



South Indian Education Society's

GRADUATE SCHOOL OF TECHNOLOGY, Navi Mumbai.

DEPARTMENT OF COMPUTER ENGINEERING

### Report

Faculty Development Program on “**Online Teaching-Learning Practices and Tools**”

Date: 8th May '20 to 9th May '20, time: 3:30 pm to 5:30 pm

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The two days faculty development program was conducted on topic “Online Teaching-Learning Practices and Tools” with an objective to help faculty to enhance online teaching skills during this period of lockdown where online teaching is inevitable.

**Course instructors:** Dr. Aparna B, Dr. Deepti Reddy, Ms. Ujwala Ravale, Ms. Pranita Mahajan, Mr. Prasad Iyer.

**Mode of conduction:** Virtual using Google Meet

#### Course Objective:

1. To teach best practices in creating online teaching-learning content.
2. To provide overview of various open source tools to create online teaching-learning content.

**Course Outcomes:** Faculty will be able to make use of various open source tools for creating videos, live streaming videos and creating interactive videos.

**Course Content covered during the FDP and the instructors details are given below:**

Sr.no	Content	Description	Instructor
<b>Day 1</b>			
1	Practices for quality online teaching-learning.	The practices to be followed for effective online teaching was covered. The focus was on how to integrate content, pedagogy and assessment in the online teaching mode	Dr.Deepti Reddy

		to make teaching-learning interesting and engaging for the students.	
<b>2</b>	Creating videos and live streaming, video transcoding.	To provide overview of various open source tools to create online teaching-learning content mainly video creation and video transcoding. The Open Broadcast Software (OBS) Studio was used to demonstrate online video creation. HandBrake tool had demonstrated for video transcoding purpose.	Prof.Ujwala Rawale
<b>3</b>	Online Tools used for writing & solving mathematics.	Various tools were demonstrated for writing mathematical problems / equations using online / offline tools. The tools covered were: 1. Desmos, 2. Whiteboardfox 3. Google Chrome Extension Whiteboard 4. Google Jamboard 5. Microsoft OneNote	Prof.Prasad B.Iyer
<b>Day 2</b>			
<b>1</b>	Open Source Tools for Creating e-Contents	The objective was to demonstrate the use of tools for creating mind map/concept map. Various tools for creating e-content covered were: Table top (Numericals) Screencast (Software programming, training) SlideCast( Theory, Concept) Podcast(Language training, PD)	Dr.Aparna Bannore
<b>2</b>	Creating Interactive videos using H5P.	The objective was to demonstrate how to create interactive videos and Quiz using h5p tool. The importance of adding interactivity, the procedure of identifying reflection spots and various forms of questions was discussed. Later the H5P was demonstrated.	Prof.Pranita Mahajan
<b>3</b>	Post production of recorded videos (editing and adding other content) to make videos presentable.	The tools to edit videos post production were demonstrated. The tools are: Edit video, Snap camera, Manycam, adobe Premiere, Microsoft stream, Window Movie Maker, Openshot and Videopad.	Prof.Prasad B.Iyer

## Participants

The FDP was attended by 46 faculty members from SIES Graduate School of Technology.

## Assignments

The assignments were given at the end of the session to allow participants to practice the tool and create videos accordingly.

On day 1, the assignment was given to create a 2 min video using the best practices discussed in session1 and use OBS studio and handbrake tools to create video and upload.

On day2, the assignment was given to create interactive videos using H5P tool and upload.

## Feedback

The survey was taken at the end of the workshop which included following five questions and asked to rate on the scale given (5. Strongly agree 4. Agree 3. Neutral 2. Disagree 1. Strongly disagree).

Q1: The instructor effectively explained and used time effectively.

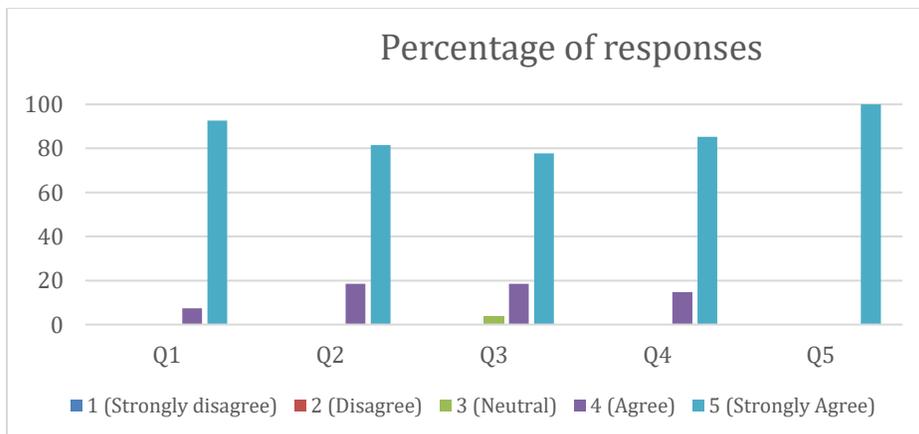
Q2: The instructor presented course material in a clear manner that facilitated understanding.

Q3: Course was well designed and adequate visual to make it more interesting.

Q4: Course help to develop knowledge and skills.

Q5: Environment was feel free to ask doubt and express views

Total 27 participants submitted feedback. The percentages of responses are shown in the graph below.



The analysis shows that 90% to 100 % participants perceived that the instructors were able to effectively explain and demonstrate the tools and workshop content was useful in learning the tools presented.

## Photos

