

Key Indicator - 7.3 Institutional Distinctiveness

7.3.1 Describe/Explain the performance of the institution in one area distinctive to its vision, priority, and thrust (20)

Institutional Performance in Digital Content Development to Its Vision, Priority and Thrust:

Digital learning solution satisfies aspirations of youth force through Techno-Economic Development by enabling them for Continual Learning and from any location any time on any platform and any device.

Traditional Educational Resources such as Textbooks, Workbooks and PowerPoint Presentations are flat and are old methods while some advances have been made, such as introducing more video into classrooms and introducing additional practical e-based learning activities.

The benefits of educational content that are developed are interactive based on digital environments that utilizes multiple tools within the platform in order to go beyond increasing engagement in students and decreasing upkeep costs for institutions. Students who engage with digital learning environments that are thoughtfully designed and presented in innovative ways are more likely to retain more information and perform better academically.

Diversifying content presentation brings the tools beyond a simple “[book behind glass](#)” concept and allows learners to interact with content that otherwise might have been a static image in a textbook (whether analog or online) or a slide in a PowerPoint presentation.

Some of Interactive Content Development Objects:

- Course Presentation
- Interactive Video
- Memory Game
- Flash Cards
- Image Pairing
- Image Sequencing

- Image Slider
- E-Book
- Time Lines
- Drag and Drop
- Fill in the Blanks
- Questionnaire
- Quiz
- Impressive Presentation

Deploying these tools within an app allows students to connect with, experiment, quiz themselves on and dive deeper into the content presented. By implementing interactive tools in educational content development and production, great learning apps can be created for any subject, discipline or learning level and can serve a diverse range of student populations.

Facilities Available:-

Video Recording Studio

Video Editing Studio

Learning Management System For Dissemination of Content Developed

Activities Carried out For Training of Faculties for Content Development and Workshops Conducted for Content Development:-

1. A 2-Days Workshop for Interactive Content Development
2. Aptitude and Reasoning Video Lecture Capturing and Content Development
3. Interactive Content Creation Workshop for First Year Engineering Courses
4. Video Lecture Creation done for all the subjects of Engineering, MBA and MCA and it is made available to the students in online mode. They can use it at anytime and from anywhere.

Our teaching faculty members have prepared their respective subject video's and practical performing video's and same are given to the students for their benefits. The list of teaching faculty as given below:

Sr.No.	Name of the Department	Name of faculty
1	First Year Department	Prof.D.E.Chaudhari Dr. P.V.Yadav
2	Computer Science	Prof. Dipali Patil Prof. S. D. Patil
3	Civil Engineering	Prof. N. V. Chaple Prof. V. V. Muthekar
4	Mechanical Engineering	Mrs. B. G. Rodage Dr. K.S.Rambhad
5	Electronics and Telecommunication	Prof. K. B. Jadhav
6	MCA	Prof.Shilpa Deshmukh
7	MBA	Mr. Charanjit Singh



Fig.1 shows the digital content development cell.

Process, Steps and Role and Responsibilities In Development Of Digital Content Development

Subject Coordinator

- a) Adoption of UGC model curriculum for UG course.
- b) Subject Mapping -Overview on Papers/Topics/Modules.
- c) Identification of Subject Experts and allotment of Papers/Topics/Modules.
- d) Vetting of Academic Script provided by Subject Expert.
- e) Review of Modules, Coordination with Subject Expert for the completion of assigned modules.

Subject Experts

- a) Participation in orientation workshops.
- b) Finalisation of Papers/Topics/Modules in consultation with subject coordinator.
- c) Preparation of Instructional design and strategies for e-content production.
- d) Providing module-wise Academic Script along with other elements of the e-template such as Module Mapping, Objectives, Summary, Downloadable Text, Case studies, FAQ's, Assignments, Quiz, Tutorial, References, Glossary, and Web References etc.
- e) On camera presentation (Audio/Video recording).
- f) Be a Team member for Preview of Modules.

Producer/Production Assistant

- a) Brief the subject experts regarding various aspects of production.
- b) Develop audio/visual format of the academic scripts provided by the subject experts after verification by the Subject Coordinators.
- c) Incorporate illustrations such as Animation, Graphics, text slides and charts as per the requirement of the subject.
- d) Audio/Video Recording.
- e) Mastering of programme along with video editing.
- f) PDR and quality preview.
- g) Carry out amendment as suggested by DCD Expert/Preview team.

Studio Operation Team

- a) Studio recording of Video Programmes.
- b) Cameraman – Lighting and Camera operation.
- c) Technical Assistant - Video switching, Audio Mixing, Studio preparedness and Technical support during recording.
- d) Technician – Lighting, Technical support, Audio/Video recording etc.

Animation/Graphics Artist

- a) Preparation of 2D/3D animation, graphics, bars, charts as required by producer.

b) Digitization of models, pictures, graphs, charts, maps and other elements provided by subject expert.

Editors

a) Editing of the video programme with proper visualization as per requirement of the content.

b) Down conversion of the video programme from 50/25 Mbps to 250- 450 Kbps and chunking in 5-7 minutes segments for e-contents.

Assistant Computer Programmer (Flash Integration)

a) Project based integration of various elements of the e-content template.

b) Validation on multiple platforms for compatibility.

c) Recording on DVD/Hard Disk.

Quality Assurance Team

Members:-

Producer/ Director of the Media Centre, Coordinator/Subject Expert,

One Subject Expert other than content developer.

Responsibilities:-

Preview, Quality Assurance and Certification. Transfer of e-content module to DCD.

The DCD Team

a) PI and Co-PI's:-

- Co-ordination and monitoring by PI and Co-PI.
- Monitoring of programme through monthly and quarterly progress reports.

b) Library:-

- Receipt of deliverables by DCD Library.
- Meta-tagging of e-content along with Multimedia Unit.

c) Software Unit:-

- 2nd stage preview of video elements.

- Minor correction at DCD. Returning back to Media Centres for any major correction /reproduction if rejected.
- Final acceptance/ certification and validation by software unit.

d) Multimedia:-

- Meta-tagging of e-content
- Uploading on web portals.

Software Used In Digital Content Development:-

1. Adobe Creative Cloud- Educational
2. Techsmith Camtasia® Education
3. Prism Video Format Converter Plus MPEG2 Edition
4. Wondershare Video Converter Ultimate
5. Raptivity Suite + Linker+ Bonus + Power Point Plug In
6. H5P
7. MOODLE- Learning Management System

Equipments/ Hardware Used in Digital Content Development:-

1. Sony PXW- Z150 Camcorder
2. Canon 750D Digital Camera
3. Computer- Windows 10 With 32GB RAM 1TB HDD.