

# Avinashilingam Institute for Home Science and Higher Education for Women

Deemed to be University Estd. u/s 3 of UGC Act 1956, Category 'A' by MHRD [now MoE] Re-accredited with A++ Grade by NAAC. CGPA 3.65/4, Category I by UGC Coimbatore - 641043, Tamil Nadu, India

# Report

Orientation Programme
on
"LMS for Research Methodology"
26 June 2024

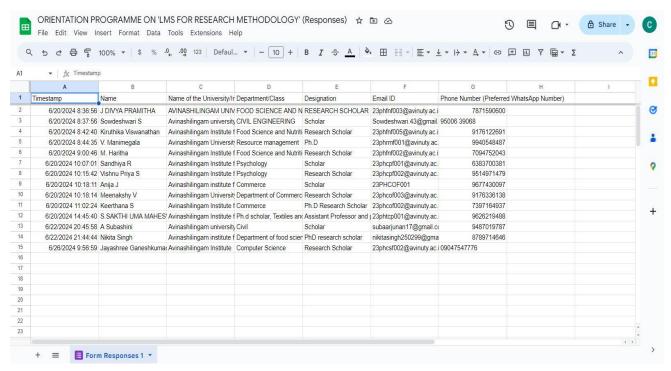
# Organized by

Centre for Machine Learning and Intelligence (CMLI) (ISO/IEC 20000-1:2018)

#### **Invitation**



## Participants Registered for the Orientation Programme



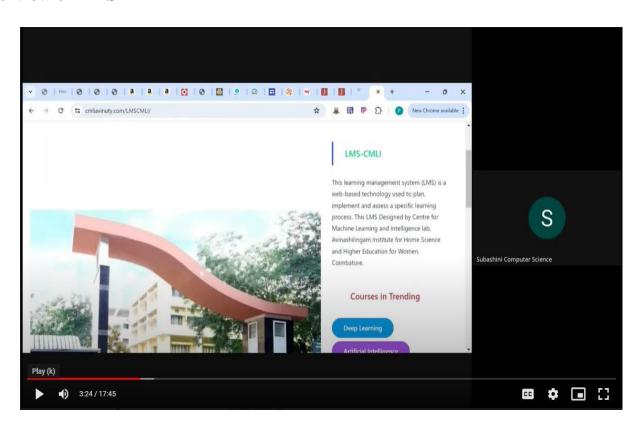
# Objective of this LMS orientation programme

The main objective of this LMS orientation programme is to provide Game based Learning of Research methodology course for research scholar. This LMS offers various courses related to the computer science domain. We have recently created a course entitled "Research Methodology using Game-Based Learning" for research scholars. This Research Methodology course consists of five units:

- 1. Formulating a Research Problem
- 2. Conceptualizing a Research Design
- 3. Collecting Data
- 4. Processing and Analysing Data
- 5. Writing a Research Proposal and Report

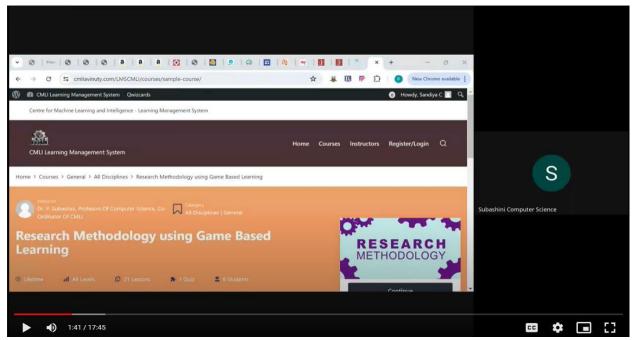
Unlike traditional LMS courses, this course includes information in text, videos, and games, enhancing the learning experience and helping learners actively understand the content.

### **Overview of LMS**

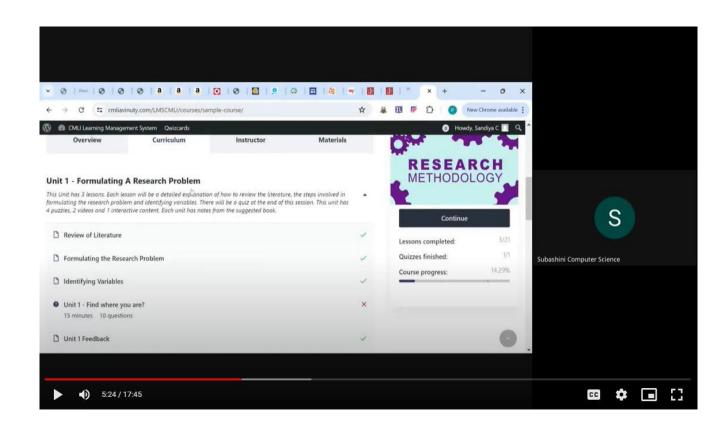


An overview of CMLI Learning Management System was given by Dr.P.Subashini , CMLI Coordinator, Professor of Computer Science.

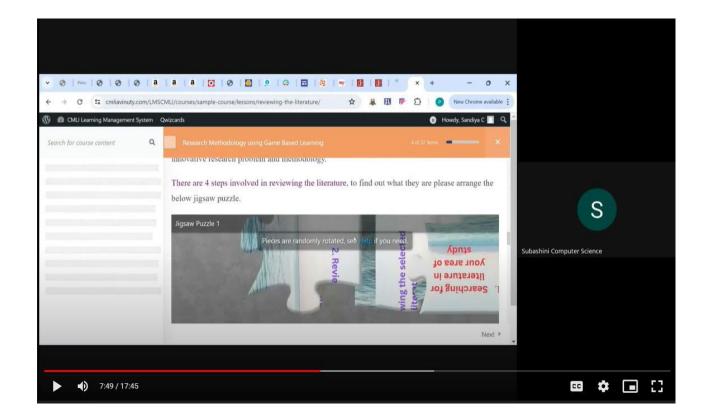
#### **Introduction to Research Methodology using Game based Learning Course**



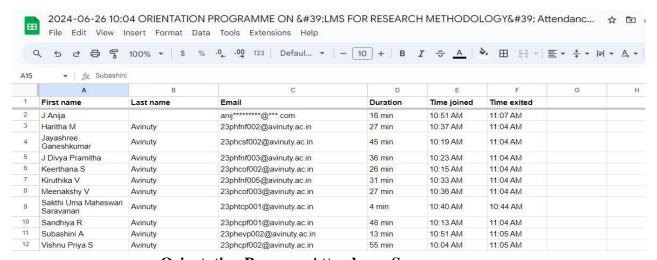
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**Describes about course outline** 



#### Describes about Interactive Elements in the Research Methodology Course



**Orientation Program Attendance Summary** 

Totally 11 research scholars were participated in this LMS Orientation programme, they can enroll in this course by registering on the CMLI LMS. During the programme they were instructed with how to use the platform and what are the interactive elements in this course. Apart form the normal Learning system this platform provide user with game based learning, which helps the learners to easily understand the concepts.