CIT 426: Internship

Gandaki University

IV Year, I Sem

Program: Bachelor of Information Technology

Subject: Internship Year: IV
Course Code: CIT 426 Semester: I
Credit Hour: 2 Lab Type: Computer Lab

Contact Hours: 30 Lab Hours: 10

1 Course Objectives

Some of the key objectives of Internship are:

- 1. To engage in team-building activities and company events.
- 2. To adhere to professional ethics and workplace policies.
- 3. To learn to maintain a reflective journal to document experiences and insights.

Course Description

The internship program provides students with an opportunity to gain practical experience in their chosen field of study. Through hands-on training and exposure to real-world projects, students will develop essential skills and knowledge that complement their academic learning. The program aims to bridge the gap between theory and practice, fostering professional growth and preparing students for their future careers.

2 Course Outcomes

- This course will enable students to gain hands-on experience in various technical areas, such as programming languages, database management, networking, and cybersecurity.
- This course will enable students to develop a deeper understanding of the IT industry in Nepal, including its trends, challenges, and opportunities.

- The program will help students to develop critical thinking and problem-solving skills by working on real-world IT projects and addressing technical issues faced by the organization.
- The program will enable students to enhance collaboration and project management skills by working closely with IT professionals and participating in team projects, fostering effective communication and teamwork.
- The students will gain practical experience and skills that enhance employability in the IT industry, preparing for future career opportunities in Nepal's IT sector

3 Course Content

3.1 Introduction to Internship

3 Hrs.

- 1. Program orientation and introduction to internship guidelines
- 2. Familiarization with the organization's IT infrastructure and systems
- 3. Overview of the IT department's roles and responsibilities
- 4. Defining internship goals and learning objectives

3.2 Understanding the organization

6 Hrs.

- 1. Shadowing IT professionals in different areas (e.g., networking, software development, cybersecurity)
- 2. Assisting with routine IT tasks (e.g., system maintenance, troubleshooting, software installations)
- 3. Introduction to IT project management methodologies
- 4. Familiarization with IT documentation and reporting practices

3.3 Collaborating in a project

9 Hrs.

The project could be related to:

- 1. Collaborating with the IT team on ongoing projects
- 2. Hands-on experience with programming languages and frameworks
- 3. Networking configuration and administration
- 4. Database management and optimization
- 5. Exposure to cybersecurity practices and risk management

3.4 Undertaking own Project

9 Hrs.

- 1. Undertaking independent projects aligned with personal interests and goals
- 2. Implementing software solutions or developing web applications
- 3. Conducting research on emerging technologies and trends
- 4. Participating in code reviews and quality assurance processes
- 5. Gaining exposure to IT project planning and execution

3.5 Reporting 3 Hrs.

- 1. Finalizing and presenting the internship project
- 2. Conducting a comprehensive analysis of the project's outcomes
- 3. Reflecting on personal and professional growth during the internship
- 4. Participating in an internship review and evaluation process
- 5. Receiving a certificate of completion and recommendations for future career development

4 Internship Notes

- 1. The specific activities and projects within the IT internship program can be tailored to align with the student's area of interest and the hosting organization's needs.
- 2. The intership program requires its participants to maintain a log report signed by the assigned supervisor.
- 3. After the internship program, the participant will create a video/text article to reflect the changes before and after the program.