



C. Abdul Hakeem College of Engineering & Technology
Department of Master of Computer Application

INNOVATIVE TEACHING AND LEARNING

Full stack web development innovation in teaching (2024-2025) Interview Play-I yr / II Sem

Objective:

To develop students' creativity, communication skills, problem-solving ability, and understanding of innovation through a simulated interview activity.

Description of the Activity:

Students participated in a role-play interview where they acted as **interviewer and candidate**. The candidate presented an innovative idea/product and responded to questions related to its **novelty, feasibility, applications, and impact**.

Learning Outcome:

Students developed **effective communication, critical thinking, confidence, innovation, and problem-solving skills**.

Feedback:

Students found the activity **interactive and useful** for improving interview confidence, idea presentation, and innovative thinking.

Conclusion:

The activity provided practical exposure to **innovation and professional interview situations**, enhancing students' readiness for academic and industry environments.

6.From Student C Interview Play participation GeoTag:

