



**2.3.1 - Student centric methods, such as experiential learning, participative learning and problem-solving methodologies are used for enhancing learning experiences**

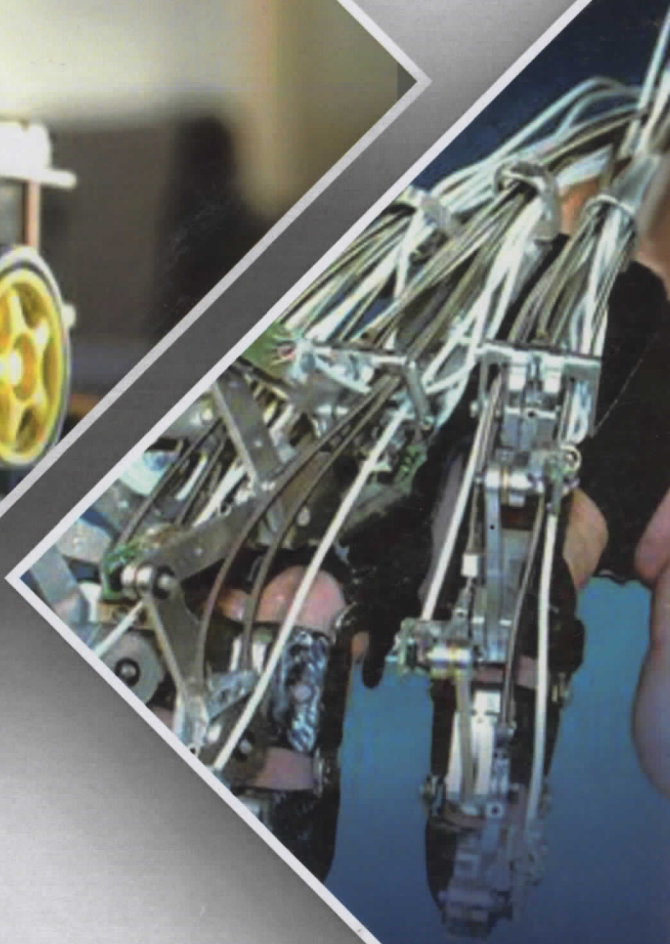
Following Documents are shared / attached below:

- **Courses Designed with hands on learning approach**
  - **Engineering Exploration First Year Student Projects –Project Booklet Sample**
  - **Design Thinking for Social Innovation –Sample Project Report**



**KLE** Technological  
University

Creating Value  
Leveraging Knowledge



# PRAYOG VARSH 2021

Exhibition of Engineering Exploration  
COURSE PROJECTS

Centre for Engineering Education Research

August 7<sup>th</sup>, 2021

- 1 Medicine Dispensing Bot**  
A hospital needs to automate the process of dispensing medicine to the patients due to the lack of staff and to reduce the human effort. The medicine must be dispensed based on the inputs fed by the doctor as per the prescription.

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- 2 Bio Mimic Bots**  
An automation and robotics company wanted to conduct the Robothon for engineering college students. For this event, the theme is bio-inspired robotics. Students can build models under this theme, which can resemble bio mechanisms, echolocation, sensitive wings, sustained flight, walking, and jumping.

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- 3 Gesture Controlled Bot**  
Gesture-based robotics is gaining momentum in industrial applications. AK Industries is in the process of setting up a science museum to showcase this new trend and demonstrate its possibilities.

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- 4 Box Transfer Machine**  
RM is a packaging industry looking for a solution to transfer the boxes with different sizes, periodically from one point to another.

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- 5 Decorative**  
A science and automata museum interested in exhibiting interactive and decorative science models in an event. So the museum is looking for nominations.

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- 6 Patterns Drawing Bot**  
In an art and craft supply store, there is a need for a machine that can draw different shapes or patterns

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- 7 Automatic Winding Machine**  
An industry in Hubballi is looking for a miniaturized winding machine that can wrap string, twine, cord, thread, yarn, rope wire, ribbon, and tape.

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- 8 Musical Bots**  
A school in Hubballi wishes to set up a musical instruments room. To build craze among little kids, the school is looking for some robots that can play musical instruments and entertain the kids.

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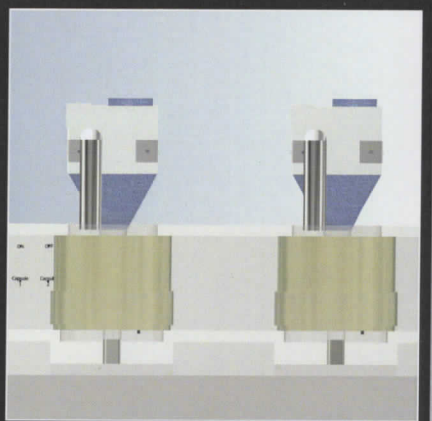
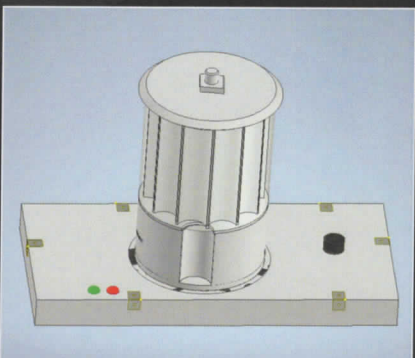
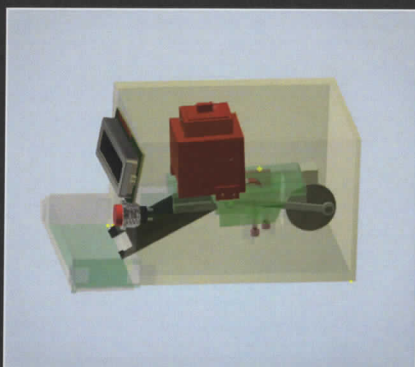
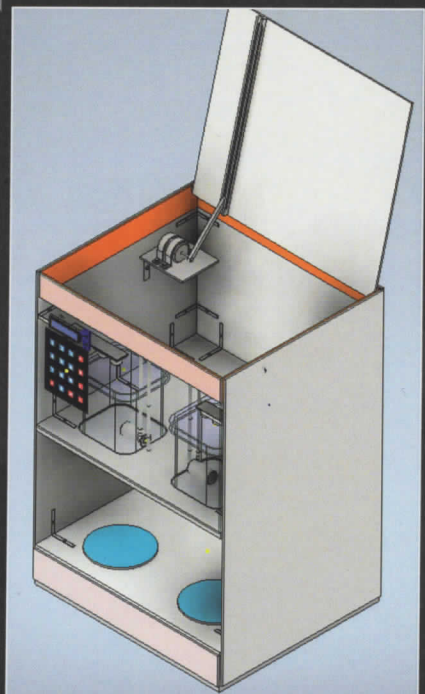
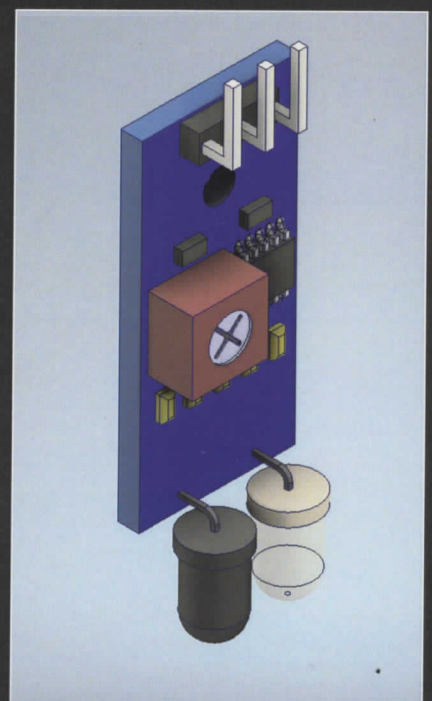
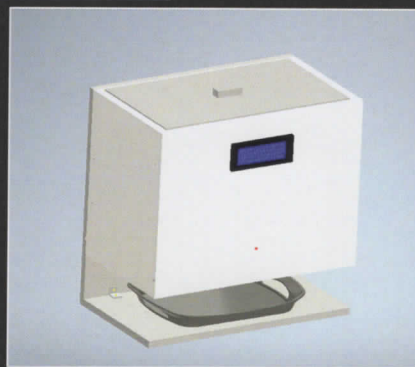
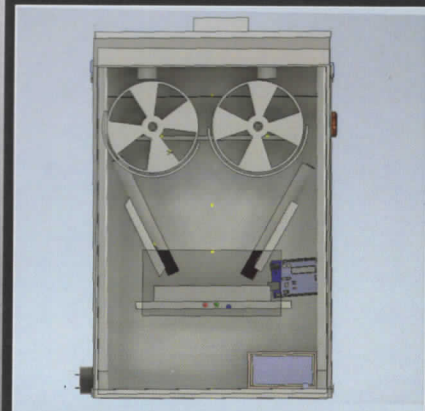
- 9 Wiping Machine**  
A tech geek is interested in automating the cleaning tasks at home and looking for mechatronic solutions like wiping the dust off of the laptop screen, TV screen, etc.

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- 10 Interactive Toys**  
A baby care center needs toys that entertain children

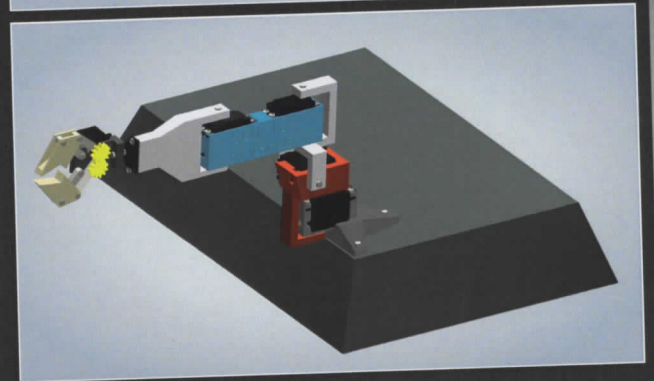
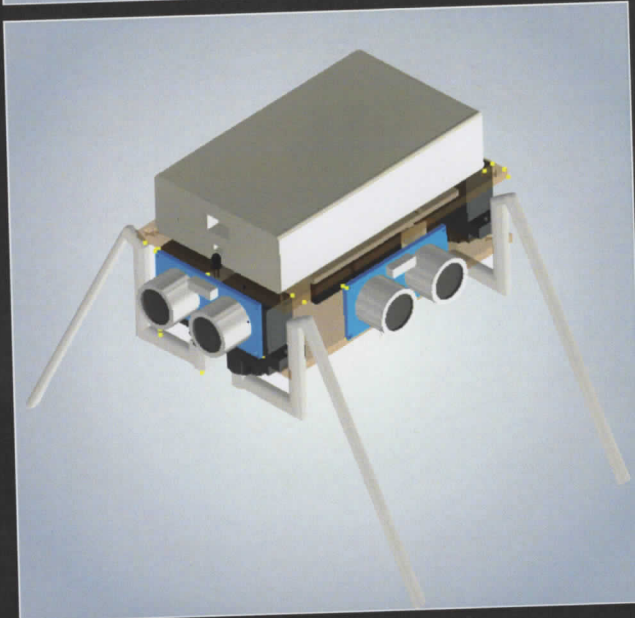
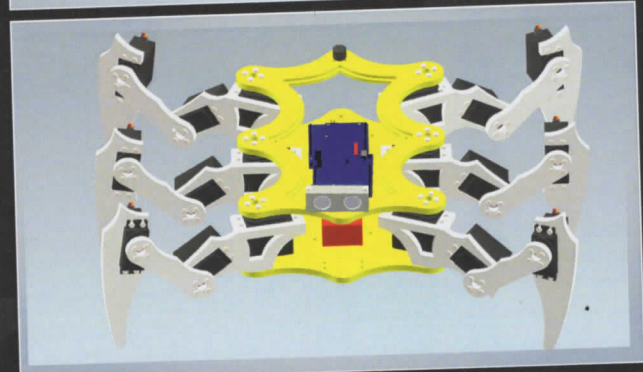
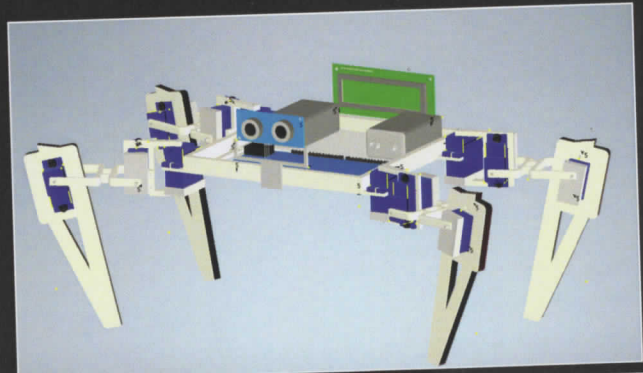
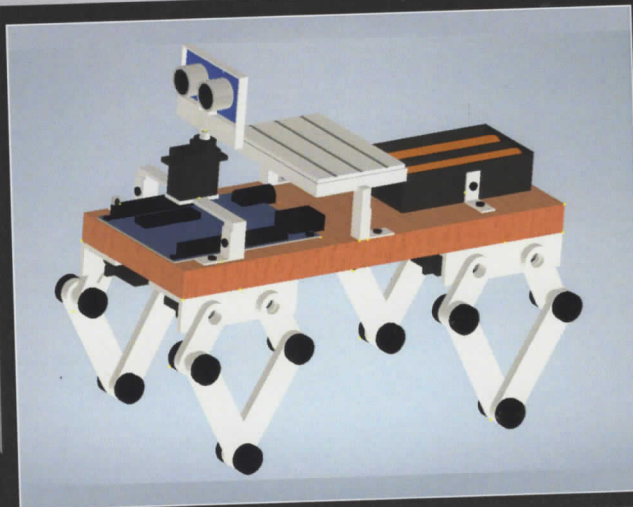
- 11 Pick & Place Bot**  
RA is a robotics-based company working on a pick-and-place robot that can pick the objects of various shapes and sizes and places in the required position.
- 
- 12 Automatic Petri Plate Loading Machine**  
Biotechnologists need to prepare media on petri plates for culturing of microorganisms or animal cell lines. On average, for the fermentation process, a person needs to prepare 100 plates per day. Automatic petri plate filling machine loads sterilized media into it. The machine has to move petri plates to and from the loading site continuously.
- 
- 13 Launching Device**  
PN toy industry is interested in coming up with their new range of toys with a theme of launch or throw. Company is looking at launching or throwing automatically various items
- 
- 14 Automatic Cup Crusher Machine**  
A cafeteria/canteen is planning to dispose of its used cups to a disposal unit by crushing the cups to minimize the size of the cups during transportation. Design an automatic machine for the same.
- 
- 15 Smart Lockers**  
Garvit jewelry shop in hubballi needs automatic safe lockers to store the jewelry and other ornaments.
- 
- 16 Rope Walking Bot**  
There is a need for an automatic machine that can move on the rope and carry some payload.
- 
- 17 Game Machines**  
A new shopping mall in Hubballi is interested in having an innovative interactive robotic game in their gaming center. Though the client mentioned the claw machine as an example, they are not very keen on that game machine.
- 
- 18 Moulding Machines**  
NH industry needs automatic moulding machine which can give different shapes and structures.
- 
- 19 Buggy Bot**  
A kid's toy-making company wants a Buggy Bot that can move on the sand, off-road, rough terrain road.
- 
- 20 Item sorting machine**  
An industry in Hubballi is looking for a sorting machine that sorts the items based on shape, size, and material type.
- 
- 21 Smart disinfection system**  
Disinfection of surfaces, door accessories like latches, holders, or lift buttons is essential to control the spread of the pandemic. A startup is looking to develop a solution for disinfection services.

# Medicine Dispensing Bot



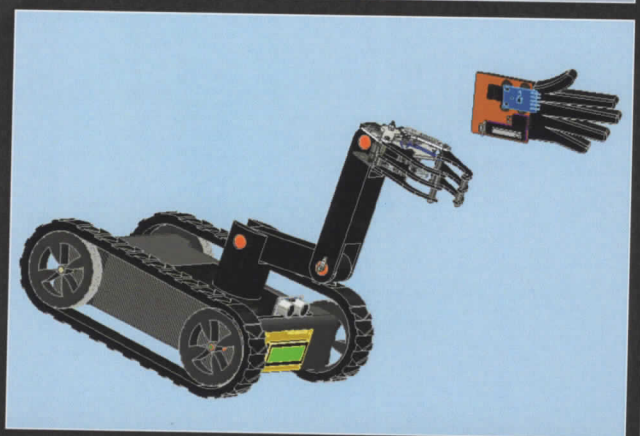
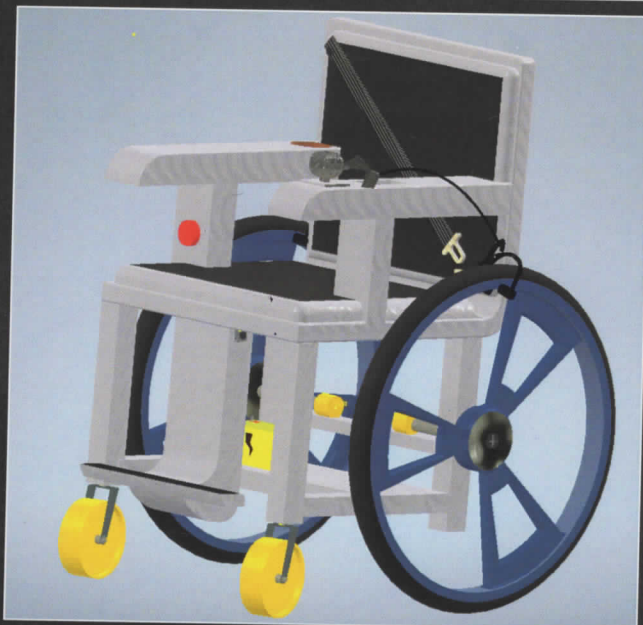
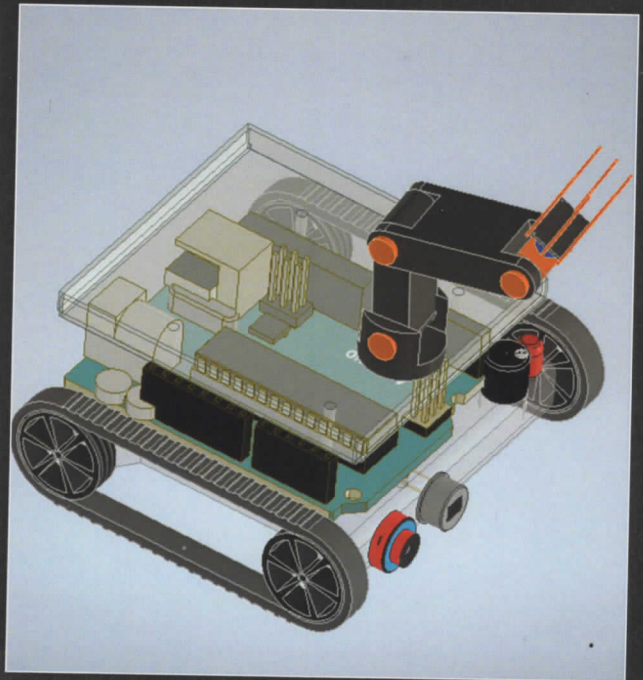
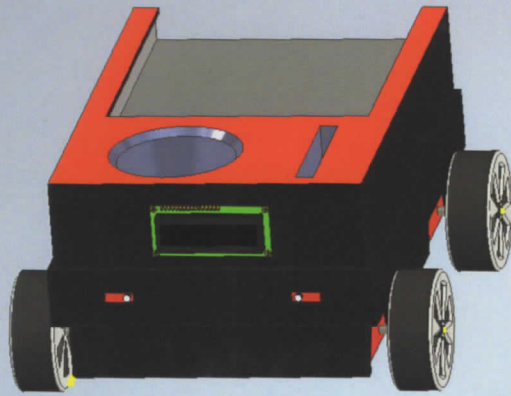
In recent times the use of machines in society for various aspects such as the pharmaceutical industry and medical purposes was increased. The automated medicine dispensing robots are easy to program, simple to operate, and compatible with all valve types and controllers. They are designed and configured specifically for fluid dispensing applications. The students have designed projects to dispense pills, capsules, syrup, and aerosols like nasal sprays. The projects exhibits functions like dispensing, notify after dispensing, and also notify after the stock gets over. The user can control these robots. The students have developed virtual models of the Medicine Dispensing Bot using Autodesk Inventor for modeling and simulation and Tinkercad for circuit designing

# Bio Mimic Bots



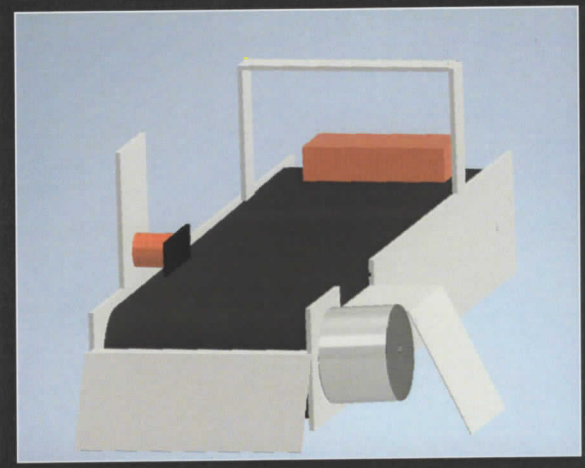
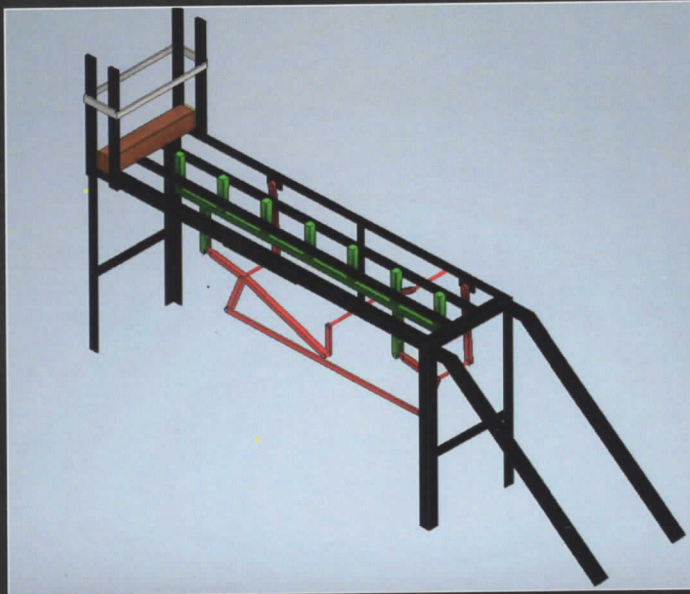
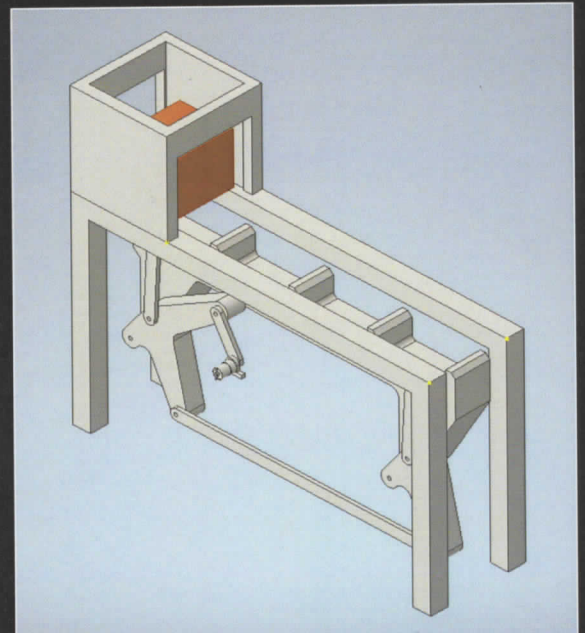
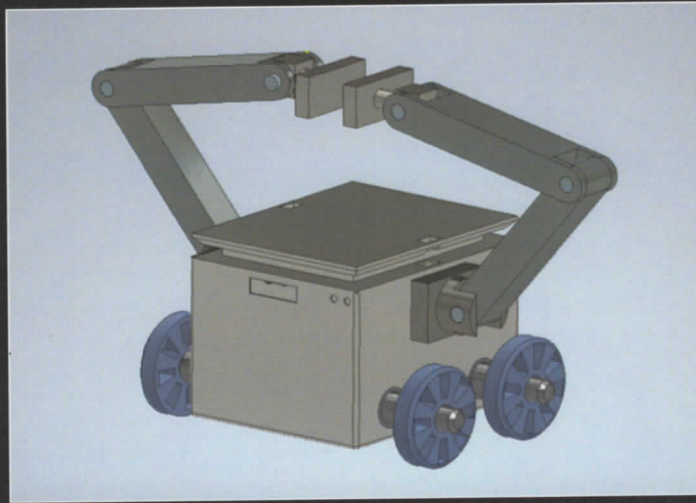
Bio mimic robot designs attempt to translate biological principles into engineered systems, replacing more classical engineering solutions to achieve a function observed in the natural system. The challenges of biomimetic design include developing a deep understanding of the relevant natural system and translating this understanding into engineering design rules. To explore this idea, students have designed robots that mimic the walking of a spider, movement of a human arm, the flapping of wings, etc. The user can control these robots. The students have developed virtual models of the Bio Mimic Bots using Autodesk Inventor for modeling and simulation and Tinkercad for circuit designing

# Gesture Controlled Robot



Technology as a boon for development is advancing in many fields, one major field among that is robotics. We can see many kinds of robots around us from self-dispensing bots to Seva robots in bank counters and many more. The gesture-controlled robot is a field used for multiple applications starting from gaming bots for entertainment to sophisticated- highly reactive material handling bots in industries and research centers. Students have designed the virtual prototypes controlled by the gesture of body parts viz. fingers and arms. They have used the Autodesk Inventor Pro© as the modelling-cum-simulation software and the Autodesk Tinkercad for circuit designing to achieve different motions and mechanisms for certain applications

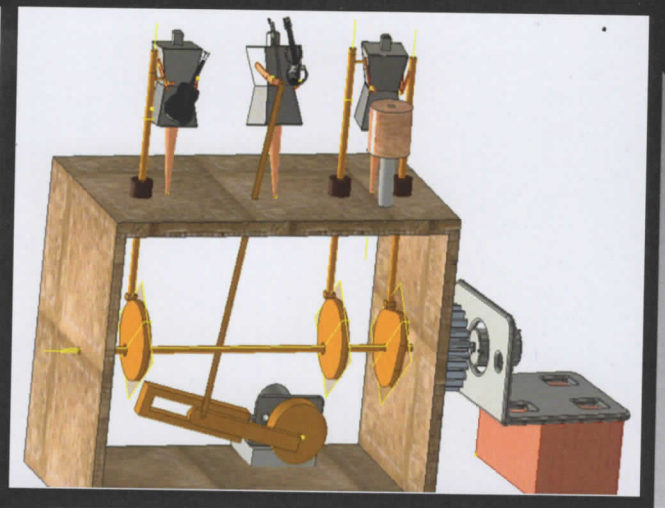
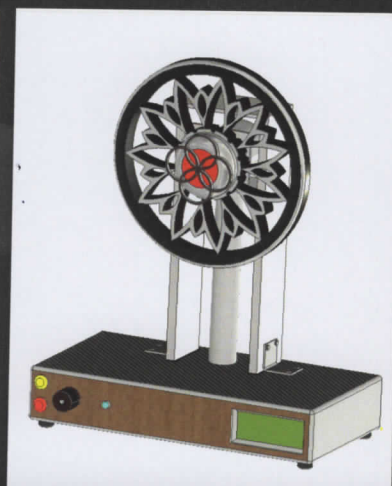
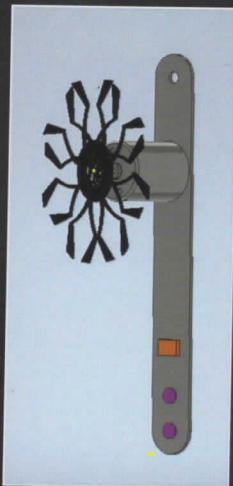
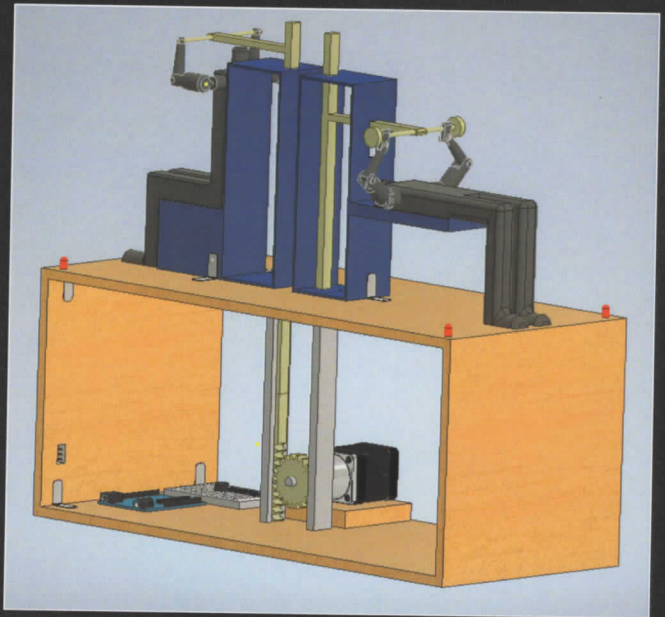
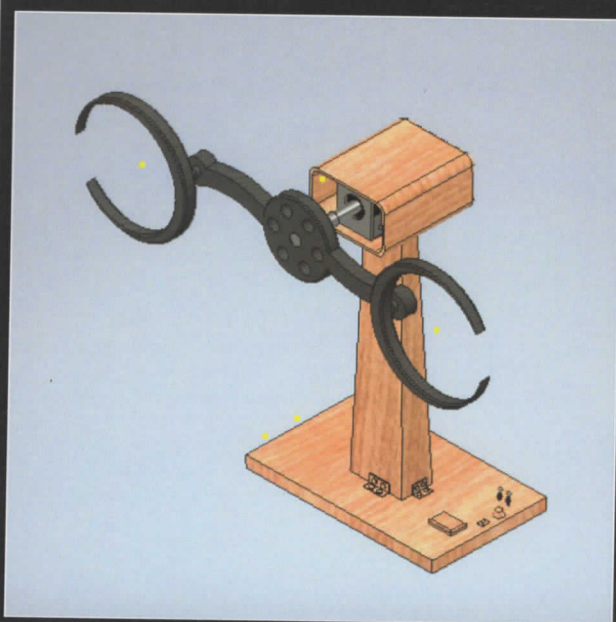
# Box Transfer Machine



In any industry, the material handling process plays an important role in the success of the unit. The design and implementation of an optimal handling process are taken into account so that the whole functioning is smooth and free from any lags. This involves the planning of workflow from raw materials to the end dispatching unit. With Automation as the new opportunity to explore, many factory outlets are changing to enhance productivity and reduce the time to market. As part of the project, student teams have designed different conveyor mechanisms to transfer the boxes from one place to the other by using suitable mechatronics systems.



# Decoratives



Home or office decoration is a blooming field for interior designers and more and more of the crowd is moving it fancying their homes by bringing in such modernist decoration. The themes are "Automata", "Kinetic Sculpture" and "Shapeshifters" which are being majorly displayed in museums and other exhibitions to present the decorative technologies and the new era of decor. These mainly involve different mechanisms, motions and use compact mechatronic elements to operate the elements. The student teams have designed different decorative models, distinctive motions and displayed the beauty of owning one.

# Virtual Exhibition Plan

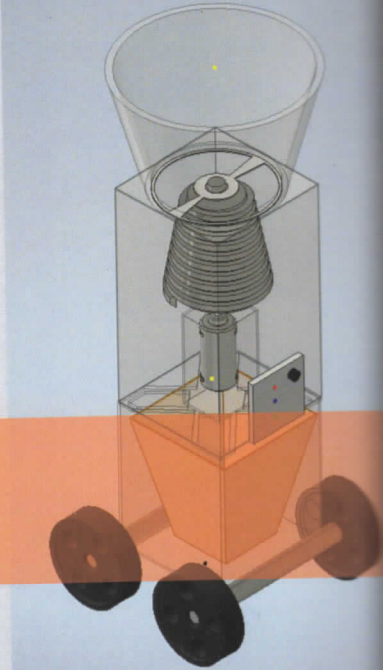
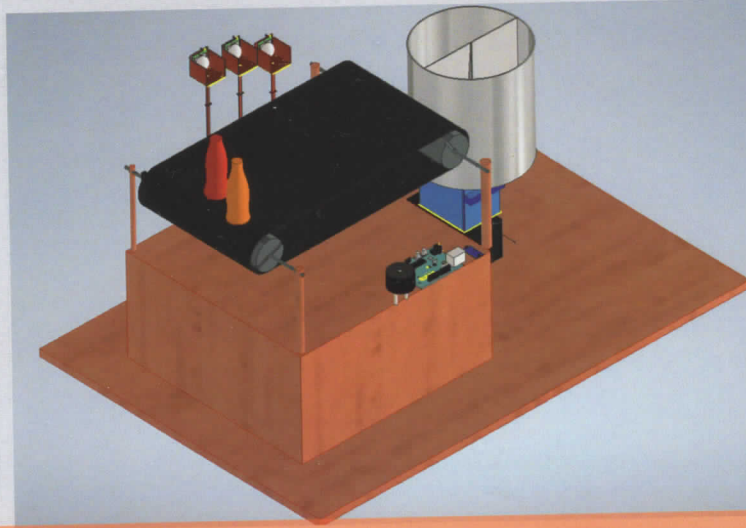
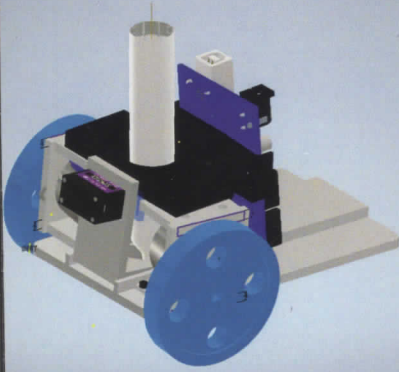
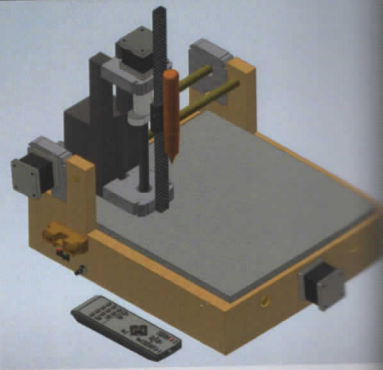
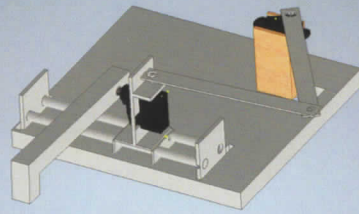
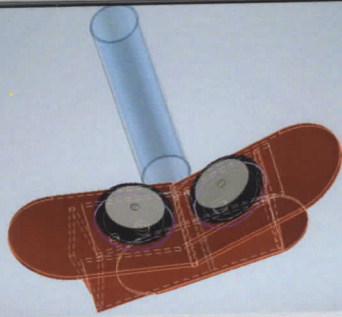
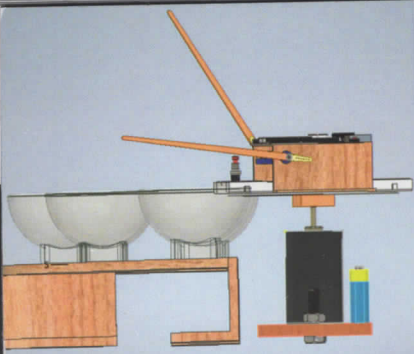
**Inauguration : Date : 07-08-2021 | Time : 8.00 AM to 8.30 AM**

## Session 1 8.30 AM to 11.00 AM

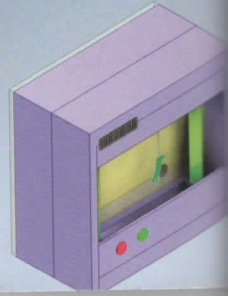
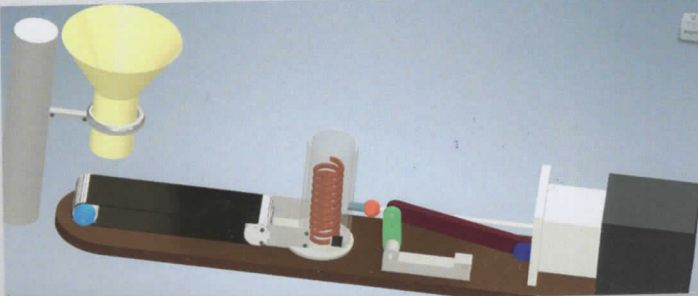
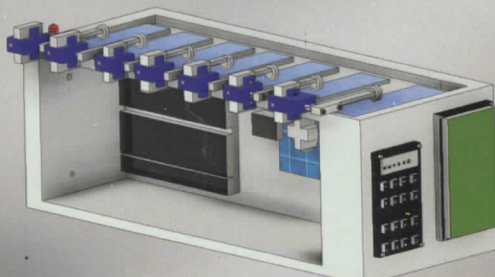
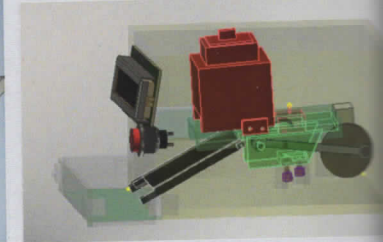
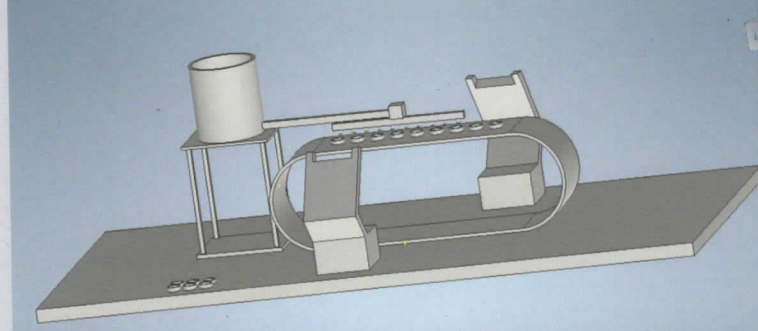
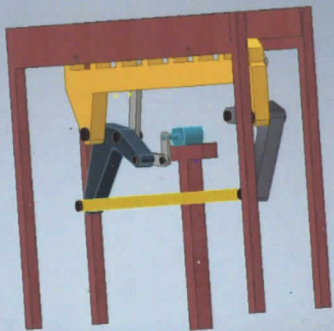
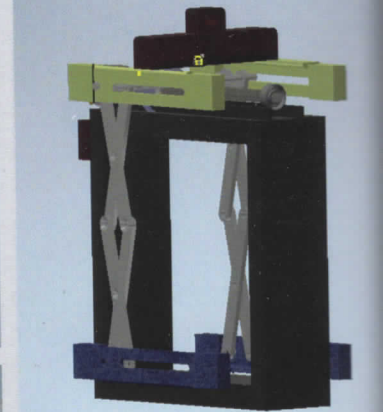
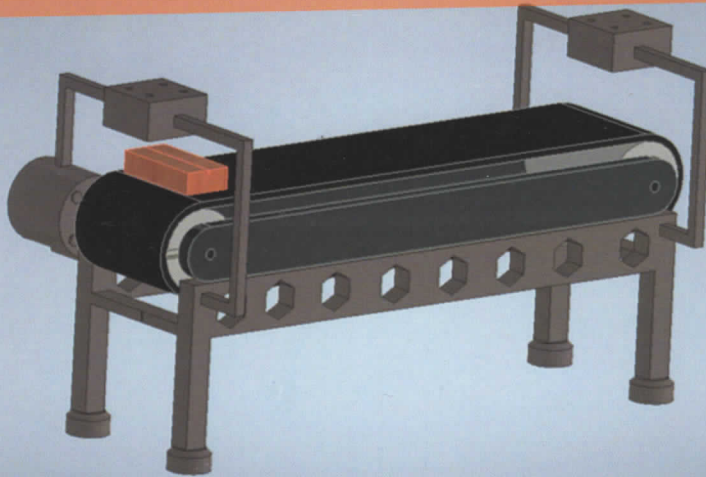
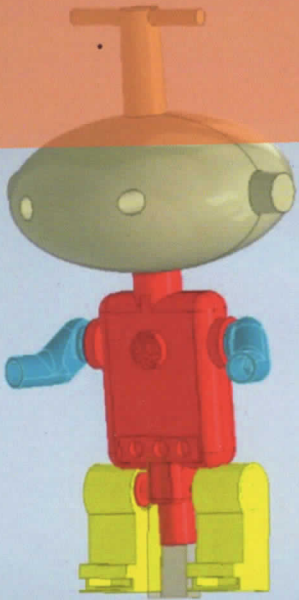
| Sl no | Need Statements                       | Faculty in charges |
|-------|---------------------------------------|--------------------|
| 1     | Pick & Place Bot                      | Mrs. Radhika A.    |
| 2     | Automatic Cup Crusher Machine         | Dr. Sangeeta B. K. |
| 3     | Automatic Petri Plate Loading Machine | Mr. Sharanappa A.  |
| 4     | Automatic Winding Machine             | Mr. Prashant N.    |
| 5     | Bio Mimic Bots                        | Ms. Jyoti G.       |
| 6     | Box Transfer Machine                  | Mrs. Rajeshwari M. |
| 7     | Decoratives                           | Ms. Madhu A.       |
| 8     | Game Machines                         | Dr. Varsha K.      |
| 9     | Gesture Controlled Robot              | Mr. Ashwin K.      |
| 10    | Interactive Toys                      | Mr. Kaushik M.     |

## Session 2 10.10 AM to 11.40 AM

| Sl no | Need Statements           | Faculty in charges                |
|-------|---------------------------|-----------------------------------|
| 1     | Item sorting machine      | Mr. Shivprasad C.                 |
| 2     | Launching device          | Mr. Prashant N.                   |
| 3     | Medicine Dispensing Bot   | Mrs. Unnati K.                    |
| 4     | Moulding machine          | Ms. Jyoti G.                      |
| 5     | Musical Bots              | Mrs. Preethi B.                   |
| 6     | Patterns drawing bot      | Mr. Vinay T.                      |
| 7     | Rope walking bot          | Mrs. Radhika A.<br>Mr. Nandish H. |
| 8     | Smart Disinfection System | Mr. Girish K.                     |
| 9     | Smart Lockers             | Mr. Doddabasappa M.               |
| 10    | Wiping machine            | Ms. Madhu A<br>Mr Sanjeev K.      |
| 11    | Buggy Bot                 | Mrs. Rajeshwari M.                |



# Gallery





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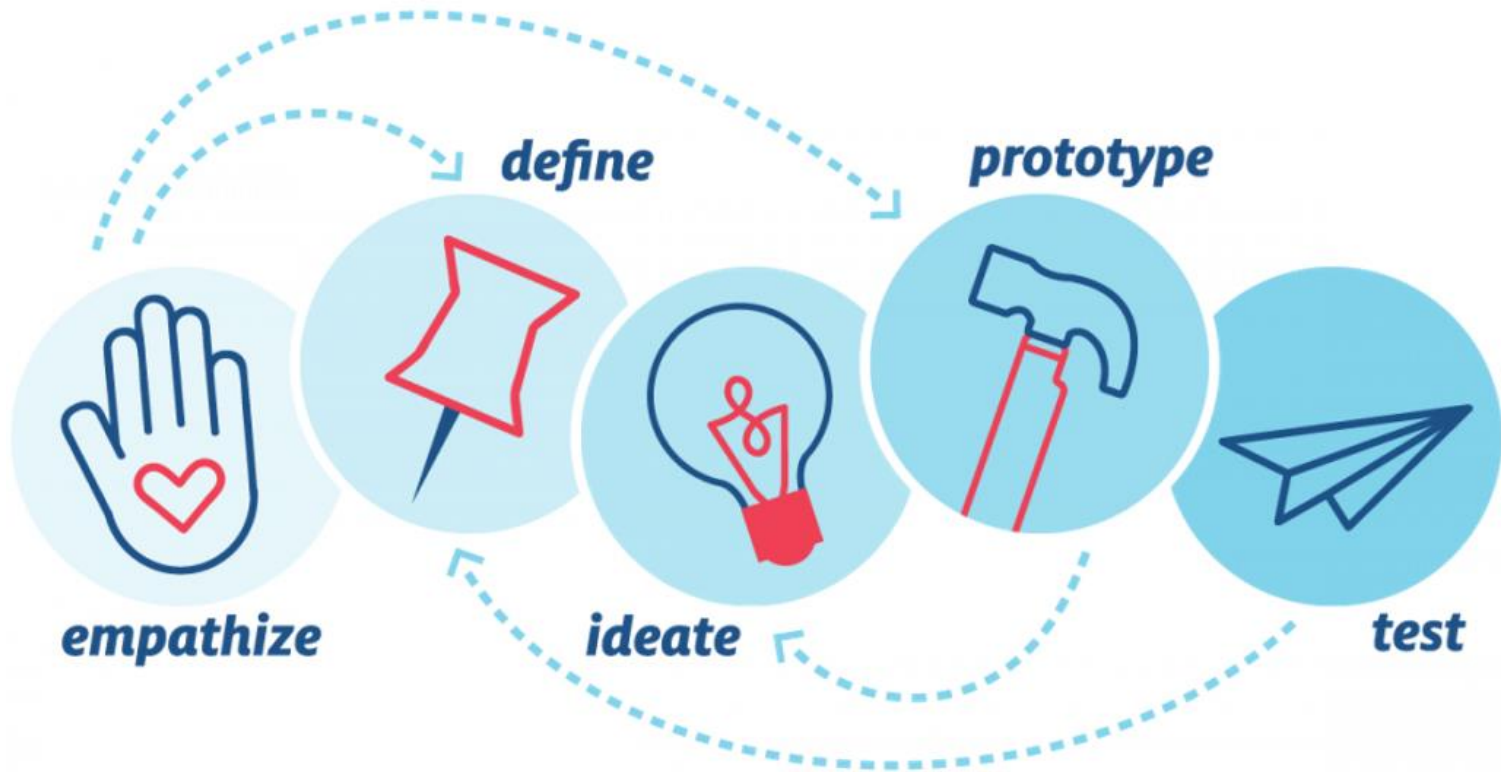


KLE Technological University, Vidyanagar, Hubballi-580031

# DESIGN THINKING FOR SOCIAL INNOVATION

Division- D1  
Year- 2021-2022  
Faculty-GIRISH KARIKATTI

Team Members  
1.Shridhar  
2.Girish  
3.Bhoomika  
4.Keerthi  
5.Chidanand



# EMPATHY



# COMMUNITY VISIT-1

Location - Government school in Kuravina Koppa.

Issue observed - **Lack of unavailability of resources** in government school.





# COMMUNITY VISIT-2

Location - Government First grade college, Rajnagar Hubli.

Issue observed - **Lack of study resources** among students.



# COMMUNITY VISIT-3

Location - Vidyanagar ,Hubballi

Issue observed - Problem faced by **cyclist**.



# COMMUNITY VISIT-4

Location - Vidyanagar ,Hubballi

Issue observed - **illness caused by eating** contaminated food.



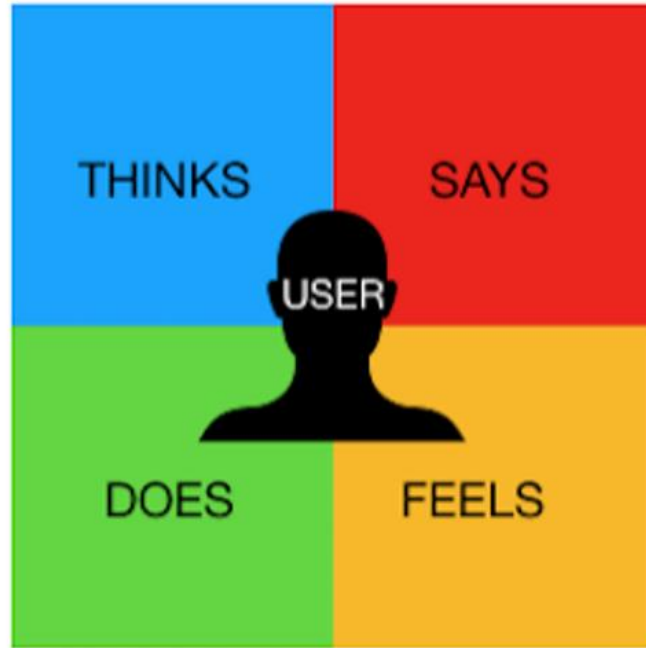
# **SOCIAL ISSUE CHOSEN.**

- **Lack of unavailability of resources in Government Higher primary school of Kuravina Koppa.**

# STAKEHOLDERS: GOVERNMENT TEACHERS & STUDENT

| NAME OF THE STAKEHOLDERS   | OCCUPATION     | TYPE             |
|----------------------------|----------------|------------------|
| 1.Madhu                    | <b>STUDENT</b> | <b>PRIMARY</b>   |
| 2.Shivraj<br>3.Vijayalaxmi | <b>TEACHER</b> | <b>SECONDARY</b> |

# EMPATHY MAP



# EMPATHY MAP (PRIMARY STAKEHOLDER -1)

## Say

1. Class room is not in good condition and **no hygenity maintained.**
2. Lack of **concentration on studies.**

## THINK

1. They thought of informing their problems to the teachers and asked them to write the **letter to higher authorities.**

## Do

1. In spite of telling many times about **unavailability of resources** in school to authorities, the authorities **denied their request** so they tried to use writing pad for keeping notes on them while writing .

## FEEL

1. They felt **very helpless.**
2. The students were disappointed as the higher authorities **didn't take any kind of action.**

## PAIN

1. Can't keep notes on the floor as the **floors are not well maintained.**
2. Due to **unavailability of resources** they have back pain.
3. They expressed their pain as they **didn't get better response from higher authorities.**

## GAIN

1. They thought of seeking **help from teachers.**
2. Students were able to **interact with teachers.**

# EMPATHY MAP(PRIMARY STAKEHOLDER-2)

## Say

- 1.I am unable to **sit properly** and I have got a **back pain**.
- 2.I am unable to **concentrate on my studies**.

## Think

- 1.He thinks that whether the respective authorities are **considering this as a problem?**
- 2.He thinks did the teacher find a **solution for this problem?**

## Do

- 1.The **student tried to** approach other higher authorities but it was fruitless.
- 2.I found it difficult to **copy notes from the board** as I had to **keep my notes on the floor to write my notes**.

## Feel

- 1.He **feels Disappointed** because he is not doing well in his academics..
- 2.He feels that the school should provide the **basic resources for the students**.

## Pain

- 1.Due to the **back pain I miss the school customarily**.
- 2.I find it a bit **difficult to sit throughout my class**.

## Gains

- 1.Seeking the **help of his elder sister**, Shivaraj is able to **understand the topic**.
- 2.With the **availability of resources** in the school the students will attend the classes regularly.



# EMPATHY MAP (SECONDARY STAKEHOLDER)

## Say

- 1.Blackboards are **not in good condition**.
- 2.Students are not **concentrating on studies**.

## Think

- 1.Teachers thought of writing **letter to higher authorities**.
- 2.Teachers thought of providing **good education to students**.

## Do

- 1.They informed the higher **authorities about poor facilities in school**.
- 2.She thought of **solving the issue by herself**.

## Feel

- 1.She felt helpless and **enraged when the authorities ignored** her request.She was disappointed as students were facing back pain and were **not concentrating on studies**.

## Pain

- 1.She has been **looking for help** but is unable to find.
- 2.She herself cannot take any initiation.
- 3.The school look active **when there are more number of students**.she expressed her pain as many students are irregular to school.

## Gain

- 1.She would be happy to see the strength more after **giving the basic necessities**.
- 2.If students are concentrating and **interested then she can teach them much more things** and the learning would be joyful.

## EMPATHY STATEMENT :-

- The social challenge was lack of availability of resources which was leading to back pain for students.
- The stakeholders have said that they are concerned about students studies and health.
- The measures we have suggested is to provide them knowledge of making themselves the required things which they are in need of.

you'll have been defining  
we'll have been defining  
you're defining they'll have been defining they had been defining you'll have defined  
we're defining i'll have been defining we have been defining  
you'll define they've defined they define you define  
we have defined he/she/it will have been defining they've defined we defined  
they have defined he/she/it was defining i had been defining  
he/she/it is defining i have been defining we were defining  
he/she/it will define he/she/it has defined they had defined  
he/she/it had defined he/she/it had been defining we will be defining  
infinitive  
we define future tense present it they he you past she i defined we had defined  
perfect conjugation  
we will define i have defined he/she/it will have defined you have defined  
they will define i had defined he/she/it has been defining i will define progressive i define  
he/she/it defined i will be defining he/she/it will be defining they will be defining  
we had been defining i was defining they were defining  
he/she/it defines they are defining i will have defined they've defined  
we will have defined they have been defining continuous  
you had defined they will have defined you have been defining  
you had been defining progressive conjugation  
you were defining

# STAKEHOLDER PERSONA :1



## DEMOGRAPHICS

NAME:**MADHU**

AGE:**11**

GENDER:**Female**

FAMILY:**Father, Mother, Younger brother.**

**MADHU is a 5th standard student** studying in Government Higher primary school of Kuravina Koppa.

## GOALS/NEEDS

- 1.**Needs a resources.**
- 2.Needs blackboards.

## PAIN POINTS

- 1.**Can't sit properly because of unavailability of resources.**
- 2.Can't study.
- 3.**Back issues are also creating problems.**

## TRAITS/SKILLS

- 1.Has good **grasping power.**
- 2.She is good in **cultural activities.**
- 3.She has a **great speaking skills.**

# STAKEHOLDER PERSONA : 2



## DEMOGRAPHICS

NAME: **SHIVRAJ**

AGE: **11**

GENDER: **Male.**

FAMILY: **Father, Mother,  
Elder sister.**

## GOALS/NEEDS

- 1. Maintaining proper hygiene in school.**
- 2. Need more good resources in school.**

**SHIVRAJ is a 5th standard student** studying in Government Higher primary school of Kuravina Koppa.

## PAIN POINTS

- 1. Lack of concentration in studies.**
- 2. Back issues are also creating problem.**

## TRAITS/SKILLS

- 1. He is good at sports.**
- 2. He is very innovative in art.**

# SECONDARY STAKEHOLDER PERSONA:



## DEMOGRAPHICS

NAME: **VIJAYALAXMI**

AGE: **48**

GENDER: **Female.**

FAMILY: **Husband, son, daughters and mother in law.**

**VIJAYALAXMI** is a **English teacher** in Government Higher primary school of Kuravina Koppa.

## PAIN POINTS

1. Many students are **not regular to school.**
2. She **has been looking for help** but is unable to find it.

## GOALS/NEEDS

1. **Wants the students to actively come to school.**
2. **Wants to provide all facilities to the students.**

## TRAITS/SKILLS

1. **She is a trained and experienced teacher.**
2. **She is very good at her cultural activities.**
3. **She is good at creative ideas.**

# POV STATEMENT GENERATION.

## **1.Users**

- Students**
- Teachers**

## **2.Need for the user.**

- To be educated.**
- Proper resources in school.**
- Teachers who want to educate and mentor students**

## **3.Team insights.**

- Quality education**
- Access basic facilities**
- Proper hygiene.**

## FINAL POV STATEMENT.

**“The students of Government school of Kuruvina Koppa are facing problem such as back pain due to the unavailability of resources in the school. Due to which they are losing their concentration on studies and the joy of learning in the school. We can help them by solving this problem.”**



# Ideate



## -: SYSTEM PERCEPTION :-

|               |                                       |  |   |
|---------------|---------------------------------------|--|---|
| Super Systems | Students & Teachers.                  | <ul style="list-style-type: none"> <li>• Students.</li> <li>• Teachers.</li> <li>• Maintenance.</li> <li>• Staff's.</li> </ul>                       | <ul style="list-style-type: none"> <li>• Students.</li> <li>• Teachers.</li> <li>• Staff's.</li> <li>• Developus.</li> <li>• componus.</li> </ul> |
| Systems       | Dusukul Teaching                      | <ul style="list-style-type: none"> <li>• Schools.</li> </ul>   | <ul style="list-style-type: none"> <li>• E-learnings.</li> </ul>  |
| Sub System    | Floors Under Trees Open Environ-ment. | <ul style="list-style-type: none"> <li>• Benches.</li> <li>• Tables.</li> <li>• Boards.</li> <li>• Study chairs.</li> <li>• Smart Boards.</li> </ul> | <ul style="list-style-type: none"> <li>• Study from Home.</li> <li>• Laptop's.</li> <li>• Head phones.</li> <li>• Websites.</li> </ul>            |
|               | Past                                  | Present  | Future  |

Team - 04  
 Bhoomika  
 Chidanand  
 Keerti  
 Shridhas  
 Girish

# Brainstorm



## ◦: BRAIN STORMING :◦

1. Buying the Benches.

2. Getting help from community Sponsorship.

3. Painting the walls which can be used as Boards.

4. Using non-bio degradable waste like bottles, cans to be create Benches.

5. Buying the Study Tables.

6. Getting Government support to improve the school benches by government funding.

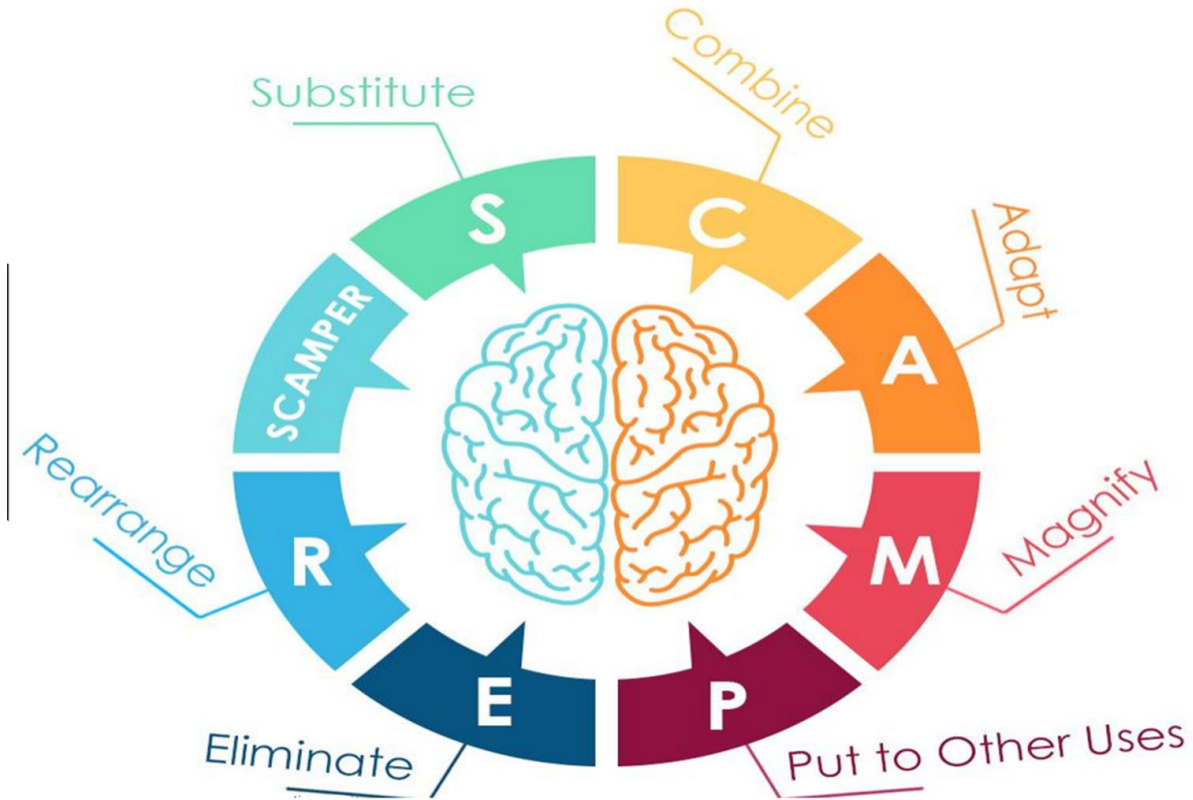
7. Providing smart class to the student.

8. Providing study chairs.

9. Sticking attractive Images on the wall.

10. Keeping the class room clean.

11. Higher Authorities in the school should take care of resources un available.



## ∴ SCAMPER TECHNIQUE ∴

### SUBSTITUTE

We can substitute benches to something else.

### COMBINE

People of locality can be called together to raise funds for purchasing benches.

### ADAPT TO TECHNOLOGY

Use online learning through internet.

### MODIFY | MAXIMIZE | MINIMIZE

Minimize the hours of learning.

### PUT INTO OTHER USE

Plastic bottles, cans and other things.

### ELIMINATE

Sticking attractive images on the wall.

### REWORK | REARRANGE | RESTORE

Painting the walls which can be used as boards.

## ⇒ IDEAS AFTER SCAMPER TABLE : ⇒

- Buying the Benches.
- Getting government support to improve the school benches by government funding.
- Painting the walls which can be used as Boards.
- Using non-biodegradable waste like bottles, cans to recreate benches.
- Buying the Study tables.
- Getting help from community sponsorship.

Team - 04

Shridhar

Chidanand

Keerti

Bhoomika

Girish

# IDEA EVALUATION :-

Girish  
Bhoomika  
Chidanand  
Keerti  
Shridhar

|  |      |  |   |
|--|------|--|---|
| Degree<br>of<br>Impact<br>or<br>Benefits | High | 3. Low efforts - High impact Implement Now.                            | 2. High effort - High impact<br>After benefits from two sides is realized and this can be the next level. |
|  |      | Using non-biodegradable waste like bottles, cans to make study Tables. | People of locality can be called together to raise funds for purchasing benches.                          |
|  | Low  | Minimize the hours of learning.  | <ul style="list-style-type: none"> <li>• Floor learning for students.</li> <li>• Chairs.</li> </ul>       |
|  |      | 4. Low effort - low impact keep for later.                             | 1. High effort - low impact Discard.  |
|  |      | Ease of Efforts  |   |



◉: FINALIZED IDEA :◉

"Using non-biodegradable waste like bottles,  
Cans to recreate study Tables."



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University  
Creating Value  
Leveraging Knowledge

# PROTOTYPE



Social Challenge: **LACK OF UNAVAILABILITY OF RESOURCES IN GOVERNMENT SCHOOL.**

Team Number: **04**

Division: **D(D1).**

| Finalized Idea/s (Solution)  | Specifications  |
|--|---|
| Using Non-Biodegradable waste like bottles, cans to recreate study Tables. | <ul style="list-style-type: none"><li>• Waste Water Bottle's.</li><li>• Cardboards.</li><li>• Sticks.</li><li>• Paints.</li><li>• Ferricol.</li></ul> |
|  |   |

Team Number: 04

Division: D1

Academic Batch: 2021-22 Even

| Solutions          | User Categories  |   |   |
|--------------------|--|---|---|
|                    | User 1   | User 2  | User 3  |
| Solution-1 details | Students:- are willing to make study table by their own efforts.   | Teachers:- are advising the students in making study table.   | Parents:- are supporting financially for the idea we have generated.                                    |
| What if questions? | <ul style="list-style-type: none"><li>What if this solution won't work.</li><li>What if the cardboard is not strong enough to hold the weight.</li></ul> | <ul style="list-style-type: none"><li>What if students spend most of their time in making study table.</li></ul>                      | <ul style="list-style-type: none"><li>What if parents don't find solution as favorable.</li></ul>       |
| Approach could be  | <ul style="list-style-type: none"><li>It is acceptable that you reached out for solution.</li></ul>  | <ul style="list-style-type: none"><li>The process of making study table is not forever it is just for some instant of time.</li></ul> | <ul style="list-style-type: none"><li>This approach doesn't need much financial aid.</li></ul>          |
| "How Might We"     | <ul style="list-style-type: none"><li>Giving still more ideas to perform better.</li></ul>   | <ul style="list-style-type: none"><li>We might ensure that the students focus is completely into this.</li></ul>                      | <ul style="list-style-type: none"><li>We can make some arrangement to provide them cardboard.</li></ul> |

## Action Plan:

Team Number: 04

Division: D<sub>1</sub>

Academic Batch: 2021-22 Even

| Sl No. | What & How  | Who                                 | When                       | Feedback                                  | Corrective Steps   |
|--------|---|-------------------------------------|----------------------------|---|--|
| 1      | Inform teachers and students to make their own study tables.  | Team two members.                   | September 4 <sup>th</sup>  | It is feasible to make best out of waste. | None   |
| 2      | Request the higher authorities of the school to make some arrangement to provide tables for students. | Higher authorities and two members. | September 2 <sup>nd</sup>  | Acceptable                                | first help the students to who are affected by this problem. |
| 3      | Make some arrangement to get donation for buying new benches.   | Public and two members.             | September 10 <sup>th</sup> | Improbability and expensive.              | None.  |



[ Here, the teacher is teaching in the class, where some students are not concentrating in the class. ]

Students are not concentrating here.



Here, the students are not concentrating because of their own problems facing by them. The teacher is unable to teach the in the class because students are not concentrating.





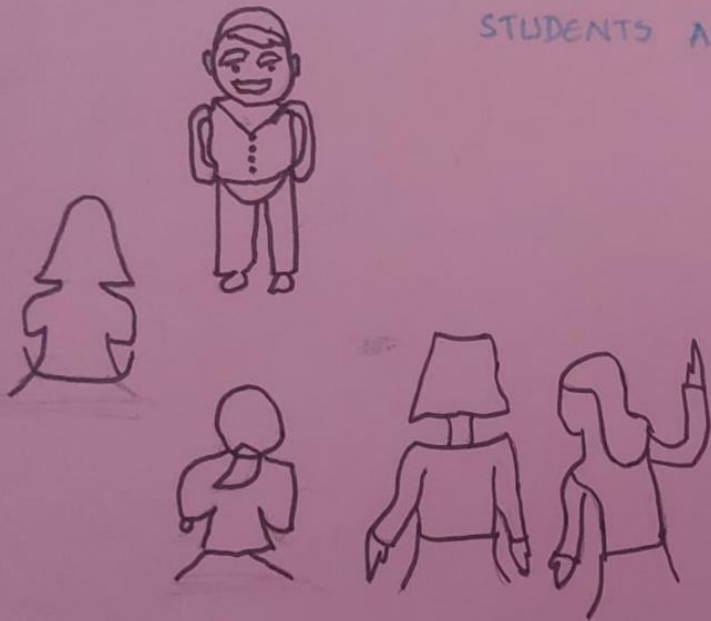
Here, a professor comes with a student, who come to just see the condition of the class, where the students are not concentrating and the class room condition is bad.





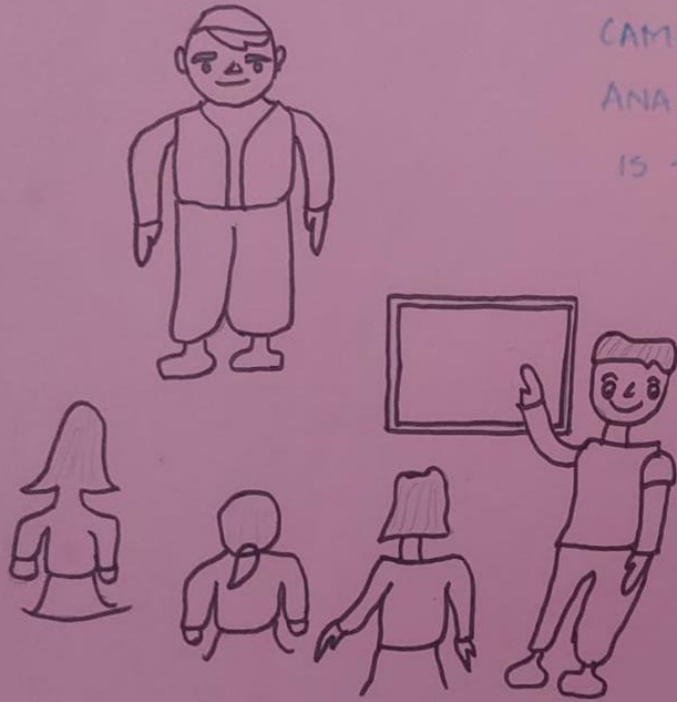
HERE THE STUDENTS WHO  
CAME ALONG WITH PROFESSOR  
IS INTERACTING WITH TEACHER  
AND ASKING ABOUT THE  
CONDITIONS OF STUDENT  
AND OBSERVING THEM.

HERE THE STUDENT CAME WITH  
PROFESSOR IS INTERACTING WITH  
STUDENTS AND ASKING THEIR PROBLEMS



6

NOW THE STUDENT WHO  
CAME WITH THE PROFESSOR  
ANALYSED THE PROBLEM AND  
IS TRYING TO GIVE THE  
SOLUTIONS





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Leveraging Knowledge

TESTING







**THANK YOU..**

