



V-GURU

Connecting VESIT Faculty



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Preface

It gives us immense pleasure to bring to you the first issue of the V-Guru magazine. VESIT has many magazines like Vishwakarma and E-magazine for students, individual magazines published by different societies like IEEE, CSI etc. A need for an exclusive VESIT faculty magazine was strongly desired. Thus, we decided to start V-Guru, which would showcase the talents of our various faculties and will primarily contain each faculties' achievements, creative articles, suggested articles and latest news. To be environment friendly and for easy circulation it will purely be an E-Magazine. V-Guru is one of the proposed activities suggested by VESIT RENAISSANCE CELL (VRC). Other VRC proposed activities are described in subsequent pages.



About 'VESIT RENAISSANCE CELL'

In the academic year 2015-16 VESIT has come up with 'VESIT RENAISSANCE CELL' (VRC) with the mission, "To Suggest and implement innovative schemes to afflux VESIT for achieving academic excellence."

The objectives of VRC are:

- To enhance VESIT goodwill.
- To enhance skill.
- To create knowledge sharing facilities.
- To promote innovation.
- To increase use of technology in teaching learning process.

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Faculty HomePage



It is observed that there should be a mean to establish each faculty's personal brand and to highlight their accomplishments. Thus, a personalized web page for each faculty is proposed. The moment faculty accomplishes something, it can be added to the web page. The greatest benefit of the web page will be that there will not be a need to print the profiles of each faculty from time to time and then send it to the contacts again and again. The faculty will merely have to update the web page on a timely basis and everyone will be able to easily access the same at anytime to apprise themselves in that regard. This will help all the faculty to be found by a wider audience.

E-KnowTe



There are many reasons why one might want to keep his or her data on a cloud. Remote access and access on mobile devices are primary of them. E-KnowTe is planned to be a Google App similar to Google Classroom where all VESIT faculty can upload their notes, university question papers & solutions, links to NPTEL or relevant YouTube videos etc. This will be a direct help to all the students and even to other faculty teaching the same subject. E-KnowTe is a proposed Web Learning portal at inception. The cloud platform to be used for the same is Google drive. Being, on cloud this can be easily accessed by all the students and faculty 24x7.

Query Hub



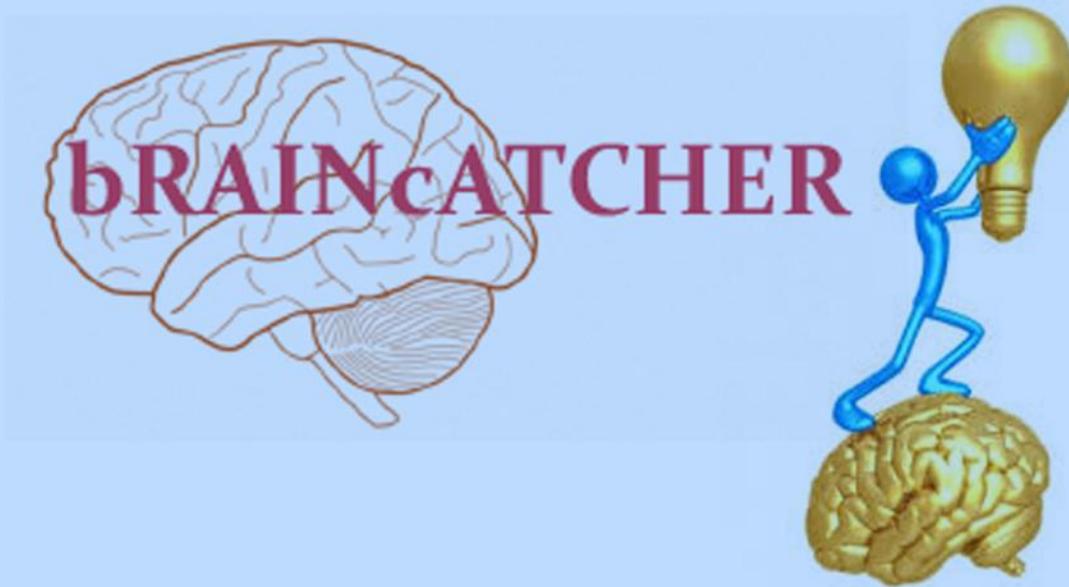
Some students hesitate in asking their doubts in the classroom. As a result they lack an understanding of certain subjects. QueryHub is a proposed online forum to provide quicker solutions to the students' doubts and queries. Another problem is that the same doubts are often asked by different students and this is repeated every year. Registered students can post their queries on the forum. Any registered faculty will be able to reply to these queries. Data generated through QueryHub over a period of time can be compiled and circulated. It may act as a ready reckoner for both students and staff. Both QueryHub and E-KnowTe are in design phase as of now. These projects may be interlinked or come out as an individual product when finished.

Alumni+



Alumni+ is a plan to improve the awareness about state-of-the-art technologies among the students. The goal is to help them in knowing their strengths and weaknesses and guide them about which field they should choose so that they can prosper. This is an attempt to bring Alumni of our institute to assist our students in achieving technical excellence. Branch wise theme based TechFest will be organized every year, which will be assessed by our Alumni whose work profile matches with the theme. Theme will be selected on the basis of latest market trends with the assent of HODs and T&P Officer. This activity is proposed for Third Year Engineering and Second Year MCA students. The theme will be announced at the beginning of every odd semester and assessment will be done at the end of every even semester. This will help our students to appear for the placements with superior confidence.

bRAINcATCHER

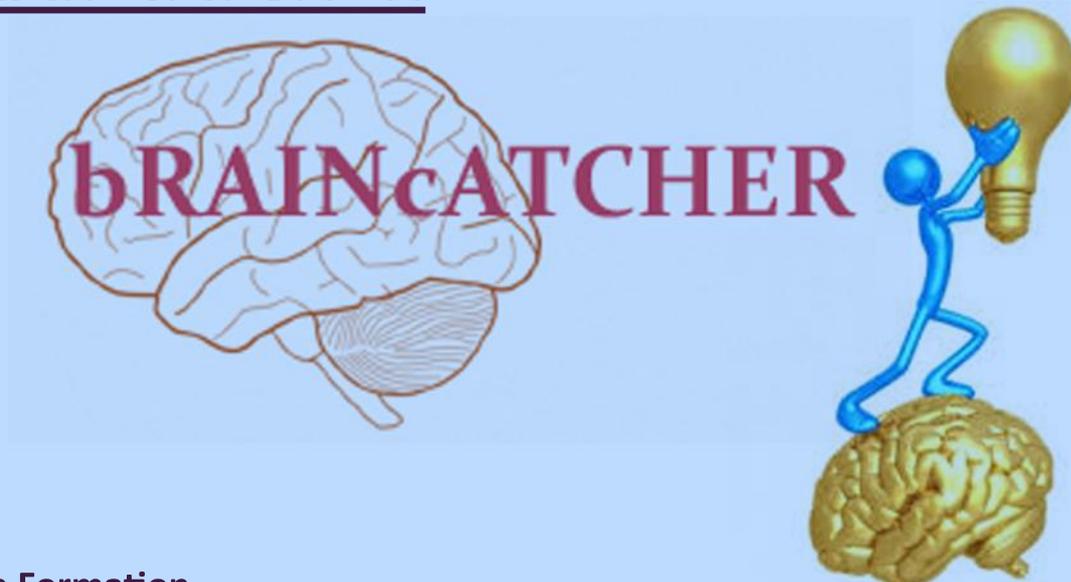


Intellectual Properties and Patents are need of the hour for all of us. bRAINcATCHER is an opportunity for the teachers to implement their innovative ideas. Since innovations is not a time bound activity, bRAINcATCHER will allow us to work comfortably on an idea with the flexibility of extending the same over months or even if needed years.

Project Selection Criterion

1. Individual faculty or group of faculties (maximum three) will decide the topic of the project in the beginning of the odd semester every academic year.
2. Groups will be formed irrespective of the departments to which faculties belong to.
3. Every group will have principal investigator and co-investigators (if any).
4. Every group will be giving presentation on their respective topics on 15 October, World Students' Day (Birthday of Dr. A.P.J. Abdul Kalam) every year, where they will be judged by panel of experts.

bRAINcATCHER



Group Formation

5. Selected faculty groups will display their idea either on web or notice board.
6. Interested students will approach the respective faculties depending on their area of interest.
7. Faculty will be scrutinizing them according to their requirement for building the team of students.
8. Each team will be having four students, two from second year and two from third Year.
9. Selected students will be assisting to mentor/faculty for the completion of project for one year or more than one year depending upon decision of principal investigator.

Project Extension

10. On the technology day, 20th March, all the groups will give a project presentation where they will demonstrate their implementation of idea.
11. Three short listed projects will receive special support from college for completion of project.
12. The principle investigator has the full authority whether to continue with the same group of students for next bRAINcATCHER year or to implement the project as final year project.
13. In case of the faculties from different departments, the continuation of the project will be dependent on the consent of principle investigator.
14. The faculties whose projects are not selected (and selection be done on basis of previous year completion and improved idea of project) can again make further improvements in their projects and can participate next year.

SDP(Skill Development Program)



For affiliated institutions like us there remains a consistent need of bridging the gap between modern day industry expectations and university syllabus. Skill development program is a minor change suggested in our ongoing summer and winter school activities to improve the technical skill set of our students required to work in core companies, parallel to attracting more core companies in VESIT.

1. Skill development is a special activity to be organized for selected students in summer or winter vacation.
2. The syllabus of the course will be planned in collaboration with industry people.
3. It will be a paid course.
4. The duration of the course likely will be 40-60 hours.

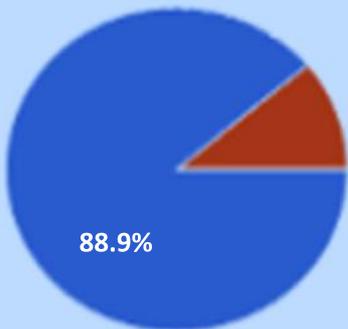
PBL

Project or Problem based learning – or PBL as we call it – is based on research in the cognitive sciences on ‘How we learn’. It is one of the big success stories in education in the last decades. The simple revolutionary idea that problems should come before answers drives PBL. Beginning with a problem puts the student in the driver’s seat. He can then use his previous knowledge and newer ideas to try for a solution. In the process he develops an inventory of what he knows and what he needs to know to get to a solution. Once this is set, the learner cordially starts questioning the instructor or classmates, plundering the library or surfing the net to get the answers. In a nutshell, PBL is a student-centered pedagogy in which students learn about a subject through the experience of solving an open-ended problem. Students learn both thinking strategies and domain knowledge. PBL improves learning, along with saving time of both students and teachers.

PBL Experiments in VESIT

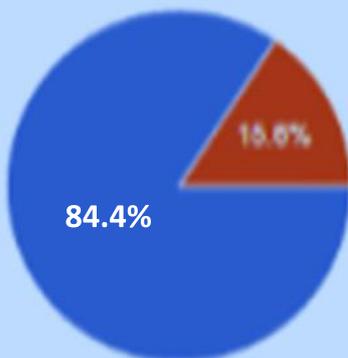
To test impact of PBL, student groups of TEIT class in even semester of the academing year 2014-15 were given a common mini project for three subjects viz. Software Engineering, Distributed System and Advance Internet Technology. A survey among the students was done in same regard. The results are presented here :

Did this activity help in having better understanding of the subjects?



Yes 40 88.9%
No 5 11.1%

Should PBL be implemented in different semesters?



Yes 38 84.4%
No 07 15.6%

Did PBL save your time?



Yes 45 100%
No 0 0%



V-GURU is the outcome of one of the proposals of VRC. This 1st issue of V-GURU only comprised of descriptions of other proposals made by VRC.

For forthcoming issues, all VESIT faculty are requested to share their creative or suggested articles, achievements and any relevant information at v.guru@ves.ac.in

Your active participation is highly expected for ‘[Connecting VESIT Faculty](#)’.