

Anjuman-I-Islam's

M. H. SABOO SIDDIK COLLEGE OF ENGINEERING

8, Saboo Siddik Polytechnic Road, Byculla, Mumbai, Maharashtra 400008

DEPARTMENT OF INFORMATION TECHNOLOGY

MINI PROJECT / MAJOR PROJECT

LOGBOOK

Title of the Project

Supervisor/Guide

REV - 2019 'C' Scheme



University of Mumbai

Academic Year (2023 -24)

STUDENT INFORMATION

Semester		Year		Academic Yr.	
Course Code		Course Name		Group No.	

Project Title: _____

Learner	01	02	03	04
Roll No.				
Name				
Batch				
Email				
Contact No.				

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PROGRAM OUTCOMES (POs)

1. PO1 An ability to apply knowledge of mathematics, science and engineering fundamentals in the field of computing.
2. PO2 Critically identify, formulate and evaluate emerging topics and the recent development in the field and Provide solution to futuristic engineering problems.
3. PO3 The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context.
4. PO4 Ability in requirement gathering, design and implementation of software with computer systems to analyse and interpret the data.
5. PO5 An ability to use the techniques, logical and analytical skills and modern engineering tools necessary for engineering practice.
6. PO6 An ability to design a system component or process to meet desired needs within realistic constraints such as economic, environmental, social, cultural and safety issues.
7. PO7 An ability to understand an impact of engineering knowledge towards society and environment with need to sustainable solutions.
8. PO8 To inculcate professional ethics.
9. PO9 An ability to function effectively, individually and in teams to accomplish a common goal.
10. PO10 An ability to communicate solutions of complex computing problems effectively using reports and presentations to wide range of audiences.
11. PO11 To install leadership and managerial skills in multidisciplinary environment.
12. PO12 Recognition of the need for and an ability to engage in life-long learning.

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

1. Acquire sound knowledge in Information Technology to contribute effectively to the needs of IT industry and the society at large.
2. Gain sufficient capabilities in technologies used particularly in the sectors of communications, distributed computing and testing which are relevant to IT industry.
3. Formulate, analyse and solve real life problems that occur in industry.
4. Able to learn the latest trends in Information Technology and ready for life-long learning process.
5. Have awareness about professional ethics of the Software Industry, basic soft skills essential for working in community and professional teams.
6. Able to appear for competitive examinations, in order to reach higher echelons of excellence.

PROGRAM SPECIFIC OUTCOMES (PSOs)

1. To learn and acquire art of designing and programming to solve real world problems.
2. Usage and development of open source tools and technologies for engineering practice.
3. To provide knowledge based services to meet the needs of the society and industry.

COURSE OBJECTIVES

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

COURSE OUTCOMES

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to lifelong learning.
9. Demonstrate project management principles during project work.

STUDENT GUIDELINES

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
- Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. I.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

SUGGESTED GUIDELINES FOR MINI PROJECT

Sr. No.	Activity Name	No. of Weeks
1.	Problem Identification and Finalization	1
2.	Proposed System and Requirement Analysis	1
3.	Literature Survey	1
4.	Project Modelling	2
5.	Project Development	3
6.	Testing and Validation	2
7.	Documentation and Report Preparation	2

Disclaimer: Above are the suggested guidelines for the learner with approximate number of weeks for completion of activities.

MINI PROJECT / PROJECT INFORMATION

Title of the project:	
Project Domain:	
Project Software Model:	

Hardware Requirements:
Software Requirements:

In House Project

☐

Out House Project

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If Out House Project, Kindly attach relevant documents:

Outcome Mapping	
Course Outcome (CO)	
Program Outcome (PO)	
Program Specific Outcome (PSO)	

Signature of Guide

PROGRESS / ATTENDANCE REPORT

Week No.	Date	Attendance				Progress / Suggestion	Guide Sign
		1	2	3	4		

WEEKLY PROGRESS

Date:		Week No.		Time:	
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Work Description / Activity Details:

WEEKLY PROGRESS

Date:		Week No.		Time:	
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WEEKLY PROGRESS

Date:		Week No.		Time:	
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Work Description / Activity Details:

PROJECT ACTIVITY SCHEDULE / PLAN

Sr. No.	Activity Name	Start Date	End Date	No. of Working Days	Week No.	Completion Status

TENTATIVE SCHEDULE

Reviews	Date	Guide Signature	Reviewer Signature
Review I			
Review II			
External Exam			

TIMELINE CHART