University of Chitral
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Scheme of Studies BS Computer Science
Fall 2025

Additional Director Academics
University of Chitral

Department of Computer Science
University of Chitral

PROGRAM DESCRIPTION

The BS Computer Science is a comprehensive four-year degree aligned with the HEC Undergraduate Education Policy V 1.1. It is designed to equip students with a solid foundation in core computing principles, alongside specialized knowledge in emerging fields such as software engineering, artificial intelligence, data science, cyber security, robotics, gaming design etc. The program emphasizes both theoretical understanding and practical skills, fostering innovative problem-solving, software and hardware development, and critical analysis of technological solutions.

Students will engage in hands-on projects, internships, and research activities that prepare them to address real-world challenges in various sectors including industry, healthcare, entertainment, and national security. The curriculum promotes ethical and professional responsibilities, teamwork, and effective communication, preparing graduates to become adaptable, lifelong learners and leaders in the rapidly evolving field of computing.

STANDARD NOMENCLATURE

For the sake of standardization, it was decided by NCRC that the undergraduate degree program (NQF Level-06) shall have the title of **"BS Computer Science"** with the option of specializations in Software Engineering, Artificial Intelligence, Data Science, Cyber Security, Information Technology, Computer Engineering, Computer Games Development, Multimedia and Animation, Robotics, Human Computer Interaction, Internet of Things (IoT), Network Infrastructure & Cloud Computing, Quantam Computing, Health Informatics. Further specializations as per given framework may be added by HEIs based on availability of faculty, infrastructure and resources. The area of specializations accordingly shall be reflected clearly on the transcript.

Entry Provisions at Undergraduate Level

Pathway for Graduates with Associate Degree

- Only the students having 14 years qualification in Computing are allowed admission in the fifth semester of the BS in Computer Science. However, as per revised scheme such students are also required to complete deficiency courses from 15-18 credits through bridging semester prior to enrollment in 5th Semester of BS Computer Science Program. The deficiency is for the purpose to make prior learning before 5th semester at par with scheme of BS Computer Science program.
- The minimum eligibility for admission in the fifth semester through above-mentioned pathway is 2.00/4.00 CGPA in the prior qualification i.e., Associate Degree in Computing. The concerned university may, however, set higher eligibility and admission criteria for admission in the fifth semester of BS in Computer Science.

PROGRAM LEARNING OUTCOMES / GRADUATE ATTRIBUTES

Keeping in view the transformation from knowledge-based education philosophy to Outcome based education (OBE) system, the OBE model based on Seoul Accord has also been considered. Computing programs prepare students to attain educational objectives by ensuring that students demonstrate achievement of the following outcomes (derived from Graduate Attributes define by Seoul Accord www.seoulaccord.org).

S. No	**Program Learning Outcomes (PLOs)**	**Computing Professional Graduate**
1	Academic Education	To prepare graduates as computing professionals
2	Knowledge for Solving Computing Problems	Apply knowledge of computing fundamentals, knowledge of a computing specialization, and mathematics, science, and domain knowledge appropriate for the computing specialization to the abstraction and conceptualization of computing models from defined problems and requirements.
3	Problem Analysis	Identify, formulate, research literature, and solve complex computing problems reaching substantiated conclusions using fundamental principles of mathematics, computing sciences, and relevant domain disciplines.
4	Design/ Development of Solutions	Design and evaluate solutions for complex computing problems, and design and evaluate systems, components, or processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal, and environmental considerations.
5	Modern Tool Usage	Create, select, adapt and apply appropriate techniques, resources, and modern computing tools to complex computing activities, with an understanding of the limitations.
6	Individual and Team Work	Function effectively as an individual and as a member or leader in diverse teams and in multi-disciplinary settings.
7	Communication	Communicate effectively with the computing community and with society at large about complex computing activities by being able to comprehend and write effective reports, design documentation, make effective presentations, and give and understand clear instructions.
8	Computing	Understand and assess societal, health, safety, legal, and

ELIGIBILITY CRITERIA

Higher Secondary School Certificate/A-levels (involving minimum 12 years of schooling) or an IBCC equivalent qualification with at least 50% marks and having studied Mathematics is the basic eligibility requirement for admission in all BS Computing Programs. The students who have not studied Mathematics at intermediate level have to pass deficiency courses of

Mathematics (06 credits) in first year including zero semester. Additionally, candidates may be required to pass an entry test conducted by the university or admission authority, along with fulfilling any other criteria set by the institution, such as interviews or aptitude assessments.

PROGRAM STRUCTURE OF BS COMPUTER SCIENCE

The degree program follows HEC Undergraduate Education Policy 2023 V 1.1 and comprises a minimum of 08 regular semesters (04 years). Universities may offer courses consisting of a minimum of 138 credit hours, provided that the total number of credit hours is reasonably set to achieve the Program Learning Outcomes.

Total Credit Hours		138
General Education Courses		36 credit hours (16 courses)
Discipline-Related Courses Major	Total	81 credit hours (26 courses)
	Computer Science Core Courses	48 credit hours (14 courses)
	Specialization Electives	27 credit hours (09 courses)
	Professional Certification	06 credit hours
Interdisciplinary/ Allied Courses		12 credit hours (4 courses)
Field Experience/Internship		3 credit hours
Capstone Project / FYP		6 credit hours
Program duration		Minimum: 4 Years Maximum: 6 Years (Further extendable to another year, subject to the approval of the university's statutory body following the provisions of HEC Undergraduate Education Policy 2023 V 1.1)
Semester Duration		16-18 weeks for regular semesters (1-2 weeks for examination) 8-9 weeks for summer semesters (1 week for examination)
Course Load (per semester)		15-21 credit hours for regular semesters Credit hours to be offered in Summer/Winter semesters, as per HEC guidelines (For remedial/deficiency/failure/repetition courses only)
3 Credit Hours (Theory)		3 classes (1 hour each) OR 2 classes (1.5 hours each) OR 1 class (3 hours) per week throughout the semester.
1 Credit Hours (Practical Work)		1 Credit hour of practical work requires three contact hours per week throughout the semester.
Policy for Probation in Semester		As per the University rules

Semester-wise Breakup

1st Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 111	Programming Fundamentals	4(3+1)
GE 111	Quantitative Reasoning-I	3(3+0)
GE 112	Functional English	3(3+0)
GE 113	Applications of Information and Communication Technologies	3(2+1)
GE 114	Applied Physics	3 (2-1)
Anyone from the following		
GE 115	Islamic Studies	2(2-0)
GE 116	Ethics	2(2-0)
Anyone from the following		
GE 117	Fehm-e-Quran-I	1(0-1)
GE 118	Ethics: A General Introduction	1(0-1)
Deficiency Course for Pre-Medical Students		
DC 111	Fundamental Maths I	0(0-0)
Total Credit Hours		19(15+4)

2nd Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 121	Object Oriented Programming	4 (3-1)
CS 122	Digital Logic Design	3 (2-1)
CS 123	Information Security	3(3+0)
GE 121	Quantitative Reasoning-II	3(3-0)
GE 122	Expository Writing	3(3-0)
GE 123	Social Sciences	2(2-0)
Anyone from the following		
GE 126	Fehm-e-Quran-II	1(0-1)
GE 127	Cyber Ethics	1(0-1)
Deficiency Course for Pre-Medical Students		
DC 121	Fundamental Maths I	0(0-0)
Total Credit Hours		19(16-3)

3rd Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 231	Data Structures	4 (3+1)
CS 232	Operating Systems	4 (3+1)
CS 233	Computer Networks	3(3+0)
GE 231	Pakistan Studies	2 (2-0)
GE 232	Civics & Community Engagement	2(2-0)
GE 233	Seerat-un-Nabi	1(0-1)
GE 234	Arts and Humanities	2(2-0)
GE 235	Entrepreneurship	2(2-0)
Total Credit Hours		20(18+3)

4th Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 241	Software Engineering	3(3+0)
CS 242	Computer Organization & Architecture	3 (2+1)
CS 243	Design & Analysis of Algorithms	3(3+0)
CS 244	Database Systems	4 (3+1)
GE 241	Ideology and Constitution of Pakistan	2(2-0)
INT 249	Internship	3(0-3)
Total Credit Hours		18(13+5)

5th Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 351	Artificial Intelligence	3(3+0)
CS 352	Theory of Automata	3(3+0)
IDS 351	Probability & Statistics	3(3+0)
IDS 352	Linear Algebra	3(3+0)
IDS 353	Calculus & Analytical Geometry	3(3+0)
Total Credit Hours		15(15+0)

6th Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 361	Cloud Computing	3(3+0)
	Elective I	3(3+0)
	Elective 1I	3(3+0)
	Elective 1II	3(3+0)
IDS 361	E-Governance and ICT Policy	3(3+0)
CP 369	Final Year Project I (Proposal Defense)	1(0-1)
Total Credit Hours		15(15+0)

7th Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 471	Professional Certification I	3(0+3)
	Elective IV	3(3+0)
	Elective V	3(3+0)
	Elective VI	3(3+0)
CP 479	Final Year Project II (Design and Development)	2(0-2)
Total Credit Hours		14(12+3)

8th Semester (Credit Hours)		
Course Code	**Course Title**	**Credit Hours**
CS 481	Professional Certification II	3(0+3)
	Elective VII	3(3+0)
	Elective VIII	3(3+0)
	Elective IX	3(3+0)
CP 489	Final Year Project-III (Demonstration and Presentation)	3(0-3)
Total Credit Hours		15(12+3)

Note: The course contents for General Courses and Interdisciplinary/Allied Courses will be available in separate documents, titled "General Courses Cluster" and "Interdisciplinary Courses Cluster" on the University of Chitral website.

GE 111	Quantitative Reasoning-I	3(3-0)
GE 112	Functional English	3(3-0)
GE 113	Applications of Information and Communication Technologies	3(2-1)
GE 114	Natural Sciences	3(3-0)
GE 115	Islamic Studies	2 (2-0)
GE 116	Ethics	2 (2-0)
GE 117	Fehm-e-Quran-I	1(0-1)
GE 118	Ethics: A General Introduction	1(0-1)

GE 121	Quantitative Reasoning-II	3(3-0)
GE 122	Expository Writing	3(3-0)
GE 123	Social Sciences	2(2-0)
GE 124	Fehm-e-Quran-II	1(0-1)
GE 125	Cyber Ethics	1(0-1)

GE 231	Pakistan Studies	2(2-0)
GE 232	Civics and Community Engagement	2(2-0)
GE 233	Seerat-un-Nabi	1(0-1)
GE 234	Arts & Humanities	2(2-0)
GE 235	Entrepreneurship	2(2-0)

GE 241	Ideology and Constitution of Pakistan	2(2-0)

IDS 351	Probability & Statistics	3(3+0)
IDS 352	Linear Algebra	3(3+0)
IDS 353	Calculus & Analytical Geometry	3(3+0)

IDS 361	E-Governance and ICT Policy	3(3+0)

Software Engineering

Course Code	Course Name	Credit Hour
SE 362	Software Requirement Engineering	3+0
SE 363	Software Project Management	3+0
SE 363	Software Quality and Testing	2+1
SE 471	DevOps Principles and Practices	2+1/3+0
SE 472	Software Re-Engineering	2+1/3+0
SE 473	Software Design and Architecture	3+0
SE 474	Parallel and Distributed Computing	2+1/3+0
SE 475	Software Construction and Development	2+1/3+0
SE 476	Human Computer Interaction	2+1/3+0
SE 477	Formal Methods and Design	3+0
SE 481	Cross-platform Application Development	3+0
SE 482	Advanced Topics in Software Engineering	2+1/3+0
SE 483	Machine Learning	2+1
SE 484	Internet of Things and It's Applications	2+1
SE 485	Green Software Engineering	3+0

Data Science

Course Code	Course Name	Credit Hour
DS 362	Introduction to Data Science	3+0
DS 363	Computational Statistics	3+0
DS 363	Data Engineering	3+0
DS 471	Data Visualization	3+0
DS 472	Business Intelligence	3+0
DS 473	Tools and Techniques in Data Science	3+0
DS 474	Big Data Analytics	3+0
DS 475	Machine Learning	3+0
DS 476	Deep Learning	3+0
DS 477	Natural Language Processing	3+0
DS 481	Data Ethics & Security	3+0
DS 482	Computer Vision	3+0
DS 483	Information Retrieval	3+0
DS 484	Generative AI	3+0
DS 485	Data Mining	3+0

Artificial Intelligence

Course Code	Course Name	Credit Hour
AI 362	Programming for AI	3+0
AI 363	Machine Learning	3+0
AI 363	Deep Learning	3+0
AI 471	Knowledge representation and Reasoning	3+0
AI 472	Generative AI	3+0
AI 473	Computer Vision	3+0
AI 474	Natural Language Processing	3+0
AI 475	Data Mining	3+0
AI 476	Reinforcement Learning	3+0
AI 477	Optimization Techniques	3+0
AI 481	Stochastic Processes	3+0
AI 482	Machine learning Operations (MLOps)	3+0
AI 483	Agentic AI	3+0
AI 484	Speech Processing	3+0
AI 485	Evolutionary Computing & Swarm Intelligence	3+0

Cyber Security

Course Code	Course Name	Credit Hour
CSEC 362	Information Assurance	3+0
CSEC 363	Network Security	2+1
CSEC 364	Secure Software Design and Development	2+1
CSEC 365	Digital Forensics and Incident Response	2+1
CSEC 366	Applied Cryptography	2+1
CSEC 471	Vulnerability Assessment and Penetration Testing	2+1
CSEC 472	Ethics in Cyber Security	2+1
CSEC 473	Cloud Security	2+1
CSEC 474	Embedded Systems Security	2+1
CSEC 475	Cyber Threat Intelligence	2+1
CSEC 476	Artificial Intelligence for Cyber Security	2+1
CSEC 477	IoT Security	2+1
CSEC 481	Open-Source Intelligence Techniques	2+1
CSEC 482	Usable Security and Privacy	2+1
CSEC 483	Malware Analysis and Reverse Engineering	2+1
CSEC 484	Security Orchestration, Automation, and Response	2+1
CSEC 485	Cyber Security Policy and Governance	3+0
CSEC 486	Security Analytics and DevSecOps	2+1
CSEC 487	Quantum Security	2+1

Network Infrastructure & Cloud Computing

Course Code	COURSES	Credit Hour
CSNT 361	Internetworking	(2+1)/3
CSNT 362	Cloud Design and Implementation	(2+1)/3
CSNT 471	Wireless and Mobile Networks	(2+1)/3
CSNT 472	Network Security	(2+1)/3
CSNT 481	Software Defined Networks (SDN)	(2+1)/3
CSNT 482	Network Management	(2+1)/3
CSNT	Next-Generation Networks and Edge Computing	3+0

Information Technology

Course Code	COURSES	Credit Hour
CSIT 361	Web Technologies	2+1
CSIT 362	Cyber Security	2+1
CSIT 471	Database Administration & Management	2+1
CSIT 472	System & Network Administration	2+1
CSIT 481	Security Policies and Compliance	3+0
CSIT 482	IT Project Management	3+0
CSIT 482	Systems Analysis and Design	3+0
CSIT 483	Technology Lifecycle Planning	3+0

COURSE LEARNING OUTCOMES (CLOS):

MANDATORY MAJOR COURSES

Programming Fundamentals

By the end of this course student will be able to:

- Demonstrate proficiency in writing, debugging, and executing basic programs using programming languages such as C or Python.
- Explain core programming concepts including variables, control structures, functions, and data types.
- Develop simple algorithms to solve computational problems.
- Apply best practices in coding to produce efficient and readable programs.
- Analyze program outputs and troubleshoot common errors effectively.

Object Oriented Programming

By the end of this course, students will be able to:

- Understand and apply the principles of object-oriented programming, including encapsulation, inheritance, and polymorphism.
- Design and implement classes and objects to model real-world entities.
- Write reusable and modular code using OOP concepts.
- Analyze the advantages of OOP over procedural programming paradigms.
- Develop small-scale applications utilizing OOP concepts in languages like Java or C++.

Database Systems

By the end of this course student will be able to:

- Design and normalize relational database schemas based on user requirements.
- Write SQL queries for data retrieval, insertion, update, and deletion.
- Explain the concepts of database transactions, concurrency, and recovery.
- Implement basic database management tasks using popular database management systems.
- Analyze the role of databases in information systems and their security considerations.

Digital Logic Design

By the end of this course student will be able to:

- Draw and interpret digital logic diagrams, including combinational and sequential circuits.
- Design basic digital components such as multiplexers, flip-flops, and encoders.
- Analyze the behavior of digital systems using truth tables and Boolean algebra.
- Implement simple digital circuits using logic gates.
- Understand the fundamentals of digital system design and their applications.

Data Structures

By the end of this course student will be able to:

- Implement and analyze various data structures such as arrays, linked lists, stacks, queues, trees, and graphs.
- Select appropriate data structures to optimize algorithm performance.
- Demonstrate proficiency in traversing and manipulating data structures.
- Evaluate the efficiency of algorithms based on data structure choices.
- Solve complex problems using suitable data structures and algorithms.

Information Security

By the end of this course student will be able to:

- Explain fundamental concepts of information security, including confidentiality, integrity, and availability.
- Identify common security threats and vulnerabilities.
- Apply security measures such as encryption, authentication, and access control.
- Conduct basic security audits and risk assessments.
- Understand legal and ethical issues related to information security.

Artificial Intelligence

By the end of this course student will be able to:

- Describe core AI concepts including search algorithms, knowledge representation, and reasoning.
- Implement basic AI algorithms for problem-solving and decision-making.
- Analyze the applications of AI in real-world scenarios.
- Discuss ethical considerations and limitations of AI systems.
- Develop simple AI models using appropriate tools and frameworks.

Computer Networks

By the end of this course student will be able to:

- Explain the fundamental concepts of computer networking, including protocols, topologies, and models (OSI, TCP/IP).
- Configure and troubleshoot basic network devices and connections.
- Analyze network security threats and mitigation techniques.
- Demonstrate understanding of data transmission and error handling.
- Design simple network architectures to meet organizational needs.

Software Engineering

By the end of this course student will be able to:

- Apply software development life cycle models to manage projects effectively.
- Develop software requirements specifications and design documents.
- Implement and test software applications using best practices.
- Analyze and manage software project risks and quality.
- Collaborate effectively in team-based software projects.

Computer Organization & Architecture

By the end of this course student will be able to:

- Describe the structure and function of computer components such as CPU, memory, and I/O devices.
- Write and understand basic assembly language programs.
- Analyze how hardware components interact during program execution.
- Explain the concepts of instruction set architecture and microarchitecture.
- Optimize programs considering hardware limitations.

Operating Systems

By the end of this course student will be able to:

- Explain the functions and services provided by operating systems.
- Manage processes, threads, and synchronization mechanisms.
- Analyze memory management techniques and file systems.
- Implement basic scheduling algorithms.
- Evaluate operating system performance and security features.

Design and Analysis of Algorithms

By the end of this course student will be able to:

- Design efficient algorithms for common computational problems.
- Analyze algorithm complexity using Big O notation.
- Solve problems involving recursion, divide-and-conquer, and dynamic programming.
- Compare different algorithmic approaches to problem-solving.
- Demonstrate correctness and optimality of algorithms.

Theory of Automata

By the end of this course student will be able to:

- Explain the concepts of finite automata, regular expressions, and formal languages.
- Design automata to recognize specific languages.
- Demonstrate the equivalence of automata, regular expressions, and grammars.
- Analyze the limitations of finite automata and context-free grammars.
- Apply automata theory to compiler design and language processing.

Cloud Computing

By the end of this course student will be able to:

- Describe fundamental cloud computing models and services (IaaS, PaaS, SaaS).
- Deploy and manage applications in cloud environments.
- Analyze the benefits and challenges of cloud computing.
- Implement basic cloud security and compliance measures.
- Evaluate cloud solutions for scalability, cost, and performance.

IDS – Mandatory Course

Calculus and Analytical Geometry (IDS – Mandatory Course)

By the end of this course student will be able to:

- Understand and apply the fundamental concepts of limits, derivatives, and integrals to solve mathematical problems.
- Analyze and interpret geometric problems involving equations of lines, circles, and conic sections in the coordinate plane.
- Develop problem-solving skills by applying calculus techniques to real-world scenarios in science and engineering.
- Evaluate the behavior of functions through differentiation and integration, including applications such as optimization and area calculations.
- Communicate mathematical reasoning effectively through written explanations and problem-solving procedures.

Linear Algebra (IDS – Mandatory Course)

By the end of this course student will be able to:

• Understand and perform operations on matrices and vectors, including addition, multiplication, and inverse calculations.

• Solve systems of linear equations using matrix methods such as Gaussian elimination and matrix inversion.

• Analyze vector spaces, subspaces, basis, and dimension to understand the structure of linear systems.

• Apply eigenvalues and eigenvectors in solving problems related to transformations and stability analysis.

• Utilize linear algebra concepts to model and solve practical problems in computer science, such as algorithms and data representations.

Annex-A

FIELD EXPERIENCE / INTERNSHIP GUIDELINES – COMPUTING PROGRAMS

1. Field Experience / Internship Requirement

- Internship is mandatory for all students.
- It carries 3 credit hours, which equals a minimum of 150 working hours.
- Students may complete their internship at any time during the 4-year degree.
- However, it is recommended to do it after the 2nd year (i.e., after completing 4 semesters).

2. Accepted Modes of Internship Internships can be completed through any of the following modes:

- On-site (Physical) – Working at an organization's office or workplace.
- Remote / Online – Working virtually for an organization.
- University-assigned Projects/Tasks – Completing approved work given by the university.
- Industry-focused Courses / Workshops / Bootcamps offered or approved by the university.

3. Evaluation and Assessment

- The university will establish a proper evaluation mechanism to assess all internships.
- Assessment may include: o Internship reports/logbooks
  - Employer/supervisor feedback
  - Presentations or viva
  - Project deliverables

Annex-B

FINAL YEAR PROJECT (FYP) GUIDELINES – COMPUTING PROGRAMS

1. Credit Hours and Duration

- The Final Year Project is mandatory.
- It carries a minimum of 6 credit hours.
- It must be completed over at least two consecutive semesters or during Last semester as given in the scheme.

2. Alignment with SDGs

- All projects should be aligned with one or more UN Sustainable Development Goals (SDGs) or relevant thematic areas (e.g., health, education, environment, smart cities, innovation, etc.).

3. Scope and Team Structure

- Students may work individually or in teams (as per department policy), but workload should match the credit hours.
- Each student must have a clearly defined role.

4. Supervision

- Each project must be supervised by a faculty member approved by the department.
- Co-supervisors from industry are encouraged where applicable.

5. Evaluation and Assessment

Evaluation will be conducted in multiple stages, such as:

- Proposal submission and approval
- Progress reviews (mid evaluations)
- Final presentation/demonstration
- Report/documentation submission
- External evaluation where required

6. Deliverables

Students must submit the following upon completion:

- Final report/thesis
- Presentation slides
- Working prototype/system/model
- Poster or summary document

7. Ethical and Professional Requirements

- Projects must follow ethical guidelines and avoid plagiarism.
- Any use of licensed data, copyrighted material, or AI tools must be properly acknowledged.

Annex-C

Framework for Integration of International Certifications into BS Computer Science Program

1. Title

Integration of International Professional Certifications into the BS Computer Science Program.

2. Objectives

- To recognize selected international certifications as equivalent to one elective (3 credit hours) in BS Computing programs.
- To ensure that recognition of certifications does not compromise academic integrity or NCEAC accreditation standards.
- To enhance employability of graduates by combining formal degree education with verifiable industry credentials.
- List of certifications recommended by PSEB – Ministry of IT & Telecom will be approved by BoS, BoF, and Academic Council and the university may add more certifications.
- Government and other funding avenues will cover the cost of certifications for the university students and affiliated colleges.

3. Scope & Applicability

- Applicable to all HEC-recognized universities/DAIs in Pakistan offering BS Computing programs accredited by NCEAC.

4. Guiding Principles

1. Credit Recognition: 3 credit hours per student with at least 48 hours of engagement with certification.
2. Category Restriction: Certification credit may only replace one elective course.
3. Verification Requirement: Student must pass a university-administered test and/or to validate skills before credit is awarded.
4. Validity & Authenticity: Certification must be valid (not expired) and verifiable with the issuing body.
5. Standardization Across Universities: All universities follow the same framework approved by NCRC.

6. Approved Certifications (Initial List – 2025)

Initial list provided by PSEB, MoITT is attached with this document. Further updates shall be provided on the website: https://techdestination.com/

5. Review & Continuous Improvement

• HEC will review policy every 3 years.