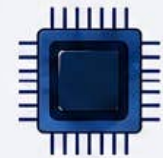
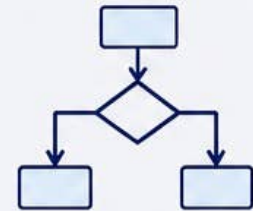




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Syllabus



**Field Project / Community Engagement Services in Computer Science (112)/Information Technology (123)/
Computer Application (Regular) (109)/ Computer Application (Vocational) (110)/Data Analytics (134)/Data
Science and Analytics (135)/ Web Designing and Development (138): Phase-I**

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	III	109291/ 110291/ 112291/123291/ 134291/135291/138291	Field Project / Community Engagement Services in Computer Science (112)/Information Technology (123)/ Computer Application (Regular) (109)/ Computer Application (Vocational) (110)/Data Analytics (134)/Data Science and Analytics (135)/ Web Designing and Development (138): Phase-I	2	60	--	50

Course Objectives:

- To develop a sense of social responsibility among students.
- To foster civic values and the spirit of community service.
- To provide practical experience in addressing societal issues.
- To encourage students to work collaboratively with community members and organizations.
- To enhance critical thinking, problem-solving, and leadership skills through real-world application.
- To help students to initiate developmental activities in the community in coordination with public and government authorities.
- To enable students to apply theoretical/practical Computer Science/Application/Engineering concepts in real-life challenges, enhancing the quality of experiential learning.
- To give exposure to the students about the development of relation between rural communities and Computer Technology
- To study the Computer Technology driven solutions for local problems

Course Outcomes:

Upon successful completion of this course, students will be able to:

- Develop problem-solving and critical thinking abilities by social activities and services to real-world situation.
- Critically evaluate information and conclusions based on the analysis and interpretation of data collected during the project.

- Contribute the knowledge to the social cause by understanding the societal problems and deriving the solution for the same
- Gain valuable experience and skills in a relevant field.
- Gain efficiency in written and oral communication through activity reports, presentations and discussions.
- Work effectively as part of a team to achieve social responsibility.
- Understand the importance of Computer Technology in various rural area problems.
- Build connections with local communities and learn from traditional knowledge.
- Identify Computer Technology related challenges (Lack of Technological Knowledge, non-availability of infrastructure, ICT problem, etc.) and provide the solution/ corrective measure to the concerning authority.

Guidelines/ SoP for FP/CEP

For understanding key principles of CE, forms of CE, operational guidelines and implementation strategy please refer https://www.ugc.gov.in/pdfnews/4187860_Revised-Final-Guidelines.pdf

As per NEP 2020, students of B Sc. II of Semester III need to perform a Field Project (FP) for TWO (2) credits i.e. 50 Marks.

The guidelines regarding the field project are as follows:

1. Students must complete 60 hours of field engagement.
2. Work may be done individually or in groups of up to 4 students, each under a departmental faculty guide.
3. A survey or sample collection methodology must be chosen, with appropriate documentation tools: questionnaires, datasheets, plant specimen formats, etc.
4. Projects can be survey-based, experimental, observational, or intervention-based.
5. **Final report to include:** Title, Introduction, Materials & Methods, Results, Discussion, Conclusion, References.
6. Minimum 6 pages excluding cover page, certificate, acknowledgement, etc.
7. Poster/PPT presentation is mandatory and will be evaluated by an appointed examiner.
8. For a SURVEY based project related questionnaire (15 or more questions) shall be prepared.
9. The departmental coordinator/guide shall check the questions and finalize the questionnaire. The question that may create unnecessary complications should be avoided. The questions should be qualitative as well as quantitative.
10. If the project is related to work that does not involve survey work, then the questionnaire part can be replaced accordingly (e.g. Sample collection/Data collection/ Experimental base etc.).
11. The total project work including preparation of questionnaire to presentation should be evaluated for 2 credits (50 Marks).

**SUGGESTED FORMS OF COMMUNITY-ENGAGED PRACTICE IN COMPUTER SCIENCE (112)/INFORMATION TECHNOLOGY (123)/
COMPUTER APPLICATION (REGULAR) (109)/ COMPUTER APPLICATION (VOCATIONAL) (110)/DATA ANALYTICS (134)/DATA
SCIENCE AND ANALYTICS (135)/ WEB DESIGNING AND DEVELOPMENT (138)**

Community Engagement Services (CES) in Computer Science involve using technology and digital tools to connect, involve, and empower communities. This can encompass various activities, from developing online platforms for community interaction to using data analysis to understand community needs and informed decision-making. CES in Computer Science aims to bridge the digital divide, promote digital literacy, and foster collaboration between communities and organizations.

Here's a more detailed look at CES in Computer Science:

Students have to choose any one of the following as the Community Engagement Services. Programmes may be interdisciplinary, integrating knowledge from various fields such as social sciences, health, education, environmental studies, etc.

1) Teaching

- Basics of Computers, MS Office and internet
- Cyber security and cyber crime
- Applications of statistics in real life
- Introduction to Statistical Software (Excel)
- Online digital services

2) Services

- Digital Banking and Online Payments
- Basic software installation
- E-Governance and Digital Services
- Health Awareness Using Digital Tools
- Online digital services and literacy

3) Data Collection and Survey

- Utilization of government community empowerment schemes.
- IT infrastructure in India
- Cyber and forensic investigation in India, Etc.

Note: Students must have to perform activities from above heads to complete 60 hours of community engagement and services

Key Benefits of CES in Computer Science:

- **Increased Community Participation:**
CES can make it easier for community members to participate in decision-making processes and contribute to their community's development.
- **Improved Communication:**
Online platforms and digital tools can facilitate better communication and information sharing within communities.
- **Enhanced Collaboration:**
CES can foster collaboration between community members, organizations, and local governments.
- **Empowered Communities:**
By providing access to information, resources, and technology, CES can empower communities to address their own needs and shape their future.
- **Greater Social Impact:**
CES can contribute to positive social change by addressing critical community needs and promoting civic engagement.

Assessment Rubric for FP/CEP: Phase -I**SANT GADGE BABA AMRAVATI UNIVERSITY, AMRAVATI
B.Sc. II, SEMESTER – III (NEP)**

FP/CEP	109291/ 110291/ 112291/123291/ 134291/135291/138291	Field Project / Community Engagement Services in Computer Science (112)/Information Technology (123)/ Computer Application (Regular) (109)/ Computer Application (Vocational) (110)/Data Analytics (134)/Data Science and Analytics (135)/ Web Designing and Development (138): Phase-I	Max Marks: 50
Q. No.	Exercise		Marks
1	Field Engagement & Participation (Attendance, hands-on involvement, and community interaction)		15
2	Project Report Quality (Clarity, structure, scientific accuracy, originality, and referencing)		15
3	Data Collection & Analysis (Depth, relevance, and quality of survey/sample collection and its analysis)		10
4	Presentation (Poster or PPT) (Communication of findings, visual clarity, and confidence)		05
5	Social Relevance & Innovation (Creative solutions, awareness campaigns, or community impact beyond data.)		05