MES's Pillai College of Engineering, New Panvel

A REPORT ON
PROJECT BASED LEARNING (PBL)

Class: Third Year
Department: Computer Engineering
Sem: V
Academic Year: 2019-2020

Objective—Project-based learning is an instructional approach designed to give students the opportunity to develop knowledge and skills through engaging projects set around challenges and problems they may face in the real world.

PBL is **"learning by doing."**

The truth is, many in education are recognizing we live in a modern world sustained and advanced through the successful completion of projects. Or, as Swiss Psychologist Jean Piaget put it, "knowledge is a consequence of experience."

It's true! Your weekend chores, an upcoming presentation, or organizing a fundraising event—they're all projects.

For most modern workers, it will be a series of projects that mark their career rather than years of service to a specific organization. **"Solving real-world issues that matter is important to us as adults—and it's important to our students,"**

In short, if we are to prepare students for success in life, we need to prepare them for a project-based world.

What are the Essential Elements of Project-Based Learning?

Although definitions and project parameters may vary from school to school, and PBL is sometimes used interchangeably with "experiential learning" or "discovery learning," the characteristics of project-based learning are clear and constant. In essence, the PBL model consists of these seven characteristics:

● Focuses the student on a big open-ended question, challenge, or problem to research and respond to and/or solve.
● Brings what students should academically know, understand, and be able to do into the equation.
● Is inquiry-based.
● Uses 21st-century skills such as critical thinking, communication, collaboration, and creativity, among others.
● Builds student choice into the process.

- Provides opportunities for feedback and revision of the plan and the project.
- Requires students to present their problems, research process, methods, and results.

Methodology

1. Create a groups (4-5 students in each group)
2. Identify the Problems
3. Provides solution to the problems.
4. The students work in groups and assign and distribute various aspects of work so as to realize the project based on a timeline of about 2 to 3 months.
5. Queries and doubts are clarified by interactions with the PBL coordinators and subject experts.
6. Prepare the project report.
7. Present the Project to the experts.

Judges for the PBL Demonstrations
1. Prof. Mansi Kulkarni
2. Prof. Shubhangi Chavan
3. Prof. Sangitha Selven
4. Prof. Harjeet C.

PBL Coordinators

Division A	Prof. Sheetal Gawande
Division B	Prof. Mansi Kulkarni

PBL Topics:

Sr. No.	Division A	Division B
1	Movie Review Website	Sports Event Management
2	E commerce Website	Job Consultancy Portal
3	Engineering website	Leave Management System
4	Leave Management System	Consumer Rights Portal
5	Music Library	Event Management System
6	Sports Website	Music Academy
7	Tourism Webpage	Online Auction System
8	Online Room Rental System	Garbage Management System
9	Emotion Recognition of face	Insurance Management Portal

10	Online Coding Quiz Website	Book Management System
11	Book Management System	Tourist Guide Portal
12	Bus Reservation	Online Canteen Food Ordering
13	Assignment Portal	Hotel Management
14	Restaurant Review System	Blog Management Portal
15	Hotel management	Healthcare Management
16	Gym Journaling	Online product shopping
17	Camping Grounds Review	Game selling Portal
18	Railway Ticket Reservation	Railway Navigation Sytem
19	Crime Management System	-------------

Schedule of Mock

Review	Date	Venue
1	5/10/19	S205/S206
2	18/10/19	O 502/R502

Photos :