

2.3.1- Student-centric methods such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences: (500 words write ups with evidence)

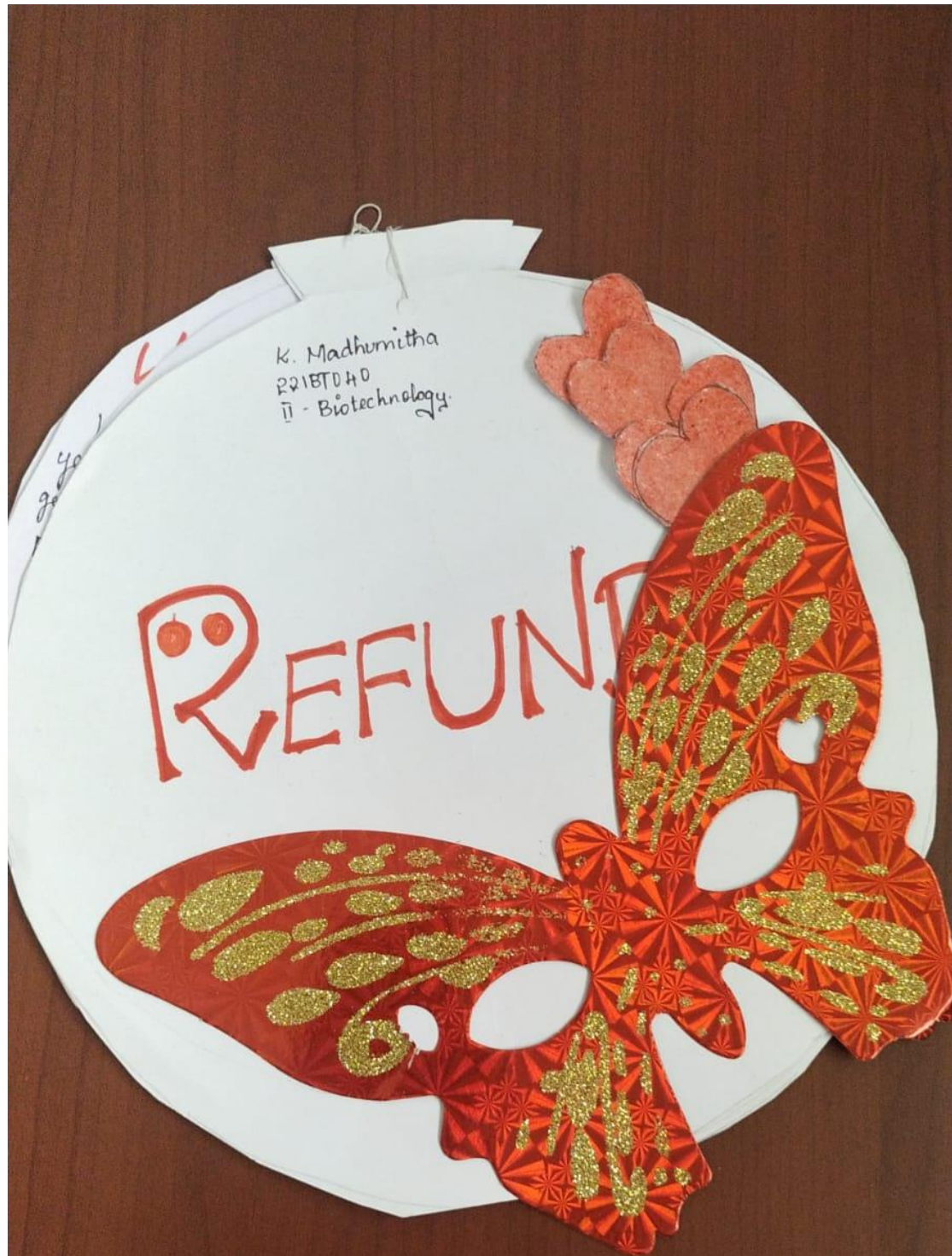
1. STUDENT CENTRIC METHODS

PG Department of English strives to invoke a holistic learning in the minds of the students by planning and designing a student centric curriculum. The curriculum is designed to meet the needs of the students and make them more interactive and participative. The desired learning outcome is achieved by the well experienced and qualified teachers of the department. They understand the need of education renewal in the present education system and successfully handle Educational Technology to bring in radical change in the teaching learning process.

The Department library instills extra reading skills in the students. The subject experts are invited to give guest lectures in their area of specialization. The students are taken to field trips to get better learning exposures. FDPs and competitions are conducted in the interest of developing schools teachers and students' communication and grammar skills. Students are encouraged to participate in inter and intra departmental and collegiate competition to bring out their oratorical and dramatic talents.

The various literary clubs facilitate the students to expose their dramatic talents and develop their communication skills. **The Elysian Fields** of the department organizes various activities: **Poet's Pen** to kindle their power of imagination, **Readers Rendezvous** to enrich their vocabulary usage, **Drama and Theatrical Arts** to cull out their artistic skill and **Debaters Den** to enrich their oratorical skills. **Star Club** motivates the students to present papers and encourages them to publish research papers. **Scrutiny Club** involves the students in Group Discussions on various Literary Topics to stir up their critical thinking. **Midas touch** conducts Language Expo every year to develop Part II students' communicative skills and show cases their dramatic skills.

A computer assisted instruction is followed in the department to enable and encourage the learning of the digital native students to hone their skills, attitudes and values that would help them to mould themselves.



REFUND

- Fritz karinthy



I've no money
and I'm fired
from the job as
well.
What am I gonna do?

Fine!

How goes it
leaderer?

I've got to
hurry to the
broker's to
collect the
money I made
speculating foreign
exchange



If you don't
know this,
You don't
know a
damn thing.
Go to School
and get your
tuition fees
back

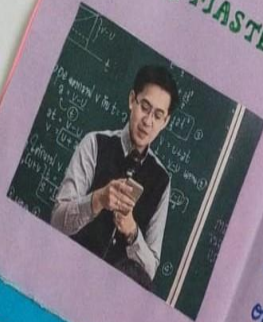


What's Foreign
exchange?



THE REFUND

PHYSICS MASTER

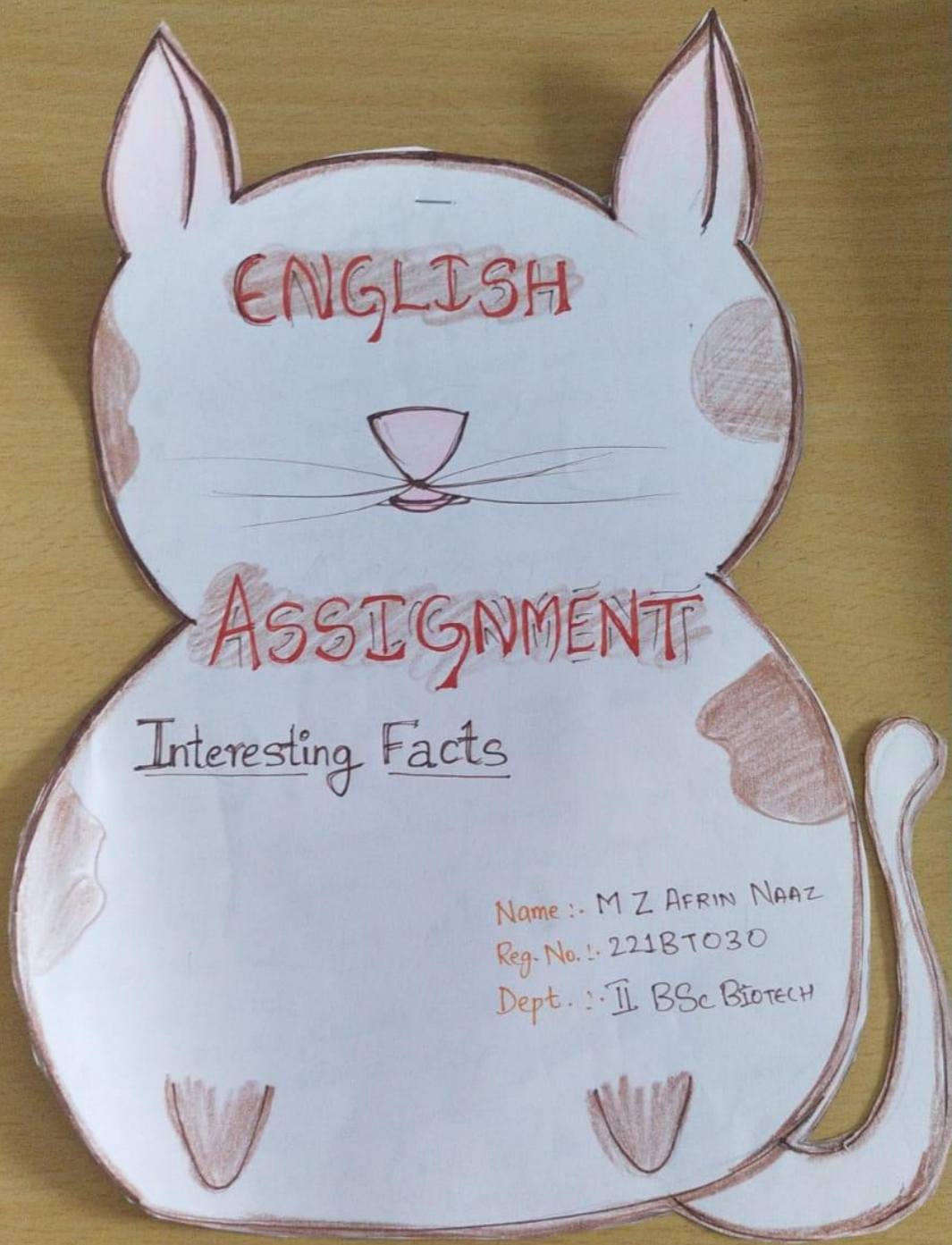


⇒ Physics Master asked Wasserkopf whether clocks in church smaller if one walks away from it. because of optical illusion
⇒ he called the physics master as an ass.



Frigyes Karinthy.

- * Frigyes Karinthy is a well known Short story writer who wrote the one act play "Refund" in 1935.
- * The Story of a farmer student wasserkopf, he demands that his tuition fees.



ENGLISH

ASSIGNMENT

Interesting Facts

Name :- M Z AFRIN NAAZ

Reg. No. :- 221BT030

Dept. :- II BSc BIOTECH



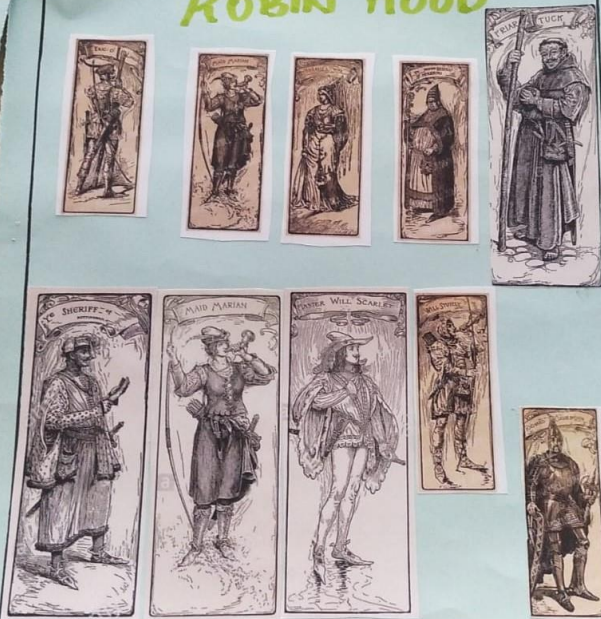
Tom's aunt, arrives
at Jack and Jill's
Villa...



*The
Never - Never
Nest*

~ Ledic Mount

COLLECTION OF ROBIN HOOD



Characters of Robin Hood



Will
Scarlet

Tuck

Little
John

Lady
Marian

Stuteley

Media Hybridization

What is Media?

the main means of mass communication

media are the communication outlets or tools used to store and deliver [information](#) or [data](#).

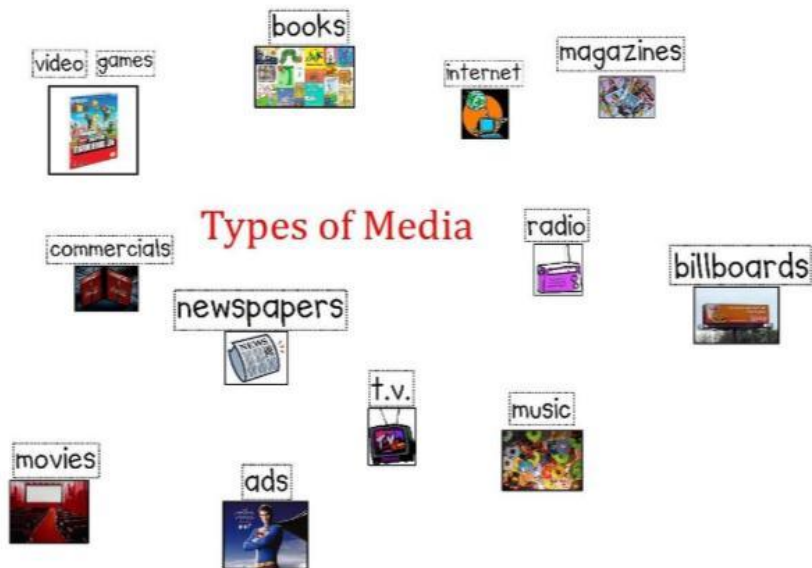


Image from: 5cdsc.weebly.com

Media Hybridization

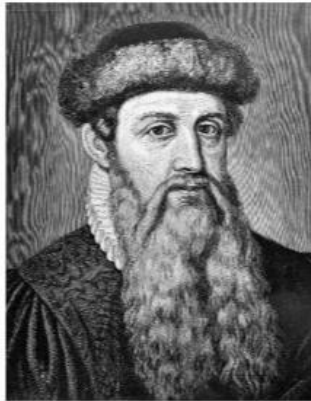
Media hybridization refers to the blending and merging of different types of media, often from various platforms and formats, to create new and innovative forms of communication and expression. It involves combining elements of traditional media (such as print, television, radio) with elements of digital media (such as websites, social media, interactive applications) to produce content that transcends the limitations of any single medium.

Media hybridization takes advantage of the capabilities and strengths of each medium to create more engaging and dynamic content. It can involve combining text, images, videos, animations, audio, and interactive elements in novel ways. The goal is to provide audiences with richer and more immersive experiences that go beyond what any individual medium can offer.

Media Hybridization in 15th century:

Johannes Gutenberg^[a]

(c. 1393–1406 – 3 February 1468) was a German [inventor](#) and [craftsman](#) who introduced letterpress [printing](#) to Europe with his [movable-type printing press](#).

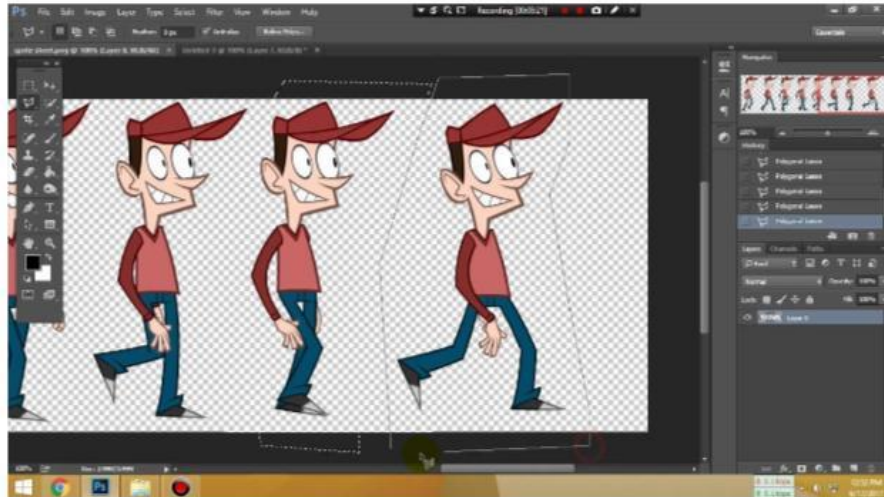


In the 15th century, the Gutenberg printing press enabled the mass production of books. Some early printed books incorporated woodcut illustrations and decorative elements alongside text, merging visual and written communication.



Animated Cartoons (Early 20th Century):

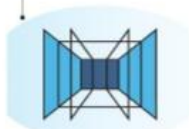
The development of animated cartoons brought drawings to life through motion, blending illustration and animation techniques.



VR and AR:

VIRTUAL REALITY (VR)

Completely digital environment



Fully enclosed, synthetic experience with no sense of the real world.

AUGMENTED REALITY (AR)

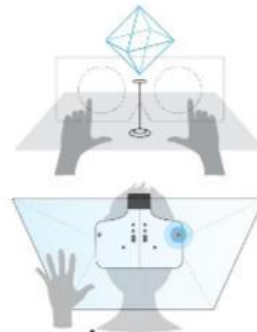
Real world with digital information overlay



Real world remains central to the experience, enhanced by virtual details.

MERGED REALITY (MR)

Real and the virtual are intertwined



Interaction with and manipulation of both the physical and virtual environment.

Hybrid Media and Cultural Hybridisation: An Essential Case of Americanisation

Author:

[Sayan Dey](#)

- [Mizoram University](#)

Abstract

Twenty first century stands as a testimony of unprecedented array of events in cultural environment due to unimaginable entanglements between online and offline media, the digital and cyberspace and the virtual and the real communities. The ever proliferation of new media platforms is essentially a complex hybrid platform bringing together a host of influences and actors. New communication technologies have paved in innovative means of information exchange and have touched upon every sphere of human life, more so with respect to cultural aspects. New Media technologies having virtues of digital technologies have ushered in juxtaposition of multiple cultural vistas in society, especially in a country like India. The present paper makes an attempt to explore the various issues pertaining to hybrid culture in a hybrid media landscape of New Media. It is perceived that New Media essentially brings in a perception of westernised culture as a hybrid identity among its loyal users.

News Article about

How Children are Getting Addicted to Social Media & Digitization

Dec 23 ,2017

iis.stkabirschool.com

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Unicef warns of dangers of digital world for children and teenagers

TIMES NEWS NETWORK

Ahmedabad: In the wake of the increasing internet consumption among children and teenagers, experts present at a conference organized by United Nations International Children's Emergency Fund (Unicef), warned of the dangers of the digital world for children. A report on 'State of World's Children 2017' was released at the conference on Friday, according to which, despite the benefits, digital technology makes children more susceptible to online as well as offline harm.

Sharing more details, Lakshmi Bhanwani, chief of UNICEF Gujarat, said, "An estimated 71 per cent of the young people are online, thus making it one of the most connected age groups worldwide. While the digital platform and internet have their own benefits, there is greater harm too. Children may be at greater risk of harm, including loss of privacy."

'Less than one-third users are women'

Ahmedabad: According to report on 'State of World's Children 2017' less than one-third of internet users in India are women - 29% to be precise. This is wider than the 12% digital gender gap globally. The matter is of grave concern for experts and it reflects social gender inequalities. Experts claim that socio-economic and cultural barriers including education and literacy, lack of confidence in women, among others are among the few reasons for this. TNN

Information and communication technologies are intensifying traditional childhood risks, such as bullying, and fuelling new forms of child abuse and exploitation, such as 'made-to-order' child sexual abuse material and live streaming of child sexual abuse,

mentions the report.

That apart, the report also highlighted how ICT also impacts the children's health and happiness. "Researchers acknowledge that excessive use of digital technology can contribute to childhood depression and anxiety. Conversely, children who struggle offline can sometimes develop friendships and receive social support online that they are not receiving elsewhere," mentions the report.

In the wake of this, experts have recommended some six priority actions to harness the power of digitization while protecting children from online abuse and exploitation. These include providing affordable access to high-quality online resources, safeguard children's privacy and identities online, leverage the power of private sector to advance ethical standards and practices that protect and benefit children online and also put children at the centre of framing digital policies.

THE BREAD

AHANA • A
221BT003.

The Bread a short story begins with the Sunshine Bakery. The cake baker is kneading the flour after kneading of the flour to get the shape of the bread the kneaded flour should be put into small balls. The balls are kept in the tray. The tray would be kept inside the oven. The cake baker will take the bread. After few minutes of baking. The hot and soft bread might be baked. So the baker was happy. The cake baker will arrange all the pastry items in his bakery and he will have a routine of changing his bakery board as his Bakery would be open. The first customer came inside the bakery. The customer must use pastry tongs to take the bread. By using the pastry tongs the customer went on to take the bread. At that time all the breads in the tray might be excited about whom will be taken.

by the customer. One bread was looking at all the other breads in the tray. And the bread which was taken by the customer and it exclaimed wow! When a customer took and bite the small piece of a bread, a bread which was looking at that might be afraid. When every customer came inside the bakery when the customer took the tongs for taking the bread, that one bread alone being afraid and it would change its shape. So no customer would take that one bread. After some times, All the pastry items were sold out in the bakery. The cake baker saw that one unsold bread in the tray. The cake baker would like to eat that bread. And he could done it. He tasted the bread and it was so Yummy! After that, that bread felt like flying with wings and it felt happy.

