

St. John College of Engineering and Management

Autonomous Institute

(A Christian Religious Minority Institution)

Approved by AICTE and DTE, Affiliated to University of Mumbai / MSBTE

DTE Code : 3218 AICTE Permanent ID : 1-4790201



NAAC Accredited with Grade 'A+', Three Programs NBA Accredited

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REPORT

Details of Activity: 21/03/2025

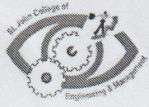
Name of the Activity	Gamification: 15puzzle problem		
Date & Time	21/03/2025 10am-11am	Department / Committee	Dept. of AIML
Venue	B106	No. of Participants	66
Nature of Activity	Gamification	Mode of Activity	Offline
Name of Activity In-charge	Abira Banik	Name of Activity Coordinator	Abira Banik
Name and Affiliation of Resource person	Abira Banik, Assistant Professor, Dept of AIML, SJCEM		

Activity Information:

Objectives	To educate students about the 15 puzzle problem through a group based interactive and engaging game.
Target Audience	S.Tech AIML Students
Methodology	<ol style="list-style-type: none"> 1. Define Learning Objectives 2. Set up the game space (physical), prepare materials, and briefing students with the game rules. 3. Present the gamified tasks or activities, 4. Monitor students' progress and engagement during the session. Collect feedback
Outcomes	<ol style="list-style-type: none"> 1. Improved Knowledge Retention and Skill Development 2. Through cooperative challenges or team-based activities, students develop stronger collaboration and communication skills. 3. Increased Engagement and Motivation

SWOT Analysis of the Event:

Strength	Weakness	Opportunity	Threats
Gamification increases student participation and interest by making learning more interactive and enjoyable.	Gamification require careful planning of the game so that the concept is clearly delivered, which has demanded additional time, resources	Gamification has allowed us to assess student understanding through activities, levels, or challenges, beyond traditional testing.	There is a risk that the competitive or playful aspects may overshadow the educational goals, causing students to



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Gamified activities promote teamwork and social learning, helping students build communication and cooperation skills.

To build soft skills such as critical thinking, problem-solving, leadership, and perseverance.

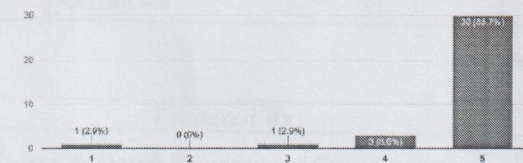
focus on winning rather than learning.

Geo-Tagged Photo

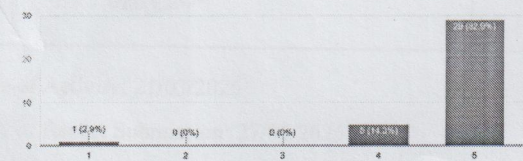


Feedback Analysis

Clarity of Topic
35 responses



Effectiveness of explaining concepts
35 responses





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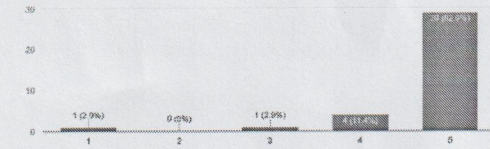
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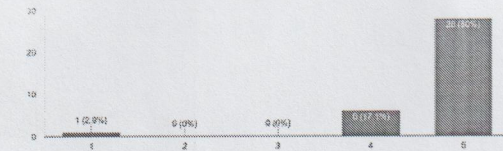


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Communication skills and approachability
35 responses



Support for slow learner
35 responses



Proofs & Documents Attached (Tick mark the proofs attached) :

<input checked="" type="checkbox"/>	Notice / Brochure	<input checked="" type="checkbox"/>	Feedback Form
<input checked="" type="checkbox"/>	Attendance list	<input checked="" type="checkbox"/>	Feedback Analysis
<input checked="" type="checkbox"/>	Photos		Media News Details
	Certificate		Any Other

Prepared By	Checked By
Name & Dated Signature of Coordinator	Name & Dated Signature of Committee In-charge
Mrs. Abira Banik 	 27/3/25

Date of Activity: 21/03/2025

Date of Report Submission: 27/03/2025

Reason for delay if any: Collection of feedback from students.

Approved By

HOD Signature

Date: 27-03-2025



HOD,
Department of Artificial Intelligence
& Machine Learning
SJCEM, Palghar