

# **ANAND INSTITUTE OF HIGHER TECHNOLOGY**

## **DEPARTMENT OF EEE**

### **PEDAGOGICAL INITIATIVES IN EEE DEPARTMENT**

Apart from conventional chalk and talk lectures, pedagogical initiatives are practiced in EEE department to transform education by creating engaging, inclusive, and effective learning environments. These practices aim to foster critical thinking, problem-solving, communication, collaboration, creativity, and adaptability. By integrating these skills into the learning experience, pedagogical initiatives help students develop the competencies required for success in the modern world.

- Mind Mapping
- Technical Quiz
- Flipped Classroom
- Chart Presentation
- Hands on Training
- Project Based Learning
- Demonstration based learning

## **PEDAGOGICAL INITIATIVE: MIND MAPPING**

**SUB: EE8501-Power System Analysis**

**Topic: Fault Analysis**

**STAFF NAME: Mr.S.Immanuel Ebenezer,AP**

### **JUSTIFICATION:**

**Enhanced Creativity:** Mind mapping stimulates both the left and right hemispheres of the brain, promoting creative thinking and idea generation. The visual and interconnected nature of mind maps helps individuals to make unique associations and find innovative solutions to problems.

**Improved Memory and Recall:** By organizing information in a hierarchical and interconnected manner, mind maps help improve memory retention and recall. The visual cues and spatial relationships between concepts aid in easier retrieval of information.

**Effective Learning Tool:** Mind mapping is an excellent tool for students and educators alike. It helps learners understand complex subjects by breaking them down into smaller, more manageable parts. It also encourages active learning and engagement with the material.

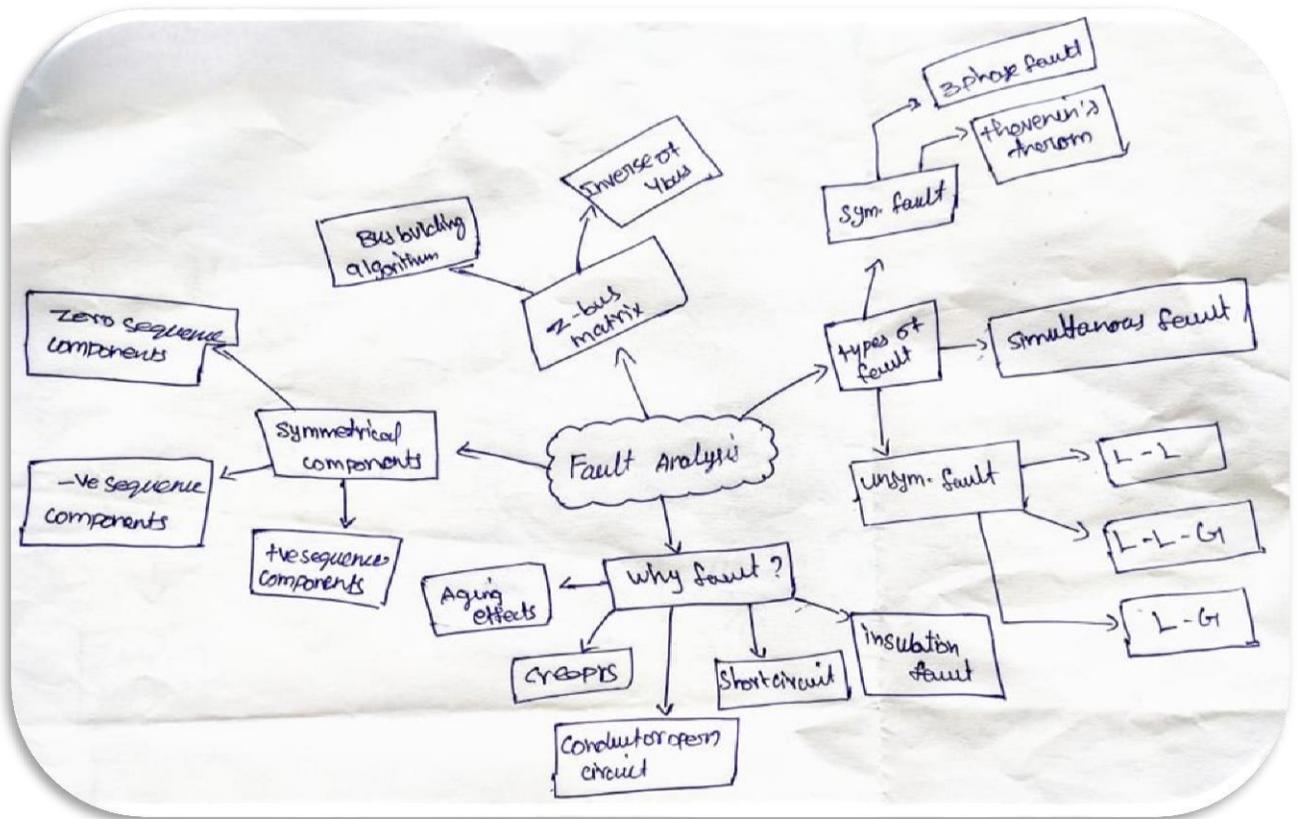
**Efficient Note-taking:** When used for note-taking during lectures, meetings, or research, mind maps offer a more organized and concise way to capture key points. This enhances understanding and helps in the review process.

**Comprehensive Planning:** Mind maps facilitate comprehensive planning and project management. Whether it's a personal goal or a team project, mind maps allow for a clear overview of all the components and their relationships, ensuring that nothing is overlooked.

**Problem Solving:** When faced with a problem or decision-making process, mind mapping enables a systematic approach. It allows individuals to explore various alternatives, identify potential solutions, and assess their pros and cons in a structured manner.

<b>Strengthening of POs</b>	<b>PO1,PO2,PO3,PO4,PO5,PO7,PO12,PSO1,PSO2,PSO3</b>
-----------------------------	--





## Outcomes of Mind Mapping

- Creativity enhancement
- Improved memory retention
- Effective learning aid
- Efficient planning and organization
- Enhanced problem-solving
- Better communication and collaboration
- Reduced cognitive overload
- Time efficiency
- Versatile tool for various contexts

**PEDAGOGICAL INITIATIVE: TECHNICAL QUIZ (CLASS ROOM)**

**SUB: EE8691-EMBEDDED SYSTEM TECHNOLOGIES**

**Topic: Memory Management Method**

**Name of the Staff: Mr.N.R.Anand, AP**



<b>Strengthening of POs</b>	<b>PO2,PO3,PO4,PO5,PO6,PO11,PO12,PSO2,PSO3</b>
-----------------------------	--

**Outcomes:**

**Assessment Results:** Quizzes provide assessment outcomes that indicate how well learners have grasped the subject matter. It helps educators gauge individual performance and overall class understanding.

**Knowledge Verification:** Quizzes verify learners' knowledge and understanding of specific concepts, topics, or skills.

**Identifying Learning Gaps:** Quiz results highlight areas where learners may be struggling or have misconceptions, allowing educators to address these gaps effectively.

**Feedback and Remediation:** Quizzes offer immediate feedback, enabling learners to understand their mistakes and learn from them. Educators can use this feedback to provide additional support or resources for remediation.

**Motivation and Engagement:** Quizzes can serve as motivational tools, encouraging learners to actively participate in the learning process and stay engaged with the material.

**Retention of Information:** Regular quizzing enhances knowledge retention by reinforcing learned concepts and encouraging learners to review the material.

**Preparation for Exams:** Quizzes help learners practice and prepare for exams or other assessments, making them more confident and familiar with the format and content.

# **PEDAGOGICAL INITIATIVE: FLIPPED CLASS ROOM**

**SUB: EE8601-SOLID STATE DRIVES**

**TOPIC: FOUR QUADRANT OPERATION OF CONVERTER**

**Name of the Staff: Ms.P.Aruna, Associate Professor**

The flipped classroom model is an innovative approach to education that reverses the traditional order of content delivery and homework. In a flipped classroom, students watch or engage with instructional content outside of class, typically through videos or online resources, and then use class time for collaborative activities, discussions, and hands-on learning.

## **JUSTIFICATION**

**Active Learning:** Students are engaged in problem-solving, discussions, and practical applications, leading to deeper understanding and knowledge retention.

**Individualized Learning:** Students can access pre-recorded lectures and learning materials outside of class, allowing them to learn at their own pace and review concepts as needed. This individualized approach caters to diverse learning styles and ensures that no student is left behind.

**Optimized Use of Class Time:** Moving content delivery outside the classroom allows for better utilization of in-person class time. Teachers can focus on guiding and supporting students, addressing questions, and facilitating an interactive activity, which maximizes the value of face-to-face interactions.

**Enhanced Teacher-Student Interaction:** In a flipped classroom, instructors have more opportunities for meaningful interactions with students. They can provide personalized feedback, address individual needs, and develop stronger connections with learners.

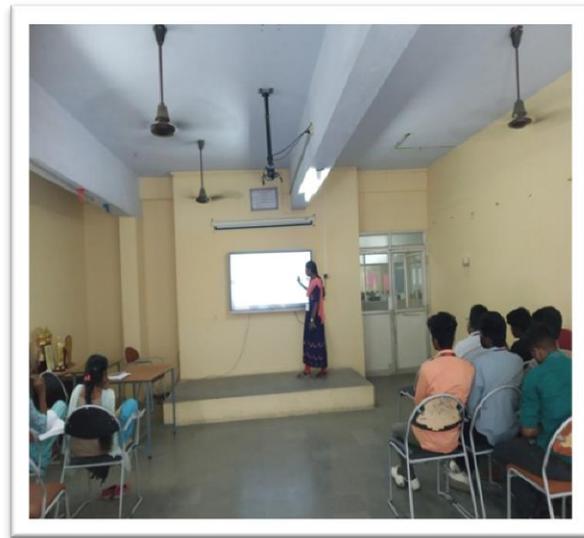
**Promotion of Critical Thinking:** Flipped classrooms often incorporate problem-solving activities and group discussions during class time, promoting critical thinking skills and higher-order cognitive abilities.

**Increased Student Engagement:** The interactive and collaborative nature of flipped classrooms tends to increase student engagement and motivation. Students are more likely to be actively involved in their learning process, leading to better learning outcomes.

**Preparation for Real-World Skills:** By focusing on active learning and practical applications, flipped classrooms prepare students with essential skills required in the real world, such as teamwork, communication, and problem-solving.

**Strengthening of  
POs**

**PO1,PO2,PO3,PO4,PO5,PO6,PO7,PO12,PSO1,PSO2,PSO3**



## **OUTCOMES**

- Active Learning
- Individualized Learning
- Time Efficiency:
- Increased Student Engagement:
- Deeper Understanding
- Improved Problem-Solving Skills

## **PEDAGOGICAL INITIATIVE: Chart Presentation**

**Name of the Subject: EE3401-Transmission and Distribution**

**Name of the staff: Ms.DAPHNE ALEX,AP**

### **TOPIC: TYPES OF TOWERS**

Using charts in a presentation is an effective way to get your audience to analyze and understand the concepts. Charts can help people better understanding and remember information as the students understand a picture more quickly than blocks of text.

Students select a topic and explain the topic in the chart in a Visual manner. So, they understand the topic clearly and present in their style.

#### **JUSTIFICATION**

**Enhanced Data Understanding:** Charts present complex data in a visually intuitive manner, making it easier for students to grasp patterns, trends, and relationships within the data. Visual representations help simplify information and improve data comprehension.

**Effective Communication:** Charts enable clear and concise communication of data-driven messages. **Data Comparison:** Charts facilitate easy comparison between different data sets, allowing students to quickly identify similarities and differences.

**Visual Impact:** Well-designed charts create a visual impact that captures the attention of the students and increases the memorability of the information presented.

**Simplification of Complex Concepts:** Charts help simplify complex concepts by breaking them down into visual elements.

**Time Efficiency:** Charts condense a large amount of data into a concise and accessible format, saving time for both faculty members and students.

<b>Strengthening of POs</b>	<b>PO1,PO2,PO3,PO4,PO5,PO7,PO12,PSO1,PSO2,PSO3</b>
-----------------------------	--

## Types Of Line Supports

### WOODEN POLES :-



A utility pole is a column or post typically made out of wood used to support overhead power lines and various other public utilities, such as electric cables and related equipment such as street lights and transformers.

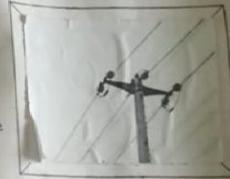


### R.C.C POLES :-



All present R.C.C poles are used in 11 KV and 33 KV voltage system. In a large scale system from this, we also use R.C.C poles in 33 KV line. This type of pole is better than a wooden pole that decays than a steel pole.

The concrete electric pole is made of cement concrete. To increase the strength, we use iron bars or rods reinforcement in the concrete. For walking purpose, we place a copper strip of size 25mm x 5mm inside the pole during casting, or we kept a hollow channel in the pole.



### STEEL POLES :-



The load bearing capacity is more in steel tubular pole in comparison to wooden pole and concrete pole. But due to excessive cost. These poles are used for 11KV/33KV volt low and medium current system. In some cases for use poles high volt in 33 KV.



### LATTICE STEEL TOWERS :-



A lattice tower is a pre-standing vertical framework tower. This construction is widely used in transmission lines carrying high voltage electric power lines, air radio mast and towers in observation towers. These 4 lattice types are classified by their joint geometry into 7 lattice systems. These are: Rectangular, orthohombic, tetragonal, cubic, diagonal and hexagonal.

Its size vary depends on voltage, topography, span length, tower type. Double circuit 500 KV LST generally range from 150 to 200 feet tall.



## OUTCOMES

- Enhanced Understanding.
- Engagement and Attention.
- Data Analysis Skills.
- Promotion of Creativity.
- Preparation for Real-World Skills.
- Self-Directed Learning.

## **PEDAGOGICAL INITIATIVE: HANDS ON TRAINING**

**Name of the Lab: EE3311- Electric Machines –I**

**TOPIC: PARTS OF DC GENERATOR**

**STAFF NAME: Ms.V.Thamarai Priya, AP**

Hands-on training allows individuals to apply theoretical knowledge to real-world scenarios. It helps bridge the gap between classroom learning and practical implementation, enabling a deeper understanding of electrical machines' functioning and principles.

### **JUSTIFICATION:**

**Practical Application:** Hands-on training provides students with the opportunity to apply theoretical knowledge gained in the classroom to real-world scenarios. It bridges the gap between theory and practice, making the learning experience more meaningful and relevant.

**Skill Development:** Hands-on training helps students develop essential technical skills required to work with electrical machines, such as assembling, disassembling, and troubleshooting various components.

**Safety Awareness:** Working with electrical machines requires proper safety precautions. Hands-on training allows students to learn and practice safety measures, minimizing the risk of accidents or injuries in future engineering work.

**Enhanced Understanding:** Physically interacting with electrical machines allows students to gain a deeper understanding of their functioning, construction, and behavior under different conditions. This hands-on experience complements theoretical knowledge, leading to better comprehension.

**Problem-Solving Abilities:** Hands-on training involves practical problem-solving, where students diagnose and rectify issues in electrical machines. This cultivates critical thinking and problem-solving skills, essential for engineering professionals.

**Confidence Building:** Successfully handling electrical machines during hands-on training boosts students' confidence in their abilities, preparing them for future challenges in their careers.

**Realistic Simulation:** Hands-on training provides a more realistic simulation of real-world situations compared to computer-based simulations. Students can experience the actual physical characteristics and limitations of electrical machines.

**Teamwork and Collaboration:** Hands-on training often involves group activities, fostering teamwork and collaboration skills among students. They learn to work together to achieve common goals and share knowledge and insights.

**Exposure to Industry Practices:** Hands-on training exposes students to industrial practices and equipment commonly used in the electrical engineering field. This exposure prepares them for the workplace and helps them adapt quickly to industry standards.

**Career Readiness:** Practical experience gained through hands-on training enhances students' employability. Employers value candidates with hands-on skills, and such training can give students a competitive edge in the job market.

**Personalized Learning:** In hands-on training, instructors can provide individual attention and feedback to students, addressing their specific needs and challenges.

**Long-Term Knowledge Retention:** Hands-on learning is known to improve long-term retention of information. Students are more likely to remember concepts and techniques they have actively practiced.

<b>Strengthening of POs</b>	<b>PO1,PO2,PO3,PO4,PO5, ,PSO1,PSO2,PSO3</b>
-----------------------------	---



## **PEDAGOGICAL INITIATIVE: PROJECT BASED LEARNING**

**SUB: EE8703-RENEWABLE ENERGY SYSTEMS**

**Topic: APPLICATIONS OF SOLAR PV SYSTEM**

**STAFF NAME: Mrs.J.CHRISTY SUDHA, AP**

**Project-based learning** is a student-centered pedagogy that involves a dynamic classroom approach in which it is believed that students acquire a deeper knowledge through active exploration of real-world challenges and problems. Students learn about a subject by working for an extended period of time to investigate and respond to a complex question, challenge, or problem.

### **JUSTIFICATION**

Project-based learning has gained popularity in education due to its numerous benefits and advantages for students, teachers, and the learning process as a whole. Here are some justifications for implementing project-based learning:

**Engaged Learning:** PBL promotes active engagement, as students are involved in real-world problem-solving and decision-making. They work on projects that have meaning and relevance to their lives, making the learning process more enjoyable and meaningful.

**Holistic Learning:** Projects often require students to integrate various subjects and skills, fostering a more holistic understanding of the topic. It encourages cross-curricular connections, helping students see how different concepts relate to each other in real-world applications.

**Critical Thinking and Problem-Solving:** Through PBL, students are encouraged to think critically and analytically as they tackle complex problems. They learn to identify issues, gather information, evaluate alternatives, and devise solutions, all of which are vital skills for their future success.

**Collaboration and Communication:** PBL typically involves teamwork, which enhances students' collaborative skills and their ability to communicate effectively. Working in groups allows them to learn from each other, share ideas, and develop essential interpersonal skills.

**Student Autonomy and Ownership:** In project-based learning, students have more control over their learning journey. They can make decisions about the project's direction, set goals, and take ownership of their work, fostering a sense of responsibility and self-motivation.

**Real-World Relevance:** PBL encourages students to address real-world issues and challenges, connecting classroom learning to practical applications. This connection to real-life situations can increase students' motivation to learn and see the value in their education.

**Creativity and Innovation:** Projects often require creative thinking and innovative solutions. By exploring diverse ways to approach a problem, students can unleash their creativity and develop unique perspectives.

**Long-Term Retention:** PBL promotes deeper learning and long-term retention of information. Instead of memorizing facts for a test, students engage with the material in meaningful ways, leading to better understanding and memory retention.

Teachers can also tailor projects to meet individual students' needs, promoting differentiation.

Joy of Learning: PBL can reignite students' passion for learning by offering a more interactive and enjoyable experience compared to traditional lecture-based methods.

<b>Strengthening of POs</b>	<b>PO1,PO2,PO3,PO4,PO5,PO7,PO12, PSO1,PSO2,PSO3</b>
-----------------------------	---

## OUTCOMES

Project-based learning has proven to be a powerful educational approach that not only enhances academic learning but also equips students with the skills, attitudes, and mindset necessary for success in a rapidly changing world.



## **PEDAGOGICAL INITIATIVE: DEMONSTRATION BASED LEARNING**

**SUB: EE8552 –POWER ELECTRONICS**

**Topic: APPLICATIONS OF SOLAR PV SYSTEM**

**STAFF NAME: Dr.S.Rajendran, Professor**

Demonstration-based learning, also known as experiential learning or learning by doing, is a teaching and learning approach that centers on students actively engaging in hands-on experiences to acquire knowledge and skills. Justifications for demonstration-based learning include:

### **JUSTIFICATION:**

**Active Learning:** Demonstration-based learning requires students to actively participate in the learning process, which has been shown to be more effective than passive learning methods. By doing and experiencing, students are more engaged and involved in their education.

**Experiential Understanding:** Through demonstrations and practical experiences, students gain a deeper and more meaningful understanding of the subject matter. They can see the concepts in action, making abstract ideas more concrete and relatable.

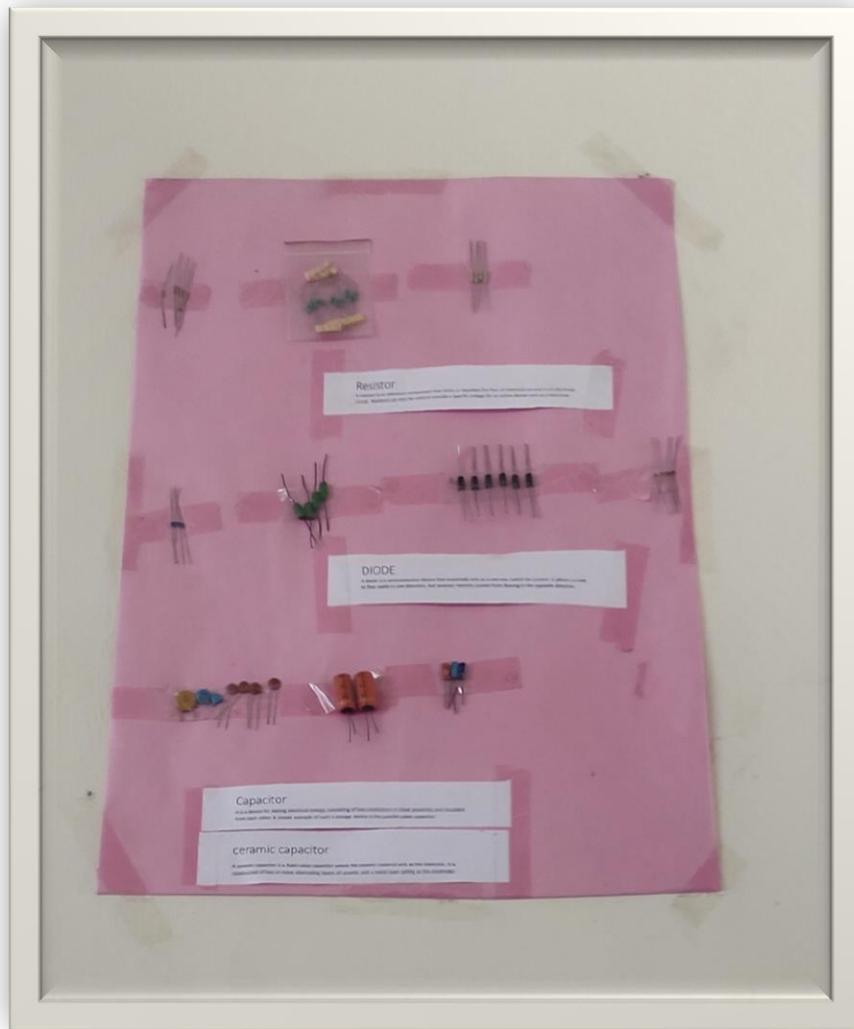
**Skill Development:** Demonstration-based learning is particularly effective for developing practical skills, such as problem-solving, critical thinking, decision-making, and manual or technical abilities. Hands-on experiences allow students to practice and refine these skills.

**Long-Term Retention:** Active learning experiences tend to improve memory retention compared to traditional lectures. When students actively participate in demonstrations, they are more likely to remember the content and skills learned.

**Real-World Application:** By engaging in demonstrations and hands-on activities, students can see how the knowledge and skills they are acquiring apply to real-world situations. This practical application enhances the relevance of their learning.

**Motivation and Engagement:** Hands-on experiences and demonstrations can be highly motivating for students, as they find the learning process more enjoyable and exciting. This increased motivation can lead to improved learning outcomes.

**Individualized Learning:** Demonstration-based learning can be tailored to individual students' needs and learning styles. Educators can adapt the demonstrations to accommodate different learning paces and preferences.





<p><b>Strengthening of POs</b></p>	<p><b>PO1,PO2,PO3,PO4,PO5,PO7,PO12, PSO1,PSO2,PSO3</b></p>
------------------------------------	--

**OUTCOMES**

Demonstration-based learning offers a dynamic and engaging educational experience that promotes deeper understanding, skill development, and real-world relevance. It equips students with a range of transferable skills and prepares them for success in both their academic and professional endeavors.

## **IMPACTS OF PEDAGOGICAL ACTIVITIES:**

The impact of pedagogical activities in the Electrical and Electronics Engineering (EEE) department is that the activities have improved the Teaching-Learning Process.

Here are some key impacts of pedagogical activities in our department:

**Enhanced student engagement:** Pedagogical activities, such as hands-on experiments, projects, group discussions, and interactive classroom sessions, have promoted active student participation and engagement. This active learning approach has encouraged students to take ownership of their learning, ask questions, and collaborate with their peers.

**Practical application of theoretical concepts:** Pedagogical activities provide opportunities for students to apply theoretical knowledge in practical settings. By engaging in experiments, simulations, and real-world projects, helped them to develop problem-solving skills, critical thinking abilities, and a deeper understanding of how concepts are applied in real-life scenarios.

**Better student-faculty interaction:** The Faculty members have provided guidance, feedback, and support to students during hands-on activities, projects, and discussions. This fostered a positive mentor-student relationship, promoted academic discussions, and enabled students to seek clarifications and guidance from their instructors.

**PEDAGOGICAL INITIATIVE: HANDS ON LEARNING**

**SUB: HIGH VOLTAGE ENGINEERING**

**TOPIC : IMPULSE VOLTAGE GENERATOR**

**NAME OF THE STAFF: Mrs.S.SELVARANI**

**JUSTIFICATION:**

Teaching the topic impulse voltage generators in a virtual lab environment enhances safety, accessibility, interactivity, and flexibility while providing a cost-effective and inclusive learning experience. It empowers students to develop critical skills and gain a deeper understanding of impulse voltage phenomena, making it a valuable addition to any electrical engineering curriculum.

**Hands-on Learning:** Virtual labs provide a hands-on learning experience without the need for physical equipment. Students can actively engage with the virtual setup, control various parameters, and observe the outcomes in real-time, enhancing their understanding of impulse voltage phenomena.

**Visualization and Interactivity:** Virtual labs often incorporate interactive simulations and visualizations that can represent complex electrical phenomena more effectively than static diagrams or physical demonstrations. This enhances students' comprehension and retention of concepts.

**Accessibility:** A virtual lab can be accessed from any location with an internet connection, allowing students to conduct experiments and practice their skills at their convenience. This accessibility is especially beneficial for remote learners or those with limited access to physical labs.

**Cost-effectiveness:** Setting up and maintaining a physical impulse voltage generator lab can be expensive. By using a virtual lab, educational institutions can significantly reduce costs related to equipment procurement, maintenance, and safety measures.

**Flexibility in Experimentation:** Virtual labs enable students to repeat experiments as many times as needed, explore different scenarios, and change parameters easily. This flexibility encourages curiosity and fosters a deeper understanding of the subject matter.

**Real-time Feedback:** Virtual labs can provide immediate feedback on students' actions and results. This instant feedback helps students identify mistakes, rectify errors, and reinforce their learning effectively.

**Inclusivity:** Virtual labs remove barriers to participation for students with physical disabilities or health concerns, as they do not require the same physical demands as a traditional lab.

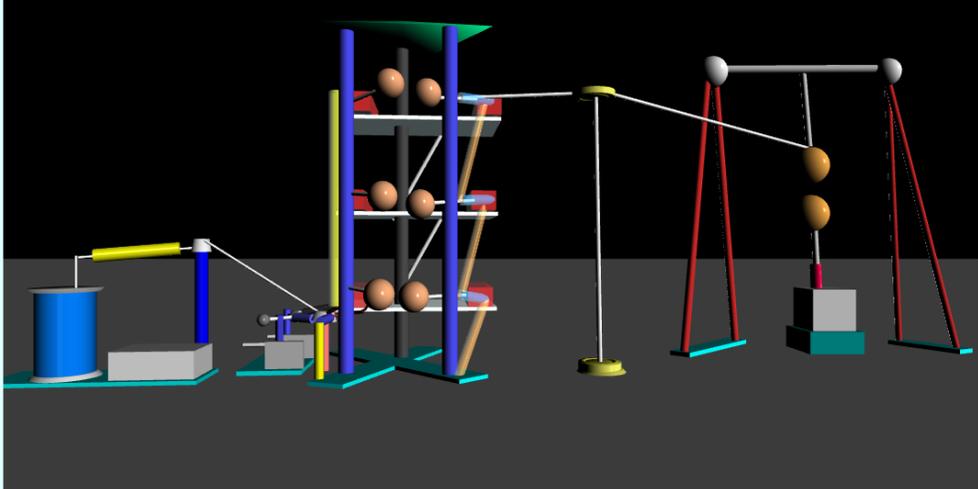
**Environmental Impact:** By utilizing virtual labs, educational institutions contribute to environmental sustainability by reducing energy consumption and waste associated with physical experiments.

**Integration of Theory and Practice:** Virtual labs offer an opportunity to bridge the gap between theoretical knowledge and practical application. Students can directly apply the concepts they learn in lectures to virtual experiments, reinforcing their understanding.

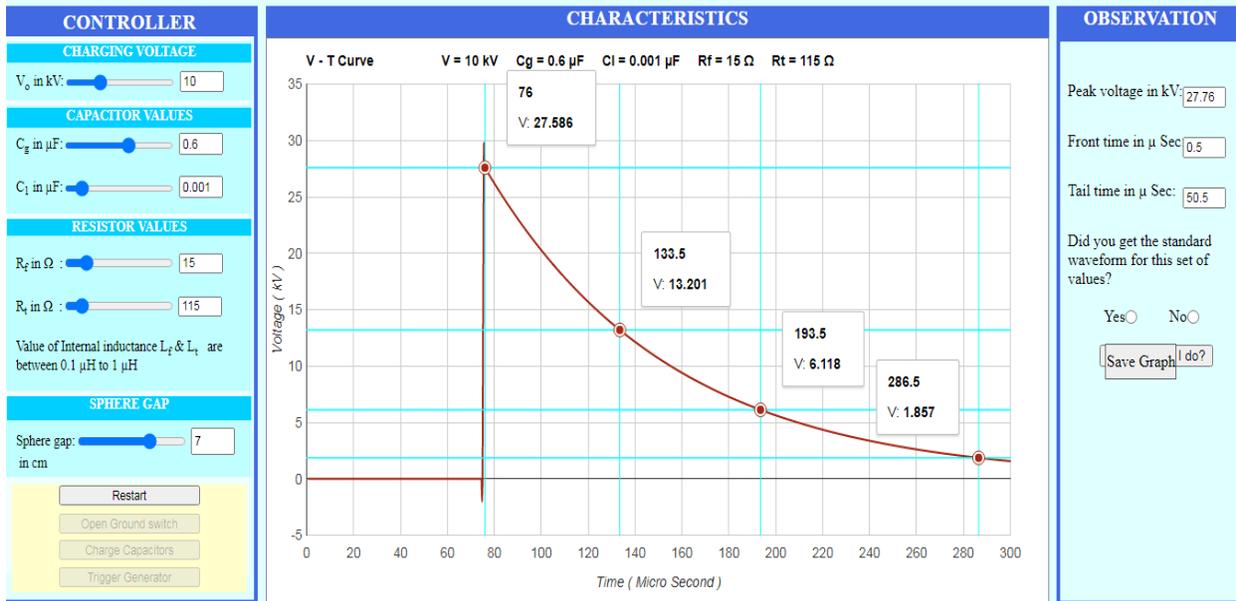
**Scalability:** Virtual labs can accommodate a large number of students simultaneously, enabling educational institutions to cater to a broader audience without limitations related to physical lab space or equipment availability.

**Remote Collaboration:** Virtual labs facilitate collaborative learning experiences among students and researchers, regardless of their geographical locations. This fosters a sense of community and encourages knowledge exchange.

### IMPULSE VOLTAGE GENERATOR

CONTROLLER	SIMULATOR	INSTRUCTIONS	EQUIVALENT CIRCUIT DIAGRAM
<b>CHARGING VOLTAGE</b> $V_c$ in kV: <input type="text" value="10"/>			
<b>CAPACITOR VALUES</b> $C_g$ in $\mu\text{F}$ : <input type="text" value="0.6"/>			
$C_1$ in $\mu\text{F}$ : <input type="text" value="0.001"/>			
<b>RESISTOR VALUES</b> $R_f$ in $\Omega$ : <input type="text" value="15"/>			
$R_d$ in $\Omega$ : <input type="text" value="115"/>			
Value of Internal inductance $L_f$ & $L_d$ are between 0.1 $\mu\text{H}$ to 1 $\mu\text{H}$			
<b>SPHERE GAP</b> Sphere gap: <input type="text" value="8"/> in cm			
<input type="button" value="Restart"/> <input type="button" value="Open Ground switch"/> <input type="button" value="Charge Capacitors"/> <input type="button" value="Trigger Generator"/>			

## IMPULSE VOLTAGE GENERATOR



### OUTCOMES:

The outcomes of using an impulse voltage generator in a virtual lab can be numerous and beneficial for both students and educators. Here are some of the key outcomes:

- Enhanced Understanding
- Improved Retention
- Safe Exploration
- Increased Accessibility
- Flexible Experimentation:
- Time and Cost Efficiency:
- Data Collection and Analysis:
- Collaborative Learning:
- Preparing for Real-world Applications:
- Self-paced Learning: