



**VASANTDADA PATIL PRATISHTHAN'S
COLLEGE OF ENGINEERING AND VISUAL ARTS**

Department of Computer Engineering

NOTICE

Date: 1st August 2022

All the students of TE Computer Div A and B are hereby informed that, there will be *Learning through Pre-recorded Video Lecture* activity conducted on 4th August 2022 during lecture hour. All students are required to go through the pre recorded video lecture of DWM subject. The topic for study is Statistical Description of Data. The lecture link is posted in class WhatsApp group.

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Report of Learning through Pre-recorded Video Lecture

Objectives of Learning through Recorded Video:

1. Provide opportunity for students to gain first exposure prior to class.
2. Pre recorded video help students to prepare for class.
3. It can be used as a mechanism to assess student understanding.
4. Learning through recorded videos creates connection between in-class and out-of-class activities

Outcomes of Learning through Recorded Video:

1. With the learning through recorded video classroom approach, students obtain the initial information independently, at home.
2. Enables students to get used to the process of self-study and allows them to learn at their own pace.

The learning through recorded video classroom model is based on the idea that traditional teaching is inverted. What is normally done in class is flipped or switched with that which is normally done by the students out of class. Thus, instead of students listening to a lecture in class and then going home to work on a set of assigned problems, they read course literature and assimilate lecture material through video at home and engage in teacher-guided problem-solving, analysis and discussions in class.

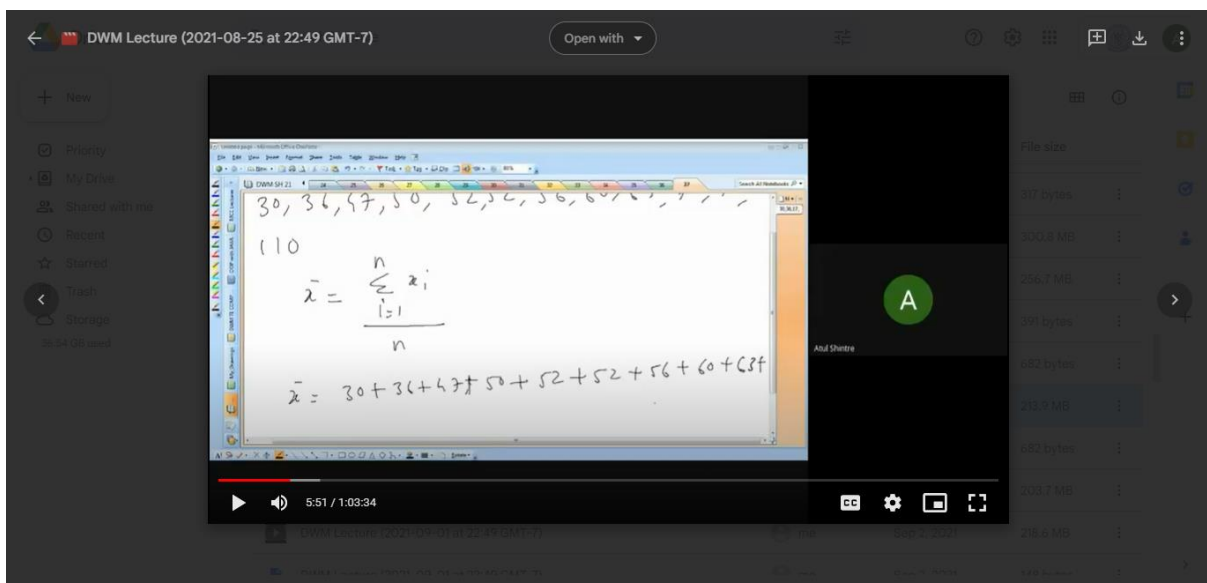
Learning through recorded video classroom model list numerous advantages of inverting teaching and learning in higher education

- It allows students to learn in their own pace,

- It encourages students to actively engage with lecture material,
- It frees up actual class time for more effective,
- Creative and active learning activities, teachers receive expanded opportunities to interact with and to assess students' learning,
- Students take control and responsibility for their learning

Lecture Link

<https://drive.google.com/file/d/1JXf0nuQ1rYw16I9YIqaRg3grOMX82FN/view?usp=sharing>



The screenshot shows a video player interface for a lecture titled "DWM Lecture (2021-08-25 at 22:49 GMT-7)". The video content displays a whiteboard with the following text:

30, 36, 47, 50, 52, 54, 56, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 100

110

$$\bar{x} = \frac{\sum_{i=1}^n x_i}{n}$$
$$\bar{x} = \frac{30 + 36 + 47 + 50 + 52 + 54 + 56 + 60 + 62 + 64 + 66 + 68 + 70 + 72 + 74 + 76 + 78 + 80 + 82 + 84 + 86 + 88 + 90 + 92 + 94 + 96 + 98 + 100}{30}$$

The video player interface includes a play button, a progress bar at 5:51 / 1:03:34, and various control icons like volume, settings, and full screen. The background shows a dark sidebar with navigation options like "New", "Priority", "My Drive", and "Shared with me".