

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

QM Present a write-up within a maximum of 200 words.

At RSCOE, a project-centric and project-based curriculum is implemented to enhance students' learning experiences by promoting skills in organization, scientific thinking, and socio-economic problem solving.

Project-Centric Learning The curriculum encourages students to engage in research and innovation starting in their first year. Through hands-on projects, including Engineering Design and Innovations (EDI) and Major Projects. These projects emphasize interdisciplinary learning and real-world applications.

Types of Projects

Engineering Design and Innovations (EDI): These projects involve both software and hardware components, making use of interdisciplinary tools.

Software Development Projects (SDP): These projects focus on developing students' software and coding skills.

Course Projects (CP): These projects help enhance practical skills within specific courses.

Major Projects: These are the culmination of four years of learning, covering the entire project lifecycle.

Sponsored Projects: Industry-sponsored projects, which may fall into any of the above categories. Projects are evaluated twice per semester, based on criteria such as problem statements, literature reviews, design, testing, and quality. Internal and external examiners, including industry experts, assess the projects. Students are also encouraged to present their work in competitions and pursue opportunities to publish papers or file patents based on their projects.

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