

Course Code	Course Title	L	T	P	C
ACXC127N	Advances in Gaming and Technology	0	0	0	2
Pre-requisite	NIL	Syllabus version			
		1.0			
Course Objectives:					
<ol style="list-style-type: none"> To create a platform for improving student's talent, upgradation of knowledge in respective fields To conduct various events/symposium/workshops/conferences thereby improving their leadership, management and coordinating skills To learn how teamwork, cooperation and collaboration can bring changes to society 					
Course Outcome:					
<ol style="list-style-type: none"> To apply science, engineering, management and technology to understand real world problem To gain practical knowledge about best practices in chosen domain To master team building and leadership skills 					
General Guidelines					90 hours
<ol style="list-style-type: none"> Regular activities: Participation in events like orientation session, training, guest lecture, workshop & internal competitions, organized by associated technical club/ chapter/ teams Gaining of practical knowledge through participation in activities, field visits and relevant events Participating / Organizing / Volunteering for events during GraVITas /TechnoVIT/ organized by associated technical club/ chapter/ teams thereby enhancing and exhibiting the team building and leadership skills Representing the institute as a part of technical Club/ Chapter/ team in events or competitions conducted by other institutes Report – report on all the activities for a duration of 90 hours needs to be submitted 					
Mode of Evaluation: (No FAT) Participation in activities for 90 hours and report					
Recommended by Board of Studies		23-11-2022			
Approved by Academic Council		No. 68	Date	19-12-2022	