Innovative Teaching-Learning Activity Report
Subject: Engineering Geology
Program: SY B.Tech (Civil Engineering)
Academic Year: 2024–2025
Activity Title: Interactive Quiz on Engineering Geology using Kahoot
Date of Activity: Apr 3, 2025, 10:55 AM
Faculty Coordinator: Amit R Gawale
Total Participants: 9 Groups (approx. [32] students)

1. Objective of the Activity

- To enhance student engagement and understanding of Engineering Geology through interactive digital learning.
- To assess conceptual clarity and promote healthy academic competition among students.
- To introduce gamified learning as a fun and effective teaching strategy.

2. Description of the Activity

The Kahoot app was used as an interactive quiz tool for conducting a topic-wise assessment in the subject of *Engineering Geology*. The students of SY B.Tech Civil Engineering were divided into **9 groups**, each comprising 5–6 students. Each group participated using a single mobile device connected to the internet.

The quiz was conducted in a smart classroom setting with the questions displayed on a projector. The activity covered various topics from the syllabus such as:

- Physical properties of minerals and rocks
- Weathering and erosion
- Application of geology in civil engineering projects

3. Mode of Execution

- Platform Used: **Kahoot App (Web-based game-based learning platform)**
- Number of Quizzes Conducted: **1 rounds**
- Duration of Activity: **60 minutes**
- Type of Questions: **Multiple Choice Questions (MCQs)**
- Evaluation: **Auto-evaluated by Kahoot (Based on speed and accuracy)**

4. Outcomes of the Activity

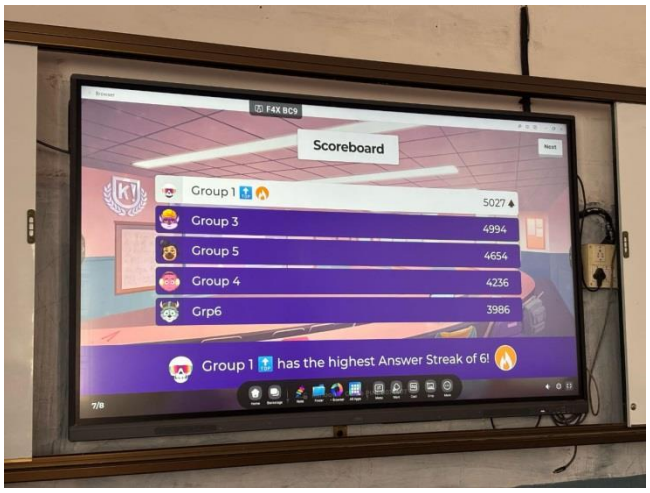
- Students actively participated and displayed enthusiasm throughout the quiz.
- Improved conceptual clarity and subject recall.
- Fostered teamwork and collaborative learning.
- Provided instant feedback and identification of weak areas.
- Created a positive and competitive learning environment.

5. Feedback from Students

- Students appreciated the innovative use of Kahoot in the classroom.
- Many felt more confident in the subject after participating.
- Suggested incorporating such quizzes regularly to break the monotony of traditional lectures.

6. Conclusion

The Kahoot-based quiz activity proved to be a highly effective and engaging teaching-learning method. It not only helped in reinforcing the concepts of Engineering Geology but also enhanced student participation, peer learning, and digital literacy. The activity aligns well with the objectives of Outcome-Based Education (OBE) and NEP 2020 teaching strategies.



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