



B.M.S. COLLEGE OF ENGINEERING, BENGALURU-19

Autonomous Institute, Affiliated to VTU

7.2.1 – Describe at least two institutional best practices

BEST PRACTICE- I

1. Title of the Practice: Digitization of Examination Process

2. Objectives of the Practice

- a. Examination Process Automation-will lead to considerable reduction in the time and human resource requirement in the process of error free gathering and verification of the related data
- b. Data Security and Accessibility-the process of digitization will ensure the highest data security and easy accessibility
- c. Real time data and generation of reports-will lead to dynamic generation of results and subsequent issue of credentials

3. The Context and Challenges

- a. Technology acceptance issues by few stake holders
- b. Time required for user familiarization and also acceptance of minor technical issues
- c. The data accuracy at all levels is the biggest challenge
- d. Data Privacy and Security
- e. Customization following the feedback from the users

4. The Practice

- a) The Digitization of the examination process is capable to handle the different Schemes and Regulations of the University and the Institution which reduces the errors and confusions during the announcement of Academic Performance of the students
- b) The Digitization of the system has provided the flexibility to faculty to assess the students as per their assessment scheme ensuring autonomy
- c) Transparency is maintained in sharing the internal assessment data to students

5. Evidence of Success

This system is unique in terms of examination processes. It is dynamic and ensures real time data capture. Will reduce the time gap between examination and announcement of the results.

The system provides the real time analysis of internal assessment and semester end results. It can also analyse the data course wise as well as faculty wise. Further, the section wise/student wise comparisons can also be made to bring in corrective measures, if any.

The system helps to monitor the real time valuation activities which are helpful to understand and predict the tentative dates to publish the results.



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6. Problems Encountered and Resources Required

At the time of introducing this system, the following problems were encountered and necessitated the resources to implement it.

- a. Minor issues in the automation application
- b. Issues faced during required Data capturing
- c. Resistance from few employees to adopt new technology
- d. Lack of knowledge about Application

7. Notes (Optional)

During Covid-19 Pandemic Institution has adopted several digital solutions listed below to ensure the safety of the students and avoid the inconvenience:

- a. Online Fee Payment Portal
- b. Online Course Registration Portal
- c. Online application for applying to Revaluation and Challenge Valuations and several other administrative processes are digitalized.



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BEST PRACTICE-II

1. Title of the Practice: BMSCE Hackathon: Beat the Pandemic

2. Objectives of the Practice

The objective was to motivate student teams along with faculty mentors to build effective solutions to win battle against COVID19.

3. The Context

The initiative provided a platform to seek solutions to the pandemic in an engaging and collaborating online mode. It helped inculcate a culture of product innovation and problem-solving mindset.

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BMSCE HACKATHON 2020

BEAT THE COVID19 PANDEMIC!!

5 to 7 June 2020
1 College **3 Days**
10 Themes Prompts / Challenges
Participants from 15 departments
280+ participants **48 teams**
30+ faculty mentors **20+ evaluators**
Top 10 Teams for grand finale
3 Grand finale jury members
3 PRIZES | 5 Winning teams

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BMSCE ONLINE COVID19 HACKATHON

VIRTUAL INTERACTIONS DURING HACKATHON

#COVID19 5 TO 7 JUNE 2020



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4. The Practice

The 3-day hackathon was organised in online mode under 10 different main themes along with 70 theme prompts about COVID-19 were listed. Student teams choose from this list and pitched their ideas on day 1. Teams continued hacking on second day and submitted presentation by EOD. On the final day, top teams were announced for final presentations and they were judged for prizes.

5. Evidence of Success

48 teams consisting of 280 students from 15 departments of the institution participated in the contest. More than 30 mentors and 10 evaluators were involved. Top ten teams made it to the grand finale. 3 prizes were declared to 5 winning teams after judging them on parameters of impact, innovation, implementation and presentation.

6. Problems Encountered and Resources Required

A platform to bring team members to work seamlessly together was to be identified. Slack provided the perfect solution. Presentation submission was on Google drive.

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