Best Practices:

All the Head of the Departments, faculty representing in various committees of the institution, teaching faculty and staff of the institution shall actively involved in day to day practices of the institution and see that all the students involved actively in co curricular and extracurricular along with the learning of curriculum.

In addition to the regular practices being followed all the internal stake holders have freedom to design any innovative process / method for execution of teaching learning process and any other day to day activities in which they were involved. Following process shall be followed to bring any such innovative process into regular stream.

> Draft of the innovation method / process shall be made and shall be submitted to the principal through the Head of the Department.
> Principal shall make necessary arrangements to place in the institutional web page for stake holder opinion.
> After obtaining the stake holders opinion principal shall call for CAC meeting to discuss the adoptability of the process/method for implementation or reject.
> If the process is approved for implementation then the respective faculty shall be requested to conduct awareness sessions in all the departments of the institution for implementation.
> After implementation they need to make the report along with results or the feedback of the method.
> One among such best practice designed and implemented shall be selected for award at the institution level.

Innovation:

Innovation holds the key to ongoing improvements in living standards, as well as to solving pressing social challenges. Skilled people play a crucial role in innovation through the new knowledge they generate, how they adopt and develop existing ideas, and through their ability to learn new competencies and adapt to a changing environment. Hence required to cultivate innovation skills in the campus to enhance the innovation.

Innovative skills are the skills which allow individuals to become innovate in the area in which they are interested in. They are usually a combination of cognitive skills (ability to think creatively and critically), behavioural skills (ability to solve problems, risk management), functional skills(basic skills such as writing, reading, and numeracy) and Technical Skills(research techniques, project management and IT engineering).

Faculty and students need to involve in the respective skill development practices and enhance the innovation skills when and where ever possible in day to day teaching learning process and activities.

Innovation hub shall be hosted at the institution level, a platform to express an innovation idea by the students. Best idea of a year shall be awarded.

Product Development:

The creation of products with new or different characteristics that offer new or additional benefits to the customer. Product development may involve modification of an existing product or its presentation, or formulation of an entirely new product that satisfies a newly defined customer want or market niche.

System of defined steps and tasks such as strategy, organization, concept generation, marketing plan creation, evaluation, and commercialization of a new product. It is a cycle by means of which an innovative firm routinely converts ideas into commercially viable goods or services. Development or incorporation of attributes (such as benefits, price, quality, styling, service, etc.) that a product's intended customers perceive to be different and desirable.

Student or a teacher should necessarily involve in product development. Institution may assist them in requirement of any resources desired.

Best product at campus level shall be awarded.

Patent:

Teacher or student may process their work for obtaining patent. Institution shall assist in the process of obtaining the patent.

References:
1. www.thebalance.com
2. www.oecd.org
3. https://en.wikipedia.org
4. http://www.businessdictionary.com

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