KONGU ENGINEERING COLLEGE, PERUNDURAI, ERODE-638060
(AUTONOMOUS)

BOARD OF B.Sc CT-UG

Note: Submitted to Principal for One/Two credit courses offered in the academic year 2020-2021 Odd/Even Semester

S.No	Regulations	Course Name	Course Code (for Repeated Course/ New Course)	Name of the Co-ordinators (Max.2)	Experts details from Industry (yes/no)	Whether Experts) to/are Alumni (yes/no)	Lecture Hours	Practical Hours	Total Hours	Specify For per batch or for per student	Course Duration		Offered to (Year/Sem Branch of the student)
											From	To	
1.	2018	Introduction to GitHub	New Course	Dr.C.N.Vanitha K.Sathya	NO	NO	10	20	30	NA	1.4.21	7.5.21	II IV C/III/IY 2S
2.	2018	Programming with Golang	New Course	M.N.Kavitha S.S.Saranya	NO	NO	15	15	30	NA	8.3.21	16.5.21	II/IV C/III/IY 2S
3.	2018	Introduction to augmented reality using UNITY game engine	New Course	Dr.S.Parvathavarthini D.Hemalatha	Mr.Karimkumar AliveNew Creative tech. Agency Bengaluru	YES	12	18	30	NA	16.3.21	6.4.21	II IV C/III/IY 2S

The proposal may kindly be approved. These courses shall be approved/ratified in the BOS meeting.

Faculty In-Charge
[Dr. S. KARUNAKARAN]

HOD

CCO/Academic

Principal

Encl: Minutes of Internal BOS for approval of the above courses.
Details of each course mentioned above as per the given format.
Copy of the Syllabus.

NOTE SUBMITTED TO PRINCIPAL FOR APPROVAL

Sub: Request for permission to conduct one/two credit course – reg.

1.	Academic Year	: 2020-2021		Semester : ~~ODD~~ / EVEN	
2.	Course Title	: Introduction to Augmented Reality using Unity game Engine		Credit(s): One / ~~Two~~	
3.	Type of Course	: ~~Already Offered Course~~ / ~~Updated Course~~ / New Course			
	• If " Already offered course",	: Course Code:		Version:	
4.	Course Coordinator(s)	: 1. Dr. S. Parvathavarthini 2. Ms. D. Hemalatha			
5.	Course offered by	: Internal faculty and External expert			
6.	Name and designation of external resource persons	: B. Kavin Kumar Social AR Developer			
7.	Details about external organization	: AliveNow Creative Tech Agency, Bengaluru As it is used for simulation and training in industrial applications and gaming, hands-on session will be handled by Expert			

8.	Course fee for external experts		Max. number of students/Batch	Course fee / student	
	Rs. 2000		20	Rs. 100 / student	

9.	No. of days	Period		No. of hours			Venue
		From	To	Lecture	Practical	Total	
	20 days	'0.3.21	3.3.21	12	8	30	Online mode

10.	Pre-requisites for offering the course	: Nil		

11.	Course offered to	:	Programme	Branch	Year/Semester
			BSc	CSD,IS,SS	II/IV

12.	Course Main Contents	:	Hour 1-2	Basics of Unity Understanding different panels in Unity - Moving, rotating & scaling Gameobjects in Unity
			Hour 3-4	Game Panel in Unity - Physics in Unity
			Hour 5-6	Increasing the light intensity - Adding colors to Gameobject
			Hour 7-8	Adding textures to Gameobject - Parent and child Gameobjects in Unity

Hour 9-10	Local/Global and Pivot/Center tools in Unity
Hour 11-12	Prefabs in Unity
Hour 13-14	Introduction to Scripts
Hour 15-16	Rotating the spheres - Revolving the spheres
Hour 17-18	Introduction to Augmented Reality What is Augmented reality – How it differs from Virtual Reality
Hour 19-20	Importing packages inside Unity – Sample Projects
Hour 21-22	Web Camera output - Capturing an Image
Hour 23-24	AR Image tracking and uploading Image Targets
Hour 25–26	How user experience changes with device
Day 27-28	Cross platform experience, Testing the output on an Android smartphone
Day 29-30	Career opportunities in Unity – Applications in various Industries.

Assignment / Project / Case Study/Others: (if any)

13.	Course Outcomes	:	After completing the course the student will be able to:

- Design simple applications for providing on-the-job training and guidance
- Increase informational delivery and enhance your users' augmented experience
- Develop simple gaming applications

14.	Course Assessment (Min. 2)	:	S. No.	Type	Max. Marks
			1	End Semester Theory	60
			2	Project	40
				Total	100 Marks

15.	Verified that the content of this course is not offered to students partially/fully in regular curriculum of respective programme of the student. Certify that the course content, credits and grade are approved in the BOS meeting or approved by internal BOS members and will be ratified in the next BOS meeting	*P. NRbSM YSM* (Signature of the HoD after verification)
16.	Any other details : –	

The above proposal may kindly be approved.

Course co-ordinator(s)
Encl:
1. Copy of the syllabus of the course

P. NRbSm 2/3/41
HOD

Chief Coordinator/Academic

Principal

KONGU ENGINEERING COLLEGE, PERUNDURAI-638052

Department of Computer Technology – UG

One Credit Course Attendance Percentage

Academic Year   : 2020-2021
Semester   : Even Semester
Course Name   : Introduction to Augmented Reality using UNITY game engine
Co-ordinators   : Dr. S. Parvathavarthini
            Ms. D. Hemalatha

Programme   : B.Sc - CSD

S.No	Reg. No.	Name	Attendance Percentage
1	19BCR007	BARATH P	88.89
2	19BCR011	DHARANI SRI P	77.78
3	19BCR012	DHARSHINI M	100
4	19BCR015	GHOWDHAMAN K R	83.33
5	19BCR016	GOKUL C	88.89
6	19BCR035	NIDHI BOHRA	100
7	19BCR036	NISHANTH N	88.89
8	19BCR037	PONNUSAMY V	100
9	19BCR039	PRIYASRI E	94.44
10	19BCR049	SHANKAR V	100
11	19BCR050	SHARVANTHIKA K S	83.33
12	19BCR052	SINDHU S	88.89

Programme   : B.Sc - IS

S.No	Reg. No.	Name	Attendance Percentage
1	19BIR012	DHANASHREE A	77.78
2	19BIR030	NARMATHA S	72.22

Programme   : B.Sc - SS

S.No	Reg. No.	Name	Attendance Percentage
1	19BSR054	SRI SAI CHARAN M	83.33

1. S. Parvathavarthini
2. D. Hemalatha

Faculty Incharge

HOD/CT-UG

KONGU ENGINEERING COLLEGE, PERUNDURAI-638052

Department of Computer Technology – UG

Introduction to Augmented Reality using UNITY Game Engine - Mark Split up

Name and Roll No	Theory Exam(60)	Project(40)	Total(100)
BARATH P 19BCR007	41	35	76
GOKUL C 19BCR016	43	37	80
NISHANTH N 19BCR036	39	35	74
DHANASHREE A 19BIR012	43	35	78
NARMATHA S 19BIR030	44	35	79
DHARANI SRI P 19BCR011	42	34	76
NIDHI BOHRA 19BCR035	49	38	87
SHARVANTHIKA K S 19BCR050	49	38	87
DHARSHINI M 19BCR012	46	31	77
PRIYASRI E 19BCR039	44	33	77
SINDHU S 19BCR052	46	34	80
GHOWDHAMAN K R 19BCR015	39	35	74
SRI SAI CHARAN M 19BSR054	41	33	74
PONNUSAMY V 19BCR037	40	38	78
SHANKAR V 19BCR049	41	37	78

KONGU ENGINEERING COLLEGE, PERUNDURAI-638052

Department of Computer Technology – UG

One Credit Course Mark List

Academic Year   : 2020-2021
Semester   : Even Semester
Course Name   : Introduction to Augmented Reality using UNITY game engine
Co-ordinators   : Dr. S. Parvathavarthini
                     Ms. D. Hemalatha
Date of Examination : 09.05.2021

Programme   : B.Sc - CSD

S.No	Reg. No.	Name	Marks for 100
1	19BCR007	BARATH P	76
2	19BCR011	DHARANI SRI P	76
3	19BCR012	DHARSHINI M	77
4	19BCR015	GHOWDHAMAN K R	74
5	19BCR016	GOKUL C	80
6	19BCR035	NIDHI BOHRA	87
7	19BCR036	NISHANTH N	74
8	19BCR037	PONNUSAMY V	78
9	19BCR039	PRIYASRI E	77
10	19BCR049	SHANKAR V	78
11	19BCR050	SHARVANTHIKA K S	87
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Programme   : B.Sc - IS

S.No	Reg. No.	Name	Marks for 100
1	19BIR012	DHANASHREE A	78
2	19BIR030	NARMATHA S	79

Programme   : B.Sc - SS

S.No	Reg. No.	Name	Marks for 100
1	19BSR054	SRI SAI CHARAN M	74

1. S. Parvathavarthini *(signature)*
2. D. HEMALATHA *(signature)*

Faculty-in-Charge

HOD / CT-UG