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

The institute encourages and practices experiential learning, participative learning and problem solving methodologies by employing student centric methods wherein faculty plays a role of facilitator.

The following methodologies and initiatives has resulted in enhanced learning experiences.

1. ***Industry Internships***

*Students have undergone internships during academic year 2020-21 in a virtual/online mode due to pandemic situation. Those Internships have facilitated experiential learning and helped improve their problem solving skills as students worked on small projects, handled simple tasks and learned industrial practices.*

1. ***Project Based Learning***

*Final year projects and Project Based Learning are the important components in the SPPU curriculum that allows the students to do active experimentation and learn by doing the things. In project based learning students solve problems, get hands-on experience of using real world components, tools, instruments, equipment and machinery.*

1. ***NSS field work***

*NSS unit of the institute has been playing a vital role in supporting experiential learning through undertaking various activities. NSS volunteers have participated in various physical as well as virtual events during the 2020-21 pandemic period.*

1. ***Participation in Hackathons, SAE(Society of Automotive Engineers) Competitions***

*The institute has taken keen interest in student’s participation for Hackathon competitions. A team from the institute received a runner-up prize in academic year 2020-21 for their project in ASEAN-INDIA-HACKATHON competition. The institute has an active SAE India Collegiate club through which students participate in various competitions. A team from the institute received a First Prize in the SAEINDIA-TIFAN 2020 final virtual round. Participation in those competitions proved their acumen for participative and experiential learning. These activities also develop their design skills and problem solving skills.*