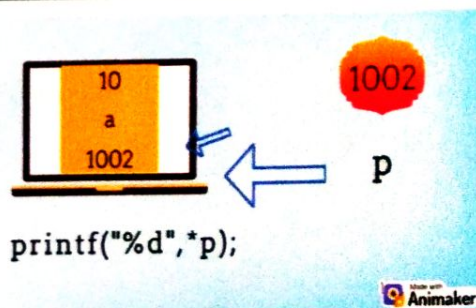*We Make You Shine*

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OMR, Chennai - 119
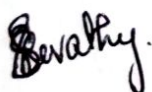
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
ACADEMIC YEAR (2024-2025) ODD SEMESTER

INNOVATIVE TEACHING

Name of Pedagogy Used:	**Animated Video concept**
Branch/Year/Sem/Sec:	**Cyber Ssecurity/I/I/A**
Subject Code/Subject Name:	**GE4109/ Problem Solving and Programming in c**
Topic:	**Pointers in C**
Date/Period/Timing	**09-10-2024 / 6 / 11.40am to 12.20pm**
Description	*POINTERS: A pointer is a variable that stores the memory address of another variable. It allows indirect access to the value stored at the address it points to. They enable dynamic memory allocation, function argument passing by reference, and efficient array handling.*


```
printf("%d",*p);
```

Students Feedback	1. The animation made the lesson more engaging, keeping me focused throughout the entire explanation. 2. Visual elements helped me stay interested, especially during more complex topics. 3. Got how the concept works in backend also.
Total No. of Students	63
No. of Students Present	59
No: of Students Absent	4
Action Plan for Absentees	Will conduct during the model revision time

Visual Engagement: They use dynamic visuals to capture attention and keep learners engaged throughout the lesson.

Simplifies Complex Concepts: Through visual representation, difficult topics become easier to understand and remember.

Interactive Learning: Animation can make learning more interactive, allowing learners to feel more involved with the material.

Retention and Recall: Visuals combined with explanations improve memory retention, helping learners grasp concepts faster and retain information longer.

The entire animated video link has been attached below for the references.

https://app.animaker.com/animo/WfjzFmMdeduZpCSe/?paymentGate=free

Faculty In-charge

HOD

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