A REPORT ON
PROJECT BASED LEARNING (PBL)

Academic Year 2016-2017 (Semester VI)
Third Year Undergraduate Students of

IT Engineering Department

Objective—To enable the students to apply concepts of the present semester subjects (including those of previous semesters) in the form of a design project based on certain application. It is hoped that it shall eventually lead to a better learning experience as opposed to textbook learning. Separate topics are assigned to all students in groups (maximum 4-6 students per group) of the same year to enable healthy competition among the different teams. The students work in groups and assign and distribute various aspects of work so as to realize the project based on a timeline of about 2 to 3 months. Queries and doubts are clarified by interactions with the PBL coordinators and subject experts. Student groups submit the PBL report during their demonstrations on a specified date in front of the faculty members.

Judges for the PBL Demonstrations
All Computer and IT Engineering Faculty of the concerned class.

PBL Coordinators

Division A	Prof.
Division B	Prof.

PBL Topics:

Sn	Subjects involved	PBL Topics offered
1	SE, BI, AIT, Security	Design and Implementation Profit/Loss Ratio for Financial Market using Data Mining technique
2	SE, DS, AIT, Security	Design and Implementation of a Group Communication Service
3	SE,SWS,AIT,BI,security	Design e-wallet responsive website for cashless transactions.
4	SE, DS, AIT, DMBI	Opinion mining on Demonetization of Money using social network data
5	SE, SWS, DMBI	Student attendance system using Barcode/ Qr. Scan
6	SWS	Image Encryption using Triple DES/ AES
7	SE,SWS	Designing Virtual Reality (3D) for different Data Encryption Standards
8	SE,SWS	Designing Virtual Reality (3D) for different Security Attacks
9	DMBI,SE,AIT	Monitoring the Best Products to improving the business strategy using Data Mining Analysis Techniques

10	DMBI,DS,AIT,SE	Integrated Environment for identification of multiple users across social sites
11	SWS, DMBI, SE, AIT	Design College Chat Bot for Students
12	DMBI, SE, AIT	Automatic Question Paper Generator
13	DMBI, SE, AIT	Designing Virtual Reality (3D) for different Election Algorithm or Mutual Exclusion Algorithms

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