
Best Practice 2

1. Title of the Practice: Earn While Learn

2. Objectives of the Practice: The Earn and Learn Initiative is designed with the following key objectives:

a. Provide Skill Development Opportunities: Create pathways for aspiring students to develop practical skills, gain knowledge, and acquire hands-on experience in their chosen fields.

b. Facilitate Concurrent Earning: Enable students to earn income while actively pursuing their academic education, fostering financial self-sufficiency.

c. Foster Organizational Culture Exposure: Expose students to the organizational culture, emphasizing values such as time management, professionalism, and innovation.

3. The Context: The collaborative effort between the Internal Quality Assurance Cell (IQAC) and the Training Department gives rise to the Earn and Learn Initiative. Its primary focus is on nurturing financial self-sustainability among students throughout their academic journey. The program encourages active involvement with various campus departments, each contributing initiatives aimed at supplementing students' income.

4. The Practice

a) Department of Computer Science: The alliance with Star Innovations Pvt Ltd has resulted in a multifaceted approach to providing students with opportunities in software development, testing, content development, and data annotation. Projects span diverse areas such as autonomous vehicles, phone damage detection, and clinical data annotation. The department ensures students receive free training, with faculty members offering ongoing mentoring and assistance to ensure successful project completion.

b) Department of Languages: Through its online tuition service, the Department of Languages engages BA and MA students in tutoring school students, concentrating on enhancing language skills. This initiative extends beyond the classroom, providing valuable experience in lesson planning and presentation. The Bhodhana initiative further promotes peer teaching among students of varying proficiency levels within the department.

c) Department of Commerce: The Nimitian Harvest, also known as the Friday Market, provides students with a platform to actively participate in the real-time selling of homegrown organic products. This hands-on experience exposes students to the intricacies of commerce, trade, and market dynamics.

d) Department of Hotel Management: The Garner sa Vie program within the Department of Hotel Management allows students to opt for part-time jobs, providing them with practical knowledge and experience in the hospitality industry. The program emphasizes core hospitality skills and aims to equip students with effective time management strategies to balance work, study, and personal life.

e) Department of Training and Development: This department offers a platform for creatively inclined students to earn income by selling self-made innovative products, ranging from cakes, chocolates, and portraits to bottle art, candles, paper bags, and ornamental fish.

f) Department of Information Technology: The NITA Programme (Naipunnya IT Apprenticeship Programme) operates under the 'Earn while You Learn' scheme, offering IT apprenticeships to selected students. The program provides hands-on training in software and website development, hardware and networking services, and other essential IT skills. Additionally, students have the opportunity to earn through online exam invigilation duties for various agencies, further contributing to their practical exposure.

5. Evidence of Success: The Earn and Learn Initiative has garnered success, evident through positive feedback from participating students who appreciate the diverse understanding and practical experience gained through these initiatives.

6. Problems Encountered and Resources Required: Challenges encountered include the need to balance University and Internal Examinations. Addressing this requires sufficient resources, such as flexible scheduling, to effectively navigate these challenges and ensure students can seamlessly integrate their academic and earning responsibilities.

Sl. No.	Department	Link
1	Department of Computer Science	EARN WHILE LEARN - STAR INNOVATIONS
		EARN WHILE LEARN - REPORT
2	Department of Languages	EARN WHILE YOU LEARN - EAR
		INTERNSHIP DOC
3	Department of Commerce	INTERNSHIP DOC
		FRIDAY MARKET REPORT
		FLEA UP ANGAMALY EXHIBITION CUM SALE
		BODHANA
4	Department of Hotel Management	EARN WHILE LEARN - ODC REPORT
5	Department of Training and Development	EARN WHILE LEARN - GIFTZ SPOT COUNTER REPORT
6	Department of Information Technology	IT APPRENTICESHIP PROGRAM - PHASE III