

Preamble

1) Introduction

Master of Science (Information Technology) is a Programme designed to meet the needs of the market for expertise in Information Technology (IT). The Programme is intended to address the increasing demand in the work-place for IT professionals with a broad and sound knowledge of both technical and managerial skills. A master degree is granted to individuals who have undergone study demonstrating a mastery or high-order overview of a specific area.

2) Aims and Objectives

1. To equip postgraduate students with an integrated set of skills that will allow them to develop their professional careers in Information Technology.
2. To equip students with the theoretical and practical knowledge that is necessary to enable them to understand the design of complex computer applications/science.
3. The programme also prepares students to embrace future developments in the field and has a demonstrated professional relevance.
4. The programme helps students to acquire the latest skills and build their future capabilities using world-class technology. At the end of this programme, a student will possess a strong foundation of computer systems and information technology.
5. Dexterity in advanced programming languages; power to build sophisticated software for wide area of applications.
6. Skills to work with higher end applications in internet technologies; also managerial ability to analyze, design, develop and to maintain software development.

COURSE OUTCOMES

S e m	Subject Code	Subject Name	Course Outcomes
3	PSIT301	Technical Writing and Entrepreneurship Development	<ul style="list-style-type: none"> • Develop technical documents that meet the requirements with standard guidelines. Understanding the essentials and hands-on learning about effective Website Development. • Write Better Quality Content Which Ranks faster at Search Engines. Build effective Social Media Pages. • Evaluate the essentials parameters of effective Social Media Pages. • Understand importance of innovation and entrepreneurship. • Analyze research and development projects.
3	PSIT302a	Applied Artificial Intelligence	<p>After completion of course the learner will:</p> <ul style="list-style-type: none"> • be able to understand the fundamentals concepts of expert system and its applications. • be able to use probability and concept of fuzzy sets for solving AI based problems. • be able to understand the applications of Machine Learning. The learner can also apply fuzzy system for solving problems. • learner will be able to apply to understand the applications of genetic algorithms in different problems related to artificial intelligence. • A learner can use knowledge representation techniques in natural language processing.
3	PSIT303a	Machine Learning	<p>After completion of the course, a student should be able to:</p> <ul style="list-style-type: none"> • Understand the key issues in Machine Learning and its associated applications in intelligent business and scientific computing. • Acquire the knowledge about classification and regression techniques where a learner will be able to explore his skill to generate data base knowledge using the prescribed techniques. • Understand and implement the techniques for extracting the knowledge using machine learning methods. • Achieve adequate perspectives of big data analytics in various applications like recommender systems, social media applications etc. • Understand the statistical approach related to machine learning. He will also Apply the algorithms to a real-world problem, optimize the models learned and report on the expected accuracy that can be achieved by applying the models
3	PSIT304a	Robotic Process Automation	<p>After completing the course, a learner will be able to:</p> <ul style="list-style-type: none"> • Understand the mechanism of business process and can provide the solution in an optimized way. • Understand the features use for interacting with database plugins. • Use the plug-ins and other controls used for process automation. • Use and handle the different events, debugging and managing the errors. • Test and deploy the automated process.

4	PSIT401	Blockchain	<p>After completion of the course, a student should be able to:</p> <ul style="list-style-type: none"> • The students would understand the structure of a blockchain and why/when it is better than a simple distributed database. • Analyze the incentive structure in a blockchain based system and critically assess its functions, benefits and vulnerabilities • Evaluate the setting where a blockchain based structure may be applied, its potential and its limitations • Understand what constitutes a “smart” contract, what are its legal implications and • Develop blockchain DApps.
4	PSIT402a	Natural Language Processing	<p>After completion of the course, a student should be able to:</p> <ul style="list-style-type: none"> • Students will get idea about know-hows, issues and challenge in Natural Language Processing and NLP applications and their relevance in the classical and modern context. • Student will get understanding of Computational techniques and approaches for solving NLP problems and develop modules for NLP tasks and tools such as Morph Analyzer, POS tagger, Chunker, Parser, WSD tool etc. • Students will also be introduced to various grammar formalisms, which they can • Students can take up project work or work in R&D firms working in NLP and its allied areas. • Student will be able to understand applications in different sectors
4	PSIT403a	Deep Learning	<p>After completion of the course, a student should be able to:</p> <ul style="list-style-type: none"> • Describes basics of mathematical foundation that will help the learner to understand the concepts of Deep Learning. • Understand and describe model of deep learning • Design and implement various deep supervised learning architectures for text & image data. • Design and implement various deep learning models and architectures. • Apply various deep learning techniques to design efficient algorithms for real-world applications.
4	PSIT404a	Human Computer Interaction	<p>After completion of the course, a student should be able to:</p> <ul style="list-style-type: none"> • have a clear understanding of HCI principles that influence a system’s interface design, before writing any code. • understand the evaluation techniques used for any of the proposed system. • understand the cognitive models and its design. • able to understand how to manage the system resources and do the task analysis. able to design and implement a complete system.

