



RAMCO INSTITUTE OF TECHNOLOGY
RAJAPALAYAM

Department of Artificial Intelligence and Data Science
Academic Year 2023 – 2024 (Odd Semester)

Degree, Semester & Branch: B.Tech, I & B sec

Course Code & Title: GE3151 & Problem Solving and Python Programming

Name of the Faculty member (s): Mrs. S. Jothi Lakshmi

Innovative Practice Description

- **Unit / Topic: Unit III/ Iteration**
- **Course Outcome: CO3 - Apply control structures, functions and string for solving problems.**
- **Topic Learning Outcome: TLO7 - Students will be able to write the simple program using conditional, looping, string and functions concepts.**
- **Activity Chosen: Live Quiz**
- **Justification:** As the questions in the live quiz come under the Iteration concept, this live quiz is mapped to CO3 and TLO7. This quiz analyzes the student's understanding of the particular topic, and it motivates and engages the students to learn in depth about this topic.
- **Time Allotted for the Activity: 50 Min**
- **Details of the Implementation:**
 - Create a Quiz game in the quizizz.com with questions(15) and customize the settings
 - Invite students to join
 - Show Quizizz live on the screen
 - The live screen contains link and four digit code.
 - Student has to go to the link and enter the code. Then the student will get joined in the quiz game.
 - Once the admin start the game, the questions will be displayed on individual devices. Students respond on their own devices, such as a smartphone or laptop
 - The live screen will have the participants score.
 - Track progress with the live leaderboard. Top performers are awarded virtual medals
- **CO – PO / PSO mapping:**

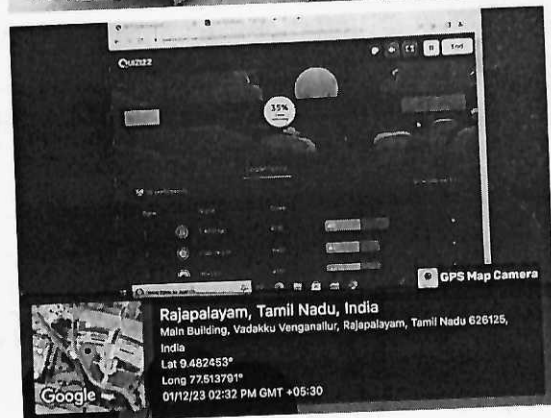
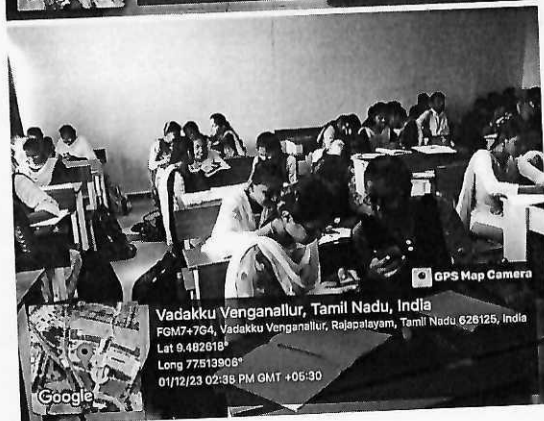
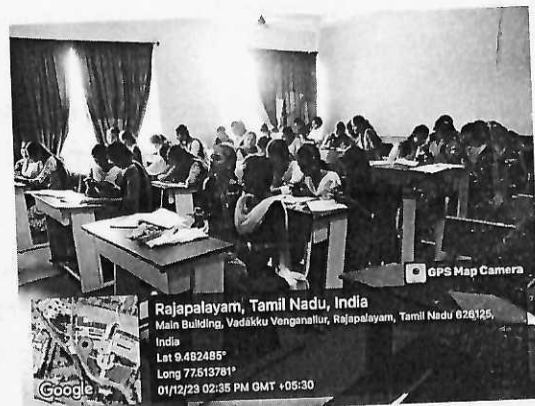
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
C105.3	3	3			2							

(1 – Low 2 – Moderate 3 – High)

- PO / PSO mapped:

Innovative practice	PO1	PO2	PO5
	3	3	3
Justification for correlation	Students use their knowledge of mathematics, science and engineering fundamentals to find the output of the programs	Students analyze the problems and conclude with correct output	Modern tools (Quizizz) are used to make learning more engaging and interactive.

- Images / Screenshot of the practice:



- Reflective Critique:

- ❖ *Feedback of practice from students and other stakeholders:*

- Participants found the live quiz to be engaging and interactive, enhancing their overall learning experience.
- Positive feedback on the introduction of healthy competition, fostering a sense of motivation and encouraging participants to strive for improvement.
- Feedback indicating that the element of peer comparison increased engagement levels, as participants felt a sense of responsibility and accountability towards their own performance.

- ❖ ***Benefit of the practice:*** (E.g.: Outcome attainment would have increased due to innovative practice over conventional practice)
- Live quizzes provide instant feedback on participants' understanding of the material, allowing for real-time assessment of knowledge and comprehension.
- Knowing that live quizzes may be administered encourages participants to consistently prepare and review the material, promoting a continuous learning approach.
- Live quizzes encourage peer learning and collaboration as participants discuss questions and share insights. This collaborative approach fosters a positive learning environment and contributes to better overall outcomes.
- ❖ ***Challenges faced in implementation:***
- Technical glitches, such as internet connectivity problems, platform errors, or device issues, can disrupt the flow of a live quiz. Ensuring that participants have access to stable internet connections and troubleshooting technical problems promptly is crucial.

References:

- ❖ <https://www.wooclap.com/en/live-quiz/>

- ❖

https://quizizz.com/admin/quiz/65682280586558094f044c9b?source=quiz_share



**RAMCO INSTITUTE OF TECHNOLOGY
RAJAPALAYAM**

**Feedback
Innovative practice: Live Quiz**

Department of Artificial Intelligence and Data Science

**Degree, Semester & Branch: I Sem. B.Tech. Artificial Intelligence and Data Science.
Course Code & Title: GE3151 – Problem Solving and Python Programming
Name of the Faculty member: Mrs S. Jothi Lakshmi, AP/AD
Date and Time : 1/12/2023 , 1.30 PM-2.20 PM**

Feedback questions:

- Did the active learning method used in the session engage your interest in the topic? Yes No
- How did the active learning method enhance your understanding of the python loop topic? Excellent Good Satisfactory
- Did the active learning method encourage active participation and communication? Yes No
- Did the active learning method prompt you to think more deeply or critically about the topic? Yes No


Did the active learning method used in the session engage your interest in the topic? Copy

53 responses



- Yes
- No


How did the active learning method enhance your understanding of the python loop topic?

 Copy

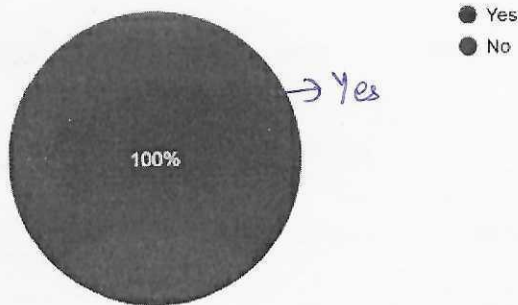
53 responses



Did the active learning method encourage active participation and communication?

 Copy

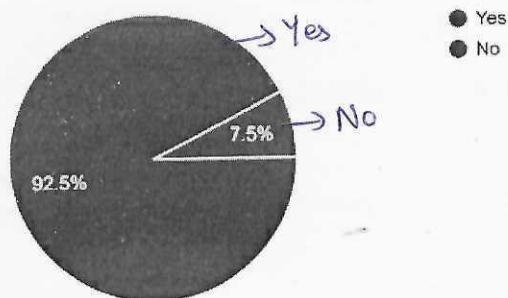
53 responses



Did the active learning method prompt you to think more deeply or critically about the topic?

 Copy

53 responses



Q. Joly
6/12/23

Signature of Faculty Member

mark
6/12/23

HOD

QUIZIZZ

Quiz Name
Python - loop quiz

Date
Fri Dec 01 2023 2:18 PM

Hosted by
R120Jothi S

Average Accuracy

44%

Total Questions

15

Number of Players

58

Participant Attempts

61

③ This report displays results derived from the students' all attempts.

Questions

No.	Question	Time	Accuracy	Responses		
				Correct	Incorrect	Unattempted
1	The program above	26 secs	39%	24	26	11
2	The equivalent of the above for loop using the while syntax would be	24 secs	44%	27	23	11
3	The above program prints	26 secs	44%	27	23	11
4	The program above prints	56 secs	18%	11	39	11
5	The code above prints all numbers between 1 and 30 that are	18 secs	49%	30	21	10
6	The program above prints the sum of	29 secs	49%	30	20	11
7	The program above prints the sum of all the numbers between 0 and 101 that are	27 secs	49%	30	20	11
8	The program above prints each number between 1 and 10	19 secs	51%	31	20	10
9	The program above prints each number between 1 and 10	21 secs	54%	33	17	11
10	How many times will 1 be printed	35 secs	44%	27	23	11
11	for i in 100 : print (i)	19 secs	49%	30	20	11
12	What is the output of the program above	40 secs	48%	29	21	11
13	A while loop equivalent of the for loop above is	35 secs	36%	22	28	11

No.	Question	Time	Accuracy	Responses		
				Correct	Incorrect	Unattempted
14	What is the value of the variable sum after the code above executes	35 secs	44%	27	23	11
15	What does this program print	31 secs	43%	26	24	11

Appendix - Images

- ```

for i in range(0,21) :
 if i % 2 != 0 :
 print (i)

```

The program above
- ```

numbers = range(1,11)
for number in numbers :
    print (number, end=" ")

```

The equivalent of the above for loop using the while syntax would be
- ```

numbers = range(1,11)
for number in numbers :
 print (11-number , end=" ")

```

The above program prints
- ```

for number in range(101) :
    if number % 5 == 0 :
        print ( number , end=" ")

```

The program above prints
- ```

for number in range(30) :
 if number % 5 == 0 :
 continue
 print (number , end=" ")

```

The code above prints all numbers between 1 and 30 that are
- ```

sum = 0 # holds the initial sum value
for number in range(101) :
    if number % 2 == 0 :
        continue
    sum = sum + number
# after the for loop, print the sum
print ( sum )

```

The program above prints the sum of
- ```

sum = 0
alternate = True
for number in range(101) :
 if number % 2 == 0 :
 continue
 if alternate == True :
 sum = sum + number
 alternate = False
 else :
 continue
 alternate = True
print (sum)

```

The program above prints the sum of all the numbers between 0 and 101 that are
- ```

for i in range(1,11) :
    for count in range(0,1) :
        print ( i, end=" ")
    print ( )

```

The program above prints each number between 1 and 10

```
for i in range(1,11):
    count = 1
    while count > 0:
        print (i, ends=" ")
        count = count - 1
    print ()
```

The program above prints each number between 1 and 10

10.

```
for i in reversedrange(1,20,2):
    if i % 3 == 0:
        print ( i )
```

How many times will 1 be printed

12.

```
sum = 0
for i in range(5):
    if i % 2 == 0:
        sum = int ( sum + 1 )
        print ( "even", sum)
    else:
        sum = sum + 1
        print ( "odd", sum)
print ( sum)
```

What is the output of the program above

13.

```
for i in range(1,100,3):
    print ( i )
```

A while loop equivalent of the for loop above is

14.

```
sum = 0
for i in range(1,100,3):
    sum = sum + i
print ( sum)
```

What is the value of the variable sum after the code above executes

15.

```
sum = 1
for i in range(1):
    print (sum, " ", sum**2, end=" ")
    sum = sum + 1
```

What does this program print

QUIZIZZ

Quiz Name
Python - loop quiz

Date
Fri Dec 01 2023 2:18 PM

Hosted by
R120Jothi S

Average Accuracy

44%

Questions per Attempt

15

Number of Players

58

ⓘ This report displays results derived from the students' best attempts.

Players

Rank	Player Name	Avg. Time	Points	Accuracy	Correct
1	Meeradharshni	31 secs	13	87%	13 / 15
2	Harshini	47 secs	13	87%	13 / 15
3	NAGALAKSHMI K	28 secs	12	80%	12 / 15
4	Ebenezer Linneta	25 secs	11	73%	11 / 15
5	Vennila	24 secs	11	73%	11 / 15
6	Aswitha.s	29 secs	11	73%	11 / 15
7	S.udhaya sekar	34 secs	11	73%	11 / 15
8	Divya Dharshini	30 secs	11	73%	11 / 15
9	Rajeshwari	39 secs	10	67%	10 / 15
10	Muneeswari.J	24 secs	10	67%	10 / 15
11	Anushree	37 secs	10	67%	10 / 15
12	Ragavi	24 secs	10	67%	10 / 15
13	Asreen hasana	41 secs	10	67%	10 / 15
14	abi Rajeshwari	29 secs	9	60%	9 / 15
15	Gokula lakshmi	31 secs	9	60%	9 / 15
16	Siva	30 secs	9	60%	9 / 15
17	Gopi Krishna.M	46 secs	9	60%	9 / 15
18	Lalith Logesh G	30 secs	9	60%	9 / 15

Rank	Player Name	Avg. Time	Points	Accuracy	Correct
19	Mahesh Boopathi K	38 secs	9	60%	9 / 15
20	Selva Ganesh	21 secs	9	60%	9 / 15
21	Subha Dhanusha P	27 secs	9	60%	9 / 15
22	A.Muthu murugeshwari	41 secs	9	60%	9 / 15
23	selvabalaji	24 secs	9	60%	9 / 15
24	Ábi Alias Mahalakshmi	39 secs	9	60%	9 / 15
25	Subbarayalu	25 secs	8	53%	8 / 15
26	Dhananjai	28 secs	8	53%	8 / 15
27	Uthanda Vinayagam A	29 secs	8	53%	8 / 15
28	Nithiya sri M	26 secs	8	53%	8 / 15
29	Jameel Fathima	35 secs	8	53%	8 / 15
30	The name is thiru	10 secs	8	53%	8 / 15
31	Poorvika M	17 secs	8	53%	8 / 15
32	S.Athithya	16 secs	7	47%	7 / 15
33	Anusrii	27 secs	7	47%	7 / 15
34	Krishnaveni	27 secs	7	47%	7 / 15
35	Esakiraja	42 secs	7	47%	7 / 15
36	Maha Lakshmi s	31 secs	7	47%	7 / 15
37	MAHARAJA S	19 secs	7	47%	7 / 15
38	Aswini.S	37 secs	7	47%	7 / 15
39	Sivanantham S	22 secs	7	47%	7 / 15
40	Dhakshina	43 secs	6	40%	6 / 15
41	Bharathi kannan	27 secs	6	40%	6 / 15
42	Vishwa	23 secs	5	33%	5 / 15
43	Akshay	20 secs	5	33%	5 / 15
44	Nirmala	26 secs	5	33%	5 / 15
45	Jeevanandham M	15 secs	5	33%	5 / 15
46	Dhanalakshmi E	66 secs	4	27%	4 / 15
47	Kirthi	33 secs	4	27%	4 / 15
48	Itachi Uchiha	22 secs	4	27%	4 / 15
49	Uma bharathi	20 secs	3	20%	3 / 15

Rank	Player Name	Avg. Time	Points	Accuracy	Correct
50	Santhiya	22 secs	3	20%	3 / 15
51	Rayalu	0 secs	0	0%	0 / 15
52	Blessonpaul	0 secs	0	0%	0 / 15
53	sundarkarthick	0 secs	0	0%	0 / 15
54	Arulventhan	0 secs	0	0%	0 / 15
55	Sundar karthick	0 secs	0	0%	0 / 15
56	R.Divya Dharshini	0 secs	0	0%	0 / 15
57	Arul venthan	31 secs	0	0%	0 / 15
58	Blessonpaul T	0 secs	0	0%	0 / 15