



ROLE PLAY-INNOVATIVE CLASS ON IOT-FROM 7TH TO 11TH NOVEMBER-2025-II MCA/III SEM

1. Objectives

- To develop effective visual and communication skills
- To enhance research and analytical abilities
- To encourage creativity and innovation

2. Description of the Activity

- Students selected topics and prepared posters
- Presented key concepts and findings
- Evaluation based on content and presentation

3.Learning Outcome

- Improved subject knowledge and clarity
- Enhanced presentation and confidence
- Developed creativity and teamwork

4.Feedback

- Active participation from students
- Good creativity and understanding shown
- Overall activity was successful and informative

5.Conclusion

The role play was successfully conducted and achieved its intended objectives. It helped in assessing students' understanding and reinforcing key concepts. Students actively participated and showed great interest throughout the activity. Overall, the quiz proved to be an effective and engaging learning method.

6. From Student Centric Role Play



