

Institute Vision

To achieve excellence in imparting technical education so as to meet the professional and societal needs.

Institute Mission

- ◆ Developing technical skills by imparting knowledge and providing hands on experience.
- ◆ Creating an environment that nurtures ethics, leadership and team building.
- ◆ Providing industrial exposure for minimizing the gap between academics & industry.

Department of Information Technology

Vision

To become a leading center in the domain of Information Technology where learners are introduced to the concepts and implementation of technologies.

Mission

- ◆ Encouraging academic excellence and a passion for learning through the use of learner-oriented teaching methodologies.
- ◆ Providing an environment that inculcates ethics and effective soft-skills and focuses on the development of learners.
- ◆ Establishing and reinforcing a symbiotic institute-industry interface so that learners can gain exposure to real-life applications of Information Technology

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Program Educational Objectives (PEOs)

- ◆ **PEO 1:** To provide students with a sound foundation in Information Technology theory and practice to analyze, formulate and solve engineering problems.
- ◆ **PEO2:** To develop ethics and life skills for the benefit of social welfare.
- ◆ **PEO3:** To enable students to gain exposure to actual technological requirements of the industry through educational visits, conferences and seminars.

Program Specific Outcomes(PSOs)

- ◆ **Programming skills:** Ability to design and develop different applications based on various software, databases, and multimedia and web designs.
- ◆ **Networking and security skills:** Design and implement the concept of networking and security to build real time application with professional ethics and principles.
- ◆ **Mathematical concept:** Ability to apply mathematical methodologies to solve computational task using appropriate data structure and suitable algorithm.
- ◆ **Professional skills:** Communicate effectively in professional and social scenario with zest for higher education and entrepreneurship by engaging in lifelong learning

Program Outcomes

- ◆ **Basic knowledge:** An ability to apply knowledge of basic mathematics, science and engineering fundamentals to solve problems related to applications of computers and communication services.
- ◆ **Discipline knowledge:** An ability to apply Information Technology knowledge to design and develop an application in the field of Information Technology.
- ◆ **Experiments and practice:** An ability to Plan and perform experiments, practices and use the results to solve Information Technology related problems.
- ◆ **Engineering Tools:** An ability to apply appropriate Information Technology related techniques and tools with an understanding of limitations.
- ◆ **The engineer and society:** An ability to access social, health, safety, legal and cultural issues and the consequent responsibilities relevant to practice in the field of information technology.
- ◆ **Environment and sustainability:** An ability to apply Information Technology related engineering solutions for sustainable development practices in environmental context.
- ◆ **Ethics:** An ability to apply ethical principles, maintain responsibilities and follow the norms as an individual.
- ◆ **Individual and team work:** Function effectively as a leader and team member in diverse or multidisciplinary teams.
- ◆ **Communication:** An ability to communicate effectively in the professional environment.
- ◆ **Life-long learning:** Engage in independent and life-long learning along with the technological changes in the Information Technology and allied industry.

Trade Fair



The Entrepreneurship Development committee had organized a 'Trade Fair' activity on 18th February, 2016 for the students. The students were informed well in advance about the activity and registrations for the same was done in prior in their respective classes. Students were invited to come up with their own stall ideas and to earn profit with the same.

Students had set up two stalls, that is, Game Zone which included LAN gaming & Neon Gaming and the Business Zone comprising Keychain & Nail Art.

Project exhibition (V-Technovation)



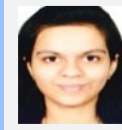
Project quality assurance committee has successfully organized project exhibition of final year students to exhibit their innovative ideas. Each group explained their project to the judges. In this exhibition judges selected best projects based on the innovation, presentation & domain knowledge. Best projects from all branches are awarded with medals and certificates.

Quote

Action is the fundamental key to success

Our Toppers

First Year



Ritu Patel
(92.31%)



Riya Patel
(90.92%)



Chavan Atharvan
(86.00%)

Second Year



Tiwari Ashutosh
(85.88%)



Kabir Kapoor
(83.88%)



Muneeb Mastan
(83.41%)

Seminar on- “CONFLICT MANAGEMENT”



A guest lecture on ‘Conflict Management’ was arranged for the Diploma students. This seminar helped the students to resolve the conflicts in various situations and to improve their behaviour towards such situations. Students actively participated in this session.

Industrial visit to Process Precision Instruments, PPI (INDIA).



An industrial visit to Process Precision Instruments, PPI(INDIA) Vasai was organized by Industrial Institute Interaction Committee for the students of Vidyalankar Polytechnic students for which permission was attained through telephonic and e-mails conversation with Plant manager of PPI(INDIA). As per MSBTE norms students are required to undergo field visits under ‘Professional Practices’. PPI (INDIA) is a component and instrument manufacturing and scalibration unit

Class Toppers

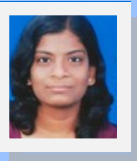
Third Year



Megha Sahu
(89.33%)



Dona Joy
(85.89%)



Shrushti T
(83.22%)

Student's Article— Computing Everywhere

As the number of mobile devices increases in both number and variation, they spread into increasingly diverse contexts and environments. Phones, wearable devices, consumer electronics and connected screens in the workplace and public will form a new expanded computing environment. IT environments will have to adapt to the needs of the mobile user even as they lose control of user endpoint devices. According to Gartner, IT departments will have to:

Manage for Mobile

IT departments will have to expand security procedures and bandwidth to cover these new devices. It will no longer be enough to focus on the device itself. The context it is being used in as well the knowledge of the user will challenge IT departments to secure their computing environment and continue to provide the flexibility and mobility demanded from their work force.

Pay attention to user experience

As new devices grow, the emphasis will be on bringing a positive experience to each user touch point. On each device, user expectations and needs differ. With phones, users expect less functionality but more speed. Also, design should accommodate smaller screens. Being able to accommodate a multitude of environments will be increasingly important.

-Pritesh Satpute(IF3G-C)