

**As Per NEP 2020****University of Mumbai**

<b>Syllabus for Field Projects (FP)</b>	
<b>Name of the Programme – B.Sc. (Computer Science)</b>	
<b>Faulty of Science &amp; Technology</b>	
<b>Board of Studies in Computer Science</b>	
<b>Semester</b>	III
<b>Duration</b>	30 hrs (Field Work+ Survey) + 15hrs (Discussion + Report Writing) : Total - 45 hrs
<b>From the Academic Year</b>	2025-26

**Name of Faculty:- Science & Technology**

**Name of Programme :- B.Sc. (Computer Science)**

**Duration :- 30 hrs (Field Work+ Survey) + 15hrs (Discussion + Report Writing) : Total - 45 hrs**

**Objectives:**

The field project encourages students to:

- Identify real-world problems through surveys, interviews, or observation in the field
- Engage directly with users, communities, or institutions to understand needs and challenges
- Collect, organize, and analyze authentic data to generate meaningful insights
- Formulate practical recommendations or solutions based on field findings
- Design or prototype apps, websites, or digital tools tailored to the identified requirements
- Conduct community-oriented activities such as awareness campaigns, training workshops, or educational sessions to address gaps revealed during the study

**Suggestive Titles:**

Sr. No.	Project Title	Description
1.	Traffic Pattern Study and Data Analysis	Field observation of local traffic bottlenecks; analysis using Google Maps API; propose route or policy improvements.
2.	Sentiment Analysis of Local Business Reviews	Scrape and analyze online reviews (Twitter, Google); provide feedback to businesses to improve services.
3.	Data Visualization of Public Health or Environment Data	Visualize datasets (COVID, pollution, crime) to aid planning or community awareness campaigns.
4.	Digital Notice Board Requirement Study & App/Web Development	Identify gaps in communication; design and prototype a notice board system with push notifications.
5.	Alumni Portal Needs Assessment & Development	Gather requirements; design a portal for alumni networking, mentoring, and career updates.
6.	Waste Collection Process Study & App Design	Observe waste collection processes; design an app to connect households with recyclers.
7.	Phishing Awareness Campaign Development	Conduct surveys on phishing risks; design training modules, posters, or a simple awareness app.
8.	Elderly Care Needs Survey & Reminder App Prototype	Field interviews; design an app to remind medication schedules, health appointments.

9.	Digital Literacy Workshops for Marginalized Communities	Plan and deliver sessions on computer basics, safe browsing, cybersecurity for underprivileged groups.
10.	Waste Management Data Collection & Analysis	Survey waste segregation and collection; propose optimization plans or awareness campaigns.
11.	Cybersecurity Awareness Survey Among Students	Assess cybersecurity habits; develop educational content or a simple awareness website.
12.	Public Access to Digital Government Services Study	Survey usage of Aadhaar, DigiLocker, UMANG; recommend training materials or app features.
13.	Mobile App Usage Study in Urban vs. Rural Youth	Compare usage patterns, challenges; suggest inclusive design recommendations.
14.	SHG / Artisan Needs Study & Mobile App Development	Field study of operations; design an app to improve marketing, payments, visibility.
15.	Cybercrime Awareness & Reporting System Study	Survey awareness of reporting procedures; propose a reporting system design or website.
16.	Green Computing Practices Survey	Study e-waste disposal, power management; design guidelines or awareness material for sustainable practices.
17.	Website Requirement Study & Development for NGOs / Artisans	Gather content and needs; design a basic website to improve outreach and visibility.
18.	Online Payment App Adoption Study Among Street Vendors	Field interviews to understand adoption, barriers; propose training modules or app feature improvements.
19.	Database-Driven Blood Donor Directory Study & Design	Survey need for local donor coordination; design a database or website prototype.
20.	Job Portal Needs Assessment for Low-Education Youth	Identify employment needs; design a simple job listing portal for slum communities.
21.	E-Waste Disposal & Upgrade Practices Study	Survey device disposal practices; develop educational posters or digital awareness materials.
22.	Data Privacy Awareness Survey Among Young Adults	Assess knowledge of data privacy; design an awareness campaign or website.
23.	Digital Access Challenges Study in Rural Schools	Field visit to assess devices, internet; recommend low-cost solutions or propose an awareness drive.

24.	Mobile/Web App Preferences Study with UX Recommendations	Survey usage patterns; propose design improvements or a wireframe prototype.
25.	Data Backup Practices Study & Simple Guide Development	Survey backup habits; create a user-friendly guide or training module.

**Note:** The topics are indicative and the faculty members should allot Field Projects that are relevant and important as per core Subject. The Field Project may be taken individual or in a group up to 5 students with proper guidance from Faculty.

### **Deliverables for Field Project:**

- **Field Visit Report** – Documenting observations, photographs, and key findings from on-site interactions.
- **Project Planning and Design Document** – Detailing survey instruments, interview questions, data collection plans, and any supporting materials such as app/website prototypes, workflow diagrams, or training module outlines.
- **Final Report** – Covering the problem statement, literature review, methodology, data collection and analysis, conclusions, and recommendations.
- **Guide Interaction Diary** – Recording at least five entries detailing meetings, feedback, and progress discussions with the faculty guide.
- **Presentation for Viva** – Summarizing project objectives, methodology, outcomes, and key learnings for oral examination.

### **Format for Guide Interaction Diary**

Sr. No.	Date	Discussion Points / Agenda	Key Feedback / Suggestions from Guide	Signature of Guide
1				
2				
3				
4				
5				

## **EVALUATION CHART**

### **I. Internal Evaluation by Guide – 20 Marks**

<b>Criteria</b>	<b>Marks</b>
Field visit completion, Attendance and Interaction	10
Overall Report quality & Guide Interaction Diary	10
<b>Total</b>	<b>20</b>

### **II. External Examination – 30 Marks**

<b>Criteria</b>	<b>Marks</b>
Objectives, Literature Review, Methodology, Data Analysis, Conclusion and Recommendations	15
Overall Project Report Structure and Style	05
Presentation Skills & Communication	10
<b>Total</b>	<b>30</b>

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Chairman  
BoS in Computer Science

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Associate Dean

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Dean