We Make You Shine

St. JOSEPH'S INSTITUTE OF TECHNOLOGY
(An Autonomous Institution)
St. Joseph's Group of Institutions
OMR, Chennai - 119

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
ACADEMIC YEAR (2024-2025) ODD SEMESTER

INNOVATIVE TEACHING

Name of Pedagogy Used:	**Data Science Game based Learning**
Branch/Year/Sem/Sec:	**CSE/II/III/B**
Subject Code/Subject Name:	**AD4351 – FOUNDATIONS OF DATA SCIENCE**
Topic:	**NUMPY, PANDAS**
Date/Period/Timing	**19.09.2024/8,9/01.00 PM TO 03.00 PM**
Description	Pandas and Numpy: Pandas is most commonly used for data wrangling and data manipulation purposes, and NumPy objects are primarily used to create arrays or matrices that can be applied to DL or ML models.

Photos

Player Joseph Daniel and Participants

Participants in the Circle and Winners

Students Feedback	*312423104065:* Concepts were based on numpy and pandas. The activity we did was new and made the students more interactive and attentive.
	312423104101: Game based learning helps us to learn the concept easily. It was quite interesting and innovative.

Total No. of Students	61
No. of Students Present	55
No: of Students Absent	6
Action Plan for Absentees	Planned to provide the study material to the absentees for self-learning and clarify the doubts thereafter.

Event Report

A group of individuals makes a semicircle. When someone enters the semicircle, they are required to pose one question about any data science-related package, technique, or library that they believe the other members of the team won't be able to address. The player is eliminated from the game if the other members of the team provide an answer. The player returns to the game if the other team is unable to respond. Regardless of whether he continues playing the game or not, the person entering the circle nominates someone to enter the circle. The winner of the game is the player who asks maximum questions.

Rules

Rule 1: The questions can't be repeated.

Rule 2: The person cannot take hints from the team members.

Rule 3: Every individual should get a chance before a person gets a second chance.

Rule 4: Every individual is given 1 min to ask a question, and the team members have to answer immediately.

Sample Questions:

- What keyword is used to rename a module while importing?
- What keyword is used to rename a module while importing?
- What is the correct syntax to return the first value of a Pandas Series?
- What is the correct syntax to create a NumPy array?
- What is the correct syntax to check the number of dimensions in an array?

Faculty In-charge

HOD/CSE
Dr.J. DAFNI ROSE M.E., Ph.D.
Professor & Head
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List of Participants in the Circle

S.No	Reg. No.	Name of the Student	Signature of the Student
1	3124 23 104 108	S. Kausin Angelaa	Kausin
2	3124 23 104118	Lohashree Srinivasan	luf
3	3124 23 104 114	V. Kowslika	V. Kul.
4	312423104121	M. Mahalakshmi	M. Mahaj
5	3124 2310 4115	A. Krishnaveni	A. Krishmei
6	31242 310 4109	Keerthika N	Keerthika N

List of Players

S.No	Reg. No.	Name of the Student	No. of questions asked	Signature of the Student
1	3124 23104078	Sai Atithya A	1	Sai Atithya
2	3124 23 104092	Jenith Melkeena RM	3	R.M. Jnf.
3	312423104100	Joseph Daniel. H	3	Joseph Daniel
4	3124 23 104 104	KAMALEE. R	4	R.Kamalee
5	3124 23104073	HARSHINI. P	3	P. Harsh
6	312423104070	HARISH. M	6	P. Hari

Winner

S.No	Reg. No.	Name of the Student	Signature of the Student
1	3124 23 104070	HARISH M	P. Hari
2	3124 23104104	KAMALEE R	R. Kamalee

Conclusion:

Data science techniques, nowadays widespread across all fields, are applied to the wealth of information derived from student interactions with serious games. Students learn the various libraries, techniques and words in data science which is more suitable for this foundation course.