

SANJIVANI RURAL EDUCATION SOCIETY'S
K. B. P. POLYTECHNIC, KOPARGAON
 DEPARTMENT COMPUTER TECHNOLOGY
NEWSLETTER

VISION OF INSTITUTE

DEVELOPING STATE-OF-ART
 TECHNOCRATS FOR
 CHALLENGING ENVIRONMENT OF
 INDUSTRIAL CONTEXT.

MISSION OF INSTITUTE

INCULCATING SKILLS AND
 TALENTS IN RURAL MASSES FOR
 SOCIO-ECONOMIC
 DEVELOPMENT THROUGH
 DIPLOMA ENGINEERING
 EDUCATION, TRAINING AND
 RESEARCH TO COPE-UP WITH
 GROWING INDUSTRIAL
 ENVIRONMENT

PROGRAMME EDUCATIONAL OBJECTIVES

1. POSSESS FOUNDATION OF MATHEMATICS, SCIENCES, ENGINEERING FUNDAMENTALS AND CORE PRINCIPLES OF COMPUTER TECHNOLOGY. (PEO-1)
2. APPLY THIS KNOWLEDGE FOR DEVELOPING OR INVESTIGATING SOLUTIONS TO CRITICAL PROBLEMS OF SOCIETY AS WELL AS FOR PURSUING HIGHER STUDIES AND ENHANCING HIS/HER OWN SKILLS TOWARDS EXCELLENCE IN EVER-CHANGING FIELD OF COMPUTER TECHNOLOGY. (PEO-2)
3. POSSESS ORAL AND WRITTEN COMMUNICATION SKILLS ALONG WITH PROFESSIONAL & ETHICAL SKILLS SO AS TO ACHIEVE TEAM WORK WITH MUTUAL SUPPORT IN THE CHALLENGING INDUSTRIAL CONTEXT. (PEO-3)
4. APPLY ETHICAL AND SOCIAL ASPECTS OF COMPUTER TECHNOLOGY ALONG WITH ENVIRONMENTAL ASPECTS TO DESIGN, DEVELOPMENT AND USE OF COMPUTER ARTIFACTS. (PEO-4)

VISION OF DEPARTMENT

VISION OF DEPARTMENT OF COMPUTER TECHNOLOGY IS TO
 IMPROVE PERSISTENTLY ITS EDUCATIONAL ENVIRONMENT IN
 ORDER TO DEVELOP STATE-OF-ART COMPUTER
 TECHNOLOGISTS THOSE WILL CONTRIBUTE TO EVER-CHANGING
 FIELD OF COMPUTER TECHNOLOGY.

MISSION OF DEPARTMENT

MISSION OF DEPARTMENT OF COMPUTER TECHNOLOGY IS

1. TO MOLD THE RURAL MASSES FOR THEIR OVERALL DEVELOPMENT WITH VARIOUS ASPECTS LIKE TECHNICAL EDUCATION, SELF-MOTIVATION, ETHICS AND PERSONALITY.
2. TO IMPROVE THE EDUCATIONAL ENVIRONMENT IN THE DEPARTMENT PERSISTENTLY TO ACHIEVE OUTCOME-BASED EDUCATION.
3. TO TRAIN THE STUDENTS TO COPE-UP WITH EVER-CHANGING FIELD OF COMPUTER TECHNOLOGY AND TO PURSUE ADVANCED GRADUATE STUDIES



PROGRAMME OUTCOMES

1. APPLY KNOWLEDGE OF MATHEMATICS, SCIENCES, ENGINEERING FUNDAMENTALS AND CORE PRINCIPLES OF COMPUTER TECHNOLOGY TO DESIGN SMALL MODULES, SOFTWARE OR HARDWARE SYSTEMS.
2. BUILD PROBLEM ANALYSIS ABILITY IN THE EVER-CHANGING FIELD OF COMPUTER TECHNOLOGY.
3. DESIGN AND DEVELOP PROGRAMS/SOFTWARE BY CONSIDERING CONSTRAINTS LIKE MEMORY AND COMPLEXITY.
4. INVESTIGATE THE PROBLEMS IN COMPUTER ARTIFACTS AND TROUBLESHOOT THEM BY GATHERING INFORMATION THROUGH VARIOUS SEARCHES.
5. SELECT AND USE MODERN ENGINEERING TOOLS FOR COMPUTING, HARDWARE, NETWORK, TESTING AND SECURITY.
6. DEMONSTRATE UNDERSTANDING OF ISSUES RELATED TO HEALTH, SAFETY, LAW AND CULTURE WHILE DESIGNING AND HANDLING COMPUTER ARTIFACTS.
7. IDENTIFY THE EFFECT OF THE COMPUTER ARTIFACTS ON THE SOCIETY & ENVIRONMENT AND DESIGN & DEVELOP HARDWARE OR SOFTWARE SYSTEMS WHICH WILL HELP SOCIETY AND ENVIRONMENT (BY DESIGNING PAPERLESS SYSTEMS).
8. DEMONSTRATE THE KNOWLEDGE OF PROFESSIONAL ETHICS AND RESPONSIBILITIES WHILE WORKING IN PROFESSION AS AN INDIVIDUAL OR A MEMBER OF TEAM.
9. WORK EFFECTIVELY AS AN INDIVIDUAL AS WELL AS IN TEAM WITH GOOD TEAM MANAGEMENT SKILLS.
10. COMMUNICATE EFFECTIVELY TO TEAM MEMBERS, PROFESSIONALS AND STAKEHOLDERS OF SYSTEMS WITH VARIOUS ASPECTS LIKE ORAL COMMUNICATION, WRITTEN COMMUNICATION, ELECTRONIC COMMUNICATION, PRESENTATIONS, DOCUMENTATIONS AND REPORTS.
11. APPLY DESIGN PRINCIPLES AND MANAGEMENT PRINCIPLES FOR DESIGNING AND DEVELOPING FOR HARDWARE OR SOFTWARE SYSTEMS AS PROJECTS.
12. ENHANCE HIS/HER OWN SKILLS AND KNOWLEDGE OF MATHEMATICS, SCIENCE, HUMANITIES AND CORE PRINCIPLES AND BE UPDATED IN EVER-CHANGING FIELD OF COMPUTER TECHNOLOGY.

ABOUT COMPUTER TECHNOLOGY

INDIA IS A DEVELOPING NATION WHICH IS GEOGRAPHICALLY BIG AND CULTURALLY AND LINGUISTICALLY VARIED. DUE TO THESE CHARACTERISTICS IT HAS ITS OWN DIFFICULTIES. FOR A COUNTRY WITH LARGE POPULATION AND SCARCE RESOURCES, COMPUTER TECHNOLOGY COMES AS A GREAT TOOL OF SOCIAL TRANSFORMATION. E-GOVERNMENT (SHORT FOR ELECTRONIC GOVERNMENT, ALSO KNOWN AS E-GOV, DIGITAL GOVERNMENT, ONLINE GOVERNMENT OR TRANSFORMATIONAL GOVERNMENT) IS CREATING A COMFORTABLE, TRANSPARENT, AND CHEAP INTERACTION BETWEEN GOVERNMENT AND CITIZENS. COMPUTING TECHNOLOGY TODAY IS RECOGNIZED AS AN EFFECTIVE TOOL FOR CATALYSING THE ECONOMIC ACTIVITY IN EFFICIENT GOVERNANCE AND IN DEVELOPING HUMAN RESOURCE. INTERNATIONAL COMPUTING SCENE IS ENRICHED BY MANY INDIANS AND PERSONS OF INDIAN ORIGIN. FORMER GM OF HEWLETT PACKARD

RAJIV GUPTA, FOUNDER AND CREATOR OF WORLDS' NO. 1 WEB BASED EMAIL PROGRAM HOTMAIL
SABEER BHATIA, EX-PRESIDENT OF AT & T-BELL LABS (AT & T-BELL LABS IS THE CREATOR OF PROGRAM LANGUAGES SUCH AS C, C++, UNIX TO NAME A FEW) ARUNNETRAVALLI, THE NEW MTD (MICROSOFT TESTING DIRECTOR) OF WINDOWS 2000, RESPONSIBLE TO IRON OUT ALL INITIAL PROBLEMS, SANJAY TEJWRIKA, THE CREATOR OF PENTIUM CHIP (NEEDS NO INTRODUCTION AS 90% OF THE TODAY'S' COMPUTERS RUN ON IT), VINOD DHAM ARE JUST A FEW NAMES TO PROVE THIS POINT. IT IS SAID THAT 34% OF MICROSOFT EMPLOYEES ARE INDIANS, 28% OF IBM EMPLOYEES ARE INDIANS, 17% OF INTEL SCIENTISTS ARE INDIANS, WHICH SHOWS INDIAN DOMINATION IN INTERNATIONAL COMPUTING FIELD. DEPARTMENT OF COMPUTER TECHNOLOGY AT THIS INSTITUTE RUNS FOR DEVELOPING SUCH PERSONS FROM RURAL AREA SO THAT THEY CAN COMPETE IN WORLD AND ENRICH THE INDIAN ECONOMY.

GATHERING 2015



SN	NAME OF STUDENT	CLASS	PERCENTAGE
1	AGRAWAL YASH ASHOK	FYCM- A	91.00
2	CHAUDHARI SHRADDHA SUNIL	FYCM-A	88.75
3	PATARE ATUL VILAS	FYCM-B	84.37
4	WAKTE PRITI BAPUSAHEB	FYCM-B	83.25
5	BORAWAKE BHAIRAVI KALIDAS	SYCM-A	87.11
6	BHUJADE SWATI SHIVARAM	SYCM-A	84.55
7	PATEL PURVA SUDARSHAN	SYCM-B	84.78
8	SONAWANE ANKITA RJENT	SYCM-B	84.44
9	KSHRIRSAGAR PRANJALI MANOHAR	TYCM-A	94.63
10	DEOKAR PRERANA BHAGAWAT	TYCM-A	90.38
11	PAYMODE PRIYANKA RAJENDRA	TYCM-B	90.13
12	TIKKAL KRUTIKA RAMESH	TYCM-B	88.13

CONTACT US

SANJIVANI RURAL EDUCATION SOCIETY'S

K. B. P POLYTECHNIC

KOPARGAON (SHIRDI), DIST. AHMEDNAGAR, MAHARASHTRA 423603.

TEL.: 02423-223362, 223947, 222862 • TELEFAX: 222682, 9130191301

WWW.SANJIVANI.ORG.IN



EDITOR

MR. M. R. GAIKWAD

LECTURER

COMPUTER TECHNOLOGY DEPARTMENT