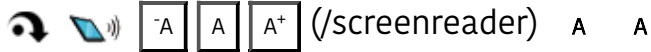new For B.Tech. admission related queries please dial helpline numbers 011-26907 414, 117, 483, 135, 136 or cli

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B.Tech. Programs

📖 Bachelor of Technology (B.Tech.)

🖥️ Computer Science & Engineering

📋 Electronics and Communications Engineering

💻 Computer Science and Applied Mathematics

✏️ Computer Science and Design

🖥️ Computer Science and Social Sciences

▤ Computer Science and Biosciences

📄 Computer Science and Artificial Intelligence

📄 Electronics and VLSI Engineering

Computer Science and Design (CSD) Program

The B.Tech. in Computer Science (CS) and Design aims to develop graduates that are not only well versed with computing approaches, tools, and technologies, but are also experienced with Design approaches and new Media technologies and uses. The program has a small set of core courses in CS and Design, and many electives which can be taken from CS as well as Design and Digital Media. This enables the students to build a program most suitable for them. The program will prepare students to work in the IT industry as well as digital media industry like gaming, animation, virtual/augmented reality, etc. The program will also allow students, who want to pursue higher studies, to take up higher studies in CS/IT or in Design.

Program Objectives:

The program aims to develop capabilities in CS as well as Design and Digital Media. At the end of this program, a student should have following attributes (in addition to the general attributes mentioned on B.Tech. Page):

- ⊘ Understanding of foundations, limits, and capabilities of computing.

- ⊘ Ability to design and implement efficient software solutions using suitable algorithms, data structures, and other computing techniques.

- ⊘ Understanding of design principles and techniques and ability to apply these for developing solutions to human/societal problems.

- ⊘ Ability to independently investigate a problem which can be solved by an Human Computer Interaction (HCI) design process and then design an end-to-end solution to it (i.e., from user need identification to UI design to technical coding and evaluation).

- ⊘ Ability to effectively use suitable tools and platforms, as well as enhance them, to develop applications/products using for new media design in areas like animation, gaming, virtual reality, etc.

The overall program structure is given in the table below –

For students of 2020 batch onwards

SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4	SEMESTER 5
Introduction to Programming	Data structures and Algorithms	Operating Systems	Analysis and Design of Algorithms / Algorithm Design and Analysis (B)*	Computer Networks
Digital Circuits	Design Drawing & Visualization	Research Methods in Social Science and Design	Prototyping Interactive Systems	
Maths I (Linear Algebra)	Maths II (Probability & Statistics)	Advanced Programming	Design of Interactive systems	
Introduction to HCI	Computer Organization	Design Processes & Perspectives	Fundamentals of Database Management Systems	Technical communication + Environmental Sciences

Communication Skills	Visual Design & Communication	[Maths III (Multivariate Calculus)/Discrete Mathematics]	[SSH / Maths IV (ODE/PDE/Theory of Computation)]	[Elective]

* Students who will do Discrete Mathematics in semester 3 will be allowed to do ADA. Also ADA and ADA(B) are anti-requisites.

For students of 2019 to previous batches, program structure is given here (/academics/resources).

In the 6th, 7th and 8th Semester all courses are electives. Details about the structure of the program and the requirements for graduation are given here. (/academics/resources)

Last updated: 29-08-2022

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