

Project II (0 – 0 - 4)
(BE Computer / Software / IT)

Evaluation:

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

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 consisting of generally 3-4 members and work jointly in a team, 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 and they shall be software and or electronic hardware based. The project may be done using any programming language or any platform and it may be any type of application e.g. Scientific Applications, Information Systems, Web Applications, Games, Simulations etc but it must find its practical usage in daily life and it should be relevant, as possible, to the local industry environment and its demands.

The project must be started at the beginning of the semester, span throughout the semester and finished by the end of that very semester. The project should be undertaken preferably by group of 3-4 students who will jointly work and implement the project. Term work will be jointly assessed by a panel of examiners as appointed by head of the institution. 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 form a team comprised of 3-4 team members and 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 or concerned department.
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 and the work done so far must be justifiable. 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 (20%):

All students must have finished all phases of their project work including requirements analysis, design, coding, testing on time by the time they come for the 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 as far as practicable.

Evaluation (20%):

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

