



Dear Partners,

Applications are invited from the professors from partner universities for delivering the short courses in the following domains.

Broad domains requirements Computer Science & Engineering is mentioned below:

Game Design Courses	Software Courses	Animation Courses
<ul style="list-style-type: none"> <li>• Foundations of Game Design and studies</li> <li>• Programming for Game Designers</li> <li>• Composition and Rhetoric</li> <li>• Game Design : Play Design</li> <li>• Non Linear Storytelling in Games</li> <li>• Game Asset Creation : Art, Animation and Integration</li> <li>• Fundamentals of 3D Modeling for Games</li> <li>• Fundamentals of Game Mechanics</li> <li>• Architectural Spaces, Design and Lighting</li> <li>• Character Modeling and Animation for Games</li> <li>• Artificial Intelligence and Procedural Techniques for Games</li> <li>• Cinematography for Games</li> <li>• Game Playtesting Methods</li> <li>• Fundamentals of Game Mechanics</li> <li>• Architectural Spaces, Design and Lighting</li> <li>• Character Modeling and Animation for Games</li> <li>• Artificial Intelligence and Procedural Techniques for Games</li> <li>• Cinematography for Games</li> <li>• Game Playtesting Methods</li> </ul>	<ul style="list-style-type: none"> <li>• Amazon Web Services (AWS)</li> <li>• Windows Azure</li> <li>• VMware</li> <li>• Openstack</li> <li>• AngularJS</li> <li>• ReactJS</li> <li>• jQuery</li> <li>• No SQL students(database services)</li> <li>• MongoDB</li> <li>• Nodejs</li> <li>• Ruby</li> <li>• Xamarin</li> <li>• Tensorflow</li> <li>• Scikit Learn</li> <li>• Keras</li> <li>• Wireshark</li> <li>• WebSecurity</li> <li>• Kali Linux</li> <li>• Spark</li> <li>• Hadoop</li> <li>• UI / UX Prototyping and Design tools</li> <li>• Agile and Scrum</li> <li>• Tableau</li> <li>• Device Drivers</li> <li>• Pega Tool(BPM)</li> </ul>	<ul style="list-style-type: none"> <li>• Art fundamentals</li> <li>• Modeling concepts</li> <li>• Animation fundamentals</li> <li>• Character rigging</li> <li>• Drawing motion</li> <li>• Animation cycles and body mechanics</li> <li>• 3D Naturalistic character animation</li> <li>• Animation studio</li> <li>• Digital compositing</li> <li>• Portfolio</li> </ul>

Financial Technology (Fin Tech)	Other Courses	
<ul style="list-style-type: none"> <li>• Foundations &amp; Applications of Financial Technology</li> <li>• Python and Statistics for Financial Analysis</li> <li>• Digital Payment, Digital Transformation in Financial Services</li> <li>• FinTech and the Transformation in Financial Services</li> <li>• Crypto Assets and Tokens</li> <li>• Blockchain and FinTech: Basics, Applications, and Limitations</li> <li>• FinTech Disruptive Innovation: Implications for Society</li> <li>• Data-driven Financial Analytics</li> <li>• AI and Machine Learning in FinTech</li> <li>• FinTech Security and Regulation (RegTech)</li> </ul>	<ul style="list-style-type: none"> <li>• Application development using data structures and algorithms</li> <li>• Intelligent systems development</li> <li>• Mathematical concepts for competitive coding</li> <li>• Cloud and Visualization implementation</li> <li>• Multicore Architecture</li> <li>• Machine Learning</li> <li>• Cloud Computing</li> <li>• Image Processing</li> <li>• Quantum computing</li> <li>• Virtual and Augmented Reality</li> <li>• Developing and Designing</li> <li>• Interactive Devices</li> </ul>	<ul style="list-style-type: none"> <li>• Crowd sourcing and Human Computation</li> <li>• Introduction to Blockchains, Crypto currencies, and Smart Contracts</li> <li>• Quantum Information Processing</li> <li>• Computational Mathematics for Computer Science</li> <li>• Data-Driven Web Applications</li> <li>• Web Search Engines</li> <li>• Mobile App Development with React Native</li> <li>• Design and Implementation of Network Protocols</li> <li>• Digital Technologies for a Smart City</li> <li>• Microsoft Azure for cloud</li> <li>• Introduction to Robotics</li> </ul>

Further details of the Course:	
Topic	As mentioned above and Course content to be approved by department.
Lecture hours	Minimum of 30 hours of teaching 1. Two 15 hours courses (One week or two weeks) 2. One 30 hours course (One week or two weeks) 3. One 45 Hours course (Minimum 4 weeks)
Period	January to April (or) July- October
Examination	To be conducted and the student performance to be evaluated for award of Credits (15 Lecture hours – 1 Credit). Type of exam to be mutually decided
Targeted attendees	<ul style="list-style-type: none"> <li>• Around 40 Undergraduate students from 3<sup>rd</sup> and Final year of Four year</li> <li>• Selected topics may be attended by Faculty members.</li> </ul>
Course Material	Lecture Notes in English to be made available to the students.
Any other	Interaction meeting with our faculty will be arranged to identify areas of mutual interest for further R&D and Academic collaborations

#### Entitlements:

Normally, Vel Tech will take care of,

- i. Travel by Economy class Flight to Chennai and back via shortest route for exclusive visit to Vel Tech.
- ii. Hospitality at Chennai including stay at Veltech Guest House, food arrangements and internal travel at Chennai
- iii. Honorarium at INR 3000 per hour of lecture
- iv. Hospitality for spouse at Chennai, if he / she desire to accompany.

Interested Professors please share the following for further discussions

1. CV
2. Possible courses with contents
3. Tentative dates

For further details:

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