

MES's Pillai College of Engineering, New Panvel

**A REPORT ON
PROJECT BASED LEARNING (PBL)**

**Academic Year 2016-2017 (Semester V)
Third Year Undergraduate Students of**

Computer Engineering Department

Objective—To enable the students to apply concepts of the present semester subjects (including those of previous semesters) in the form of a design project based on certain application. It is hoped that it shall eventually lead to a better learning experience as opposed to textbook learning. Separate topics are assigned to all students in groups (maximum 4-6 students per group) of the same year to enable healthy competition among the different teams. The students work in groups and assign and distribute various aspects of work so as to realize the project based on a timeline of about 2 to 3 months. Queries and doubts are clarified by interactions with the PBL coordinators and subject experts. Student groups submit the PBL report during their demonstrations on a specified date in front of the faculty members.

Judges for the PBL Demonstrations

All Computer and IT Engineering Faculty of the concerned class.

PBL Coordinators

Division A	Prof.
Division B	Prof.

PBL Topics:

PBL TOPICS -TE COMP ODD SEM- V 2016 -17		
#	PBL TOPICS	RELEVANCE OF SUBJECTS
1	Design of Web Based Chat application for Books and Beyond	CN, WT, SOOAD, BCE, OS
2	Design of Web based Chat application for Online Jewellery store	CN, WT, SOOAD, MP, BCE
3	Smart Home automation	MP, SOOAD, OS, CN, BCE