



# 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:

<b>Name of the Activity</b>	IP Relay Adventures: Navigating Network Address Mapping Gamification		
<b>Date &amp; Time</b>	06/03/2025 02:15 -03:15	<b>Department / Committee</b>	Computer Engineering
<b>Venue</b>	CR.-02.1 <sup>st</sup> floor	<b>No. of Participants</b>	54
<b>Nature of Activity</b>	Gamification	<b>Mode of Activity</b>	Offline
<b>Name of Activity In-charge</b>	Oniza Shaikh	<b>Name of Activity Coordinator</b>	-
<b>Name and Affiliation of Resource person</b>	Oniza Shaikh		

### Activity Information:

<b>Objectives</b>	To help students understand the concept of IP addressing, subnetting, and routing in computer networks through an interactive game.
<b>Target Audience</b>	Se Computer Engineering
<b>Methodology</b>	<ol style="list-style-type: none"><li>1. Game Design Framework</li><li>2. Network Address Mapping Scenarios</li><li>3. Gameplay Mechanics &amp; Levels</li><li>4. Testing &amp; Validation</li><li>5. Deployment &amp; Continuous Improvement</li></ol>
<b>Outcomes</b>	<ul style="list-style-type: none"><li>* Understand IP addressing and subnetting.</li><li>* Learn about packet routing and the role of routers in a network.</li><li>* Experience network congestion and error handling.</li></ul>



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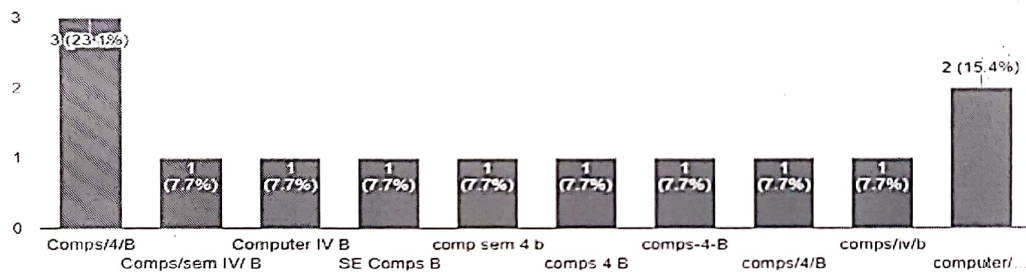
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## SWOT Analysis of the Event:

Strength	Weakness	Opportunity	Threats
Uses gamification to teach complex networking concepts, making learning more engaging.	Requires a well-designed game framework that balances educational content with entertainment.	Allowing user-generated scenarios and challenges can expand the game's depth.	Some student taking in different way.

## Feedback Analysis:



## Geo-Tagged Photo





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## 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
Oniza Shaikh 07/03/2025	

Date of Activity: 06/03/2025

Date of Report Submission: 07/03/2025

Reason for delay if any:

*[Handwritten Signature]*  
07/03/2025  
Approved By  
HOD Signature

Date: 06/03/2025



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## Permission Letter

To,  
Dr. Nilesh Deotale, HOD,  
Computer Engineering

Subject: Permission Request for Gamification-Based Learning in "IP Relay Adventures: Navigating Network Address Mapping"

Respected Sir,

I hope you are doing well. I am writing to formally request permission to implement a gamification-based learning approach for the topic "IP Relay Adventures: Navigating Network Address Mapping".


This innovative method will help students grasp IP relay mechanisms, network address mapping, and NAT concepts through interactive challenges and practical applications.

Objectives & Benefits:

- Improve students' understanding of network communication through hands-on practice.
- Enhance problem-solving skills by applying theoretical concepts in interactive exercises.
- Increase engagement and motivation with gamification elements.

I assure you that this approach aligns with the learning objectives and academic standards of SJCEM. I kindly request your approval for its implementation. Please let me know if any modifications or additional details are needed.

Thank you for your time and consideration. I look forward to your positive response.

  
Sincerely, 01/03/2025  
Oniza Shaikh



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## Notice

### IP Relay Adventures: Navigating Network Address Mapping Gamification

Attention all tech enthusiasts and networking professionals! Get ready for an exciting adventure in the world of **IP relays and network address mapping** with our **interactive gamification session**.

#### Event Details:

📅 **Date:** 06/03/2025

🕒 **Time:** 02:15-03:15

📍 **Location:** Class Room No.-02, 1<sup>st</sup> floor, SJCEM

Thanks and Regards

Oniza Shaikh

Assistant Professor

SJCEM

