Class: TE Semester: V
AY:2022-23
Innovation/Creativity of Teaching and learning activity

Class- T.E. (IT)
Course Name – Computer Network Security
Course code- ITC502
Activity – Kahoot Quiz
Objective- To improve the knowledge of understanding on the subject concepts.
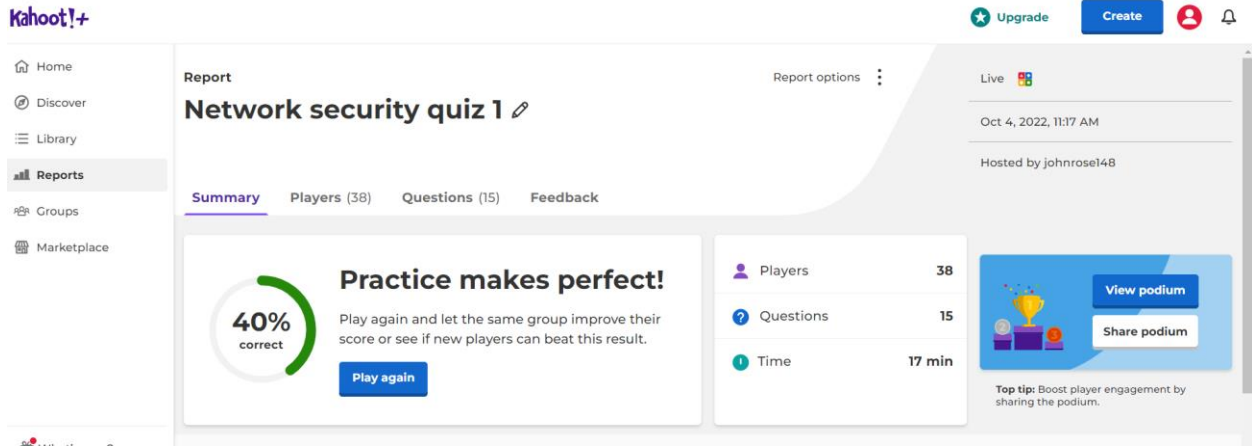Date of Conduction: 04/10/2022

Method –

Kahoot Quiz from Module 4, 5 and 6 was given to TE-IT students to analyse the knowledge in the IAT-2 syllabus and improve the performance in their IAT-2 exam. The kahoot quiz is a game based quiz which motivated the students to solve each and every questions and the performance of the class were evaluated. The student's got to know that they must improve their scores in their IAT-2 exam and their IAT-2 performance has improved. After the Quiz the highest scorer awarded with the cash prize of Rs. 500.
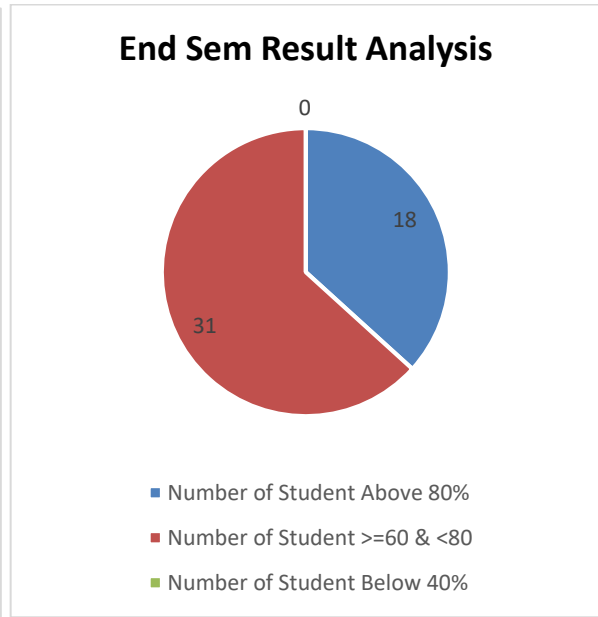
Outcome-

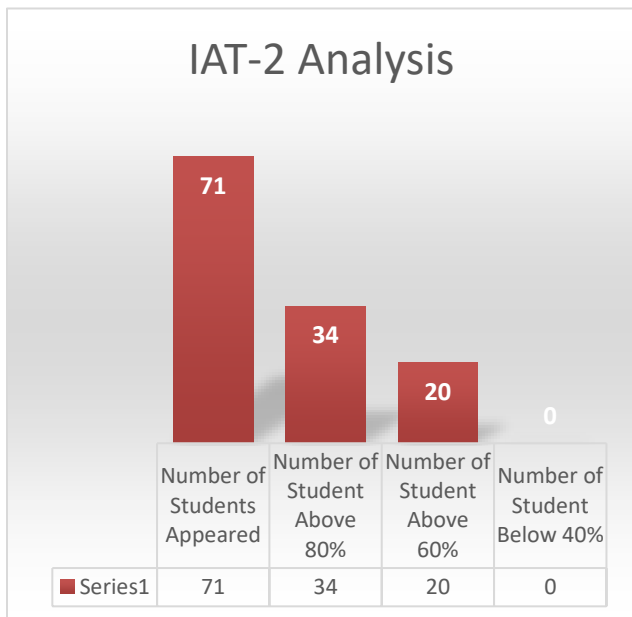1. **Students can gain comprehensive understanding in the field of Computer Network Security subject**
2. **This activity enhances the technical knowledge and improves the self-learning capability, confidence, critical thinking skills of students.**

The performance of the students increased in the IAT-2 and End Semester Examination

IAT-1 Performance: **End Semester Exam Performance:**

IAT-2 Analysis

	Number of Students Appeared	Number of Student Above 80%	Number of Student Above 60%	Number of Student Below 40%
Series1	71	34	20	0

End Sem Result Analysis

- Number of Student Above 80%
- Number of Student >=60 & <80
- Number of Student Below 40%

Highest Scorer won the Cash Prize of Rs. 500.

Anisha scored above 80% marks

Subject In-charge

Prof. Stella J