

Project I (0-0-3)

Evaluation:

	Theory	Practical	Total
Sessional	-	100	100
Final	-	-	-
Total	-	100	100

Course Objectives:

1. To provide the practical knowledge of project undertaking by focusing on planning, requirements elicitation, design, development and implementation of a project.
2. To provide the knowledge of Programming tools currently used in the market by carrying out a project.
3. To teach students to work and solve problem in a team environment
4. To provide the knowledge to formulate project documentation and oral presentation for his/her project.

Procedures:

The project course requires students to get themselves involved in a group on a proposed task under the direct supervision of the faculty members of their respective department. The project may be selected in consultation with the industries. The project shall be software and or electronic hardware based. The project may be done on any platform. The application shall be on any relevant areas of application e.g. Scientific Applications, Information Systems, Web Applications, Games, Simulations, Hardware based applications.

The project must be started at the beginning of the semester, span through out the semester and finished by the end of that very semester. The project should be undertaken preferably by group of students who will jointly work and implement the project. The project will be assessed by a panel of examiners as appointed by head of the department. Oral examination will be conducted by internal and external examiners as appointed by the college.

Project Work Phases:

The entire project work shall be divided in to three phases and evaluation shall be done accordingly:

First Phase: The students are required to come up with a conceptual framework for their project work which must be documented in the form of a Proposal and presented in front of an examiner in a formal presentation lasting for about 10 minutes, on the date prescribed by the college. 30% of the marks shall be based on the following criteria:

Evaluation Criteria:

Task Accomplished (20%)

- Feasibility Study
- Requirements Analysis and Specification
- Project plan



- Creativity, Innovativeness and Usefulness of the Idea

Documentation (10%)

- Proposal Report
- Estimations
- Time Line

Second Phase: The students are required to show the progress of their work done so far. They must have finished the design phase including the overall system/architectural design and validation scheme. 50% of total mark shall be based on the following criteria:

Evaluation Criteria:

Task Accomplished (40%)

- System/Architectural Design
- Depth of Project work
- Progress
- Level of achievement
- Group/Team Effort
- Ability to propose solutions

Documentation (10%)

- Report organization
- Completeness and consistency of the report
- Validation Criteria
- Organization and analysis of data and results

Third Phase: All students must have finished all phases of their project work including requirements analysis, design, coding, testing on time before Final Project Presentation.

Students must come up with a visible output of the product that they have developed and perform an oral defense of their work in the presence of an external examiner (external to the department or from industries). The final presentation should be conducted on the last week of final semester term.

Evaluation (20%):

- Presentation
- Completeness and Final Output of the Project
- Viva
- Final Project Report

