

Student-Centric Methods in Shoolini University

Through student centric practices such as experiential learning, participative learning interdisciplinary coursework, and mentorship by faculty members, Shoolini University cultivates an environment where students actively engage in their educational journey and empower students to become independent learners and future leaders in their respective fields. The ultimate purpose of Student centric methods followed in the University is to improve the participation of each learner in the learning process and to improve the outcome of the learning process.

This report delves into the diverse student-centric methods employed at Shoolini University, exploring their impact on student learning outcomes, institutional culture, and the broader educational landscape in school wise reports.

A. Experiential Learning

Experiential learning is a hands-on, immersive approach to education that allows students to learn through direct experience and reflection. Here are some examples of experiential learning methods that are used in Shoolini University.

Providing Real World Work Experience: Providing real-world work experience related to academic studies, often structured as part of a degree program.

- The Centre of Excellence at the School of Hospitality is designed to replicate a fully operational hotel, where Hotel Management students actively run and manage its operations. This hands-on approach ensures that classroom lessons are swiftly applied to practical operations, enhancing relatability and relevance significantly.
- The School of Journalism and New Media offers hands-on experience in Print Media, Electronic Media, and Radio, providing students with practical exposure to real-world tasks integral to completing their programs.
- In School of Agriculture, the experiments on different aspects like seed germination, viability test, soil moisture measurement, irrigation, water soil moisture measurement, tissue culture, pathological/ entomological, technical aspects etc. are performed practically by the students both under lab and field conditions. Training is also imparted through "Experiential Learning Modules".
- In School of Law, Moot court provides students with practical experience by simulating real-world cases, allowing them to apply theoretical knowledge to practical scenarios, develop advocacy skills, think critically, and articulate arguments clearly. Through moot court, students collaborate with peers, receive feedback from judges and coaches, and gain exposure to diverse legal areas, building confidence and refining their skills. By participating in moot court, students essentially practice being lawyers, preparing them for the demands of real-world legal practice, and providing a valuable bridge between academic theory and professional application.

- **Internships** Students participate in practical work experiences aligned with their field of study, acquiring real-world skills and insights by applying academic knowledge in professional settings. Internships are integral components of the curriculum across most programmes at Shoolini University.
- **Service Learning:** Students in the MBA, LLB, and BA programs actively engage in structured service activities that address community needs. By integrating academic learning objectives with community service, these programs aim to cultivate civic engagement and promote social responsibility among students. Social projects are also part of curriculum in many courses.
- **Field Trips and Field Studies:** In nearly all programs, students visit relevant sites related to their studies, including museums, historical landmarks, natural habitats, or industry facilities. This allows them to observe and study phenomena in real-world contexts, enriching their learning experience.
- **Project-Based Learning** is integral to the curriculum, where students collaborate either in teams or individually to tackle complex problems, conduct thorough research, and present their findings. This approach fosters critical thinking, creativity, and teamwork skills among students.
- **Experimental Research:** Students conduct experiments in laboratory settings, applying theoretical knowledge to test hypotheses, analyse data, and draw conclusions based on their findings.
- **Outdoor Education:** Students participate in outdoor activities such as camping, hiking, or environmental studies, learning about ecology, sustainability, and teamwork in natural settings.
- **Apprenticeships and Mentoring Programs:** Students work closely with skilled mentors or professionals in their field, receiving personalized guidance, feedback, and practical training to develop industry-specific skills and knowledge.

B. Participative Learning:

Participative learning, also known as active learning, is an educational approach that encourages students to actively engage in the learning process rather than passively receiving information. This method emphasizes collaboration, interaction, and hands-on activities to foster deeper understanding, critical thinking, and retention of knowledge

Skill Progression through Rapid Intensive and Innovative Training (SPRINT): The university offers programs like SPRINT to enhance social and professional skills . SPRINT promotes a collaborative learning environment where students can exchange ideas, collaborate on projects, and learn from each other's experiences. This peer-to-peer interaction fosters teamwork, communication skills, and peer mentorship.

- **Flipped Class room Learning:** Students learn content independently before class and use class time for activities, discussions, or applications of knowledge.
- **Group Discussions & Debates:** Students engage in structured discussions or debates on specific topics, sharing their viewpoints, defending their arguments, and critically analyzing different perspectives. Structured debates allow students to argue different sides of an issue, fostering critical thinking and communication skills.
- **Brainstorming Sessions:** These sessions generate ideas collectively and can be used for problem-solving or generating research topics.
- **Peer Teaching:** Students teach and learn from each other through activities such as peer tutoring, peer review of assignments, or collaborative projects.
- **Case Studies:** Analyzing real or hypothetical scenarios encourages students to apply theoretical knowledge to practical. This is used in most of the courses of MBA programme.

These methods can be adapted to various subjects and class sizes, promoting active learning and enhancing student engagement in university education.

C. Problem Solving Methods : Shoolini University incorporates various problem-solving methods into its teaching practices. Moot court sessions, laboratory exercises, and collaborative projects are utilized to develop students' analytical and problem-solving skills. A foundation course in Design thinking has also been introduced

C. **Use of ICT tools** Information and Communication Technology (ICT) tools have revolutionized education by enhancing teaching and learning experiences, improving accessibility to educational resources, and facilitating collaborative and interactive learning environments.

A. Hardware Facilities-

- i. **Smart Classrooms:** In University there are 57 Lecture Halls with projector and 4 lecture halls with LED screen.
- ii. **Internet Facility:**
 - Internet Bandwidth -2 Gbps (Jio)
 - One Firewall (Sonic Wall 4700 Nsa)
 - One L3 (Switch)
 - 75- L2 (Switches)
 - 300- Access point (wifi)
 - DHCP Server (For Distribution)\
 - LMS (eUniv and exam server) and erp (myshoolini) is on cloud AWS
- iii. **Simulations and Virtual Labs:** In Core Engineering and Computer Science courses, Software applications and simulations allow students to conduct experiments, explore scientific concepts, and practice skills in virtual environments, enhancing hands-on learning opportunities
- iv. **Digital Library :**



Library at Shoolini University, known as YKC, is fully automated using our Integrated Library Management System (ILMS). Our in-house software, developed by IT experts, ensures seamless management of library resources.

Key features of our library automation include:

-Online Access: All library resources can be conveniently accessed through the YKC website:

[\[http://library.shooliniuniversity.com/\]](http://library.shooliniuniversity.com/)

- Book Transactions: Users can easily issue and return books through our Library Management System (LMS).

- Digital Resources: We offer extensive digital resources more than 3 lakhs e- books and journals for users:

- EBSCO: Provides access to a vast collection of e-books and journals.
- JSTORE: Offers research journals and a significant e-book collection.
- Supreme Court Cases (SCC) & Manupatra: Dedicated e-resources for law students.

Digital Facilities Available:

- OPAC (Online Public Access Catalogue): Enables users to search and locate library resources online.

- Acquisition and Cataloguing: Efficient processes for acquiring and cataloguing new materials.

- Circulation: Streamlined circulation services for borrowing and returning materials online.

In addition to our comprehensive digital resources, in library there are 20 Laptops and 20 Kindles for the students and faculty.

- High-Speed Connectivity: Round-the-clock 1.1 GBPS broadband connectivity via Wi-Fi, facilitating uninterrupted access to digital resources.

These automated services streamline library operations, enhancing accessibility and efficiency for users.

E-learning-

eUniv.: It is an indigenously developed LMS. eUniv is a MOODLE-based platform and has lots of features that can help students in asynchronous learning. It is used

- To upload presentations
- To conduct online quizzes and Assignments
- Interactive content
- Discussion forum
- Peer to peer learning

- Analytical Tools
- Online Assessment tool

2. My Shoolini:

An all-purpose comprehensive mobile app called “MyShoolini” was introduced in the year 2017, which constitutes of a GPS based attendance system, library management, employee leave management, Shoolini Radio, news desk etc The main features of the said application are:

- Geo-selfie attendance: Employees take a unique selfie attendance on their cell phone.
- GPS enabled vehicle tracking system: Student/Employee can see the location of bus/ car by logging in to the myShoolini application.
- Digital library: EBSCO platform provides a wide range of ebooks.
- Self-issue and return of books: Books can be issued and returned from the library by just scanning the barcode of any book.
- Robust individual timetable: Any student/employee can access their timetable to get the details of their respective classes.
- Extensive notification system: Any notification for students to be communicated to is posted through myShoolini app.
- online lecturing system called Big Blue Button (BBB).

3. Inclusion of MOOC Platforms: At Shoolini University, to provide our students with comprehensive learning experiences , access to two prominent online learning platforms: Coursera and SWAYAM is offered. These platforms empower students to expand their knowledge, enhance their skills, and prepare for future career opportunities through a diverse range of courses and resources.

Table: Students Who Have Passed Various Courses Through These Platforms:

Year	SWAYAM (Pass with Certificates)	Coursera		
		Student	Faculty	Total
Jan-July 2021	-	3222	229	3451
Aug - Dec 2021	-	621	46	667
Jan - July 2022	428	2457	187	2644
Aug - Dec 2022	1961	1439	72	1511
Jan - July 2023	684	1332	43	1375
Total	3073	9071	577	9648

4. **Siquandar AI**: AI based interview preparation tool called “Siquandar”, which was introduced in 2019 for MBA students, and now it is used in other schools also.

The objective of Siquandar is twofold:

- i. To provide the ‘Best in the world’ communication and job interview preparation to identified students.
- ii. To provide detailed unbiased reports to each of the identified students on how they can improve both the content as well as the style of delivery – so that they can perform at outstanding level in the most competitive interview.

In conclusion, ICT tools play a pivotal role in transforming education by making learning more accessible, engaging, personalized, and collaborative. As technology continues to evolve, its integration in education will continue to enhance teaching and learning experiences, preparing students for the challenges and opportunities of the future.

Reports of schools on Innovative Teaching Method

The table given below includes the Student Centric methods used in different schools along with link to the evidence. In the last column link to the complete report is given which includes

- Programme Outcomes
- Various Student Centric Methods used along with targeted Programme Outcomes
- Implementation Date/Period
- Teacher Feedback
- Student Feedback
- Improvements Identified
- FDPs

SCHOOL	METHODS USED		Link to report
School of Journalism and Mass Media	Experiential Learning	<ul style="list-style-type: none"> • Radio Shoolini: Implemented in 2019 	Connecting with radio Shoolini Link to Podcast
		<ul style="list-style-type: none"> • Shoolini TV and Shoolini Samvad: Implemented in 2020 	Link to Shoolini Samvad
		<ul style="list-style-type: none"> • Shoolini Newsletter and Shoolini Patrika: Implemented in 2018 	Link to Shoolini Newsletter and Shoolini Patrika
Faculty of Management Sciences-	Experiential Learning	<ul style="list-style-type: none"> • Internships • Social Projects • Field Visits • Functional Hotel Model-Shoolini Chalet 	



School of Management Sciences Hotel Management			
	Participative Method	<ul style="list-style-type: none"> • Flipped Classroom Learning • Case Study Method • Group Projects • Sprint • Sigander viva 	
	ICT	<ul style="list-style-type: none"> • Online resources such as EBESCO, JASTOR • online Quizzes on eUniv • Online Exams via My Shoolini • MOOC's 	
School of Core Engg.	Experiential Learning	<ul style="list-style-type: none"> • Internship • Industrial Training • Group Projects • Industrial and field visits 	
	Participative Learning	<ul style="list-style-type: none"> • Interactive Sessions • Discussions • Active learning • Collaborative Learning • Blended Learning • Flipped Classroom Learning • Social Activities • Skill Progression through Rapid Intensive and Innovative Training (SPRINT) 	
	ICT TOOLS	<ul style="list-style-type: none"> • Inclusion of MOOC Platforms: • Smart Classrooms • Digital Library • myShoolini Server and Interactive portal 	
	Innovative Methods	<ul style="list-style-type: none"> • 	
Yogananda School of AI, Computer and Data Scienc	Experiential Learning	<ul style="list-style-type: none"> • Practical application in the Advanced AI Laboratory • Advanced AR/VR Lab: Immersive Learning Experience • Interactive Experiential Learning: • Industry-Relevant Skills: • Collaboration with iHUB for IoT and Embedded Systems 	



		<ul style="list-style-type: none">• Comprehensive Experiential Learning Approach• Internships and Industry Projects	
	Participative learning	<ul style="list-style-type: none">• Hackathons and Coding Competitions• Project-Based Learning• Workshops and Seminars:	
	ICT TOOLS	<ul style="list-style-type: none">•	