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COLLEGE OF ARCHITECTURE
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2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences and teachers use ICT- enabled tools including online resources for effective teaching and learning process

Sr. No	Method use	Supporting Document Link
1	Experiential learning	Rural Settlement
2		Bamboo as sustainable material
3		Lime Plaster Workshop
4		Brick Workshop
5		Studytour
6		Indian Mythology & Vastu Shastra as entrepreneurship
7		Documentation of temples & tribal heritage - a. Shankaracharya temple, Normal Village, Nallasopara b. Buddha Vihar & Stupa - Mira Road
8		Indian/ Tribal Art & skills research projects a. Walaval Village, Palghar -Cob & Wattle art b. Purushwadi Village research and documentation - Grassroutes NGO a. Walaval Village, Palghar -Cob & Wattle art b. Purushwadi Village research and documentation - Grassroutes NGO
9		Heritage walks -To learn historical structures, Tangible & Intangible heritage of Mumbai
10		Art History in Architecture as a Entrepreneur
11	Participative learning	Awareness drive for Scholarship against CSR Funds
12		Beach cleaning drive with MBMC
13		Blood donation camp with Cooper Hospital
14		Health awareness program on cervical cancer
15		Organic farming with MS edible gardens
16		Sassoon dock design for Mumabai fort
17		Shelter for construction workers live project
18	Problem solving (Other than Syllabus)	Ideation Development in live project
19		Smart City design
20		Toll Booth design
21		Mumbai Inclusive Urban Vision (MIUV) MHADA Development
22		(Chhat) Shelter for Construction Workers from the re-use of waste from the re-use of waste materials
23	ICT Tool usages	Revit Software
24		Autocad Software
25		Blender Software
26		UI - UX Software
27		Data Cad Software Training