

<b>COURSE TITLE</b>	<b>INTERNSHIP / PROJECT</b>
<b>COURSE CODE</b>	<b>05MB0401</b>
<b>COURSE CREDITS</b>	<b>20</b>

**Objective:**

- 1 To encourage students to undertake research, product development, or process innovation in Mobile & UI domains.
- 2 To enhance technical and presentation skills while working on end-to-end project development.
- 3 To foster problem-solving, critical thinking, teamwork, and innovation.
- 4 To bridge the gap between academic learning and industry expectations through a structured project.
- 5 To provide hands-on experience in solving real-world problems in Mobile & UI using the skills acquired throughout the program.

**Course Outcomes:** After completion of this course, student will be able to:

- 1 Work effectively in teams to manage the lifecycle of a capstone project using appropriate tools and methodologies.
- 2 Evaluate project feasibility, risks, and ethical considerations in Mobile & UI applications.
- 3 Communicate findings, technical solutions, and outcomes effectively through reports and presentations.
- 4 Demonstrate the ability to design, develop, test, and deploy a complete Mobile & UI system or analytical model.
- 5 Apply domain knowledge to identify, define, and solve a real-world Mobile & UI problem.

**Pre-requisite of course:**NA

**Teaching and Examination Scheme**

<b>Theory Hours</b>	<b>Tutorial Hours</b>	<b>Practical Hours</b>	<b>ESE</b>	<b>IA</b>	<b>CSE</b>	<b>Viva</b>	<b>Term Work</b>
0	0	40	0	0	0	300	200
<b>Contents : Unit</b>	<b>Topics</b>						<b>Contact Hours</b>
<b>Total Hours</b>							

**Suggested List of Experiments:**

<b>Contents : Unit</b>	<b>Topics</b>	<b>Contact Hours</b>
<b>Total Hours</b>		

**Suggested Theory Distribution:**

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
<b>Remember / Knowledge</b>	<b>Understand</b>	<b>Apply</b>	<b>Analyze</b>	<b>Evaluate</b>	<b>Higher order Thinking / Creative</b>
10.00	20.00	25.00	25.00	10.00	10.00

**Instructional Method:**

- 1 INTERNSHIP / PROJECT