Title: Project Description   Form No: IQAC-112

SRN.No.	

VISHWAKARMA UNIVERSITY, PUNE
University Grants Commission (UGC) Approved State Private University

Examination: Project-1			
Academic Year	2025-2026	Pattern	2024
Faculty	Law	Course Name	BBAL24405
Department	Law	Course Code	Law and Technology
Programme	*BBALLB*	Semester	IV
Division	A	Course Teacher (s)	Prof. Rahi Ajabe-Alhat
Maximum Marks	25	Total No. of Pages	
Project Start Date	05/03/2026	Project End Date	15/03/2026

Instructions to Candidates: -

1. This project is **conceptual in nature**. Students are **not required to develop or code the application** at this stage.
2. The proposed application **must be directly related to law, legal services, legal processes, or access to justice**.
3. Students **may use AI tools** and/or take **technical guidance from engineering or computer science students**; however, the **legal idea, analysis, and structure must be the student's own work**.
4. The project must clearly identify a **specific legal problem** and demonstrate how the proposed app offers a **practical solution**.
5. The app concept should be **realistic and feasible**, keeping in mind existing legal frameworks and ethical obligations.
6. All submissions must follow the **prescribed format** and cover all required components listed under Project 1.
7. Plagiarism beyond the permitted limit will attract **academic penalties** as per university rules.
8. This project will serve as the **foundation for Project 2**, where students will be required to develop a **basic working prototype** of the same application.

	Project Description	Marks	CO	BTL
1	Problem Definition/Identification : The project must identify a **specific and real legal problem** within the existing legal system, indicate the **area of law involved**, explain the **impact on affected users**, highlight **limitations of current solutions**, and justify how the issue can be **effectively addressed through a technology-based legal application**.	2	2,3	6
2	Methodology: 1. Identify a real-world legal problem and the relevant area(s) of law. 2. Conduct basic legal and practical research to understand existing solutions and gaps.	3		

	3. Conceptualise a legal application that addresses the identified problem. 4. Define the app's key features, user flow, and legal safeguards. 5. Prepare a structured app outline that can be converted into a prototype in Project 2.				
3	Implementations	7			
	1. Translate the identified legal problem into app-based functional requirements. 2. Design the app structure, screens, and user flow using diagrams or simple wireframes. 3. Integrate relevant legal rules, procedures, or safeguards into the app logic. 4. Ensure compliance with basic legal and ethical standards such as data privacy and confidentiality. 5. Finalise the app outline as a ready blueprint for prototype development in Project 2.				
4	Project Outcomes	3			
	1. Ability to identify and analyse real-world legal problems suitable for technological solutions. 2. Understanding of how law and technology can be integrated through app-based models. 3. Development of structured legal thinking for designing digital legal services. 4. Preparation of a complete and feasible app blueprint for prototype development. 5. Enhanced exposure to legal-tech innovation and interdisciplinary collaboration.				

*CO: Course Outcome, BTL: Bloom's Taxonomy Level

---- End of Question Paper ----

Course Outcomes

CO No.	Statement
1	Understand the relationship between law and technology and its implications on society and governance.
2	Evaluate the legal issues arising from social media, online speech, and intermediary liability.
3	Explain the legal framework governing cybercrimes and digital communications in India.
4	Analyze the evolving jurisprudence of privacy and data protection in India and globally.
5	Interpret key provisions of the IT Act, 2000 and the Digital Personal Data Protection Act, 2023.

Bloom's Taxonomy Level (BTL)

BTL No.	BTL	Statement
1	Remember	Recall facts and basic concepts
2	Understand	Explain ideas or concepts
3	Apply	Use information in new situations
4	Analyze	Draw connections among ideas
5	Evaluate	Justify a stand or decision
6	Create	Produce new or original work