Scheme Document

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

Year	Semester	Course Code	Course Name	Type	L	T	P	Credits
FIRST YEAR								
1ST	1ST	MAL103	Calculus for Engineers	BS	3	1	0	4
1ST	1ST	CSL106	Introduction to Gaming	DC	2	0	0	2
1ST	1ST	CSL101	Computer Programming	DC	3	0	2	4
1ST	1ST	BEL101	Mechanics & Graphics	ES	3	0	2	4
1ST	1ST	SAP101	Health, Sports & Safety	HU	0	0	2	0
1ST	1ST	HUL101	Communication Skills	HU	2	0	2	3
1ST	1ST	CSL107	Introduction to HCI	DC	2	0	0	2
			Subtotal		**15**	**1**	**8**	**19**
1ST	2nd	MAL104	Matrices, Transform Techniques, and Differential Equations	BS	3	1	0	4
1ST	2nd	ASL103	Applied Physics for Gaming	BS	3	0	2	4
1ST	2nd	CSL102	Data Structures	DC	3	0	2	4
1ST	2nd	CSL103	Application Programming	DC	3	0	2	4
1ST	2nd	CSL108	Game Development Design Thinking	DC	2	0	0	2
1ST	2nd	HUL102	Environmental Studies	HU	2	0	0	0
1ST	2nd	ECL103	Applied Electronics	ES	3	0	2	4
			Subtotal		**19**	**1**	**6**	**22**
Total								**41**
SECOND YEAR								
2nd	3rd	CSL204	Discrete Maths & Graph Theory	DC	3	1	0	4
2nd	3rd	CSL211	Gamification for Learning	DC	3	0	0	3

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

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

				8/23-25
Total				**31-33**
GRAND TOTAL				**154-156**

TYPE	CREDITS
BS	12
ES	08
HU	03
OC	09
DE	31/33
DC	91
Total	**154/156**