



PANIMALAR INSTITUTE OF TECHNOLOGY
DEPARTMENT OF INFORMATION TECHNOLOGY
STUDENTS FEEDBACK ON CO-CURRICULAR AND EXTRA
CURRICULAR ACTIVITIES

NAME OF THE STUDENT :
ROLL NUMBER :
REGISTER NUMBER :
SEMESTER/YEAR :
NAME OF THE EVENT :
ORGANIZED BY :
DATE :

Students are requested to give their feedback after attending/completing co-curricular and extracurricular activities. This feedback helps in finding and analyzing the outcome from the participation in the event.

Please indicate the level of agreement with the following statements.

5 = Strongly Agree 4 = Agree 3 = Neutral 2 = Disagree 1 = Strongly Disagree

S.No.	After undergoing/completing the co-curricular activities and extra-curricular activities, I have been able to	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
PO1	Apply the knowledge of mathematics, science and Information Technology.					
PO2	Identify and analyze, formulate and solve problems related to Information Technology					
PO3	Design a system for complex engineering problems that meet the needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.					

PO4	Design and conduct experiments and also to analyze and interpret data.					
PO5	Use the techniques, skill and modern tools in the development of hardware/ software component					
PO6	Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal					
PO7	Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the need for sustainable development.					
PO8	Understand professional and ethical responsibility					
PO9	Leadership skill and work in a team during system design and implementation.					
PO10	Communicate effectively in both verbal and written form.					
PO11	Develop project management skills necessary for successful system design and implementation.					
PO12	Recognize the need for life-long learning.					
PSO1	Understand the principles and working of computer environment. Students can assess hardware and software systems.					
PSO2	Apply suitable methodologies and algorithms to solve computational task and real time applications using appropriate data structures.					
PSO3	Possess professional skills and knowledge of software design process. Familiarity and practical competence in programming language and open source platforms are useful in creating new career paths and innovative ideas of research field.					

Remarks, if any:

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Date:

Signature of the Student