



(Affiliated to Bharathiar University, Coimbatore) Ingur, Perundurai, ERODE – 638 052

BEST PRACTICE 1 E-LEARNING

1. Title of the Best Practice: E-Learning

2. Objectives of the Practice

- HiSAC provides the students the latest trends in E- Learning to meet the updated global needs and through this, the students are largely benefitted.
- The core objective is to bring students under digital era and for this purpose the institution creates opportunities, awareness and motivates them towards self E-learning practices.
- The institution also facilitates online platforms and equips the students to face challenges and to grab opportunities in the future with confidence.

3. The Context

The world is moving towards technology beyond boundaries and knowledge sharing has become a way of life in the past few years. In this context, the institution has considered digital learning as one of the best practices in order to facilitate the students to show interest for acquiring knowledge after covid impact.

4. The Practice

Teaching using e-learning tools - Such as

- Online platforms such as Google Classroom, Edpuzzle, Kahoot are also incorporated in the teaching and learning process.
- Subject PPT slides are prepared by subject faculty and senior professors in the department.
- Activity based teaching Learning
- Audio and video lectures prepared by our college faculty members.

• Use of Google classrooms as a platform to conduct seminars, activities and to make assignments.

5. Problems Encountered and Resources Required:

Network connectivity becomes the major issue as well as the teachers has to constantly upgrade oneself to integrate new teaching methodologies and should avoid himself from becoming resistant towards learning new software that can enhance his/her teaching ability. Lack of interest is identified in passive learners at the beginning of the new process. Laptop/Desktop/Android Phone with better network connectivity.

6. Evidence and Success:

- All our students are digital literates and good at using technology in a purposeful manner. They are specialized at Kahoot and Canva for making everything digital.
- Teachers are capable enough to change a classroom into a vibrant platform where every student can be motivated to participate and learn with the help of technology.