### **FOURTH FACULTY CONCLAVE - 2025**



### THIAGARAJAR COLLEGE OF ENGINEERING, MADURAI OFFICE OF THE ACADEMIC PROCESS FOURTH FACULTY CONCLAVE – 2025

Empowering Sustainable Engineering Education: Leveraging AI

Venue : CSE Seminar Hall Time: 11.00 a.m.to 4.45 p.m

Time	AGENDA	
11.00 am	Prayer song	
11:05 am	Welcome address – Dr. D. Anitha, Associate Dean, Academic Process	
11:10 pm	Presidential Address – Dr. L. Ashok Kumar, Principal	
11.30 to 1.00 pm	Session 1: Paper Presentations	
1.00 to 2.00 pm	Lunch Break	
2.00 to 4.15 pm	Session 2: Paper Presentations	
4:15 to 4.30pm	Valedictory Address	
4.30 to 4.45 pm	Announcement of Best Presentations	
	Feedback by the Participants	
	Vote of Thanks – Dr. C. Jeyamala, CLC, Academic Process	

No. of presentations: 21

No. of participants including presenters: 45

#### **Best presentations**

S. No.	Title	Authors
1	Exploring AI-Augmented Gamification for Collaborative Learning in Digital Systems course	Dr. KAVITHA D / EEE
2	Strategies for GATE Success: Sustainable Learning Through Customized Best Practices, Resource Sharing & Collaboration	Dr. SATHYA BAMA B& Dr. MANSOOR ROOMI, ECE
3	Design of Experiment approach and its implementation in Laboratory Experiment	Dr. JULIUS FUSIC S / Mect.
4	Transforming Classrooms with Tool-Based Teaching	Ms. SUBHASHNI R & Dr. P. SUGANTHI / CSBS

#### PRESENTATION SCHEDULE

### SESSION-1 (11.30 am to 1.00 pm)

ID	Topic	Presented by
1.	The (DE) Puzzling Education and Tools	Dr. PRASANNA S /CSE
2.	Inclusive Learning: Bridging Regular and Lateral Students	Ms. BHAVANI G/ CSE
3.	Transforming Classrooms with Tool-Based Teaching	Ms. SUBHASHNI R / CSBS
4.	Bridging Theory and Practice: Enhancing Student Engagement in Project Management Through Active Learning	Ms. PUDUMALAR S / IT
5.	Experiential Learning through Design Thinking	Mr. DEVARAJAN M M / Mect.
6.	Exploring AI-Augmented Gamification for Collaborative Learning in Digital Systems course	Dr. KAVITHA D / EEE
7.	Teaching and Learning Paradigm for Blockchain Technology	Ms. DHARANI J / CSE
8.	A Coworking multiuse centre- Probing Space Form and Function to achieve an optimized design - Leveraging AI	Mr. M. VISHAL/ Arch.
9.	Gamified and Web-Based Experiential Learning	Mr. M GOWTHAM SETHUPATHI/ CSBS
10.	Design of Experiment approach and its implementation in Laboratory Experiment	Dr. JULIUS FUSIC S / Mect.

### SESSION-2 (2.00 to 4.15 p.m)

ID	Topic	Presented by
11.	Content delivery using problem based learning in the course -Value Engineering	Mr. GANESH M A/ Mect.
12.	Innovative Pedagogy in Electrical Workshop: Empowering Students with PCB Design and Circuit Mastery	Ms. MEENAKSHI DEVI M / EEE
13.	Inculcating Employable skills through Industry 4.0 Course.	Dr. JULIUS FUSIC S / Mect.
14.	From Stories to Skills: Enhancing Learning with AI- Powered Narratives	Ms. SRIMATHI S/ AMCS
15.	AI-Assisted Learning: Making 7 QC Tools Engaging for Mechanical Engineers	Mr. PRAKASH T/ Mech.
16.	Strategies for GATE Success: Sustainable Learning Through Customized Best Practices, Resource Sharing & Collaboration	Dr. SATHYA BAMA B/ ECE
17.	Enhancing Digital Logic Circuit Realization through Python Programming	Dr. SHANTHI J/ ECE
18.	Transformative Learning in Python Lab: Enhancing Electrical Engineering Through Coding	Ms. MEENAKSHI DEVI M/ EEE
19.	Implementation of Bond Graph Modelling based on peer learning approach (PSIS) for Mechatronics students	Dr. JULIUS FUSIC S/ Mect.
20.	On Designing a Curriculum for an Assistive Technology Course	Dr. TAMIL SELVI D/ IT
21.	Investigating the Role of Digital and Traditional Comics Creation for Promoting Autonomous Learning and SDG Awareness in Design Education	Dr. SARPPARAJE / English

#### **Photographs:**



**Presidential Address by Principal** 



Addressing by Dr. Peush, Director-IUCEE



