

**Scheme of  
B. Tech. CSE (Human Computer Interaction & Gaming Technology)  
2022 Onwards**

Year	Semester	Course Code	Course Name	Type	L	T	P	Credits
<b>FIRST YEAR</b>								
1 <sup>ST</sup>	1 <sup>ST</sup>	MAL103	Calculus for Engineers	BS	3	1	0	4
1 <sup>ST</sup>	1 <sup>ST</sup>	CSL106	Introduction to Gaming	DC	2	0	0	2
1 <sup>ST</sup>	1 <sup>ST</sup>	CSL101	Computer Programming	DC	3	0	2	4
1 <sup>ST</sup>	1 <sup>ST</sup>	BEL101	Mechanics & Graphics	ES	3	0	2	4
1 <sup>ST</sup>	1 <sup>ST</sup>	SAP101	Health, Sports & Safety	HU	0	0	2	0
1 <sup>ST</sup>	1 <sup>ST</sup>	HUL101	Communication Skills	HU	2	0	2	3
1 <sup>ST</sup>	1 <sup>ST</sup>	CSL107	Introduction to HCI	DC	2	0	0	2
<b>Subtotal</b>					<b>15</b>	<b>1</b>	<b>8</b>	<b>19</b>
1 <sup>ST</sup>	2 <sup>nd</sup>	MAL104	Matrices, Transform Techniques, and Differential Equations	BS	3	1	0	4
1 <sup>ST</sup>	2 <sup>nd</sup>	ASL103	Applied Physics for Gaming	BS	3	0	0	3
1 <sup>ST</sup>	2 <sup>nd</sup>	CSL102	Data Structures	DC	3	0	2	4
1 <sup>ST</sup>	2 <sup>nd</sup>	CSL103	Application Programming	DC	3	0	2	4
1 <sup>ST</sup>	2 <sup>nd</sup>	CSL108	Game Development Design Thinking	DC	2	0	0	2
1 <sup>ST</sup>	2 <sup>nd</sup>	HUL102	Environmental Studies	HU	2	0	0	0
1 <sup>ST</sup>	2 <sup>nd</sup>	ECL103	Applied Electronics	ES	3	0	2	4
<b>Subtotal</b>					<b>19</b>	<b>1</b>	<b>6</b>	<b>21</b>
<b>Total</b>								
<b>40</b>								
<b>SECOND YEAR</b>								
2 <sup>nd</sup>	3 <sup>rd</sup>	CSL204	Discrete Maths & Graph Theory	DC	3	1	0	4
2 <sup>nd</sup>	3 <sup>rd</sup>	CSL211	Gamification for Learning	DC	3	0	0	3
2 <sup>nd</sup>	3 <sup>rd</sup>	CSL202	Introduction to Object Oriented Programming	DC	3	0	2	4
2 <sup>nd</sup>	3 <sup>rd</sup>	CSL212	Computer Architecture & Organization	DC	3	0	0	3
2 <sup>nd</sup>	3 <sup>rd</sup>	CSL210	Data Structures With Applications	DC	2	0	2	3
2 <sup>nd</sup>	3 <sup>rd</sup>	CSP201	IT Workshop – I	DC	0	0	4	2
<b>Subtotal</b>					<b>14</b>	<b>1</b>	<b>8</b>	<b>19</b>

2 <sup>nd</sup>	4 <sup>th</sup>	CSL205	Design & Analysis of Algorithms	DC	3	0	2	4
2 <sup>nd</sup>	4 <sup>th</sup>	CSL207	Operating Systems	DC	3	0	2	4
2 <sup>nd</sup>	4 <sup>th</sup>	CSL432	Human Computer Interaction	DC	3	0	0	3
2 <sup>nd</sup>	4 <sup>th</sup>	CSL213	Software Engg. & Game Testing	DC	3	0	0	3
2 <sup>nd</sup>	4 <sup>th</sup>	MAL201	Numerical Methods and Probability Theory	DC	3	1	0	4
2 <sup>nd</sup>	4 <sup>th</sup>	CSP202	IT Workshop – II	DC	0	0	4	2
<b>Subtotal</b>					<b>15</b>	<b>0</b>	<b>8</b>	<b>20</b>
<b>Total</b>								<b>39</b>
<b>THIRD YEAR</b>								
3 <sup>rd</sup>	5 <sup>th</sup>	CSL302	Computer Networks	DC	3	0	2	4
3 <sup>rd</sup>	5 <sup>th</sup>	CSL431	Computer Graphics	DC	3	0	0	3
3 <sup>rd</sup>	5 <sup>th</sup>	CSL303	Theory of Computation	DC	3	1	0	4
3 <sup>rd</sup>	5 <sup>th</sup>	CSL306	UI and UX Design	DC	3	0	2	4
3 <sup>rd</sup>	5 <sup>th</sup>	CSL301	Database Management Systems	DC	3	0	2	4
			Open Course – I	OC	3	0	0	3
<b>Subtotal</b>					<b>18</b>	<b>1</b>	<b>6</b>	<b>22</b>
3 <sup>rd</sup>	6 <sup>th</sup>	CSL307	Augmented & Virtual Reality	DC	3	0	2	4
3 <sup>rd</sup>	6 <sup>th</sup>	CSL308	Computer Vision Techniques	DC	3	0	2	4
3 <sup>rd</sup>	6 <sup>th</sup>	CSL309	GPU Computing	DC	2	0	2	3
3 <sup>rd</sup>	6 <sup>th</sup>	CSL310	2D & 3D game development	DC	3	0	2	4
3 <sup>rd</sup>	6 <sup>th</sup>		Open Course – II	OC	3	0	0	3
3 <sup>rd</sup>	6 <sup>th</sup>	CSD301	Mini Project	DE	0	0	6	3
<b>Subtotal</b>					<b>14</b>	<b>0</b>	<b>18</b>	<b>21</b>
<b>Total</b>								<b>43</b>
<b>FINAL YEAR</b>								
4 <sup>th</sup>	7 <sup>th</sup>	CSD 403	Project Phase - I	DE	0	0	2	2
4 <sup>th</sup>	7 <sup>th</sup>		Elective – I	DE	3	0	2	4
4 <sup>th</sup>	7 <sup>th</sup>		Elective – II	DE	3	0	2	4
4 <sup>th</sup>	7 <sup>th</sup>		Elective – III	DE	3	0	0	3
4 <sup>th</sup>	7 <sup>th</sup>		Elective – IV	DE	3	0	0	3
4 <sup>th</sup>	7 <sup>th</sup>		MooC Course / Open Course III	OC	3	0	0	3
<b>Subtotal</b>					<b>15</b>	<b>0</b>	<b>6</b>	<b>19</b>
<b>OR</b>								
4 <sup>th</sup>	7 <sup>th</sup>	CSD 402	Industry Internship Project	DE	0	0	12	6
4 <sup>th</sup>	7 <sup>th</sup>	CSD 403	Project Phase - I	DE	0	0	4	2
<b>Subtotal</b>					<b>0</b>	<b>0</b>	<b>6</b>	<b>8</b>

<b>Total</b>												<b>19/8</b>
<b>Total</b>												<b>27</b>
4 <sup>th</sup>	8 <sup>th</sup>	CSD 402	Industry Internship Project	DE	0	0	12	6				
4 <sup>th</sup>	8 <sup>th</sup>	CSD 404	Project Phase - II	DE	0	0	12	6				
<b>Subtotal</b>								<b>0</b>	<b>0</b>	<b>24</b>	<b>12</b>	
<b>OR</b>												
4 <sup>th</sup>	8 <sup>th</sup>	CSD 404	Project Phase - II	DE	0	0	12	6				
4 <sup>th</sup>	8 <sup>th</sup>		Elective – I	DE	3	0	2	4				
4 <sup>th</sup>	8 <sup>th</sup>		Elective – II	DE	3	0	2	4				
4 <sup>th</sup>	8 <sup>th</sup>		Elective – III	DE	3	0	0	3				
4 <sup>th</sup>	8 <sup>th</sup>		Elective – IV	DE	3	0	0	3				
4 <sup>th</sup>	8 <sup>th</sup>		MooC Course / Open Course III	OC	3	0	0	3				
<b>Subtotal</b>								<b>15</b>	<b>0</b>	<b>16</b>	<b>23</b>	
<b>Total</b>											<b>12/23</b>	
<b>Total</b>											<b>(35)</b>	
<b>Total</b>											<b>31</b>	
<b>GRAND TOTAL</b>											<b>153</b>	

TYPE	CREDITS
BS	11
ES	08
HU	03
OC	09
DE	31
DC	91
<b>Total</b>	<b>153</b>