

Electronics and Communication Engg. Department
Session 2024-25 (4th Semester)

Subject : MOOC

Load:- L-2

Week	Theory	
	Lecturer	Topics
1st	1	Introduction to design and technology
	2	Introduction to innovation
2nd	1	student will identify a real world problem related to their daily lives or community
	2	student will select a preferred solution and create a prototype or presentation
3rd	1	student will evaluate their design process and final
	2	brain storm - start with a class discussion about everyday problems they face or observe in their community
4th	1	Guide students to narrow down a specific problems they want to address for the descision challenge
	2	Technology discussion - Discuss how technology can be used to solve problems and type of technologies
5th	1	Brain storming solutions- Divide students into small groups and have them brainstorm multiple design solution for the closen problem
	2	Encourage them to think creative and consider different technological approach
6th	1	Sketching / Prototyping - have students sketch or create rough prototypes of their design using available material
7th	1	solution selection - Each group select their best solution and explains their design choices
	2	Presentation - Students presents their designs explaining the problem, solution and technology used
8th	1	Self reflection - Students reflect on their design process , identifying what worked well and what could be improved
	2	Class discussion - Discuss the different solution and technologies used , highlighting the strength and weakness
	1	Research - Students can research existing technologies that address similar problems

9th	2	Real world implementation - Students can explore how they design could be implemented in their community
10th	1	Activity 1 : Technology & innovation , prepare students for video clips by letting them know what they will be introduced to several innovation that can be use in startup and consider challenges that each innovation could help to overcome

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