**BE Computer Engineering (Honors in Machine Learning and Data Analytics)** is starting in 2014. The Program objectives are to produce specialized students with the skills to meet the latest industry needs. Apart from the core courses of Computer Engineering students will be studying courses in Machine Learning, probabilistic Graph Models, Data Mining and Knowledge Management, Data Science, Data Analysis, Natural Language Processing, Complex System Analysis, Big Data, Cloud Infrastructure and Services, Web Intelligence and Information Retrieval. Students will be equipped with the latest knowledge and get their dream jobs.

**BE Computer Engineering (Honors in Computer Animation and Gaming)** is starting in 2014. It will produce specialized engineers for working in the film, animation and gaming industry. Apart from the core courses of computer Engineering students will study Model Creation, Game Design and Development, Game Engine and Architecture, Game Production, Animation Production, Character Rigging and Animation, Virtual Reality, Sound Design, Multiplayer Game Environments, Model Creation, User Centered Design, Cinematography and Game Physics. There is a huge demand of such professionals by media, education and entertainment industry.