

## Activity: Software Design using UML

Subject: Software Engineering, Faculty: Dr. Mouneshachari S, Date: 12/04/2018



*Students involved in Software Design*

An activity for 4<sup>th</sup> semester students have been conducted in Software Engineering subject. Five teams were made among all the students in class. Each team was given a topic from the text book namely “Activity diagram”, “Sequence diagram”, “Use case diagram”, “Class diagram” and “Interaction diagram”. Teams were allowed to discuss on the given topic with an example case study and time slot was made for presentation.

Teams were prepared a ppts with all the necessary topics and presented. The best team, based on the content, their understanding, coordination and presentation was awarded.

In this activity, students learnt,

- 1) About UML diagrams
- 2) Design a case study with respect to UML diagrams
- 3) Coordination among team members
- 4) Communication

## ICT activity

Subject: Software Architecture, Faculty: Dr. Mouneshachari S, Date: 23/03/2018



*Students involved in ICT activity*

ICT activity on Software Architecture subject was conducted on 23/03/2018 for 8<sup>th</sup> semester students during the class hour. Around five batches have been made among the full strength of the class and each batch was given a one single topics. The topics which were selected are “Pipes and Filters”, “Broker Architecture”, “Microkernel Architecture”, “Layered Architecture” and “PAC pattern”.

The activity was, each team have to go through the internet in their mobiles (whichever is available), search the content and prepare a report. A particular time slot has been provided to the batch for presentation.

In this activity, students learnt mainly

- 1) Coordination with others on the selected topic
- 2) Browse for the selected topic in the internet
- 3) Presentation skills
- 4) The topic itself

# X-Game

Innovative Teaching : **X-Game**  
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# X-Game contents

- o Content delivery for 20 minutes
- o Quiz conduction for 20 minutes
- o Evaluations for 10 minutes
- o Prize distribution
- o Feed back

# Rules of the X-game

- Conduction of this activity can be done after completion of every unit/module/topic
- Make groups of 4 member from a class containing of 60 students
- Arrange the every group to sit in X-shape using chairs/desk
- After completion of every unit/module/topic brief the contents within 30 minutes

# Rules of the X-game

(cont'd)

- A prepared MCQ quiz paper will be distributed to each student of group
- A quiz paper should contain minimum 20 questions
- Students will be allowed to discuss and answer the questions within 20 minutes
- Self evaluation will be done by the students on one of the quiz paper of group
- Facilitator will collect the top two scorer of quiz and one more time cross verification of answer will be done

# Rules of the X-game cont'd

- The top performed two team will be awarded with prizes
- After the event, feedback will be collected

# Preparation of MCQ

- ✓ Avoid memory based question
- ✓ Add the questions which are CAP based, to facilitate discussion on topic
- ✓ If possible add GATE exam questions related to topic



# Advantages and outcomes of X-game

- o Improves concentration while briefing the topic
- o Students learn soft skills (Intra and inter personal communication)
- o Coming out from comfort zone and learning by doing mistakes
- o Time management
- o Understanding of concept with fun
- o Preparation for competitive exams like GATE
- o Improvements in semester result

# Limitations

- o Usage of A4 sheets (can be minimized using mobile app)
- o Not possible to conduct in regular class rooms.







**Thank You**