SYLLABUS FOR BOARD OF STUDIES ADOPTION — generated from the live catalogue record

Long-Term Internship — 6 Months

IN-03 · 120 days (configurable 1–5 days) · Informatics · Software Engineering · Years: 3rd, 4th, PG

CONTENTS

Catalogue IN-03 · version 1 · generated 2026-08-27

OVERVIEW

A full industry simulation: sprints, reviews, a portfolio and interview preparation.

Final-year students need more than a project — they need six months of working the way a team works, and a portfolio that survives a technical interview.

HOURS AND CREDIT POSITION

Contact hours: 150 Guided project: 210 Self-study: 60 Notional total: 420

Credit claim: none

Offered as a non-credit programme. The hours above are stated for transparency; the college may position it inside value-added / add-on frameworks at its discretion.

COURSE OUTCOMES

CO1. Apply engineering fundamentals to problems of realistic size and ambiguity (K3)
CO2. Operate within a sprint cycle, estimating work and reporting progress honestly (K3)
CO3. Deliver a substantial system against changing requirements and a fixed deadline (K5)
CO4. Diagnose and repair failures in a running system using logs and monitoring (K4)
CO5. Present a portfolio and defend design decisions under technical questioning (K5)

COURSE CONTENT — MODULES

Hours shown are the recommended format; module time scales proportionally when the engagement runs 1–5 days.

Module 1 — Engineering foundations (30h recommended)
Theory: Stack depth, data structures in practice, testing strategy
Lab: Graded exercise ladder
Output: Reviewed exercise portfolio

Module 2 — Working as a team (20h recommended)
Theory: Sprint planning, estimation, stand-ups, review and retrospective
Lab: Run a full sprint cycle on a sample brief
Output: Sprint artefacts

Module 3 — The industry simulation (50h recommended)
Theory: A brief with real constraints, changing requirements and a fixed deadline
Lab: Six sprints against a moving target
Output: Delivered product increments

Module 4 — Quality and operations (25h recommended)
Theory: Automated testing, pipelines, observability, incident response
Lab: Break-and-fix exercise on the team's own system
Output: Pipeline and runbook

Module 5 — Portfolio and interview readiness (25h recommended)
Theory: Portfolio writing, system-design discussion, behavioural interviews
Lab: Two mock interviews with written feedback
Output: Portfolio and interview feedback record

ASSESSMENT SCHEME (100 MARKS)

Exercise portfolio — 20 marks
Sprint delivery and teamwork — 30 marks
Simulation outcome — 30 marks
Mock interviews and portfolio — 20 marks

CO–PO MAPPING

CO1 !’ PO1 (strength 3)
Engineering fundamentals applied at depth are the core knowledge outcome.

CO2 !’ PO9 (strength 3)
Sprint work is teamwork with individual accountability, assessed directly.

CO3 !’ PO3 (strength 3)
Delivering against changing requirements is design under real constraint.
CO4 !’ PO4 (strength 2)
Diagnosing a live failure is investigation using evidence.
CO5 !’ PO10 (strength 3)
Defending a portfolio is the communication outcome employers actually test.

EVERY PARTICIPANT RECEIVES

- Certificate of completion
- Course material
- LMS access

FEE

¹9,999 per student, incl. GST
Excludes the optional nasscom assessment where offered. Final pricing on your college's quotation.

DESIGNED BY

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