



Children's Education Society (Regd.)
The Oxford College of Science, Arts, Commerce & Management

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& Approved by AICTE, New Delhi, Recognized by UGC under section 2(f) & 12 (B)
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Department of Computer Science and Applications

SL.NO	DETAILS OF THE EVENT	
1.	Title Of the Event	Human Networking Simulation and Quiz 1 page
2.	Year	2026
3	Day and Date	5/03/2026, Friday
4	Organized By	Department of Computer Science and Applications
5	Venue	ROOM NO.211
6	Co-Coordinator	Ms MAMATHA M A
7	Participants	IV SEMESTER BCA STUDENTS
8	No of Students present	50 Students
9	Brief Summary of the Event	Report Enclosed
10	Photos	Photos Enclosed

COORDINATOR

VICE PRINCIPAL

PRINCIPAL

INTRODUCTION:

The Department of Computer Science and Applications conducted an activity titled “Human Networking Simulation and Quiz” on 5 March 2026 in Room 211 for IV Semester BCA students. The session was coordinated by Mamatha MA with the objective of enhancing students’ understanding of networking concepts through interactive and experiential learning methods.

In today’s digitally connected world, a strong foundation in networking concepts is essential for students pursuing careers in Computer Science and Information Technology. The activity was designed to provide students with a practical and engaging approach to understanding how networks function, moving beyond theoretical learning.

The event witnessed active participation from 50 students, creating an energetic and collaborative learning environment. The initiative reflected the department’s commitment to promoting innovative teaching methodologies that strengthen conceptual clarity and practical knowledge.

DESCRIPTION OF THE EVENT:

The “Human Networking Simulation and Quiz” was conducted as an interactive session combining physical simulation and quiz-based learning. The activity began with a human networking simulation, where students actively participated in demonstrating how data is transmitted across a network. Through role-playing, students represented network components such as nodes, routers, and communication channels, helping them visualize real-world networking processes.

Following the simulation, a quiz session was conducted to reinforce the concepts learned. The quiz covered key networking topics, including:

- Basics of computer networks
- Types of networks (LAN, WAN, etc.)
- Network topology
- Data transmission and communication
- Networking devices and their functions
- Real-world networking applications

Participants engaged actively in answering questions within a structured time frame. The combination of simulation and quiz enhanced both conceptual understanding and retention.

The coordinator guided students throughout the session by explaining concepts, clarifying doubts, and discussing correct answers. The structured and interactive approach ensured that students gained both theoretical and practical insights into networking.

KEY HIGHLIGHTS OF THE EVENT:

- Interactive human-based networking simulation
- Integration of practical learning with quiz-based assessment
- Strengthening of core networking concepts
- Focus on collaborative and experiential learning
- Active participation from 50 IV Semester BCA students
- Real-time explanation and guidance by the coordinator

PARTICIPATION AND ORGANIZATION:

The event witnessed enthusiastic participation from 50 students of IV Semester BCA. Students were actively involved in both the simulation and quiz activities, demonstrating interest and engagement throughout the session.

The coordinator ensured smooth execution of the event through effective planning and organization. Clear instructions were provided, and the session was conducted in a structured manner, maintaining a balance between learning and interaction. The environment encouraged teamwork, participation, and critical thinking among students.

The successful organization reflected the department's dedication to providing quality academic experiences through innovative activities.

FEEDBACK FROM PARTICIPANTS:

The feedback received from participants was highly positive. Students expressed that the human networking simulation helped them clearly understand complex networking concepts in a simple and practical manner.

Many participants mentioned that the activity made learning more engaging compared to traditional classroom methods. The quiz session further reinforced their knowledge and helped them assess their understanding of the subject.

Overall, the event was described as interactive, informative, and enjoyable. Students showed interest in participating in more such activity-based learning sessions in the future.

CONCLUSION:

The "Human Networking Simulation and Quiz" was successfully conducted and effectively achieved its intended objectives. The activity played a significant role in enhancing students' conceptual understanding of networking through practical demonstration and interactive assessment.

By integrating simulation with quiz-based learning, the session provided a comprehensive learning experience that strengthened both theoretical knowledge and practical skills. The event also encouraged teamwork, participation, and active learning among students.

The Department of Computer Science and Applications looks forward to organizing more such innovative and skill-oriented activities to enrich students' academic and practical learning experience.

Photos



ACTIVITY ANNOUNCEMENT

Application
Presentation
Session
Transport
Network
Data Link
Physical
Physical

HUMAN NETWORKING SIMULATION & QUIZ

Organized by
Mamatha M A
Assistant Professor
Dept. of Computer Science & Applications

Gallery Room No: 211

Live Demonstration | **Interactive Quiz**
Team Activities | **Learn Networking**

— Get Ready to Connect & Compete! —

Coordinator

Vice Principal

Principal