## Annex VII – C: Student-centred teaching and learning methods in the subject areas of Engineering

Categories of Learning outcomes	General student-centred teaching and learning methods recommended by SLQF	Specific Student-centred teaching and learning methods in Engineering
1. Subject / Theoretical Knowledge	Independent learning activities, interactive lectures, team-based learning, and other small group activities	<ul> <li>Outcome based learning philosophy. Lecture sessions comprised of scholarly material on fundamentals of the Science of Engineering supported by assignments in order to:</li> <li>developing innovative &amp; critical thinking</li> <li>problem solving skills</li> <li>critical analysis of situations</li> <li>Skills in using professional software, professional standards/codes of practice</li> <li>providing the academic route to enable acquiring professional qualifications in Engineering and life- long learning.</li> <li>ICT supported teaching/learning, peer and problem-based learning, Continuous assessment on individual and group tasks.</li> </ul>
2. Practical Knowledge and Application	Problem-based learning, team-based learning, inquiry-based learning, practical classes, laboratory sessions, role play	<ul> <li>Application of fundamental knowledge in the lectures to laboratory level applications</li> <li>Solving industry-oriented problems through assignments/projects individually</li> <li>Developing team work and solving practical problems through mini- projects</li> <li>Industry oriented research based individual project over 02 semesters</li> </ul>
3. Communication	Student presentations, role play, debates, dramas	<ul> <li>Skills in presenting conceptual &amp; critical thinking</li> <li>Skills in presenting own individual/team work, findings</li> <li>Skills in review, analysis and recommendations in written format</li> <li>Skills in extracting salient information from lectures, speeches &amp; discussions</li> </ul>
4. Teamwork and Leadership	Group projects, industrial training, small group learning; e.g. problem-based learning, games	<ul> <li>Team work in group complementing individual capabilities &amp; skills</li> <li>Skills of peer learning, interpersonal and respecting others opinions</li> <li>Leadership skills in navigating a group in achieving set goals</li> <li>Skills in identifying and meeting</li> </ul>

		challenges in industry environment
5. Creativity and Problem Solving	Assignments, projects, small group learning activities; e.g. problem-based learning	<ul> <li>Conceptualizing creative, innovative solutions</li> <li>Skills in solving multi-disciplinary real life problems</li> <li>Skills in facing unforeseen problems and informed decision making</li> </ul>
6. Managerial and Entrepreneurship	Group projects, industrial training, small group learning; e.g. problem-based learning, games, simulated training, industrial (workplace-based) training	<ul> <li>Skills in human resources management</li> <li>Skills in financial &amp; project management</li> <li>Developing a positive attitude towards entrepreneurship</li> <li>Skills in developing a small business</li> <li>Knowledge in creating and managing Intellectual Property (IP)</li> </ul>
7. Information Usage and Management	Assignments, presentations, projects, case studies	<ul> <li>Skills ICT handling and integrating ICT in professional practicing</li> <li>Skills in information management, ensuring quality &amp; security of information.</li> </ul>
8. Networking and Social Skills	Student presentations, role- play, debates, dramas	<ul> <li>Skills in maintaining interpersonal relations</li> <li>Skills in bringing people at different working levels in harmony at work</li> <li>Skills in public speaking</li> </ul>
9. Adaptability and Flexibility	Group projects, industrial training, small group learning; e.g. problem-based learning, role plays, portfolios	<ul> <li>Skills in getting adapted to changes, vulnerabilities and difficult/different working environments</li> <li>Skills in flexibility in listening to others and decision making</li> </ul>
10. Attitudes, Values and Professionalism	Group projects, industrial training, small group learning; e.g. problem-based learning, role play, portfolios	<ul> <li>Professional ethics, ethos, integrity</li> <li>Adhering to professional standards</li> <li>Developing positive mindset within current social dynamics</li> <li>Developing self-discipline, attributes of social responsibility</li> <li>Developing attitudes of respect to the context and environment</li> </ul>
11. Vision for Life	Portfolios, reflective practice	<ul> <li>Understanding strengths &amp; weakness</li> <li>Understanding how to leverage passion, competencies in real life situation</li> <li>Establishing personal goals</li> </ul>
12. Updating Self / Lifelong Learning	Portfolios, reflective practice	<ul> <li>Understanding the elements and importance of lifelong learning</li> <li>Understanding environments of professional bodies</li> <li>Understanding methods of setting lifelong goals, inspiration, motivation</li> <li>Judging self-esteem</li> </ul>