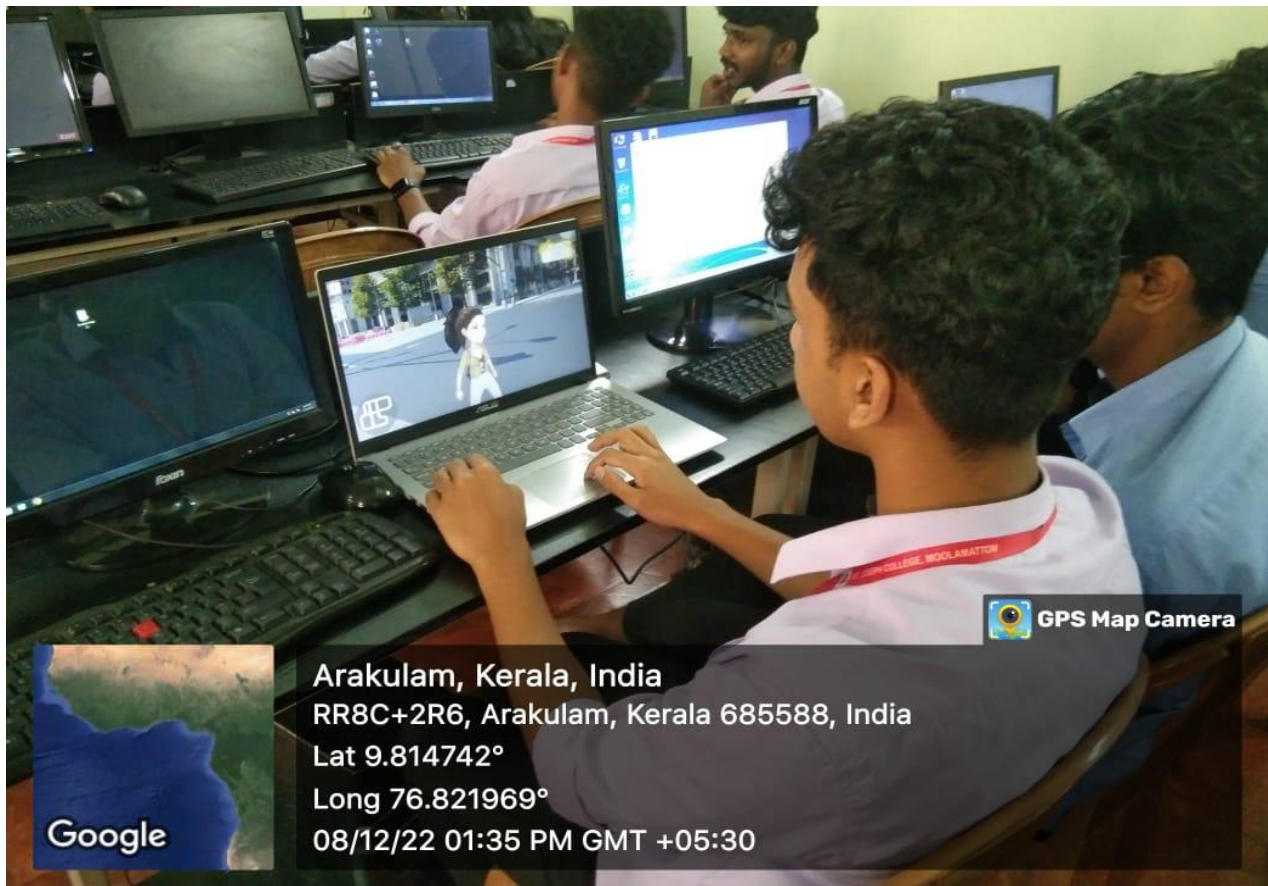
Gamification- Home Page

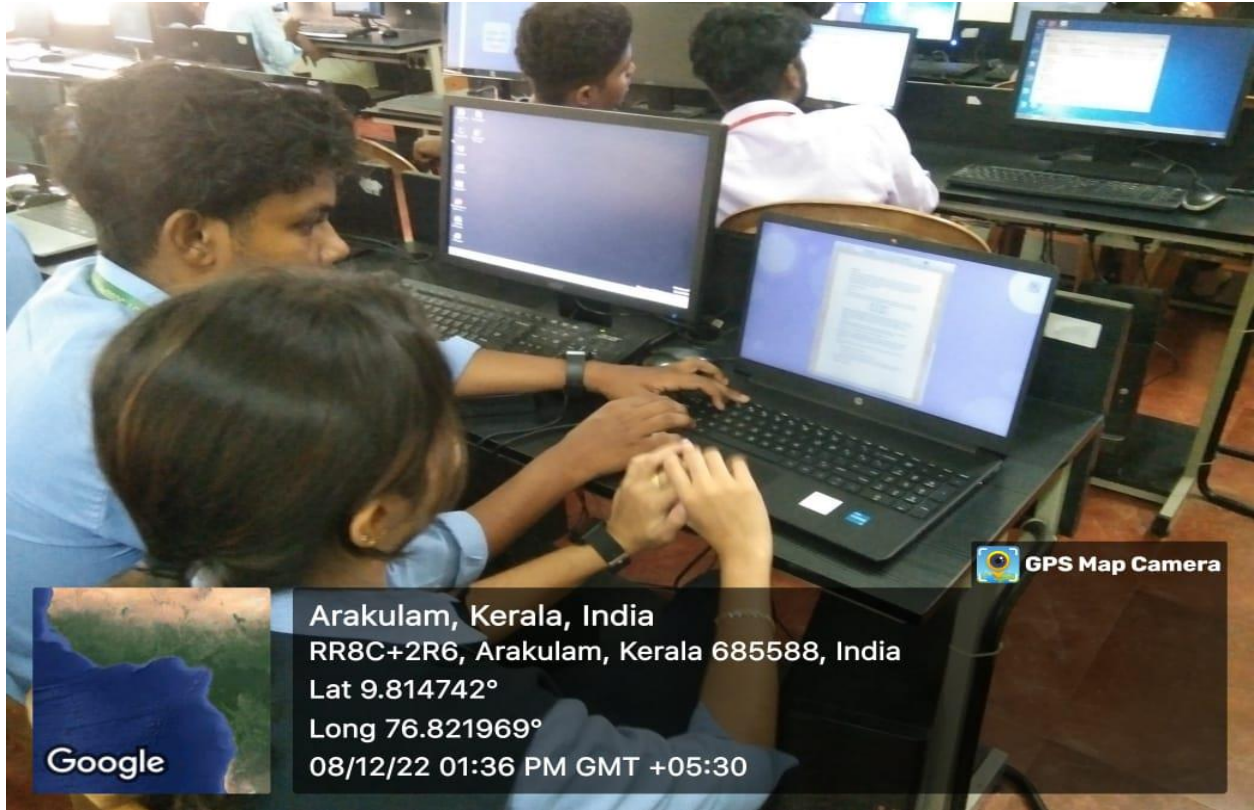
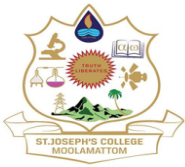


A student's view - login page



Gamification Tool – Screen shot





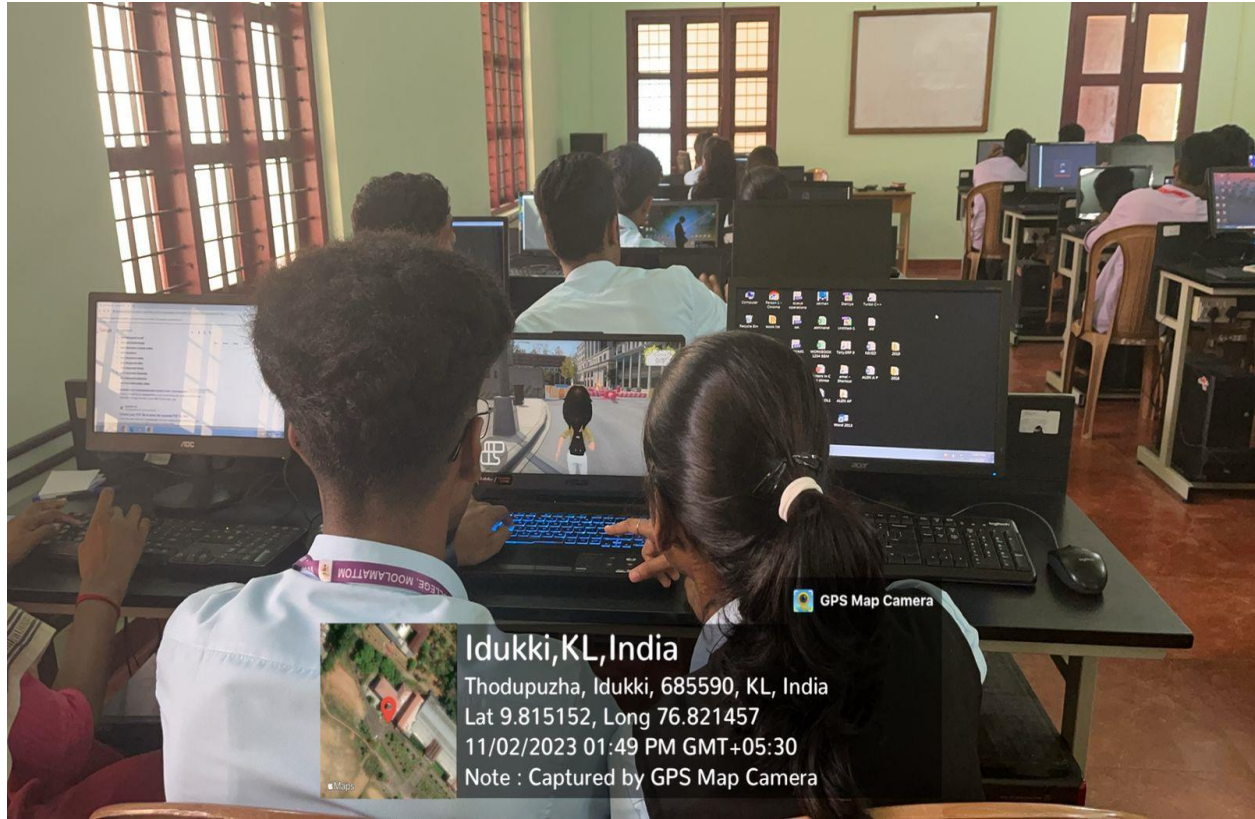
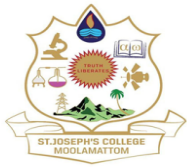
Arakulam, Kerala, India
RR8C+2R6, Arakulam, Kerala 685588, India
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08/12/22 01:36 PM GMT +05:30

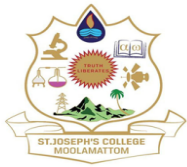
GPS Map Camera



Arakulam, Kerala, India
RR8C+2R6, Arakulam, Kerala 685588, India
Lat 9.814742°
Long 76.821969°
08/12/22 01:34 PM GMT +05:30

GPS Map Camera





Data Science Students actively participating in the Gamification method of learning