THRUST AREAS FOR CONDUCT OF FDPS (Category Wise)

For UG/PG/Research Institution

I. Engineering & Management

- Advanced Materials, Rare-earth & Critical Minerals
- 2. Semiconductors
- 3. Space and Defense
- 4. Blue Economy
- 5. Energy, Sustainability & Climate Change
- 6. Advanced Computing (Supercomputing, AI, Quantum Computing)

- 7. Next Gen Communications
- 8. Smart Cities & Mobility
- 9. Aggrotech & Food processing
- 10. Health Care & Med-Tech
- 11. Disaster Management & Resilient Infrastructure
- 12. Manufacturing & Industry 4.0
- 13. High Performance Computing

Sub-Thrust Areas under Engineering and Management

- 1. 3D Printing and Design
- 2. 5th Generation Mobile Networks
- 3. 6th Generation Mobile Networks
- 4. Active & Passive Devices in 5G/6G
- 5. Additive Manufacturing in Medical Application
- 6. Advanced Computing
 (Supercomputing, Quantum
 Computing)
- 7. Advanced Functional Materials
- 8. Advanced Materials
- 9. Alternate Fuels
- 10. Antenna & RF Designs
- 11. Aquaculture and Mariculture
- 12. Artificial Intelligence & Applications
- 13. Augmented Reality (AR)/ Virtual Reality (VR)
- 14. Automation in Civil Engineering
- 15. Autonomous Vehicles
- 16. Automotive
- 17. Behavioral Finance
- 18. Bio Informatics/Computational Biology
- 19. Bio Similar Technology
- 20.Bioremediation
- 21. Biotechnology
- 22. Block Chain Technology
- 23. Blue Carbon Sequestration (e.g., mangroves, seagrasses)

- 24. Business on Wheels
- 25. Cellular Agriculture
- 26. Circular Economy
- 27. Clean Energy Materials
- 28. Climate Sciences
- 29. Cloud Technology
- 30.Coastal and Marine Tourism
- 31. Coastal; Offshore Engineering
- 32. Cognitive Sensor Network
- 33. Concrete Technology
- 34. Control Systems; Sensors Technology
- 35. Cyber Physical System
- 36. Cyber Security
- 37. Data Sciences
- 38. Design Thinking & Innovation
- 39. Digital Communication & Marketing
- 40. Digital Currency
- 41. Digital Forensics
- 42. Digital Holography & 3D Imaging
- 43. Digital Manufacturing Technology
- 44. Digital Marketing
- 45. Digital Twin
- 46. Drug Engineering
- 47. Earthquake Engineering
- 48.Electric Vehicles & Hydrogen Fuel Cell Vehicles
- 49. Energy Engineering
- 50. Energy Storage

- 51. Engineering Law52. Engineering Management53. Environmental Geotechnology
- 54. Entrepreneurship & Start-up
- Ecosystems
 55. Ethical Hacking
- 56. Evolutionary Computing
- 57. Fisheries Management and Sustainable Fishing Practices
- 58. Financial Modelling
- 59. Flexible & Transparent Electronics
- 60. Fog Computing
- 61. Gamification
- 62. Genome Engineering & Technology
- 63. Geotechnical Earthquake Engineering
- 64. Geographic Information System & Remote Sensing
- 65. Green Technology
- 66. Ground Improvement Techniques
- 67. Heritage Management
- 68. Human-Centered Computing
- 69. Immersive Virtual Reality
- 70. Implantable Devices
- 71. Industry 4.0/5.0
- 72. Infrastructure Engineering
- 73. Innovation Management
- 74. Intellectual Property Rights
- 75. Internet of Things (IoT)
- 76. Lab on Chip
- 77. Large Language Model
- 78. Lean Construction Technology
- 79. Life Skill Management
- 80.Low-Cost Desalination
- 81. Machine Learning
- 82. Machining & Micro Machining
- 83. Magnetic Levitation
- 84. Management Information System
- 85. Marine Biotechnology
- 86.Marine Pollution Control and Remediation
- 87. Marine Spatial Planning
- 88. Mechatronics
- 89. Micro/Smart Grids
- 90. Microelectronics
- 91. Mining and Data Analytics
- 92. Molecular Manufacturing
- 93. Nanotechnology, Materials &

- Science
- 94. Next Generation Communications
- 95. Novel Materials
- 96. Numerical Modelling & Soil-Structure Interaction
- 97. Nutrition Technology
- 98.Ocean Exploration and Mapping
- 99. Ocean Renewable Energy
- 100. Ontogenetics
- 101. Operations Management
- 102. Optical Communication
- 103. Optoelectronics and Photonics
- 104. Organ Printing Technology
- 105. Organizational Behavior
- 106. Precision Health Technology
- 107. Precision Manufacturing
- 108. Professional Ethics
- 109. Project Management
- 110. Quantum Computing & Technology
- 111. Real-Time Translation
- 112. Risk Management
- 113. Robotic Process Automation
- 114. Robotics
- 115. Satellite Navigation System
- 116. Sensor Network for Agriculture Management
- 117. Shipbuilding and Ship Repair
- 118. Simulation Techniques
- 119. Six Sigma Quality Management
- 120. Smart Cities
- 121. Social Enterprise Management
- 122. Speech Signal Processing
- 123. Strategic Civil Infrastructure Planning
- 124. Strategic Planning
- 125. Supply Chain Management & Resilience
- 126. Sustainability Engineering
- 127. Sustainable Construction Technology
- 128. Sustainable Development Goals
- 129. Synthetic Biology
- 130. Systems Engineering
- 131. Talent Management
- 132. Technology Management
- 133. Telemedicine & Healthcare Technology

- 134. Underground Space Utilization
- 135. Waste Management Technology & Applications
- 136. Waterways Transport Engineering
- 137. Wearable Devices
- 138. Zero Trust Technology

II. Applied Arts & Craft

- 1. Sculpture
- 2. Animation
- 3. Ceramics
- 4. Metal Craft
- 5. Photography
- III. <u>Design & Media</u>
 - 1. Animation Film Design
 - 2. Apparel Design
 - 3. Ceramic; Glass Design
 - 4. Design for Retail Experience
 - 5. Digital Game Design
 - 6. Film and Video Communication
 - 7. Furniture and Interior Design
 - 8. Graphic Design
 - 9. Information Design
 - 10. Interaction Design

- 6. Visual Communication
- 7. Communication Design
- 8. Illustration
- 9. Painting
- 10. Mural
- 11. Lifestyle Accessory Design
- 12. New Media Design
- 13. Photography Design
- 14. Product Design
- 15. Textile Design
- 16. Toy; Game Design
- 17. Transportation; Automobile Design
- 18. Universal Design
- 19. Fashion Communication
- 20. Design Thinking

IV. Hotel Management & Catering Technology

- 1. Kitchen: Food production, nutrition and dietetics, safety & hygiene & equipment
- 2. Cooking: methods, cuisines & seasons
- 3. IT for Hotel Industry
- 4. Hotel costing and Management Accounting
- 5. Hospitality: rooms, front office, bar & beverage management, laundry, facility

- planning, housekeeping, cleaning equipment and chemicals
- 6. Depreciation reserves and provisions
- 7. Travel and Tourism Management
- 8. Catering: Planning and Management
- 9. Managerial economics
- 10. Tourism, marketing & sales

For Polytechnics

- 1. Artificial Intelligence
- 2. Internet of Things (IoT)
- 3. Block chain
- 4. Machine Learning
- 5. Robotics
- 6. Data Sciences
- 7. Cyber Security
- 8. 3D Printing and Design
- 9. Drones

- 10. Industry 4.0/5.0
- 11. 6th Generation Mobile Networks
- 12. Lab on Chip
- 13. Cloud Technology
- 14. Digital Holography & 3D Imaging
- 15. Advanced Materials, Rare-earth& Critical Minerals
- 16. Semiconductors

- 17. Energy, Sustainability & Climate Change
- 18. Advanced Computing (Supercomputing, Quantum Computing)
- 19. Next Gen Communications
- 20. Smart Cities & Mobility
- 21. Disaster Management & Resilient Infrastructure
- 22. Systems Engineering
- 23. Sustainability Engineering
- 24. Energy Engineering
- 25. Green Technology
- 26. Strategic Civil Infrastructure
- 27. Coastal; Offshore Engineering
- 28. Waste Management Technology
- 29. GIS; Remote Sensing
- 30. Climate Sciences
- 31. Mining; Mineral Processing
- 32. Underground Space Utilization
- 33. Bio Similar Technology
- 34. Genome Engineering; Technology
- 35. Precision Health Technology
- 36.Control Systems; Sensors Technology
- 37. Infrastructure Engineering
- 38. Environmental Geo-technology
- 39. Earthquake Engineering
- 40. Waterways Transport Engineering
- 41. Lean Construction Technology
- 42. Sensors Technology
- 43. Electric Vehicles
- 44. Energy Storage
- 45. Magnetic Levitation
- 46. Low-cost desalination
- 47. Wearable Devices
- 48. Gamification

- 49. Telemedicine
- 50. Molecular Manufacturing
- 51. Alternate Fuels
- 52. Real Time Translation
- 53. Cloud Technology
- 54. Digital Holography & 3D Imaging
- 55. Human Centre Computing
- 56. Design Thinking
- 57. Mining and Data analytics
- 58. Fog Computing
- 59. Digital Forensics
- 60. Digital Currency
- 61. Machining & Micro Machining Processor
- 62. Simulation technique
- 63. Digital Manufacturing technology
- 64. Precision manufacturing
- 65. Robotic Process automation
- 66. Sustainable construction technology
- 67. Automation in civil engineering
- 68.Ground Improvement Techniques
- 69. Numerical Modelling & soil structure interaction
- 70. Geotechnical earthquake Eng.
- 71. Satellite Navigation system
- 72. Speech signal processing
- 73. Micro electronics
- 74. Optical communication
- 75. Cognitive Sensor Network
- 76. Nanotechnology, materials & science
- 77. Sensor network for agriculture management
- 78. Clean Eng. Materials

For Newly added BBA institutions

- 1. Aquaculture and Mariculture
- 2. Behavioral Finance
- 3. Blue Carbon Sequestration (e.g., mangroves, seagrasses)
- 4. Business on Wheels
- 5. Circular Economy
- 6. Coastal and Marine Tourism
- 7. Design Thinking and Innovation
- 8. Digital Currency
- 9 Digital Marketing
- 10. Entrepreneurship & Start-up Ecosystems
- 11. Engineering Management
- 12. Financial Modelling
- 13. Fisheries Management and Sustainable Fishing Practices
- 14. Gamification
- 15. Heritage Management
- 16. Innovation Management

- 17. Intellectual Property Rights
- 18. Management Information System
- 19. Mining and Data Analytics
- 20. Operations Management
- 21. Organizational Behavior
- 22. Professional Ethics
- 23. Project Management
- 24. Risk Management
- 25. Shipbuilding and Ship Repair Industry
- 26. Six Sigma in Quality Management
- 27. Social Enterprise Management
- 28. Strategic Planning
- 29. Supply Chain Management and Resilience
- 30. Talent Management

Newly added BCA Institutions

- 1. Advanced Computing (Supercomputing, Quantum Computing)
- 2. Artificial Intelligence and Applications
- 3. Augmented Reality (AR)/Virtual Reality (VR)
- 4. Block chain Technology and Applications
- 5. Cloud Technology
- 6. Cyber Security
- 7. Data Mining and Analytics
- 8. Data Sciences
- 9. Design Thinking and Innovation
- 10. Digital Currency
- 11. Digital Forensics
- 12. Digital Holography & 3D Imaging
- 13. Digital Manufacturing Technology
- 14. Fog Computing
- 15. Gamification

- 16. Human Centre Computing
- 17. Immersive Virtual Reality
- 18. Intellectual Property Rights
- 19. Internet of Things (IoT)
- 20. Life Skill Management
- 21. Machining & Micro Machining Processor
- 22. Professional Ethics
- 23. Robotics
- 24. Simulation technique