Engineering education scenario can make its impact, only when it is more relevant to the dynamics of today's world, society, industry, economy, and environment. No more is technical education a mere qualifiable fascination – the world needs to be able to quantify the application of engineering knowledge. VNRVJIET has long- absorbed the philosophy of outcome-based education and thus has indigenously created a variety of internal processes and methodologies to ensure that the Institute's graduates stand exemplary of the renewed spirit of modern engineering education.

WIT & WIL, acronym for "*Why am I Teaching What I am Teaching* "from Teacher's perspective and "*Why am I Learning What I am Learning*" from student's perspective, is one such initiative that has been embedded into the Teaching-Learning process at the institute since 2013, as a part of the Education process Re-engineering. WIT & WIL has a structured framework and definitive metrics to ensure that the course outcomes are met, since learning occurs not by recording information but by interpreting it. It helps students to structure and processes knowledge and in turn make them as constructors of knowledge. WIT & WIL formats also provide ample scope for modern education technologies and active teaching methods, such as the use of audio-visual content, slideshows, case studies, and storytelling through real-world examples.

A video is designed and created using ICT tools in order to present the teacher's perspective ("WIT") about scenario of the respective subject. The video is designed such that it maps every topic of the prescribed syllabus to the real-world, in order to give the students a tangible experience of understanding the underlying engineering concepts to perceive for themselves ("WIL"). The mechanism of documenting WIT & WIL is also in line with the revised Bloom's Taxonomy, wherein the students are driven from Lower Order Thinking skills (LOT) to Higher Order Thinking skills (HOT) and develop an innate understanding and appreciation of the subject towards the real-world scenario.