Scheme Document

B. Tech. CSE (Human Computer Interaction & Gaming Technology) For 2022 Batch Onwards

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

2 nd	3 rd	CSL202	Introduction to Object Oriented	DC	3	0	2	4
			Programming					
2 nd	3 rd	CSL212	Computer Architecture and	DC	3	0	0	3
			Organization					
2 nd	3 rd		Data Structures With	DC	2	0	2	3
		CSL210	Applications					
2 nd	3 rd	CSP201	IT Workshop – I	DC	0	0	4	2
			Subtotal		14	1	8	19
2 nd	4 th	CSL205	Design & Analysis of Algorithms	DC	3	0	2	4
2 nd	4 th	CSL207	Operating Systems	DC	3	0	2	4
2 nd	4 th	CSL432	Human Computer Interaction	DC	3	0	0	3
2 nd	4 th		Software Engineering and Game	DC	3	0	0	3
		CSL213	Testing					
2 nd	4 th		Numerical Methods and	DC	3	1	0	4
		MAL201	Probability Theory					
2 nd	4 th	CSP202	IT Workshop – II	DC	0	0	4	2
			Subtotal		15	0	8	20
Total							39	
			THIRD YEAR					
3 rd	5 th	CSL302	Computer Networks	DC	3	0	2	4
3 rd	5 th	CSL431	Computer Graphics	DC	3	0	0	3
3 rd	5 th	CSL303	Theory of Computation	DC	3	1	0	4
3 rd	5 th	CSL306	UI and UX Design	DC	3	0	2	4
3 rd	5 th	CSL301	Database Management Systems	DC	3	0	2	4
			Open Course – I	OC	3	0	0	3
	1		Subtotal		18	1	6	22
3 rd	6 th	CSL307	Augmented & Virtual Reality	DC	3	0	2	4
3 rd	6 th	CSL308	Computer Vision Techniques	DC	3	0	2	4
3 rd	6 th	CSL309	GPU Computing	DC	2	0	2	3
3 rd	6 th	CCI 210	2D & 3D game development	DC	3	0	2	4
3	6	CSL310	2D & 3D game development	DC	3	U	2	4

3 rd	6 th		Open Course – II	OC	3	0	0	3
3 rd	6 th	CSD301	Mini Project	DE	0	0	6	3
		-	Subtotal		14	0	18	21
			Total					43
			FINAL YEAR				1	
4 th	7 th	CSD 401	Project	DE	0	0	16	8
4 th	7 th		Elective – I	DE	3	0	0/2	3/4
4 th	7 th		Elective – II	DE	3	0	0/2	3/4
4 th	7 th		Elective – III	DE	3	0	0	3
4 th	7 th		Elective – IV	DE	3	0	0	3
4 th	7 th		MooC Course / Open Course III	OC	3	0	0	3
			Subtotal		15	0	16-	23-25
							20	
	l .		OR			I	1	
4 th	7 th	CSD 402	Internship	DE	0	0	16	8
	l .	<u>'</u>	Subtotal		0	0	16	8
			Total					23-
								25/8
4 th	8 th	CSD 402	Internship	DE	0	0	16	8
	l .		Subtotal		0	0	16	8
			0	R		1	<u> </u>	
4 th	8 th	CSD 401/	Project / Internship – II	DE	0	0	16	8
		CSD 403						
4 th	8 th		Elective – I	DE	3	0	0/2	3/4
4 th	8 th		Elective – II	DE	3	0	0/2	3/4
4 th	8 th		Elective – III	DE	3	0	0	3
4 th	8 th		Elective – IV	DE	3	0	0	3
4 th	8 th		MooC Course / Open Course III	OC	3	0	0	3
	I		Subtotal		15	0	16-	23-25
							20	

		8/23-
		25
Total		31-33
GRAND T	OTAL	153-
		155

ТҮРЕ	CREDITS
BS	11
ES	08
HU	03
OC	09
DE	31/33
DC	91
Total	153/155