

B. N. M. Institute of Technology

Bengaluru – 560070

Innovative Teaching Methods

Title of Innovation method/activity: Pictionary
Faculty / Inventor: Priya R Sankpal **Designation:** Assistant Professor
Course Name: Digital Communication (VI semester)
Goals / objective of method: To kindle interest/enthusiasm.

Topic covered through activity:

Block diagram representation of Non-coherent modulation techniques

Description of method (8 – 10 lines):

Pictionary is a dumb charades inspired guessing game. The game is played with teams wherein the players try to identify specific words enacted by their teammates. Simple rules of the activity are:

- Two teams are formed comprising of two members in a team
- One member from the team takes out the chit from the box and enacts it. The other member of the team has to guess the word and draw the block diagram on the board.
- Lip movement or any kind of sound is unacceptable
- Any word to be guessed should not be directly pointed out to other team members.
- Any word can be broken into maximum of two parts.

Benefits of method:

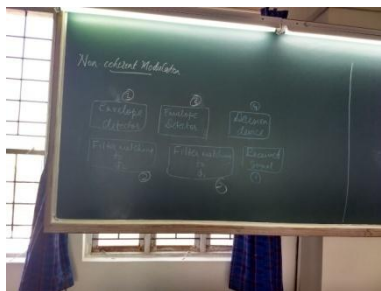
This activity serves as a technique to memorize / remember the concepts with ease.

For review and critique contact: e-mail address of faculty and HOD

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1. Teams in action



2. Block diagram guessed by team 1



3. Block diagram guessed by team 2