

## Blend of presentation and video animation Approach

**Name of the Faculty:** Dr. Yashu Shanker

**Name of the Course:** Microprocessor and Microcontroller

**Name of the Activity:** Blend of presentation and video animation

**Students Involved:** 3<sup>rd</sup> Year CSE (A&C)

Blended learning combines traditional classroom learning with self-paced online learning. Classroom teaching using blended learning is at the forefront of using digital content. Principals at blended learning colleges agree that digital content increases student engagement.

Animated videos as a visual aid to facilitate the learning course and improve its performance. This approach to learning has proven effective over time in multiple fields like corporate online training, university courses, scientific evaluation, and more.

### **Description of the Activity**

Blend presentations and video lectures were presented to class students to help them learn more effectively the memory read/write timing diagram of the 8086 in minimum and maximum modes. Students understand more effectively how different pins of the 8086 work and also develop an understanding of the minimum and maximum modes of operations. During the session, students raised some queries and understood the topic more efficiently. At the end of the session, students participate in a quiz to evaluate their performance.

### **Instructions about the Activity:**

- Working together more often
- Developing greater problem solving and critical thinking skills
- More motivated to learn
- Taking greater ownership of their learning
- Students can take help from the online or video lecture.

### **Outcome of the Activity**

- Practice of understanding the problem part of the subject.
- Enhances the ability to solve challenging questions.
- Enhances Leadership Quality.
- Enhance the self-learning quality

### **Activity**



