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

Summer Camp Internship — 4 Weeks

IN-07 · 20 days (configurable 1–5 days) · Informatics · Software Engineering · Years: 1st, 2nd, 3rd, 4th

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OVERVIEW

Build, test and demonstrate a team project in a four-week, mentor-led summer camp.

A focused brief and regular mentor reviews help students complete a practical project during their summer vacation.

HOURS AND CREDIT POSITION

Contact hours: 30 Guided project: 30 Self-study: 10 Notional total: 70

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 track fundamentals and version control to set up a working project (K3)
CO2. Analyse the project brief and prioritise tasks against acceptance criteria (K4)
CO3. Design a solution that meets the project brief and justify its trade-offs (K4)
CO4. Implement and test a working prototype against the design (K3)
CO5. Evaluate the project against its acceptance criteria and demonstrate the results (K5)

COURSE CONTENT — MODULES

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

Module 1 — Foundations and setup (5h recommended)
Theory: Track fundamentals, toolchain, version control
Lab: Set up the project workspace with a teammate
Output: Working starter project

Module 2 — Project brief and scope (4h recommended)
Theory: User needs, acceptance criteria, task breakdown
Lab: Review a short backlog with the mentor
Output: Prioritised backlog

Module 3 — Solution design (5h recommended)
Theory: Component boundaries, data flows, trade-offs
Lab: Walk through a design sketch against the brief
Output: Design sketch and rationale

Module 4 — Build and test (10h recommended)
Theory: Iterative implementation, peer review, functional tests
Lab: Build a prototype and review it with the mentor
Output: Tested prototype and review notes

Module 5 — Release and handover (6h recommended)
Theory: Demo setup, validation, documentation
Lab: Demonstrate the project and defend the design
Output: Project report, logbook and demonstration

ASSESSMENT SCHEME (100 MARKS)

Weekly logbook and mentor reviews — 25 marks
Final project and tests — 45 marks
Project report — 10 marks
Demonstration and viva voce — 20 marks

CO–PO MAPPING

CO1 !’ PO5 (strength 3)
Project setup uses a shared toolchain and version control to support collaboration.

CO2 !’ PO2 (strength 3)
Acceptance criteria tie each prioritised task to a concrete need.

CO3 !’ PO3 (strength 3)
The design sketch sets out a solution and justifies choices against the brief.
CO4 !’ PO5 (strength 3)
Implementation and testing apply modern tools to verify the prototype.
CO5 !’ PO10 (strength 2)
The report and demonstration communicate results and the evidence behind them.

EVERY PARTICIPANT RECEIVES

- Certificate of completion
- Course material
- LMS access

FEE

¹2,199 per student, incl. GST
Excludes the optional nasscom assessment where offered. Final pricing on your college's quotation.

DESIGNED BY

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