





Department of Computer Science & Engineering

Innovative Teaching Practice: Quiz

Faculty Name	P. Ashok Kumar
Course Name	Data Warehousing And Data Mining
Academic Year	2022-23
Class	III/I SEM
Topic	Visual Mining for Decision Tree Induction

Objective of the Activity:

A quiz can be defined as a game or brain teaser to test knowledge. It can contain an element of competition when participants play against each other to get the highest score, which makes helps participants become more engaged. The quiz consists of a large variety of Question types, including multiple choice, true-false, short answer and drag and drop images and text. These questions are kept in the Question bank and can be re-used in different quizzes.

Pre-Class Preparation:

- The instructor prepares real-world scenarios requiring the use of Visual Mining for Decision Tree Induction
- The present study attempts to introduce quiz as an innovative learning method. A quiz is a quick way of gathering information on how well our students are meeting their learning objectives. Quiz is like simple intervention and it can make a significant improvement in the knowledge of engineering students and help them to develop interest in Visual Mining for Decision Tree Induction

In-Class Activity:

Quiz is one of the assessment tool with the following characteristics:

- 1. Specific questions are asked, specific answers are required; either in a word or in a couple of sentences.
- 2. The correct answers are pre-determined, not affected by students opinion ting or reasoning.
- 3. The exercise is conducted in a controlled, monitored framework (a classroom or an online quiz area), usually within a short time limit.

In my subject quiz was conducted for Visual Mining for Decision Tree Induction at the completion of unit through Google forms. 20 questions are posted to the students College email id using Google forms. The students are answered the Questions within a week.

Time Allotted for Activity:

- Pre-class preparation:1 hour
- In-Class Activity:30 Minutes

Activity on Quiz

Benefits of practice:

The quiz was conducted with multiple choices. The answers reflect the students' understanding, ability to recall, as well as the ability to apply a concept learnt in the class. Fairness is implemented in the objective nature of the quiz, i.e students do not feel that they are being judged by a different measure than that of any other student. Students can display their knowledge by overcoming certain difficulties faced by them by a paper assignment for eg. Language skills, paper anxiety, viva anxiety, word limitations etc. After the quiz, students gain knowledge by learning the correct answers to any questions they missed, can highlight the areas requiring improvement or reconsider their study habits

The contract training of the contract of the c

Signature of Faculty Member

HOD

Head of the Department
Department of Computer Science
Selection
Department of Computer Science
Department of Computer Science
Department
Depart