



SR
UNIVERSITY

**School of Computer Science and Artificial
Intelligence**

**Minutes of the 3rd Meeting of
Board of Studies**

held on

27/05/2022



SR
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School of Computer Science and Artificial Intelligence

3rd Meeting of Board of Studies

Venue: Conference Hall

Date: 27/05/2022

Time: 11:00am

AGENDA

- BoS-3-1:** To confirm the minutes of the 2nd Meeting of the Board of Studies held on 22.07.2021
- BoS-3-2:** To note the action taken report on the minutes of the 2nd Meeting of Board of Studies held on 22nd July 2021.
- BoS-3-3:** To discuss the feedback analysis of the stakeholders and the action taken
- BoS-3-4:** To consider and approve the Courses and Syllabus to be offered as Minor in Computer Science to students of Non Computer Science Major
- BoS-3-5:** To approve the Courses and Syllabus to be offered as Honours for B.Tech – Computer Science and Engineering with Specialisations in Data Science and Artificial Intelligence & Machine Learning for the academic year 2022-23.
- BoS-3-6:** To note the revised credits and title of Competitive Programming & Employability Skills course and Seminar on Emerging Technologies course in the existing curricula.
- BoS-3-7:** To note the change in the credit pattern of Electives.
- BoS-3-8:** Any other Item with the permission of the Chair.



SR
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Minutes of the 3rd Meeting of the Board of Studies

held on 27.05.2022 at Conference Hall, SR University, Hanamkonda

Date: 27.05.2022

Time: 11:00 AM

Members Present:

S. No	Members	Designation
1	Prof. C.V.Guru Rao Dean, SoCS&AI	Member
2	Dr.Sheshikala Martha Assoc.Prof & Head, Dept. of CS&AI, SR University	Chairman
3	Prof. S G Sanjeevi Professor - Computer Science and Engineering Department, NIT, Warangal	Member & External Subject Expert
4	Dr. Raghu Babu Reddy Y Assoc.Professor & Head, Software Engineering Research Center, IIIT Hyderabad	Member & External Subject Expert
5	Dr. Vinnie Jauhari Learning and Skills Lead- Education Microsoft.	Member & Industry Representative
6	Dr. R. Vijaya Prakash Professor, CS&AI, SR University	Member
7	Dr. P.Praveen Associate Professor, CS&AI, SR University	Member
8	Dr. E.L.N Kiran Kumar Associate Professor, CS&AI, SR University	Member
9	Dr. T. Sampath Kumar Assistant Professor, CS&AI, SR University	Member
10	Dr.K.Sateesh Assistant Professor, CS&AI, SR University	Member
11	Mr. Vinil Senior Engineering Manager, High Radius	Alumni

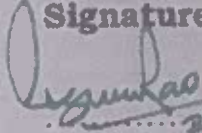
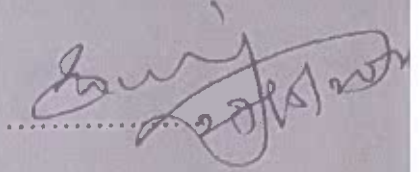
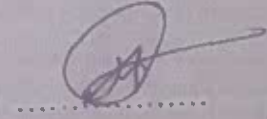
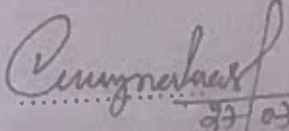

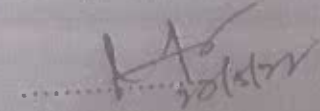
Members on Leave of absence: NIL

SR UNIVERSITY
SCHOOL OF COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE

MEMBERS OF 3RD METTING OF BOARD OF STUDIES

Date: 27-05-2022

Venue: Conference Hall

Name of the Member	Position held	Signature
1. Dr.C.V.Guru Rao, Professor & Dean, Dean, School of CS & AI	Member	 27/5/2022
2. Dr. Sheshikala Martha, Associate Professor & Head, Dept. of CS & AI	Chairperson	 27/5/2022
3. Dr.Sriram .G. Sanjeevi, Professor, NIT, Warangal	External Subject Expert	<u>S.G. Sanjeevi</u>
4. Dr. Raghu Reddy, Assistant Professor Head SERC, IIIT Hyderabad	External Subject Expert	<u>Online</u>
5. Dr.Vinne Jauhari Director Education Advocacy Microsoft Corporation (India) Pvt Ltd.	Industry Representative	<u>Online</u>
6. Dr. R. Archana Reddy, Dean, Academics, S R university	Member	
7. Dr.R.Vijaya Prakash, Professor	Member	 27/05/22
8. Dr.P.Praveen, Associate Professor	Member	 27/05/22
9. Dr.E.L.N Kiran Kumar, Associate Professor	Member	 27/05/22

10. Dr.T.Sampath Kumar,
Assistant Professor

Member

Sampath Kumar
20/10/22

11. Dr.K.Sateesh,
Assistant Professor

Member

Online

12. Mr. Vinil Pokala
Senior Quality Manager,
High Radius
Hyderabad.

Alumni

Online

At the outset the Chairperson of Board of Studies & Head of Computer Science and Artificial Intelligence Department, Dr. Sheshikala Martha welcomed all the Members of the Board of Studies (BoS). Then the Board took up the Agenda Items for discussion.

BoS-3-1: *To confirm the minutes of the 2nd Meeting of the Board of Studies held on 22.07.2021*

Notes: The minutes of the 2nd Meeting of Board of Studies held on 22nd July 2021 is enclosed as Annexure-I

Resolution: The members of the Board of Studies (BoS) confirmed the minutes of 2nd meeting of BoS held on 22nd July 2021.

BoS-3-2: *To note the action taken report on the minutes of the 2nd Meeting of Board of Studies held on 22nd July 2021*

Notes: BoS-2-1:
To approve the Revised Course Structure and Syllabus of II, III & IV Year B.Tech (CSE) and B.Tech (CSE) with Specializations in Data Science and AI&ML w.e.f. the academic year 2021-22.

Resolution: Approved

Action Taken: The approved curriculum is implemented for the 2nd year B.Tech (CSE) and all the specialisations w.e.f. the academic year 2021-22.

Resolution: The members of the BoS noted the action taken report on the minutes of the 2nd meeting of BoS held on 22nd July 2021

BoS-3-3: *To discuss the feedback analysis of the stakeholders and the action taken*

Notes: The feedback analysis of the stakeholders and the recommendations of the DAC have been discussed by the members.

Notes: The following are the resolutions taken in the DAC meeting based on the feedback of the stakeholders.

1. The alumni advised to offer multiple programming courses so that students can choose a language based on their interest. Instead of teaching the same programming language to all the students, this will give flexibility to students to focus on the language that suits their interest and skills.
2. The employers suggested focusing on increasing the critical thinking of the students, which will help the students in research and in solving real time problems. They also stressed on the awareness on new technologies and

highlighted the increasing influence of AI and suggested having courses that boost their creativity and AI driven product development

3. The parents have suggested adding courses that will enhance the communication skills, analytical skills and prepare the students for placements and higher education
4. The faculty suggested adding courses on Kotlin, Ruby and Swift to the existing programming languages. They also suggested including AI course and a Liberal Arts Elective to give a well rounded experience to the students

The feedback analysis of the stakeholders and the recommendations of the DAC are enclosed as Annexure II.

Based on the recommendation of the stakeholders, new courses have been added to the curriculum w.e.f the academic year 2022-23 and are presented to the BoS for approval. The list of new courses proposed is enclosed as Annexure III.

Resolution: The BoS members discussed the recommendations of the stakeholders and approved the new courses and the syllabus to be added to the curriculum w.e.f 2022-23 as recommended by the DAC.

BoS-3-4: *To consider and approve the Courses and Syllabus to be offered as Minor in Computer Science to students of Non Computer Science Major*

Notes: The Courses and syllabus to be offered as Minor in Computer Science for the students of ECE, EEE, Civil, Mechanical and BBA is drafted and presented for the approval of BoS Members. The proposed Courses and Syllabus will be applicable w.e.f academic year 2022-23. The proposed courses and syllabus is enclosed in Annexure IV.

Discussion: The Courses & Syllabus to be offered as Minor in Computer Science for the students of ECE, EEE, Civil, Mechanical, BBA and IMBA was reviewed at length by the members of BoS. The following were the observations and suggestions made by the members.

Dr. Raghu Reddy has suggested to have a bucket of atleast 8 courses, so that students can choose any of the 5 courses from the available list of courses, but Prof. C. V. Guru Rao said as we are offering the minors for first time and the strength of the students choosing this programme is unknown, the courses are limited to only 5 for the current academic year 2022-23.

Dr. S. G. Sanjeevi has appreciated the courses offered as minor in computer science, particularly "Design of Analysis and Algorithms" course offered to ECE and EEE is a good choice, as it helps the students to improve programming skills and make them industry ready.

Dr. S. G. Sanjeevi also suggested changing the course title “Object Oriented Programming Using java” to “Object Orientation through Java” to the departments of Civil, Mechanical and BBA as the title is similar to the regular CSE course.

Resolution: The board approved the courses and recommended to the Academic Council

BoS-3-5: *To approve the Courses and Syllabus to be offered as Honours for B.Tech - Computer Science and Engineering with Specialisations in Data Science and Artificial Intelligence & Machine Learning for the academic year 2022-23.*

Notes: The Courses and Syllabus to be offered as Honours is drafted and is presented for the approval of the BoS Members. The proposed Course Structure and Syllabus will be applicable w.e.f academic year 2022-23. The proposed courses and syllabus is enclosed in Annexure V.

Discussion: The Courses & Syllabus to be offered as Honours in Computer Science was reviewed at length by the members of BoS. The following are the observations and suggestions made by the members.

Dr. Raghu Reddy suggested to have application oriented syllabus for the course “**Applied Linear Algebra**”. The chairperson proposed to add application-oriented content in discussion with the Department Academic Committee.

Dr. S. G. Sanjeevi and **Dr. R. Vijaya Prakash** suggested replacing “Object Oriented Programming through C++”, with an advanced course. As suggested the chairperson discussed with the internal BoS members and suggested to offer the course “Concurrent Programming” in place of the above-mentioned course.

Dr. Vinnie Jaurahi has appreciated the courses offered as Honours and suggested to have certifications, once they complete their course.

Resolution: The board approved and recommended to the Academic Council

BoS-3-6: *To note the revised credits and title of Competitive Programming & Employability Skills course and Seminar on Emerging Technologies course in the existing curricula*

Notes: The course Competitive Programming & Employability Skills with 2 credits and Seminar on Emerging Technologies with 1 credit was approved in the earlier BoS. Keeping in view the importance of skill development and the intensity of training needed for students, the Center for Student Services and

Placements proposed to offer the above courses in three consecutive semesters with the titles Skill Development-I, Skill Development-II and Skill Development-III with one credit each. This change was approved by the University Academic Council and is implemented from the 4th Semester onwards.

Resolution: The members of the Board of Studies noted the revised credits and titles in the existing curricula.

BoS-3-7: *To note the change in the credit pattern of Electives.*

Notes: The credits allotted for the Electives is 3 credits per course. The following change is done to have a commonality among all the Electives as suggested by the Internal BoS: However the course coordinator can propose the evaluation rubrics for his/her respective course and as suggested in the previous BoS, the respective course coordinator can include the Lab component in the evaluation rubrics.

Approved credit pattern						Changed Credit Pattern				
Course	L	T	P/D	J	Credits	L	T	P/D	J	Credits
Elective	2	-	2	-	3	3	-	-	-	3

Resolution: The members of the Board of Studies noted the revised pattern of Electives in the existing curricula.

BoS-3-8: *Any other Item with the permission of the Chair.*

-- Nil--



Chairperson
Board of Studies



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Dist: Hanamkonda-506 371, T.G.


The inputs of the stakeholders based on their feedback are as follows:

Sl. No	Stakeholder	Inputs from Stakeholders	Resolution
1	Employers	They emphasized hands-on learning and critical thinking which helps the students with research experience, problem-solving skills, and the ability to tackle real-world challenges	A course on Undergraduate Research, where students have scope to develop their research skills is proposed allotting 1 credit
		Employers stressed staying current with evolving technologies which encourages awareness of emerging trends, improves adaptability, and fosters networking opportunities	A one credit course as a seminar on the latest technologies is proposed to keep students engaged with the latest technological advancements.
		Employers mentioned the growing demand for data-driven decision-making, which helps the students to get applications of mining with large datasets which is essential for roles in data analysis and engineering	As per their suggestion, the content of the existing course Data mining is refined in order to apply data mining techniques to solve complex problems using large datasets. The course will be added to equip students with practical data mining skills, which are critical for roles in data analysis and business intelligence.
		Employers highlighted AI's increasing influence in multiple industries for preparing students for future-focused roles in AI, boosting creativity, innovation, and AI-driven product development	Generative AI is revolutionizing industries, from creative fields to product development. Hence a course on Generative AI is proposed to prepare students for future roles by teaching them how to build and work with AI-driven models.
2	Parents	Parents stressed the need for strong communication and interpersonal skills, which helps students to develop soft skills, including verbal/non-verbal communication, teamwork, and leadership, which are crucial for career success	Noting the importance of the skills suggested by parents, it is proposed to add a course on Communication Skills and Personality Development

		Parents emphasized the value of critical thinking and problem-solving abilities which helps students prepare for competitive exams, enhances analytical thinking, and is essential for job placements and higher education	To increase the students' ability to solve problems and think logically which is useful for competitive exams and job opportunities, it is decided to add Quantitative Aptitude and Logical Reasoning
		Parents highlighted the importance of proficiency in English and other languages which improves students' language proficiency, enhancing their ability to communicate effectively in academic and professional settings	A course focusing on the LSRW skills is proposed.
3	Alumni	Advised to offer multiple programming languages in an elective instead of offering a single course. This allows students to choose any one elective based on their programming expertise. This will help them to develop different levels of programming knowledge and give them flexibility to focus on the language that best suits their skills and career goals.	As suggested by the Alumni, it is recommended that the programming course in the II semester will be offered as an elective where a bucket of courses will be added to the curriculum, so that students can select based on their programming expertise
		Many companies now rely on cloud technologies to manage data and run applications efficiently, adding a course on cloud computing will gain the skills needed for modern jobs and be better prepared for the industry.	A course on cloud computing which may be of 3 credits is proposed to make students industry-ready. The committee decided to add a course titled Introduction to Cloud Computing .
4	Faculty	The teaching faculty suggested to add new programming courses like Kotlin, swift, Ruby, his would help	As suggested by the employers and Faculty the programming courses will be added as an elective where a bucket of

	<p>students become familiar with the latest technologies and trends in software development</p> <p>Faculty recommended offering a course on Artificial Intelligence (AI) that focuses on daily use applications. This course would provide students with practical insights into how AI can be applied in everyday life, making it more accessible and relevant.</p> <p>Faculty suggested to add Liberal Arts, Humanities and Social Sciences (LHS) Elective, in the curriculum. These electives can offer students a broader education, improve critical thinking, and enhance their understanding of societal, cultural, and ethical dimensions, providing a well-rounded academic experience.</p>	<p>courses will be added to the curriculum so that students can select based on their programming expertise</p> <p>AI for Daily Use will be added as a course in the elective</p> <p>Liberal Arts, Humanities and Social Sciences (LHS) Elective, in the curriculum</p>
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 Head,
 School of Computer Science & Artificial Intelligence
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List of New Courses

S.No.	CourseCode	Course	L	T	P	C
1	22OE101	Discrete Mathematics	3	0	0	3
2	22OE102	Principles of Operating System	3	0	0	3
3	22OE103	Fundamentals of Database Management Systems	2	0	2	3
4	22OE104	Fundamentals of Data Structures	2	0	2	3
5	22OE105	Analysis and Design of Algorithms	2	0	2	3
6	22OE108	Web Technologies	2	0	2	3
7	22OE109	Introduction to Artificial Intelligence and Machine Learning	2	0	2	3
8	22OE111	Introduction to Data Mining	2	0	2	3
9	22OE112	Introduction to Deep Learning	2	0	2	3
10	22OE113	Fundamentals of Mathematics	3	0	0	3
11	22OE142	Environmental Sciences	3	0	0	3
12	22OE143	Disaster Management	3	0	0	3
13	22OE144	Pollution and Control Engineering	3	0	0	3
14	22OE145	Smart Cities	3	0	0	3
15	22OE146	Fundamental of Building Technology	3	0	0	3
16	22OE147	Elements of Geotechnical Engineering	3	0	0	3
17	22OE148	Public Health Engineering	3	0	0	3
18	22OE149	Principles of Transportation Engineering	3	0	0	3
19	22OE150	Digital Media and Strategic Planning in Technology Markets	3	0	0	3
20	22OE151	Market Research and Analysis for Tech Industries	3	0	0	3
21	22OE152	Data Analysis & Decision Making	3	0	0	3
22	22OE153	Business Modelling and Validation	3	0	0	3
23	22OE154	Business Analytics	3	0	0	3
24	22OE155	Project Management	3	0	0	3
25	22OE156	Financial Accounting and Management	3	0	0	3
26	22OE157	Organizational Behaviour	3	0	0	3
27	22OE158	Marketing Strategies and Planning	3	0	0	3
28	22OE159	Micro and Macro Economics	3	0	0	3
29	22OE160	Management Consulting	3	0	0	3

30	22OE161	Lean Management	3	0	0	3
31	22OE162	Social Media Marketing	3	0	0	3
32	22OE163	Startup Launch	3	0	0	3
33	22OE164	Startup Internship	3	0	0	3
34	22OE165	Entrepreneurial Marketing	3	0	0	3
35	22OE166	Entrepreneurial Finance	3	0	0	3
36	22OE167	Understanding Incubation and Entrepreneurship	3	0	0	3
37	22OE168	Essentials of Entrepreneurship	3	0	0	3
38	22OE169	Opportunity Mapping & Value Proposition	3	0	0	3
39	22OE170	Business Modelling	3	0	0	3
40	22OE171	Power BI - Business Intelligence for Beginners to Advance	3	0	0	3
41	22OE172	Visual Communication and Computer Art	3	0	0	3
42	22OE173	Image Manipulation in Adobe Photoshop	3	0	0	3
43	22OE174	Advanced Visual Organization and After Effects	3	0	0	3
44	22OE176	Digital Marketing	3	0	0	3
45	22OE178	Competitive Programming	0	0	6	3
46	22OE183	sociology	3	0	0	3
47	22OE184	Psychology	3	0	0	3
48	22OE185	Computational Neuroscience	3	0	0	3
49	22OE186	Foundations to Cognitive Science	3	0	0	3
50	22OE187	Cognitive Management	3	0	0	3
51	22OE188	Design Cognition	3	0	0	3
52	22OE189	Computational Methods In Cognitive Neuroscience	3	0	0	3
53	22OE190	Game Physics For Engineers	3	0	0	3
54	22OE191	Quantum Computing For Beginners	3	0	0	3
55	22OE192	Space Physics	3	0	0	3
56	22OE193	Nano-Science And Technology For Engineers	3	0	0	3
57	22OE194	Photovoltaics & Energy Storage	3	0	0	3
58	22OE195	Thin Films And Device Technology	3	0	0	3
59	22OE199	Electro Chemistry	3	0	0	3
60	22OE200	Polymer Chemistry	3	0	0	3
61	22OE201	Genetic Engineering	3	0	0	3

Annexure III

62	22OE202	Toxicology	3	0	0	3
63	22OE203	NCC Foundation course	3	0	0	3
64	22OE204	NCC Basic course	3	0	0	3
65	22OE205	NCC Advanced Course	3	0	0	3
66	22OE209	Ignite entrepreneurship Program	2	0	2	3
67	22PS101	Problem Solving Using- C	2	0	6	5
68	22PS102	Problem Solving Using Python	2	0	6	5
69	22PS103	Problem Solving Using- C++	2	0	6	5
70	22PS104	Problem Solving Using- Java	2	0	6	5
71	22PS105	Problem Solving Using- Kotlin	2	0	6	5
72	22PS106	Problem Solving Using Go Programming	2	0	6	5
73	22PS107	Problem Solving Using Swift Programming	2	0	6	5
74	22PS108	Problem Solving Using- JavaScript	2	0	6	5
75	22PS109	Problem Solving Using C#	2	0	6	5
76	22PS110	Object Oriented Programming in C++	2	0	6	5
77	22PS111	Object Oriented Programming in- Python	2	0	6	5
78	22PS112	Object Oriented Programming in Java	2	0	6	5
79	22PS113	Object Oriented Programming in JavaScript	2	0	6	5
80	22PS114	Object Oriented Programming in Ruby	2	0	6	5
81	22PS115	Object Oriented Programming in Kotlin	2	0	6	5
82	22PS116	Object Oriented Programming in Go Programming	2	0	6	5
83	22PS117	Object Oriented Programming in Swift Programming	2	0	6	5
84	22PS118	Object Oriented Programming in C#	2	0	6	5
85	22PS119	Objective C	2	0	6	5
86	22HE101	NSS	0	0	2	1
87	22HE102	Club	0	0	2	1
88	22HE103	Sports	0	0	2	1
89	22HE104	Community Services	0	0	2	1
90	22HE105	Hobby	0	0	2	1
91	22HE106	Summer Internship / Mini Project	0	0	2	1
92	22HE107	Boot Camp	0	0	2	1
93	22HE108	Music	0	0	2	1

Annexure III

94	22HE109	Dance	0	0	2	1
95	22HE110	Fitness	0	0	2	1
96	22HE111	Photography	0	0	2	1
97	22HE112	Cooking	0	0	2	1
98	22HE113	Hackathon	0	0	2	1
99	22HS103	Communication Skills and Personality Development	1	0	4	3
100	22HS104	Quantitative Aptitude and Logical Reasoning	1	0	4	3
101	22CR105	International Language skills	2	0	2	3
102	22LS302	Content Writing	3	0	2	4
103	22LS304	LSRW Language Skills	3	0	2	4
104	22HS110	Entrepreneurship and Startup	1	0	0	1
105	22HS109	Ethics and Intellectual Property Rights	1	0	0	1
106	22LS308	AI For Daily Use	1	0	0	1
107	22LS309	Life Skills	1	0	0	1

Head,
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