

Semester-VII

Course No	Subject Name	TH	PR	CR	HRS
EXPL 411	Educational Tour	0	3	3	6
EXPL 412	Experiential Learning - I	0	6	6	12
EXPL 413	Experiential Learning - II	0	6	6	12
EXPL 414	Experiential Learning - III	0	5	5	10
PRJT 411	Project –III	0	1	1*	
SSD 411	Soft Skills Development	0	1	1*	
	TOTAL CREDITS	0	20	20	40

* Non Credit Course

Educational Tour will often cater to more than one learning style, making them excellent teaching tools for certain deserving students. Classroom lectures apply primarily to audio learners, who learn best by listening. Visual learners can take benefit from visual aids, which exist with a limitation in the classroom, but are much more frequent during an Educational Tour. Finally, for tactile learners, Educational Tour offer an uncommon opportunity to perform hands-on learning and provide valuable educational opportunities in the actual field of work, without using textbooks and other tools used in a normal college schedule. It is supplement to the classroom learning. Students can actually see and enrich their knowledge. Gain deeper understanding of the problem in tangible view. It is not only helpful in effective learning but promote the qualities of leadership, discipline and self-confidence.

Objectives of Educational Tour Programme

1. To provide an opportunity to work with IT Research Stations and IT/AIT-based industries.
2. To develop the communication skills, confidence and competence among the students to interact with the IT people so as to prepare Project Reports on “Role of Information Technology in Agricultural Development”.

Principles of Educational Tour Programme

1. Learn from IT/AIT-based industries and Serve them
2. Work and plan with IT/AIT-based industries
3. Start with what IT/AIT-based industries know

Expected Outcome of Educational Tour Programme

1. Personality development
2. Art of listening and art of negotiation
3. Confidence building
4. Develop skill of joint effort (community management)
5. Developing art of creative thinking
6. Effective decision-making
7. Time and relationship management
8. Observe problem and come out with a best possible/feasible solution
9. Current Technology Trends
10. Human Resource Management in Companies
11. Work Culture in Companies

Duration: 15/20 Days

UNIT I

Problem identification: What is the actual problem? , What are the causes for this problem?, Is it important to solve this problem? , How complex it is? , What are the likely solutions to this problem? , What type of benefits can be expected once the problem is solved? and so on.; Internal and external environment; Problem of : reliability, validity, accuracy, economy, timeliness, capacity , throughput ; advantages of problem identification in SDLC

UNIT II

Feasibility study and cost benefit analysis: Need for feasibility study: whether a new system is to be installed or not? , determine the potential of the existing system, improve the existing system and know what should be embedded in the new system, define the problems and objective involved in a project, avoid crash implementation of a new system, avoid the “hardware approach”; Method: Technical feasibility, Economics feasibility and Operational or behavioral feasibility

UNIT III

System requirement analysis: What outputs are needed? , What inputs are needed to obtain these outputs? , What operations it must perform to obtain these outputs? , What resources must be used? , What operational and accounting controls are needed? etc.; Different ways to assess the user requirements

UNIT I

System design specifications and Programming: Output designs , Input designs ,Procedures ,Information flow , Files and databases , Volumes , Manually used forms, Program specification etc.; Standard tools : System flowcharts, computer run chart, clerical procedure chart, computer procedure chart etc ; IPO and HIPO charts , Decision tables ; File design : types of files, file structure, File organization , choice of storage mediu

UNIT II

System implementation, follow up and maintenance: Site preparation, Installation of new equipment, User's training, seminars and meetings to gain user support , Use of inputs and procedures , Trial and parallel runs of the system on the computer , Gradual phasing out of the old system

UNIT III

Evaluation of the system: Development evaluation, Operation Evaluation: response time, ease of use, reliability of computation and adequacy of storage capacity etc.; User Management Assessment evaluation

UNIT I

System Tools and Techniques: What are system tools and techniques? , Classification of tools and techniques: Traditional tools , Structured tools and Software development tools; Analysis tools: Charting tools (Data/Fact collection tools) ,Dictionary tools (Data flow , Data dictionary , Structured English); Design tools: Specification tools, Layout tools; Development tools : Software Engineering tools , Coding tools , Testing tools)

UNIT II

Test Case: Test Case, Test Priority (Low/Medium/High), Module Name, Test Title, Pre-conditions, Dependencies, Test Steps, Test Data, Expected Result, Actual Result, Status (Pass/Fail) etc.

Software Testing: Why Test? , Beta Testing, Problems with Beta Testing, Black-Box / White-Box Testing, Advantages of Black Box / White-Box Testing, Automated Testing Tools (Selenium , Ranorex ,Sahi)

Analyzer in LoadRunner : How to use Analyzer in LoadRunner, Session explorer, Analysis Graphs (Average Response Time graph, Hits Per Second graph, Running VUsers graph, Throughput graph, Transactions Per Second graph, Transaction Performance Summary graph, Testing Strategy Used, Limitations and Constraints, Future Applications)

UNIT III

Workshop/ Advance Training

Objective(s)

The focus of the course is to develop a wide variety of soft skills starting from communication, to working in different environments, developing emotional sensitivity, learning creative and critical decision making, developing awareness of how to work with and negotiate with people and to resolve stress and conflict in ourselves and others.

Unit I**Basics Communication skills**

Understanding the communicative environment, What to listen for and why, When to speak and how, Starting and sustaining a conversation

Unit II**Presentation and interaction**

What to present and how, Multimedia presentation: Understanding the basics , Communication styles , Speaking in groups

Unit III**Visual, nonverbal and aural communication**

The world of visual culture, Visual perception, The aural: Its relevance and impact, The body and the way it communicates, The face, its expressions and what it says

Unit IV**Interpersonal communication**

Individuals, groups and cultures: Building Relationships, Understanding Group Dynamics, Groups, Conflicts and their Resolution, Social Network, Media and Extending Our Identities, Emotional and social skills

Unit V**Developing key traits**

Creativity, critical thinking and problem solving, motivating oneself, art of persuasion, from persuasion to negotiation, leadership and motivating others

Essential and vocational skills: survival strategies

Managing time, Managing stress, Resilience, Work-life balance, Applying soft-skills to workplace