

SREEKRISHNAPURAM V.T. BHATTATHIRIPAD COLLEGE

Aided and Affiliated to University of Calicut, NAAC Accredited with B+ Grade Phone (Office): 0466-2268285 | Email: principalvtbcollege@gmail.com



CRITERION - II TEACHING-LEARNING AND EVALUATION

2.3 Teaching-Learning Process

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2.3.1 Student Centric Methods

PROBLEM-SOLVING METHODOLOGIES

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PROBLEM-SOLVING METHODOLOGIES

Problem-solving methods are systematic approaches used to analyze, identify, and implement solutions to complex or challenging issues. These methods help individuals or teams navigate obstacles, make decisions, and achieve desired outcomes effectively.

At Sreekrishnapuram V T Bhattathiripad College, we have three programmes under the banner of Problem-solving:

- ➤ VisionPlus: A flagship Project undertaken by Post Graduate students of Computer Science to help Visually Impaired children lead a normal life.
 - Online Braille Translator: FOSS platform.
 - Smart Glass for Object Detection.
 - Accessible Maths Tutor.
 - Creating Games Apps: Ludo, Snake & Ladder.

> Blossom@VTB:

- Students of our college contributed innovative ideas to the **Young Innovative Programme** organized by the Kerala Government.
- Students through IEDC started the Custom Printing and Coil Binding Unit at VTB College.

> SolveSmart@VTB:

- M.Sc. Computer Science students undertake problem-based projects.
- Case Studies by Commerce, History Economics and Sanskrit students.
- Games, Puzzles and Quizzes
- Socio-economic Survey:
 - Tribal Survey by History Students
 - Soil Survey Project in association with Integrated Rural Technology Centre, Kerala undertaken by the Department of Economics students



VisionPlus

A Flagship programme of Students of M.Sc. Computer Science

Students of MSc Computer Science, Sreekrishnapuram V. T. Bhattathirippad College have developed games and apps for differently abled students as part of their Final year project work in association with ZENDALONA, an organization providing accessibility solutions for differently abled people. Projects were developed to promote and inculcate Free and Open-source Software (FOSS) culture among students and equip them to be good problem-solvers for the well-being of society. These games are primarily audio-based, which enhances the mathematical and cognitive skills of visually challenged students.

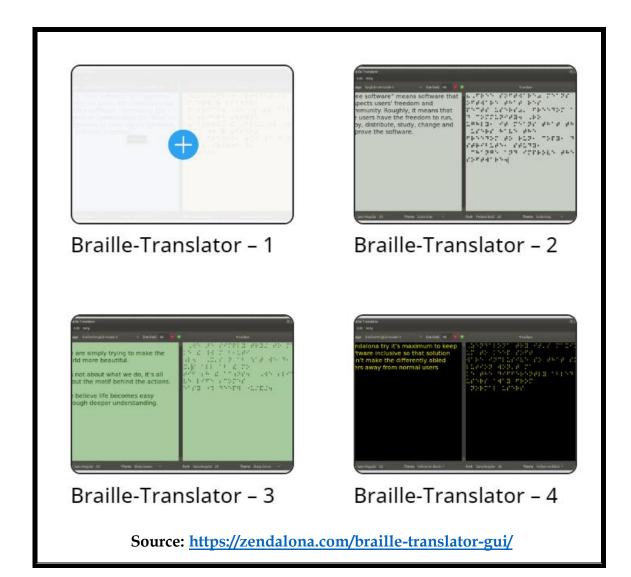
The innovative projects conceived by the students include:

- 1 Online Braille Translator
- 2. Braille Translator GUI
- 3. Online Accessible Bluff
- 4. Maths Tutor
- 5. Accessible Snakes and Ladders

1 Online Braille Translator:

The Online Braille Translator is a web-based tool designed for converting text into Braille, prioritizing accessibility and user-friendliness. It features an intuitive interface, making translation effortless, even for users with visual impairments. Language support is extensive, accommodating various languages and specialized Braille contractions.





2. Braille Translator GUI

The Braille Translator GUI is an offline application designed for text-to-Braille conversion with a strong focus on accessibility. It offers a user-friendly interface with two text views, supports Grade 1 and Grade 2 Braille translations, and allows users to customize line lengths.

https://zendalona.com/braille-translator-gui/

3. Online Accessible Bluff:

Accessible-Bluff is a web-based card game that relies on the skill of bluffing, and replicating real-world gaming scenarios within the software. This game replicates real-life experiences by enabling teams to establish private rooms for both individual privacy and, if necessary, scanness collaboration among team members located remotely anywhere marking that the palakkad planting and information are conveyed

audibly using a screen reader.

https://zendalona.com/accessible-bluff/

4. Maths Tutor

Accessible Maths Tutor is a wonderful tool that combines the enjoyment of gaming with the essential skill of mathematics. Imagine having a friendly mentor right on your computer screen, guiding you through maths problems in a fun and interactive way.

https://zendalona.com/accessible-maths-tutor/

5. Accessible Snakes and Ladders

Accessible Snakes and Ladders" is a board game application designed to deliver the timeless enjoyment of Snakes and Ladders while prioritizing accessibility for all players. Our primary emphasis is on accessibility, making sure that the excitement of board games is within reach for everyone including visually impaired.

https://zendalona.com/accessible-snakes-and-ladders/





Blossom@VTB

A platform for the Young Innovators of VTB to blossom

Under the banner Blossom@VTB, Sreekrishnapuram V T Bhattathiripad College initiates a platform for young innovators who can contribute innovative ideas to the world of industry. We have associated with the Young Innovative Programme (YIP) of the Kerala Government and our students contributed creative ideas to the YIP and got district-level appreciation for the students.

Also, in association with Kerala Development and Innovation Strategic Council (K-DISC), our college has given Voice of Stakeholder Training for the students of VTB.











CERTIFICATE

OF APPRECIATION

This certificate is awarded to: DHANANJAY KRISHNAN KS

IDEATOR ID: 22YIP143469

SREEKRISHNAPURAM V.T.BHATTATHIRIPPAD COLLEGE, MANNAMPATTA

for the completion of Voice of Stakeholder(VoS) Training held as part of the Young Innovators Program(YIP) 2022 conducted by the Kerala Development and Innovation Strategic Council(K-DISC).



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Dr. P.V. Unnikrishnan Member Secretary, K-DISC

Certificate of Appreciation to DHANANJAY KRISHNAN K S for attending training provided by Kerala Development and Innovation Strategic Council (K-DISC)









CERTIFICATE

OF APPRECIATION -

This certificate is awarded to: SREERAM E M

IDEATOR ID: 22YIP146255

SREEKRISHNAPURAM V.T.BHATTATHIRIPPAD COLLEGE, MANNAMPATTA

for the completion of Voice of Stakeholder(VoS) Training held as part of the Young Innovators Program(YIP) 2022 conducted by the Kerala Development and Innovation Strategic Council(K-DISC).

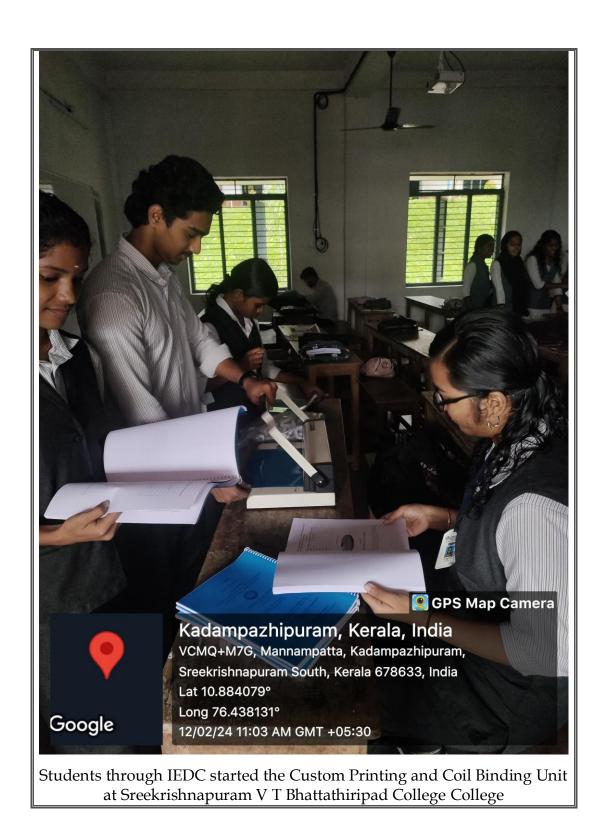


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Dr. P.V. Unnikrishnan Member Secretary, K-DISC

Certificate of Appreciation to SREERAM E M for attending training provided by Kerala Development and Innovation Strategic Council (K-DISC)







SolveSmart@VTB

Programme to enrich the inquisitive attitude and problem-solving skills of the students

Sreekrishnapuram V T Bhattathiripad College has initiated a programme named SolveSmart@VTB to provide opportunities for students to enrich their inquisitive and problem-solving abilities through different activities.

Activities:

- 1. Problem-based Projects done by the students
- 2. Case Studies
- 3. Games, Puzzles and Quizzes
- 4. Socio-economic Surveys



Problem-based Projects

Student projects provide opportunities for students to explore new areas of knowledge.

Certificate

This is to certify that the project report entitled "CROP RECOMMENDATION AND DISEASE DETECTION USING DEEP LEARNING" submitted by AMRITHA AJAYAKUMAR(Register Number: VTAWMCS001)to University of Calicut for the award of the degree of Master of Science(M.S.c) in Computer Science is a bonafide record of the project work carried out by him/her under my supervision and guidance. The content of the report, in full or parts have not been submitted to any other Institute or University for the award of any other degree or diploma.

Assistant Professor

SUBHA IN

Head of Department

DEPARTMENT OF COMPUTER SCIENCE

V T B COLLEGE MANNAPATT

Place: SREEKRISHNAPURAM

Date:

Certified that the candidate was examined was examined by us in the Project Viva Voice Examination held on ...09/07/2024... and his/her Register Number is .YTAWHLS.001.....

1. SREEJA.K Squis

2.

Project Work done by one of the final-year students on Disease Detection using Deep Learning – a problem-based project

Certificate

This is to certify that the project report entitled "INDIAN DANCE FORMS CLASSIFICATION USING DEEP LEARNING" submitted by KRISHNA C (Register Number: VTAWMCS006)to University of Calicut for the award of the degree of Master of Science(M.S.c) in Computer Science is a bonafide record of the project work carried out by him/her under my supervision and guidance. The content of the report, in full or parts have not been submitted to any other Institute or University for the award of any other degree or diploma.

Bhavya P V

Faculty Guide

Subha I N

Head Of Department

Associate professor

DEPARTMENT OF COMPUTER SCIENCE

V T B COLLEGE MANNAPATTA

Place: SREEKRISHNAPURAM

Date: 09/0+/24

Certified that the candidate was examined was examined by us in the Project Viva Voice Examination held on 09/04/24 and his/her Register Number is ...VTAUMCSO.DG......

Examiners:

1. SREEJA. K Speck

Problem-based project done by Final Year student on Classification of **Indian Dance Forms**



Case Studies

A case study is a detailed, in-depth examination of a particular case within a real-world context. The students of Commerce, Management, Economics and History do case study as their project.



Mannampatta Palakkad Dist. Pin-678 633



CERTIFICATE

This is to certify that the project work emitted "JOB SATISFACTION OF EMPLOYEES IN SPECIAL REFERENCE TO CANARA BANK CHERPULLISHERY BRANCH" submitted in partial fulfillment of requirements for the award of degree of BACHELOR OF COMMERCE is a record of original project work done by MANEESHA during the period of the study in P.G Department of Commerce, SREEKRISHNAPURAM V.I. BATTATHIRIPAD College, MANNAMPATTA under my guidance. The project that not been previously formed the basis for the award of the candidate for any degree, diploma, or any other titles. She is permitted to submit this project.

Place: XT-77. B college

Date: 11-3-2026

SINU.M

Assistant professor P.G Department of Commerce

> Mannampatta Palakkad Dist. Pin-678 633

Mrs. BINDU.T

Head of the Department

P.G Department of Commerce,



Final Year Student did a case study by taking Canara Bank Cherpulassery Branch as a Case

Quizzes, Puzzles and Games

The quiz programme cater to the inquisitive minds of the students. Online Quiz platforms like Quizzes and Kahoot are utilized at the class level to inculcate problem-solving skills.







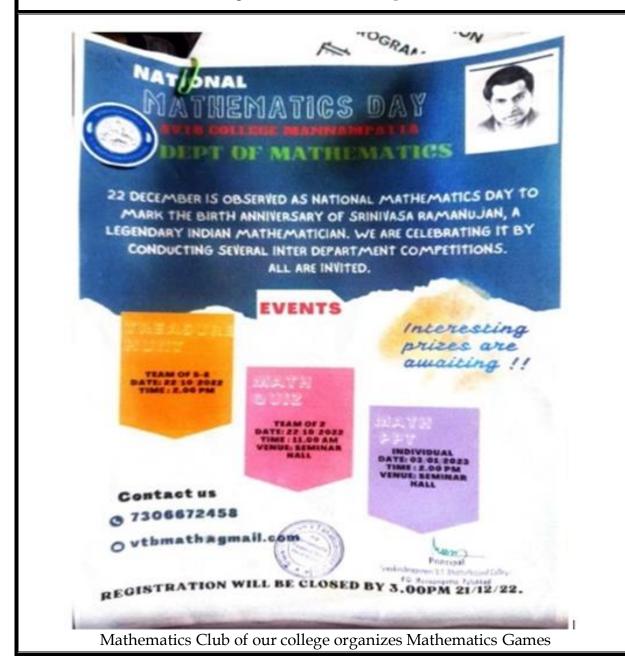


Organized by Mathematics Department



Leadership Fest (Commerce & Management Club)

Management and Leadership Games





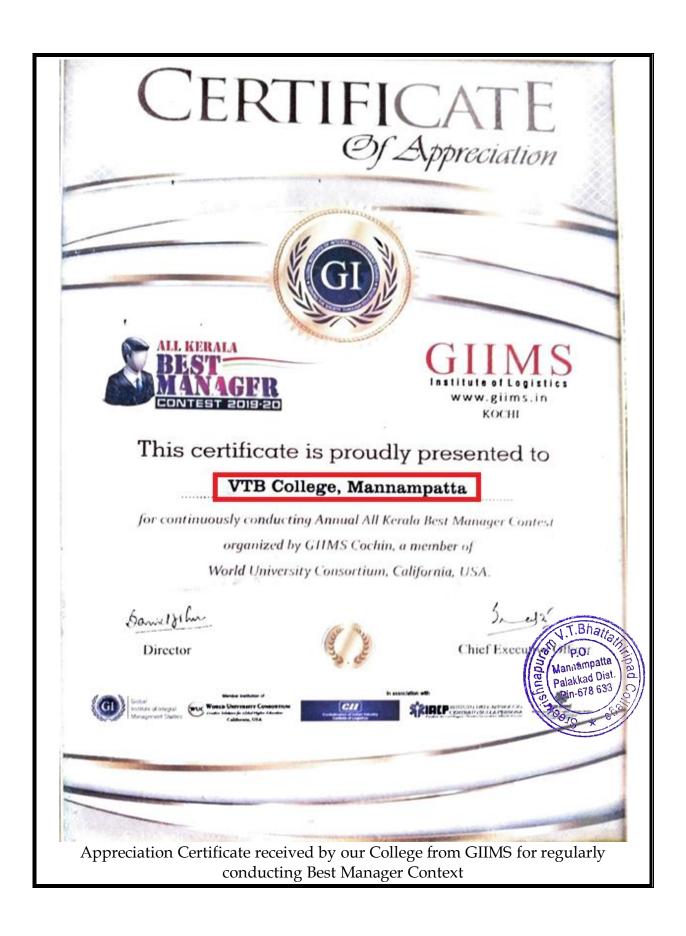


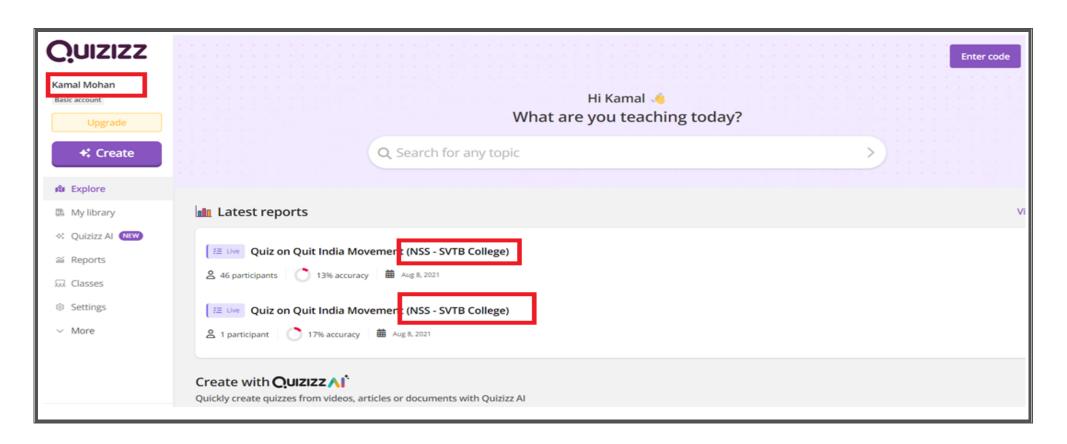




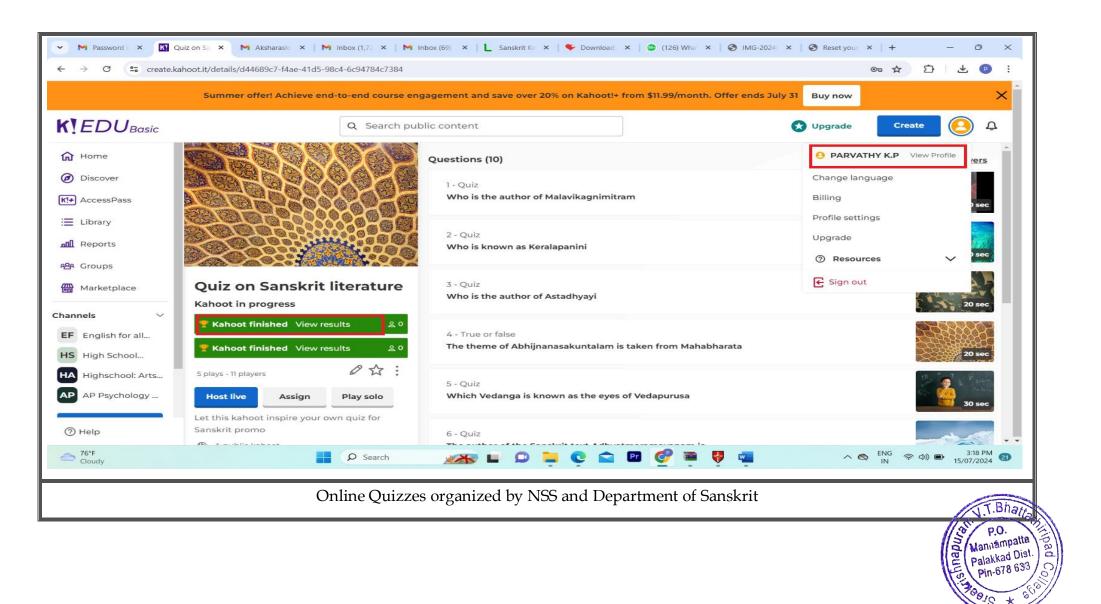












Socio-economic Surveys

The students of the Department of Economics conducted surveys in association with the Integrated Rural Technology Centre (IRTC) as part of the NABARD KFW Soil Project.

Students of the Department of History also conduct various surveys like Tribal Survey, Nature Surveys, etc.

Such surveys develop a sense of inquiry and the capability for asking relevant questions.

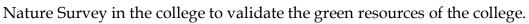




Tribal Survey Conducted by History Students
The purpose of this survey is to gather information about the' Local history of the tribes in the remote areas of Palakkad district.' Understanding the history and culture of these tribes is essential for preserving their heritage and promoting cultural diversity.











Survey regarding Economic Planning of the Household.



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