

Experiential Learning: A Case Study for Teaching Operating System Using C and Unix

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Abstract : In most of the universities and colleges Operating System (OS) course is treated as theoretical and usually taught in a classroom using conventional teaching methods. In this paper we are presenting a new approach of teaching OS through experiential learning, the course is designed to suit the requirement of undergraduate engineering program of Instrumentation Technology. This new approach has benefited us to improve our student's programming skills, presentation skills and understanding of the operating system concepts.

Keywords : pedagogy, interactive learning, experiential learning, OS, C, UNIX

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