# DAYANANDA SAGAR ACADEMY OF TECHNOLOGY & MANAGEMENT

(Affiliated to VTU, Belagavi and Approved by AICTE, New Delhi)
Udayapura, Opp, Art of living, Kanakapura main road, Bangalore-560082
CE, CSE, ECE, EEE, ISE, ME Courses Accredited by NBA, New Delhi, NAAC A+.

**Teaching Learning Center**

**Organizing**

## Workshop

**On**

# Curriculum Design

**Date: 12th June to 14th June 2023**

Resource Person

**Dr Ashok Rao**

**Former Head, Network Project, CEDT, IISc Bangalore.**
**Formerly: Visiting / Guest Professor, IIM Bangalore.**
**Currently: Founder and Mentor, Vidyakosha Pvt. Ltd. Bangalore**

IN THE PRESENCE OF

**Dr. M RAVISHANKAR**
**Principal, DSATM**

Convener

**Dr. Kavitha C**
**Prof. & HOD-CSE, DSATM**

**Venue:**

**Auditorium**

| | |
|---|---|
| Event Name | Workshop on "Curriculum Design" |
| Theme | Workshop |
| Date | 12th June – 14th June 2023 |
| Venue | 'M' Block Seminar Hall |

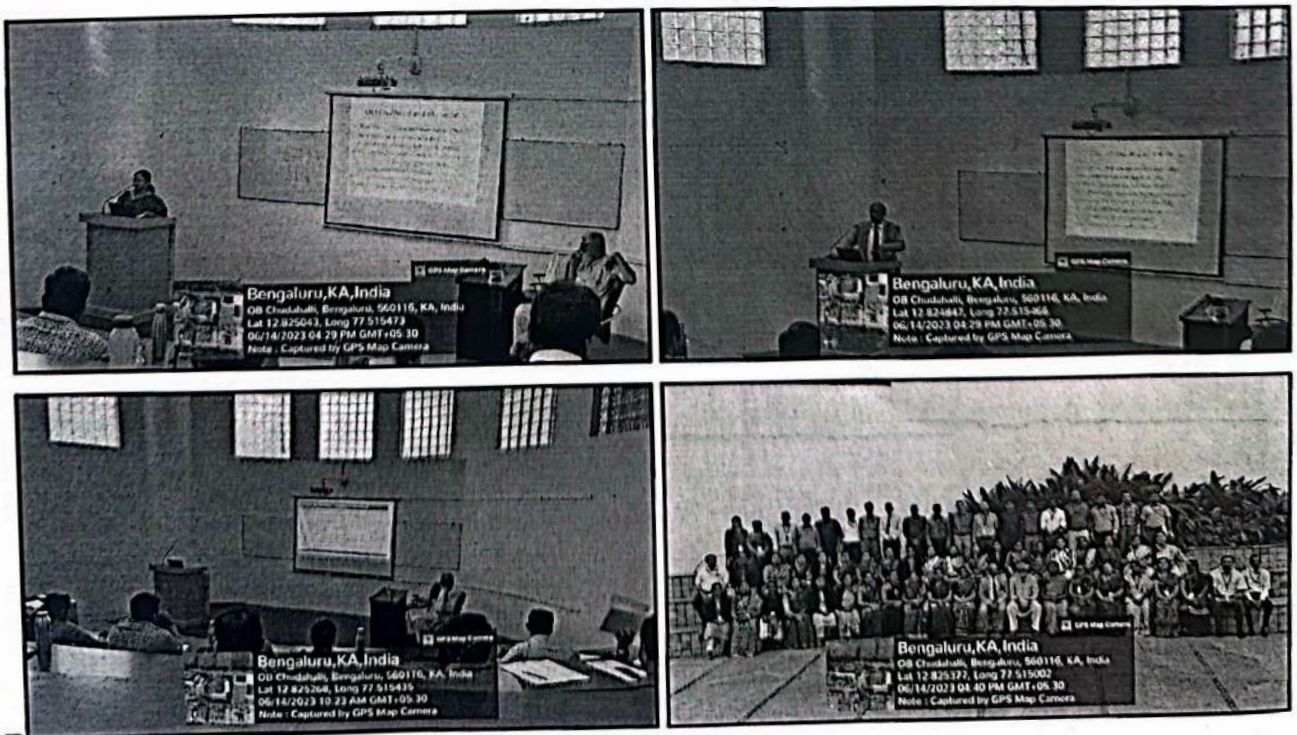
## Objectives of the Workshop:

- Identifying the issue or need of the students
- Knowing the target audience
- Assessing the desired learning outcomes
- Content development

## Coordinator:

**Dr. Kavitha C**
Professor and Head
Department of CSE
DSATM, Blore.

**Photos: (4 Geo Tagged Photos)**




**Purpose:**

The purpose of curriculum design workshop is to help educators meet the needs of their students. It provides structure to lessons, ensuring students have the necessary knowledge and skills to meet learning objectives.

**Understanding Educational Goals and Objectives:**

Clarify the overarching goals and objectives of the educational institution or program that the curriculum will serve. This involves aligning the curriculum with the broader mission and vision of the organization.

**Alignment with Standards:**

Ensure that the curriculum aligns with relevant educational standards, guidelines, and learning outcomes. This is crucial for maintaining quality and meeting accreditation requirements.

**Incorporating Pedagogical Principles:**

Introduce and apply effective pedagogical principles that support student engagement, learning, and achievement. This may involve discussions on various teaching methods, assessment strategies, and active learning techniques.

**Promoting Student-Centered Learning:**

Emphasize the importance of designing a curriculum that is student-centered, taking into account learners' needs, interests, and diverse learning styles. Encourage the integration of interactive and participatory activities.

**Interdisciplinary Connections:**

Encourage the exploration of interdisciplinary connections within the curriculum to provide students with a holistic and well-rounded educational experience.

## About the topic:

Curriculum design is a systematic and intentional process of planning and organizing an educational program to meet specific learning objectives and goals. It involves a series of decisions and actions by educators, instructional designers, and administrators to structure the content, activities, assessments, and overall learning experiences for students.

**Identifying Educational Goals:**

The process begins with the identification of overarching educational goals. These goals often align with the mission and vision of the educational institution or program.

**Defining Learning Outcomes:**

Clear and measurable learning outcomes are established for each course or module within the curriculum. Learning outcomes articulate what students should know, understand, and be able to do by the end of the instructional period.

**Sequencing and Progression:**

Content is organized in a logical sequence to facilitate learning progression. The curriculum often follows a scaffolded approach, building on foundational knowledge and skills before introducing more advanced concepts.

**Use of Technology:**

The integration of technology is considered to enhance teaching and learning. This involves incorporating digital resources, interactive tools, and online platforms to support and enrich the curriculum.

## Resource person:

Dr Ashok Rao
Former Head, Network Project, CEDT, IISc Bangalore.
Formerly: Visiting / Guest Professor, IIM Bangalore.
Currently: Founder and Mentor, Vidyakosha Pvt. Ltd. Bangalore

## Addressing the GAP:

A Faculty Development Program (FDP) on curriculum design addresses various gaps and challenges that educators may encounter in the process of developing effective and student-centred educational programs. Some of the key gaps addressed by such a program include:

**Lack of Pedagogical Training:**

Many faculty members may not have formal training in instructional design or pedagogy. An FDP on curriculum design helps bridge this gap by providing educators with the necessary skills and knowledge to design engaging and effective learning experiences.

**Alignment with Educational Goals:**

Faculty members may struggle with aligning their course content with broader institutional or programmatic goals. The FDP guides educators in understanding and aligning their curriculum with the overarching educational objectives of the institution.

**Adaptation to Diverse Learner Needs:**

Educators may find it challenging to design curriculum that caters to diverse learner needs, including different learning styles, abilities, and cultural backgrounds. The FDP emphasizes the importance of inclusivity and offers strategies for accommodating diverse student populations.

**Integration of Technology:**

Keeping pace with rapidly evolving technology and integrating it effectively into the curriculum can be a challenge. An FDP equips faculty members with the knowledge and skills needed to leverage technology for enhanced teaching and learning experiences.

**Understanding Assessment Strategies:**

Faculty members might face difficulties in developing meaningful assessment strategies that align with learning outcomes. The FDP provides guidance on designing both formative and summative assessments that accurately measure student progress.

## Preferably Measurable outcomes:

**Improved Understanding of Pedagogical Principles:**

Outcome: Percentage increase in participants' knowledge of pedagogical principles, instructional strategies, and learner-centered approaches as measured by pre- and post-program assessments.

**Integration of Technology:**

Outcome: Number of faculty members who successfully integrate technology into their courses, measured by the incorporation of digital tools, online platforms, or multimedia elements in their curriculum.

**Increase in Interdisciplinary Collaborations:**

Outcome: Number of interdisciplinary collaborations initiated or strengthened as a result of the FDP, indicating increased collaboration among faculty members from different disciplines.

**Adaptability of Curriculum:**

Outcome: Demonstrated adaptability of the curriculum to changes in educational trends or industry demands, measured by the implementation of revisions or updates based on feedback and evolving needs.

**Professional Development Participation:**

Outcome: Percentage increase in faculty members participating in ongoing professional development opportunities related to curriculum design, indicating a sustained interest in continuous learning. The faculty members have a clear understanding of the essential elements to be covered in the curriculum and the weightage to be given for each component.

**Signature of Coordinator(s)**

Dr. Kavitha C
Professor & HOD
Department of Computer Science & Engineering
Dayananda Sagar Academy of Technology & Management
Udayapura, Opp. to Art of Living,
Kanakapura Road, Bangalore - 560 082.

**Signature of the Principal**

Dr. M. Ravishankar
Principal
Dayananda Sagar Academy of
Technology & Management
Udayapura, Opp. Art of Living.
Kanakapura Road, Bangalore-560 082

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6 Programs Accredited by NBA
(CSE, ISE,ECE,EEE,MECH,CIVIL)

**Date : 25.07.2023 @ 9.30AM**

| Review of Curriculum by Dr. Ashok Rao with DSATM HOD's & Principal | | | |
|---|---|---|---|
| **Sl No.** | **Name** | **Department** | **Signature** |
| 1 | Dr. M Ravishankar | Principal | |
| 2 | Dr. Nandini C | Vice Principal & Head – CS-AI | |
| 3 | Dr.Sumithra Devi .K.A | Dean Academics & Head – CS-DS | |
| 4 | Dr.Nandini Prasad K S | Dean Academics & Head - ISE for Foreign Affairs. | for |
| 5 | Dr. Kavitha C | Dept. of CSE | |
| 6 | Dr. Mallikarjun P Y | Dept. of Electronics & Communication | |
| 7 | Dr. Vishwanath .KN | Dept. of Civil Engg. | 25/7/23 |
| 8 | Dr. K Shanmukha Sunder | Dept. of Electrical Engg. | |
| 9 | Dr. Rajnish | Dept. of Mechanical Engg. | |
| 10 | Dr. Sandhya N | Dept. of AIML | |
| 11 | Dr.Nagaraj.C | Dept. of Mathematics | |
| 12 | Dr. Nalla Muthu | Dept. of Physics | |
| 13 | Dr. Sunil Kumar | Dept. of Chemistry | |
| 14 | Dr. Sahana Madan | MBA | — AB — |
| 15 | Dr. Manjula Sanjay | MCA | |
| 16 | Ar. Mamatha G | Dept. of Architecture | |
| 17 | Dr. Shashikala | Dept of CS-IOT | |
| 18 | Dr. Arun Vikas Singh | Dept of CSD | |
| — | — | — | — |

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## Teaching Learning Center

**Organizing**

Workshop

**On**

# Design thinking

**Date: 24th July 2023**
**Time: 2:00PM – 4:30PM**

Resource Person

**Dr Ashok Rao**

**Former Head, Network Project, CEDT, IISc Bangalore.**
**Formerly: Visiting / Guest Professor, IIM Bangalore.**
**Currently: Founder and Mentor, Vidyakosha Pvt. Ltd. Bangalore**

IN THE PRESENCE OF

**Dr. M RAVISHANKAR**
**Principal, DSATM**

Convener

**Dr. Kavitha C**
**Prof. & HOD-CSE, DSATM**

**Venue:**

Auditorium

| | |
|---|---|
| Event Name | Workshop on "Design Thinking." |
| Theme | Workshop |
| Date | 24-07-2023 |
| Venue | Architecture Block Seminar Hall |

## Objectives of the Workshop:

A workshop on design thinking typically aims to achieve several objectives to foster creative problem-solving, innovation, and user-centric approaches. Here are common objectives for a design thinking workshop:

**Introduce Design Thinking Concepts:**

- Familiarize participants with the fundamental principles and concepts of design thinking.
- Explore the human-centered design approach and its relevance in problem-solving.

**Develop Empathy:**

- Cultivate empathy among participants to better understand the needs, experiences, and perspectives of end-users or stakeholders.
- Encourage a deep understanding of the problem or challenge from the user's point of view.

**Promote Collaboration:**

- Foster a collaborative and cross-functional environment where participants from various backgrounds work together.
- Emphasize the importance of multidisciplinary teams in generating diverse ideas.

**Enhance Creativity:**

- Stimulate creative thinking by employing techniques such as brainstorming, mind mapping, and other ideation methods.
- Encourage participants to think beyond traditional solutions and embrace a mindset of experimentation.

**Encourage Iterative Prototyping:**

- Teach the value of rapid prototyping and iteration as essential components of the design thinking process.
- Emphasize the need to gather feedback early and often to refine ideas continuously.

**Focus on User-Centric Solutions:**

- Reinforce the importance of designing solutions that address real user needs and preferences.

- Guide participants in creating personas and user journeys to inform their design decisions.

**Improve Problem Definition:**

- Help participants articulate and define the problem accurately before generating solutions.
- Emphasize the significance of reframing problems to uncover innovative insights.

**Build a Bias Toward Action:**

- Instill a bias toward action by encouraging participants to move quickly from ideation to implementation.
- Emphasize the importance of learning through doing and experimentation.

**Cultivate a Growth Mindset:**

- Foster a growth mindset by promoting a positive attitude toward learning from failures and mistakes.
- Encourage participants to see challenges as opportunities for improvement.

**Provide Practical Tools and Techniques:**

- Equip participants with practical tools, methods, and frameworks commonly used in design thinking.
- Ensure that participants leave the workshop with tangible skills they can apply in their work.

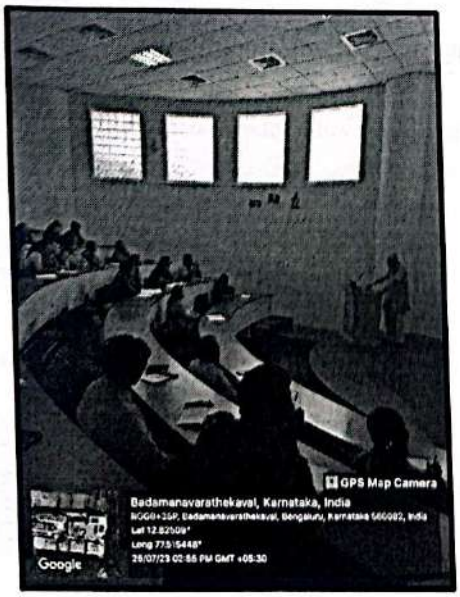
**Create a Tangible Outcome:**

- Aim for a tangible outcome, such as a prototype, concept sketch, or action plan, to demonstrate the application of design thinking principles.
- Showcase the potential impact of design thinking on problem-solving.

## Coordinator:

**Dr. Kavitha C**
Professor and Head
Department of CSE
DSATM, Blore.

**Photos: (4 Geo Tagged Photos)**




## Purpose:

A workshop on design thinking serves several important purposes, aiming to cultivate a human-centered, innovative, and collaborative problem-solving approach. Here are some key purposes of a workshop on design thinking:

**Introduction to Design Thinking Concepts:**

- Provide participants with an understanding of the fundamental principles, methodologies, and key concepts of design thinking.

**Hands-On Learning Experience:**

- Offer a practical and interactive learning experience that allows participants to apply design thinking principles to real-world challenges.

**Foster Creative Problem-Solving:**

- Encourage participants to think creatively and generate innovative solutions to problems by using design thinking techniques and methodologies.

**Develop Empathy:**

- Cultivate empathy among participants by helping them understand the perspectives, needs, and experiences of end-users or stakeholders.

**Promote Collaboration:**

- Create a collaborative environment that brings together individuals from diverse backgrounds, fostering cross-disciplinary teamwork and the exchange of ideas.

**Enhance User-Centric Focus:**

- Emphasize the importance of designing solutions that are centered around the needs and preferences of users, ensuring that the end product or service is more likely to be successful.

**Build Problem-Definition Skills:**

- Improve participants' ability to define and articulate problems accurately, recognizing that a well-defined problem is crucial for generating effective solutions.

**Encourage Iterative Prototyping:**

- Instill the practice of rapid prototyping and iteration, encouraging participants to create tangible representations of their ideas and refine them based on feedback.

**Cultivate a Growth Mindset:**

- Foster a mindset that embraces learning from failures, mistakes, and challenges, promoting continuous improvement and adaptation.

**Provide Practical Tools and Techniques:**

- Equip participants with practical tools, methods, and frameworks commonly used in design thinking, empowering them to apply these skills in their professional or personal contexts.

**Generate Tangible Outcomes:**

- Aim for concrete outcomes, such as prototypes, concept sketches, or action plans, that demonstrate the application of design thinking principles to specific problems.

**Facilitate Networking and Idea Exchange:**

- Create opportunities for participants to connect, share ideas, and learn from each other, fostering a community of individuals interested in applying design thinking in various domains.

**Align with Organizational Goals:**

- Tailor the workshop to align with the specific goals and challenges of the organization, ensuring that participants can directly apply design thinking to address relevant issues.

Overall, a workshop on design thinking serves as a catalyst for fostering a culture of innovation, problem-solving, and user-centricity within individuals and organizations. It equips participants with valuable skills and perspectives that can be applied across various professional settings.

## About the topic:

Design thinking is a human-centered and iterative approach to problem-solving and innovation. It places a strong emphasis on understanding the needs and perspectives of end-users to create effective and innovative solutions. The process typically involves a series of stages that encourage empathy, creativity, and collaboration. While variations exist, the design thinking process commonly includes the following stages:

**Empathize:**

- Focus on understanding the needs, emotions, and challenges of the end-users.
- Conduct interviews, observations, and engage in active listening to gather insights.

**Define:**

- Clearly articulate the problem or challenge based on the insights gained during the empathize stage.
- Reframe the problem in a human-centered way, ensuring it aligns with the users' needs.

**Ideate:**

- Generate a wide range of creative ideas to address the defined problem.
- Encourage brainstorming, mind mapping, and other ideation techniques to foster innovative thinking.

**Prototype:**

- Build quick, low-fidelity prototypes of potential solutions.
- Use prototyping as a way to explore ideas, communicate concepts, and gather feedback.

**Test:**

- Collect feedback on prototypes from end-users and stakeholders.
- Iterate on the solutions based on the insights gained during testing.

These stages are not necessarily linear, and the process often involves iteration, with feedback from testing informing adjustments and refinements. Design thinking is not limited to any particular industry or domain and has been successfully applied in fields such as product design, service design, business strategy, and social innovation.

Key principles of design thinking include:

**Human-Centered:** Prioritize the needs and experiences of end-users throughout the design process.

**Empathy:** Develop a deep understanding of users' perspectives to inform meaningful solutions.

**Iterative:** Embrace an iterative and flexible approach, allowing for continuous refinement and improvement.

**Collaborative:** Encourage multidisciplinary collaboration to bring diverse perspectives and skills to the problem-solving process.

**Bias Toward Action:** Promote a bias toward taking tangible steps and prototyping ideas to drive progress.

Design thinking is not just a set of methods; it's a mindset and a way of approaching complex problems with a focus on creativity, empathy, and user-centric solutions.

## Resource person:

Dr Ashok Rao
Former Head, Network Project, CEDT, IISc Bangalore.
Formerly: Visiting / Guest Professor, IIM Bangalore.
Currently: Founder and Mentor, Vidyakosha Pvt. Ltd. Bangalore

## Addressing the GAP:

A workshop on design thinking in academia can help address several gaps and enhance various aspects of the educational experience. Here are some specific gaps that can be targeted:

**Innovation in Teaching Methods:**
Many traditional teaching methods may not fully engage students or promote critical thinking. Design thinking workshops can introduce innovative teaching approaches that encourage creativity, problem-solving, and active participation.

**Student Engagement and Motivation:**
Design thinking emphasizes hands-on, experiential learning. Workshops can help educators discover ways to increase student engagement by incorporating interactive activities, projects, and collaborative learning experiences.

**Problem Definition and Solution Generation:**
Students may struggle with defining problems clearly and generating effective solutions. Design thinking workshops can provide tools and techniques to improve problem definition skills and encourage ideation.

**Interdisciplinary Collaboration:**
In academia, there may be silos between different disciplines, hindering collaboration. Design thinking promotes multidisciplinary approaches, and a workshop can encourage collaboration between students and faculty from diverse fields.

**Real-world Application of Knowledge:**
Students may feel disconnected from the real-world application of their academic knowledge. Design thinking workshops can bridge this gap by offering opportunities to apply theoretical concepts to practical, real-world problems.

**Empathy and User-Centricity:**
Developing empathy for end-users and stakeholders is a crucial skill that may be lacking in traditional academic settings. Design thinking can instill a user-centric mindset, encouraging students to consider the needs and perspectives of others in their work.

**Critical Thinking and Iterative Problem-Solving:**
Traditional education may not always emphasize iterative problem-solving and critical thinking. Design thinking workshops can teach students how to iterate on solutions based on feedback, fostering a mindset of continuous improvement.

**Creativity and Innovation:**

Encouraging creativity and fostering an innovative mindset is essential in academia. Design thinking workshops can introduce techniques that unlock creative thinking and inspire students to approach problems with fresh perspectives.

**Communication and Presentation Skills:**
Design thinking involves presenting and communicating ideas effectively. Workshops can help students develop skills in articulating their thoughts, presenting their solutions, and receiving constructive feedback.

**Adaptability and Resilience:**
The ability to adapt to change and resilience in the face of challenges is crucial. Design thinking, with its iterative nature, can help students develop resilience by viewing failures as opportunities to learn and improve.

**Preparation for a Changing Job Market:**
The job market is dynamic, and students need skills beyond academic knowledge. Design thinking workshops can equip students with skills highly valued in the workforce, such as problem-solving, creativity, and collaboration.

**Entrepreneurial Mindset:**
For students interested in entrepreneurship, design thinking can foster an entrepreneurial mindset by encouraging them to identify opportunities, prototype ideas, and iterate on business concepts.

## Preferably Measurable outcomes:

**Increased Understanding of Design Thinking Concepts:**
Measure participants' knowledge of design thinking principles before and after the workshop using pre- and post-assessments.

**Improvement in Problem Definition Skills:**
Assess the participants' ability to define and articulate problems through a pre-workshop and post-workshop evaluation of their problem statements.

**Enhanced Ideation and Creativity:**
Use a creativity assessment tool to measure participants' ideation skills before and after the workshop, evaluating the diversity and novelty of generated ideas.

**Increased Collaboration and Interdisciplinary Interaction:**
Measure the frequency and quality of collaboration among participants from different academic disciplines through surveys and observations.

**Quality of Prototypes and Solutions:**
Evaluate the prototypes developed during the workshop in terms of creativity, feasibility, and alignment with user needs, providing a tangible measure of the workshop's impact.

**Improved Presentation and Communication Skills:**

Assess participants' presentation and communication skills through before-and-after comparisons of their ability to articulate ideas and solutions.

**Post-Workshop Initiatives or Projects:**
Monitor the number of design thinking initiatives or projects initiated by participants after the workshop, indicating the extent to which they have applied the principles learned

## Impact of the feedback:

**Iterative Improvement:**
Fosters an iterative approach to problem-solving. Participants can refine their ideas, prototypes, and solutions based on the insights and suggestions provided during feedback sessions.

**Skill Development:**
Allows participants to develop essential skills such as active listening, critical thinking, and the ability to incorporate diverse perspectives. It contributes to the honing of communication and collaboration skills.

**Motivation to Apply Learning:**
Motivate participants to apply what they've learned in the workshop to their academic and professional endeavors, leading to a broader and more lasting impact.

**Increased Confidence:**
Reinforces participants' confidence in their ideas and problem-solving abilities. It validates their efforts and encourages them to take creative risks.

Signature of Coordinator(s)
Dr. Kavitha C
Professor & HOD
Department of Computer Science & Engineering
Dayananda Sagar Academy of Technology & Management
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Kanakapura Road, Bangalore - 560 082.

Signature of the Principal
Dr. M. Ravishankar
Principal
Dayananda Sagar Academy of
Technology & Management
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6 Programs Accredited by NBA
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The Following Faculty members are nominated for the Workshop on "Introduction ~~and~~ to Design Thinking."

**Date :** 25-07-2023

**Venue :** Architecture Block Seminar Hall

**Time :** 2.00 - 4.30 pm

| Sl. No. | Name of the Faculty | Department | Signature |
|---|---|---|---|
| 1 | Dr.Bhagyashri Hanji | CSE | 25/7/23 |
| 2 | Krishna Prasad R | CSE | 25/7/23 |
| 3 | Sushmitha S | CSE | 25/7/23 |
| 4 | Dr.Nandini Prasad K S | ISE | 25/7/23 |
| 5 | Dr. Lokabhiram | ISE | |
| 6 | Sridevi | ISE | |
| 7 | Namitha | ISE | 25/7/23 |
| 8 | Dr.Pavani | ISE | AB |
| 9 | Dr. Manjula | MCA | 25/7/23 |
| 10 | Shreedhar N Hegde | MCA | |
| 11 | Priyanka Mohan | MCA | |
| 12 | Dr. Rajnish | ME | |
| 13 | ~~Balakrishnaiah~~ | ME | — |
| 14 | Shivaprakash K S | ME | AB |
| 15 | Dr. Ashok Kumar | ECE | AB |
| 16 | Dr. Mallikarjun P Y | ECE | |
| 17 | Dr Ravikumar. H-C | ECE | |
| 18 | Dr.Roopa kulkarni | ECE | |

| | | | |
|---|---|---|---|
| 19 | Mahadev S | ECE | |
| 20 | Kalpavi C Y | ECE | |
| 21 | Dr. K Shanmukha Sunder | EEE | |
| 22 | Kiran R | EEE | |
| 23 | Gopala Sarkar | EEE | |
| 24 | ~~Ms Ramya~~ → KASI VISWANATHAN | EEE | P. Kasthuri |
| 25 | Dr. Sandhya N | AIML | |
| 26 | Dr Shivaprasad | AIML | |
| 27 | Ar. Mamatha G | ARCH | |
| 28 | Anushruti | ARCH | |
| 29 | Savita Mastiholi | ARCH | |
| 30 | Dr. Vishwanath .KN | CIV | 25/7/2023 |
| 31 | Mr. Jayatheertha HS | CIV | 25/7/2023 |
| 32 | Mrs. Supraja. I | CIV | 25/7/23 |
| 33 | Mr.Sridhar | CIV | |
| 34 | Dr. Sahana Madan | MBA | AB |
| 35 | Mrs. Roopa Ajwal | MBA | |
| 36 | Mrs. Rachana D | MBA | D. Rachana |
| 37 | Dr.Nagaraj.C | Mathematics | |
| 38 | Dr. Vatsala GA | Mathematics | |
| 39 | Dr. Vidya K A | Mathematics | |
| 40 | Dr. Shilpa P | Mathematics | P. Shilpa. |
| 41 | Dr. G. S. Mytra | Mathematics | |
| 42 | Vinodalakshmi N | Mathematics | |
| 43 | Chaitra .M | Mathematics | 25/7/23. |
| 44 | Raghavendra M R | Mathematics | M.R. |
| 45 | Vijayakumar K | Mathematics | |
| 46 | Gowtham Priya L | Mathematics | |

| | | | |
|---|---|---|---|
| 47 | Gayathri Annasagaram | Mathematics | |
| 48 | Dr. Touqeer Ahmed | Mathematics | |
| 49 | Dr. Fathimunnisa | Mathematics | |
| 50 | Dr. Nallathu N | Physics | |
| 51 | Dr. Srilatha | Physics | |
| 52 | Dr. Girish .KM | Physics | |
| 53 | Dr. Madhusudhana.H.C | Physics | |
| 54 | Dr. N Revathi | Physics | |
| 55 | Asha Rani B M | Physics | |
| 56 | Dr. Sunil Kumar YC | Chemistry | |
| 57 | Dr. Shivakumar B.S | Chemistry | |
| 58 | Dr. Nandini Pattanashetti | Chemistry | |
| 59 | Ananda A | Chemistry | |
| 60 | Lavanya R | Chemistry | |
| 61 | Dr. Shashikala | IOT | |
| 62 | Dr. Nandini C | AI | |
| 63 | Dr. Sumitra Devi - KA | DS | |
| 64 | Dr.Kavitha C | CSE | |
| 65 | Dr. Arun Vikas Singh | CS D | |
| 66 | Dr. Abhinav | ME | |
| 67. | Dr. J.T. Thimmeshan | ISE | |

Kavitha.C
Co-ordinator 25/7/23