

## Department of Computer Science and Engineering

## Innovative Teaching Methods

| Activity Title                            | Role Play  |  |  |
|---|--|--|--|
| Faculty Name/Department                   | Mr. A.Jothi Soruba Thaya/CSE   |  |  |
| Mapped Course Name & Code                 | CS8092 Computer Graphics & Multimedia  |  |  |
| Date                                      | 02.11.2023   |  |  |
| Benefitted Students (Year /<br>Sem/Dept ) | III year / 6 <sup>th</sup> sem/CSE   |  |  |
| Торіс                                     | Graphical tools and transformation   |  |  |
| Description                               | Students can type or choose answers anonymously instead<br>of raising their hands. This makes them more confident to<br>get involved, express their opinions and no longer worry<br>about being 'wrong' or judged.<br>In the above activity students briefly known about graphical<br>tools and different types of information. They also know<br>about the real object of front view, top view. |  |  |
| Course Outcomes (CO)                      | CO2: understand the two-dimensional graphics and their transformations.  |  |  |
| Performance Indicator (PI)                | 1.4.1  |  |  |
| Mail ID ( for review)                     | drjothisorubathaya@gmail.com   |  |  |

Topics/ Questions: Graphical tools and transformation

| Group Name    | Reg No.       | Topic /         | Marks |      |       |  |  |
|---------------|---------------|-----------------|-------|------|-------|--|--|
| ( if ITM is a |               |                 | (10)  | (10) | Total |  |  |
| group         |               |                 |       |      |       |  |  |
| activity)     |               |                 |       |      |       |  |  |
| А             | 311820205001- | Graphical tools | 10    | 9    | 19    |  |  |
|               | 18            |                 |       |      |       |  |  |
| В             | 311820205019- | Transformation  | 10    | 9    | 19    |  |  |
|               | 33            |                 |       |      |       |  |  |
| С             | 311820205034- | Multimedia      | 9     | 10   | 19    |  |  |
|               | 51            |                 |       |      |       |  |  |
| D             | 311820205301- | Hypermedia      | 10    | 10   | 20    |  |  |
|               | 312           |                 |       |      |       |  |  |

Marks:

Outcome:

•Ability to gain knowledge about graphics hardware devices and software used.

• understand the two-dimensional graphics and their transformations.

• understand the three-dimensional graphics and their transformations.