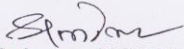
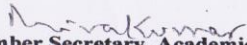


Sona College of Technology, Salem
(An Autonomous Institution)
Courses of Study for MCA VI Semester under Regulations 2018
Branch: Master of Computer Application

S. No	Course Code	Course Title	Lecture	Tutorial	Practical	Credit
THEORY						
1	P18MCA707 ✓	Elective - E- Learning Techniques ✓	3	0	0	3 ✓
	P18MCA717 ✓	Elective - Software Project Management ✓				
PRACTICAL						
2	P18MCA601 ✓	Project Work ✓	0	0	12	6 ✓
Total Credits						9 ✓

Approved by


Chairman, MCA BOS
Dr.T.Padma


Member Secretary, Academic Council
Dr.R.Shivakumar


Chairperson, Academic Council & Principal
Dr.S.R.R.Senthil Kumar

Copy to:-
 Director, Sixth Semester MCA Students and Staff, COE

13.01.2021

Regulations-2018

P18MCA707 - E - LEARNING TECHNIQUES

L	T	P	C	M
3	0	0	3	100

COURSE OBJECTIVES:

This course will enable the student to:

- Apply knowledge about modern technology for learning.
- Analyze and understand the frameworks of E-Learning.
- Learn technologies involved in e-learning application development.
- Become aware of the current business potential of e-learning based business.

UNIT I - INTRODUCTION 9

Introduction - Understanding ICT - Impact of ICT on learning - ICT makes a difference in learning - ICT as an enabler - The relationship between ICT and e-learning - Challenges in e-learning adoption - E-learning: Definitions - Characteristic features of e-learning - Evolution - Different uses of e-learning - Academic e-learning and corporate e-learning: Differences - Introduction to mobile learning and omni- channel learning technologies.

UNIT II - E-LEARNING FRAMEWORK AND ANALYSIS 9

Introduction - The need for a holistic framework - Significance of process orientation in the framework - Visual Communication Design - Instructional Design models- E-learning technologies Informed decision making in different contexts Getting started with analysis

UNIT III - DESIGN AND DEVELOPMENT 9

The relationship between analysis and design - The significance of design - Developing the instructional and visual strategy - Three levels of design decision making - Bloom's taxonomy cognitive, affective and psychomotor domains - Working with content - visual strategy - The strategy in action - prototyping - The development process.

UNIT IV - DELIVERY AND EVALUATION 9

Introduction - Significance of this phase - Delivery options - Emerging trends in e-learning delivery - Modes of delivery - Content delivery process illustrated with an LMS - Significance of the evaluation phase - Conducting summative evaluation - Kirkpatrick's model for summative evaluation.

UNIT V - OPENSOURCE E-LEARNING APPLICATION 9

Moodle 2.0 E-Learning Course Development - Features - Architecture - Installation and configuring site - Adding static course material - Evaluating student.

TOTAL = 45 Hours

COURSE OUTCOMES:

At the end of the course the student should be able to:

- Apply the Standard approach to planning and one can use in their organization.
- Work with technologies involved in e-Learning Applications.
- Design and Develop e-Learning Application and working with e- Learning tools.
- Evaluate E-Learning programmes and estimate ROI.
- Create and Deliver E-Learning courses in open source softwares.

REFERENCES

1. Madhuri Dubey, " Effective E-learning: Design, Development and Delivery", University Press 2011 edition. (Unit 1,2,3,4)
2. Moodle 2.0 E-Learning Course Development by William Rice, 2012, Packet publishing(Unit V).
3. Bryn Holmes, John Gardner, "E-Learning - Concepts and Practice", SAGE Publications, 2012.
4. Caroline Haythornthwaite, Richard Andrews," E-learning Theory and Practice", SAGE Publications,2011
5. William Horton, "E-Learning by design", John Wiley & Sons, 2011.



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P18MCA717 - SOFTWARE PROJECT MANAGEMENT

L	T	P	C	M
3	0	0	3	100

COURSE OBJECTIVES:

This course will enable the student to:

- Discuss the plans, methods and methodologies of project management.
- Describe the effort , estimation and activity planning of project management
- Discuss the tools and techniques of Project management.
- Examine the project monitoring and control.
- Describe the organizational behavior, decision making and different types of contracts.

UNIT I - INTRODUCTION 8

Importance - Plans, Methods and Methodologies- Setting Objectives- Project Evaluation - Cost Benefit Evaluation- Risk Evaluation- Program Management - Resource Allocation Management -Benefit Management - Overview of Project Planning.

UNIT II - EFFORT ESTIMATION AND ACTIVITY PLANNING 9

Problems with Over and Under Estimates- Basics- Bottom up-Top Down-Parametric Model- Expert Judgment - Activity Planning- Sequencing and Scheduling Activities- Network Planning Model- Forward, Backward Pass -Critical Path- Activity Float- Activity -on-Arrow Networks.

UNIT III - PROJECT MANAGEMENT TOOLS AND TECHNIQUES 12

Risk Management- Categories -Framework -Evaluating Risk to Schedule- Applying PERT Technique- Monte Carlo Simulation- Critical Chain Concepts- Resource Allocation - Scheduling Resources- Creating Critical Path- Counting the Cost- Scheduling Sequence

UNIT IV - PROJECT MONITORING AND CONTROL 9

Project Tracking - Activities Tracking -Defect Tracking - Issues Tracking - Status Reports- Milestone Analysis - Activity Level Analysis using SPC- Defect Analysis and Prevention - Pareto Analysis-Causal Analysis- Process Monitoring and Audit.

UNIT V - MANAGING CONTRACTS AND PEOPLE 7

Types of Contract- Stages in Contract Placement- Contract Management - Understanding Behavior - Organizational Behavior- Instruction in the Best Methods - Motivation - The Oldham-Hack man Job Characteristics Model - Working in Teams- Decision Making - Organization and Team Structures.

TOTAL = 45 Hours

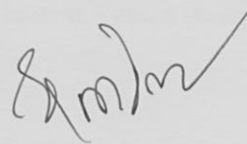
COURSE OUTCOMES:

At the end of the course the student should be able to:

- Prioritize the evaluation of project/cost benefit / risk and manage the allocation of resources in real-time projects.
- Analyze the estimation of efforts and the planning of activities.
- Use the project management tools and techniques in real time projects.
- Implement the different ways of monitoring and controlling the projects in real time .
- Assess the organizational behavior and the different types of contract and use it in real time.

REFERENCES

1. Bob Hughes and MikeCotterell, "Software Project Management", Fifth Edition, TATA McGraw Hill Edition, 2012.(Unit 1,2,3,5)
2. Pankaj Jalote "Software Project Management In Practice", Pearson Education, 2000.(Unit 4).
3. S. A. Kelkar," Software Project Management" PHI, New Delhi, Third Edition, 2013.
4. Walker Royce, "Software Project Management - A Unified Framework", Pearson Education,2013.
5. Ramesh Gopaldaswamy, "Managing Global Projects", Tata McGraw Hill, 2001.
6. Royce, "Software Project Theory", Pearson Education, 1999.



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