





॥ सिद्धिः भूषयते विद्याम् ॥

avantika
UNIVERSITY

Student Handbook

2017-18



Do not go where
the path may lead,
go instead where
there is no path and
leave a trail.



-Ralph Waldo Emerson



Welcome to Avantika



It was Bob Dylan who said, “People seldom do what they believe in. They do what is convenient, then repent”. To live a life full of bygone opportunities is a life full of misery. To seek comfort in convenience is a crime.

By stepping into Avantika, you have entered a vibrant, cosmopolitan campus comprising an eclectic mix of minds from all over the country and beyond; of all political persuasions and socio-economic statuses. You are now an integral part of a residential community of learners with a common goal – that of intellectual transformation. The world as it stands today is replete with challenges – from the contentious presidential contest in America to the refugee crisis in Europe; to climate-related famine in Africa and the drought in California.

It’s easy to be overwhelmed by the intensity – as one should be – but let’s not forget, you are a part of the solution. At Avantika, you have the freedom to pursue reason, facts, logic, and empathize with human nature. You will be armed to become the capstone of education by being a conscientious explorer, creator, and thinker.

Indeed, the world is now your oyster.

Welcome to Avantika.
Welcome to a world of opportunities!

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About Avantika

At Avantika University, the liberal approach to learning is the one which empowers individuals to deal with complexity, diversity, and change. It aims to broaden the perspective of an individual, exposing him to the finer nuances of science, culture, humanities, and society along with an in-depth study in a specific area of interest. It is this approach of imparting knowledge which fosters a sense of social responsibility as well as harbors intellectual and practical dexterity, including communication, analytical, and problem-solving skills. It enhances the ability to apply knowledge and skills in real-world settings. The unique academic model at Avantika is based on an integrated cross-disciplinary approach that harmoniously blends design, technology, and the enterprising spirit on a solid foundation of liberal education.

Vision



Avantika aims to nurture and cultivate young minds who will serve as enlightened citizens, bringing a positive change in the society.



MIT Pune

Avantika University is an MIT Pune Campus at Ujjain. Established in 1983, the MIT Group of Institutions is a multi-disciplinary, multi-locational center of excellence which has contributed towards the industrial, economic, and social growth of the society for over three decades, and has helped realize the dreams and aspirations of thousands of students.

4	70+
Universities	Institutions
3000+	50000+
Faculty	Students
100000+	
Alumni	



Get ready to Enroll at Avantika

Prior to the commencement of the academic year, you are required to enroll with the Students' Office. Please visit

www.avantikauniversity.edu.in/enrollment

The following documents are required to be brought on the day of reporting. Please bring along 2 sets of attested copies along with the originals of all the documents listed below.

- ▶ 10th Mark Sheet and Board Certificate
- ▶ 12th Mark Sheet and Board Certificate
- ▶ Graduation Mark Sheet and University Certificate (for M. Des.)
- ▶ JEE (Mains) 2017 Score Card (if applicable)
- ▶ School Leaving Certificate
- ▶ Nationality Certificate
- ▶ Aadhar Card
- ▶ Caste Certificate and Validity Certificate (if applicable)
- ▶ Certificate of Domicile (only for MP)

Additionally, the student is expected to submit the following on the day of reporting.

- ▶ Enrollment Form (print after online submission)
 - ▶ Passport-sized Photographs (5 nos.)
 - ▶ Notarized Affidavit of Anti-Ragging*
 - ▶ Medical Fitness Certificate
- The relevant formats are available on www.avantikauniversity.edu.in/enrollment
- ▶ Bank Account details of the student

On submitting these documents, you will be issued a multi-utility Identity Card. You should carry this ID card mandatorily while on campus. This ID card enables access to all on-campus services at Avantika University.

Hostel room will be allocated on the day of reporting after completing the enrollment.

*<http://www.ugc.ac.in/page/Ragging-Related-Circulars.aspx>

Reaching Avantika



By Air

The closest airport is Devi Ahilyabai Holkar Domestic Airport at Indore. The busiest airport in Madhya Pradesh, it is well connected to most major Indian cities. The University is 51 km (32 miles) from the Indore Airport.



By Train

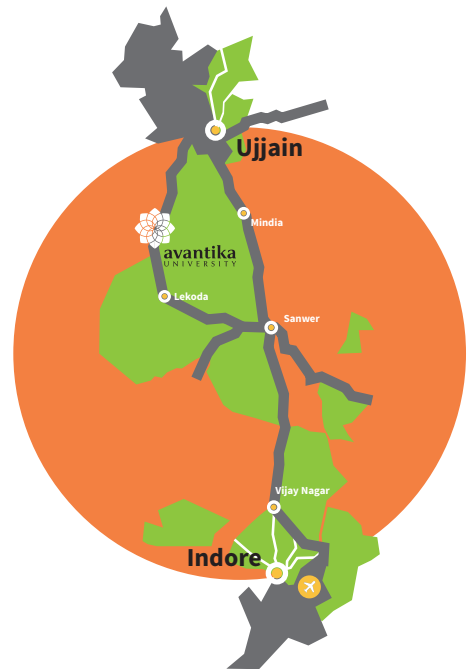
Railway stations at Ujjain and Indore have direct connectivity of trains from Delhi, Mumbai and other major cities of India. The railway station at Ujjain is 7 km (4 miles) from the campus, and the one at Indore is 50 km (31 miles) from the campus.



By Bus

Direct/transit buses arrive at Ujjain from Delhi, Jaipur, Mumbai, Pune and other major cities. The bus station at Ujjain is 7 km (4 miles) away from the campus.

Students and parents can avail the shuttle bus service provided by Avantika University (based on prior booking).



40 Min
From Indore Airport

45 Min
From Indore

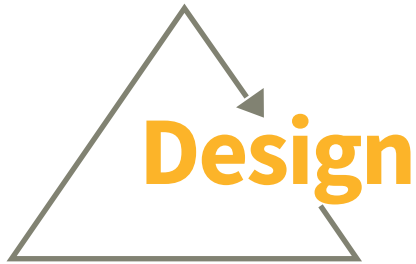
10 Min
From Ujjain





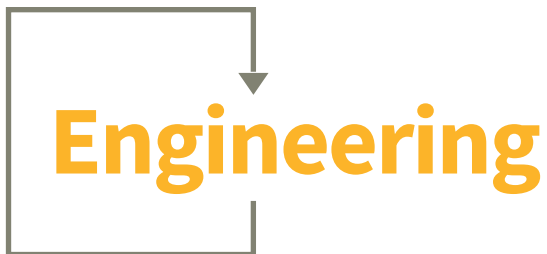
ACADEMICS AVANTIKA

Programs



B.Des | M.Des

- △ System Design
- △ Industrial Design
- △ Communication Design



B.Tech

- Mechanical Engineering
- Computer Science & Engineering



Academic Calendar

Reporting Date

for Academic Year 2017-18

Aug 5, 2017

Induction Week

Aug 7, 2017 - Aug 12, 2017

Semester 1

Aug 14, 2017 - Dec 22, 2017

Mid-Sem Break

Oct 16, 2017 - Oct 22, 2017

Winter Break

Dec 23, 2017 - Jan 21, 2018

Semester 2

Jan 22, 2018 - Jun 1, 2018

Mid-Sem Break

Mar 26, 2018 - Apr 1, 2018

Design your Own Specialization

Jun 4, 2018 - Jun 15, 2018

Summer Break

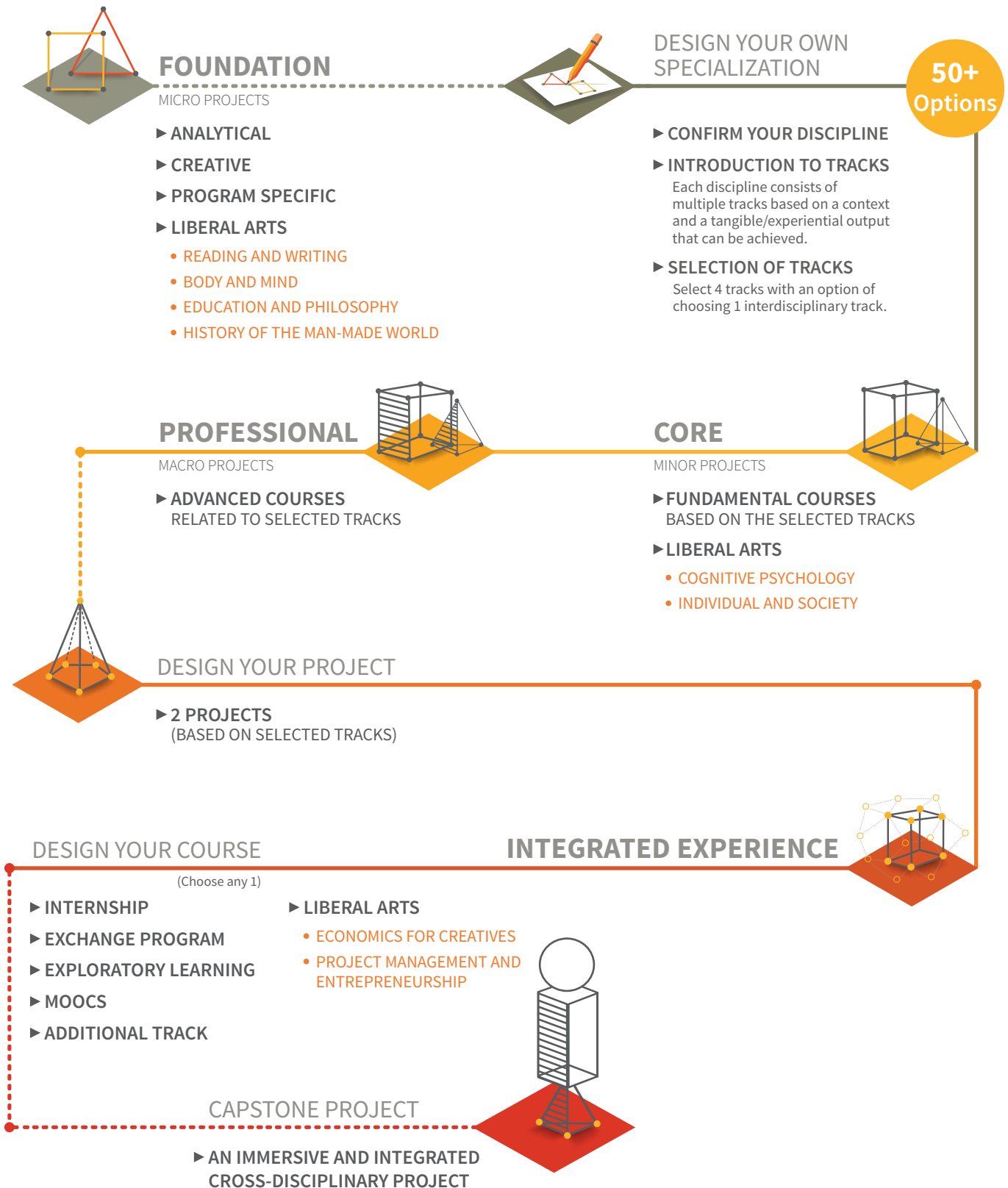
Jun 16, 2018 - Jul 14, 2018

Reporting Date

for Academic Year 2018-19

Jul 15, 2018

Bachelors Program Academic Structure



Foundation - UG

1st Semester

Mathematical World

Mathematical World is a foundation course which covers the most basic mathematical concepts that may be necessary for students from all branches of specializations. The course covers the most essential concepts of classical mathematics along with a gentle introduction of modern topics (symmetry, fractals, chaos, complexity, etc.). The main objectives of the course are to provoke students' keen interest in, and present them with a holistic picture of mathematics together with demonstrating how various natural phenomena can be modelled mathematically.

Modules

- ▶ Role of Mathematics; Geometry; Nature and Math
- ▶ Abstraction and Modeling
- ▶ Probability, Statistics, Information and Complexity
- ▶ Problem Solving and Visualization

Course Lead

Vladimir Kulish

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Recommended Reading

- ▶ Schroeder, Manfred, Fractals, Chaos, Power Laws: Minutes from an Infinite Paradise, Freeman, 1991.
- ▶ Simmons, George, Differential Equations with Applications and Historical Notes, McGraw Hill, 1971.
- ▶ Feller, William, An Introduction to Probability Theory and Its Applications, Willey, 1968.
- ▶ Rényi, Alfréd, Letters on Probability, Wiley, 1980.
- ▶ Rényi, Alfréd, A Diary on Information Theory, Wiley, 1987.



Physical World

Physical World course is designed to understand the natural phenomenon (classical or quantum) that deal with matter and energy. Everything, whether natural like stars, planets, mountains, oceans, atmosphere, along with plants and animals including humans or any man-made objects are a consequence of matter and energy. The understanding of the basic principles behind these natural phenomenon will develop an understanding of mechanics, electricity, electromagnetics, atomic, molecular and nuclear physics. The approach of project based learning will provide an understanding of micro-details of how these principles can be applied to create new appliances and experiences.

Modules

- ▶ Observation, Measurement, Experimentation, Theorizing and Hypothesizing
- ▶ Mechanics
- ▶ Electronics
- ▶ Mechatronics

Course Lead

Nilesh Kumar Rai

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Recommended Reading

- ▶ Fundamental of Physics by Halliday and Resnick
- ▶ The Feynman Lectures on Physics Vol-1
- ▶ The Feynman Lectures on Physics Vol-2
- ▶ The Feynman Lectures on Physics Vol-3
- ▶ Berkeley Physics Course Vol-1 to 5
- ▶ Electronic devices by T. L. Floyd



Creative Arts

Art was the only language from pre-historic period. It is human tendency to express oneself with whatever medium – be it drawing, painting, music or dance. These are the effective mediums to express ourselves. The supreme objective of Creative Arts is to develop required sensitivity which is the essential qualification for being human. It is well said by great scholar Bhartruhari that, “Sahitya sangeet kala vihinah saakshaat pashu priccha vishaan hinah”, which means that without literature, music and art, man is an animal that too without horns and tail.

The Creative Arts Foundation course envelops drawing and painting, music and dance, which are the main streams of visual and performing arts having interdisciplinary approach in design. The course covers the fundamentals of Art and basic acquaintance with drawing, painting, music and dance. The main objective of the course is to develop sensitivity and power of expression to communicate in an interesting and effective way; thus the course provides all the necessary skills which are essential for expression. The drawing and painting modules will provide students necessary hands-on skills which will enable them to create and express various ideas with different techniques. The music module will strive to develop in them an appreciation for vocal and instrumental music. Self-expression through creation and

performance of music will be an integral part as well as an understanding of the art of music. The dance module will give the students an introduction to the study and performance of dance. It will include exploration in creative movement, improvisation, and various dance techniques.

Modules

- ▶ Drawing
- ▶ Painting
- ▶ Music
- ▶ Dance

Course Lead

Hemant Kaushik

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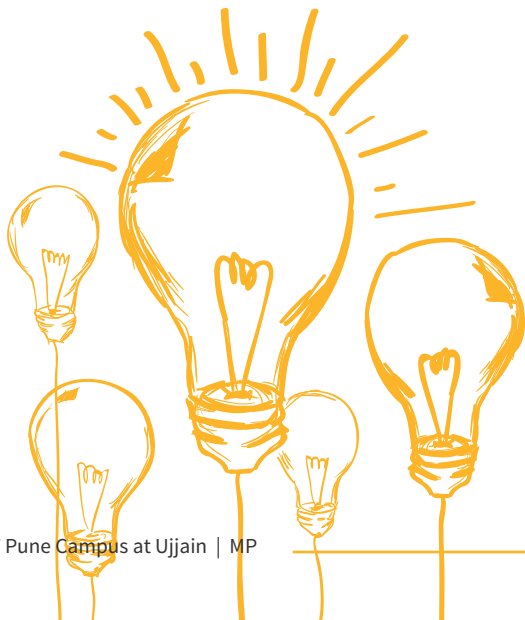
Recommended Reading

- ▶ Deshpande R.,(2004), “Colour pencil”, Jyotsana Prakashan, Pune, 1st Edition.
- ▶ Kamath V.(2006) “Sketching and drawing”, Jyotsana Prakashan, Pune, 2nd Edition.
- ▶ Mulik M: (2004) “Perspective”, Jyotsana Prakashan, Pune, 1st Edition.
- ▶ Narvekar S., Narvekar A., “Grade Examination-Drawing Made Easy”,Navneet Publication (India) Ltd.
- ▶ Raag Parichay 1 to 4, 2014 by Shri Harish Chandra Shrivastava, Allahabad
- ▶ Indian Music: The Magic of the Raga,2007, by Raghava R Menon

Critical and Creative Thinking

The real life story of ‘Vanilla ice cream that puzzled General Motors’ is a peek into Critical Thinking. Critical Thinking is the objective analysis and evaluation of an idea in order to form a judgement. It entails systematic classification and finding logical connections and patterns between ideas. We need it while confronting complex and diverse issues which could be even contradictory in nature.

Think of ‘Creativity’ and the image of Leonardo da Vinci springs up. He designed the first flying machine, the first helicopter, the first armoured car, and several other ground-breaking ideas. The word ‘Creative’ comes from Latin ‘Creo’, which means ‘Make’. Creative Thinking leads to generation of new ideas by changing the ‘viewing lens’ and applying those ideas in specific context to explore new connections, discover new possibilities, and seek solutions that are unusual, original, and fresh.



Modules

- ▶ Dimensions of Critical Thinking
- ▶ Dimensions of Creative Thinking
- ▶ Aspects of ‘Making Things’. Explore Paper, Clay. Concept of 3D Printing.
- ▶ Development of Critical & Creative Thinking as a mindset and rigor to Design Thinking.

Course Lead

Sanjay Jain

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Recommended Reading

- ▶ Daniel Kahneman, Thinking, Fast and Slow, Farrar, Straus and Giroux, NY, 2011
- ▶ M. Neil Browne, Asking the Right Question: A Guide to Critical Thinking, Pearson Prentice Hall, NJ, 2007
- ▶ Tom and David Kelley, Creative Confidence, Fletcher and Company
- ▶ Twyla Tharp, The Creative Habit: Learn It & Use it for Life, Simon & Schuster Paperbacks, NY, 2003
- ▶ Michael Michalko, Thinkertoys, Ten Speed Press, Random House

Reading and Writing

Reading

The science behind why we read is profoundly interesting. Reading about something is the same as experiencing it, at least neurologically-speaking. The regions of the brain stimulated by words are the same as the ones stimulated during a real experience. Non-Fiction readers are just as susceptible - a good memoir or guidebook allows readers to retrace the experiences of the writer in the same way fiction does. Critical Literature reading can even give the brain a real workout in complex cognitive functions.

The human brain is very creative, and we naturally tend to visualize whatever we think about. The act of reading naturally triggers complex visualizations.

Psychologists have discovered that reading also makes people more empathetic. They mentally simulate each new situation encountered in a narrative, and in doing so, they develop alertness to the inner lives of others. It helps them develop sympathetic social skills apart from dealing with high-stress social environments.

The course aims to inculcate the love for reading so that one is not just able to literally reproduce what one reads, but also imaginatively reconstruct it.

Writing

This course helps us experience writing in business, government and organizations. We will also explore different writing genres such as fiction, non-fiction, technical, commercial and humor.

We will explore good, persuasive writing which is context-oriented - specific to generic, concrete to abstract, active to passive, factual to opinionated - to create enriching reading experiences.

Modules

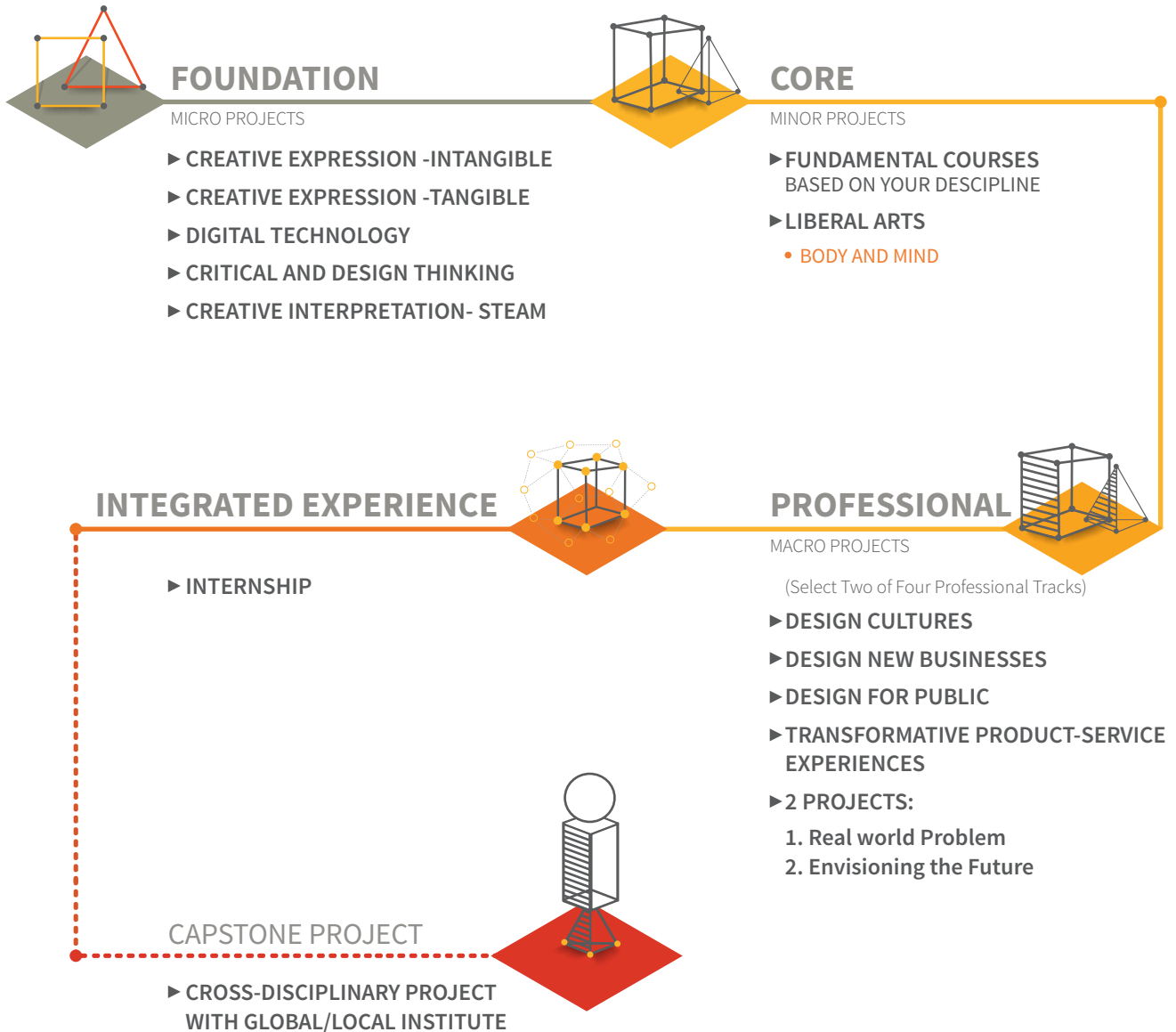
- ▶ Classical part of understanding grammar, composition, summary
- ▶ Reading Technical Literature, Reading Classical Literature
- ▶ Discussion sessions and practice sessions
- ▶ Writing: How to organize your thoughts, defogging
- ▶ Reviewing and editing your own written script

Course Lead

Mohini Billore

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Masters Program Academic Structure



Creative Expression - Intangible, Tangible

As humans, we are born to be curious and imaginative. We employ this innate ability to constantly learn and express ourselves creatively and meaningfully. This ability defines us, helps us survive, and constantly reshapes our surroundings and makes them better. This ability to express and communicate is woven with the way we live and can be defined as an integral part of human culture. This manifests in both, Intangible and Tangible forms. Oral traditions, languages, scripts, typography, metaphors, narratives, storytelling, music, dance, drama, rituals, celebrations, and cuisines are all Intangibles which can be perceived through our visual, auditory, and emotive senses. These can be recorded but cannot be touched or consumed or be stored in physical forms. Artifacts like drawings, paintings, sculptures, photographs, print and digital media, murals, textures, materials, surfaces, structures, spaces, buildings, food, etc. are Tangibles which can be experienced through all of our senses. They can be recorded and preserved in physical and material forms. The

course on 'Creative Expression - Intangible, Tangible' aims to expose diverse forms of expression through our visual, olfactory, gastronomical, auditory, sensory (haptic) senses, body-kinaesthetic and mind. It will help us hone the skills and abilities to express ourselves creatively, manipulate materials, textures, visualize forms, make structures, and create spaces to communicate and connect with others meaningfully and joyfully.

Digital Technology

The way things are designed and made is radically transforming in terms of time, scale, complexity, dynamics, and accuracy through a diverse range of software. Whether you create Products, Buildings, Bridges, Films or Prints; whether you scale them up as Systems, Cities, Transportation Networks, Communication Services or Experiences, you need software. The aim of the course is to recognize and explore digital software systems for the purpose of modeling products and systems. The learners will be exposed to Computer Aided Design (CAD), a software which helps them explore

concept design ideas, create product designs, carry out simulations and analyses, and perform engineering calculations. In other words, CAD assists you with the experimentation, exploration, and iteration needed to make the most of your design's potential. Better products can be produced more efficiently and at a lower cost, so that you get your products to the market faster.

Critical and Design Thinking

Critical Thinking is careful examination of an idea through analysis, interpretation, and evaluation. It entails systematic classification and finding logical connections and patterns between ideas. This can be considered predominantly to be left brain thinking. When design goes beyond the physical act of creation, but inspires people to think and act at a deeper level - it is Design Thinking. Design Thinking is empathizing with the context, challenging assumptions, and exploring new possibilities. Design Thinking builds your creative confidence through various practices that let you iterate, synthesize, prototype, and think of alternate solutions – considered predominantly as right brain activity. Critical and Design Thinking is an integrated skill which involves the whole brain to encounter and solve difficult problems, to

create and to innovate. This course includes developing skills to observe, confront, empathize, identify, and analyze problem areas. Learners are exposed to brainstorming, critically deriving and evaluating insights, and developing solutions. They are also exposed to learning the tools to implement and validate their solutions.

Creative Interpretation - STEAM

STEAM stands for Science, Technology, Engineering, Arts + Design, and Math. Design learners will be encouraged to explore common and inherent connections of STEAM disciplines and realize their increased combined strength to discover, invent, and innovate. The aim of the course is to encourage the exploratory mindset and make learners lose the fear of learning. They will be trained to leverage networks to build expertise, foster the spirit of scientific enquiry, explore and experiment. This spirit of build-to-think comes with combining the mind of a scientist, a mathematician, an engineer, and a technologist together with that of an artist and a designer.

Pedagogies

Experiential Learning

Experiential learning is a process through which students develop knowledge, skills, and values from direct experiences outside a traditional academic setting.

Experiential learning follows a process of ACT (Concrete experience), APPLY (Reflexive observation), REFLECT (Abstract Conceptualisation), and CONCEPTUALIZE (Practical Application).

Activity based Learning

Activity based learning (ABL) is a subset of Experiential learning where students learn at their own pace through teacher-facilitated exercises.

The core premise of ABL is based on doing some hands-on experiments and activities. The idea of ABL is rooted in the common notion that students are active learners rather than passive recipients of information. If they are provided the opportunity to explore on their own along with an optimum learning environment then the learning becomes joyful and long-lasting.

Blended Learning

Blended learning is an education program (formal or informal) that combines online digital media with traditional classroom methods. It requires the physical presence of both teacher and student, with some element of student control over time, place, path, or pace.

While students still attend “brick-and-mortar” schools with a teacher present, face-to-face classroom practices are combined with computer-mediated activities regarding content and delivery. Blended learning is also used in professional development and training settings.

“Learning
through
reflection
on doing”

Flipped Classroom

The Flipped Classroom is a pedagogical model in which the typical lecture and homework elements of a course are reversed. Short video lectures are viewed by students at home before the class session, while in-class time is devoted to exercises, projects, or discussions. The video lecture is often seen as the key ingredient in the flipped approach, such lectures being either created by the instructor and posted online or selected from an online repository.

While a pre-recorded lecture could certainly be a podcast or other audio format, the ease with which video can be accessed and viewed today has made it so ubiquitous that the flipped model has come to be identified with it.

Storytelling

Storytelling is an activity that can transfer emotions and feelings and also can boost thinking capacity. It involves the conveying of events in words, sound and/or images, often by improvisation or embellishment. Stories or narratives have been shared in every culture as a means of entertainment, education, cultural preservation, and instilling moral values. Storytelling is an art that has mental, social and educational benefits for students.

Project based Learning

Project Based Learning allows students to gain knowledge and skills by working for an extended period to investigate and respond to an engaging and complex question, problem, or challenge.

5 keys to rigorous problem solving

1 Real world connection - authentic problem

2 Effective learning - through the project

3 Structured collaboration

4 Student-driven - Teachers become facilitators, and students take control. As facilitators, teachers need to ask good questions and redirect the students if necessary.

5 Multifaceted assessment – This includes in-between assessment and formative assessments. Students should also be able to assess themselves.

Scenario based Learning / Contextual Learning

Scenario based learning (SBL) uses interactive scenarios to support active learning strategies such as problem-based or case-based learning. It normally involves students working their way through a storyline, usually based around an ill-structured or complex problem, which they are required to solve.

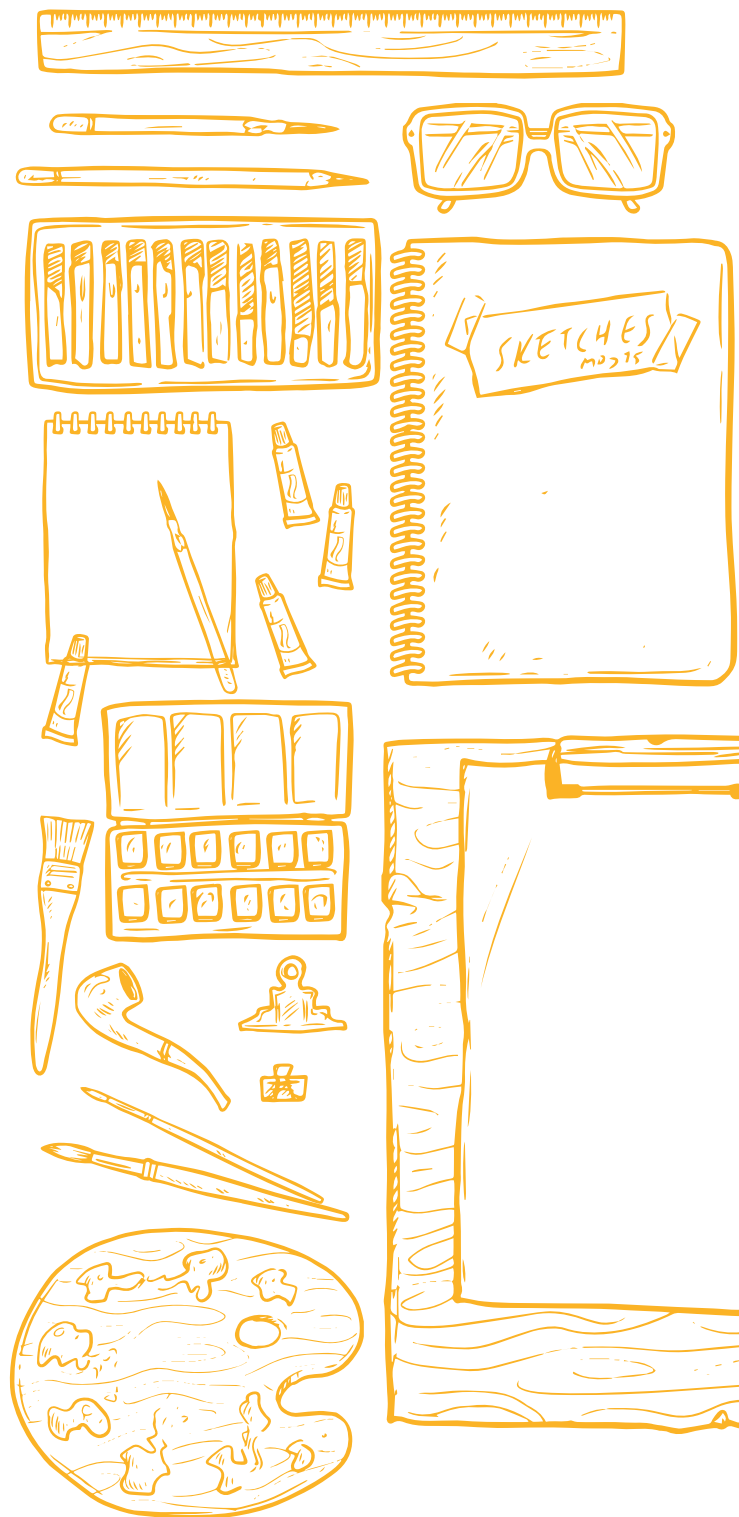
Game & Game Design

Game design is the art of applying design and aesthetics to create a game to facilitate interaction between players for playful, healthful, educational, or simulation purposes. Game design can be applied both to games and to other interactions, particularly virtual ones.

Play

Learning through play is a term used in education and psychology to describe how a student can learn to make sense of the world around them. Through play, students can develop social and cognitive skills, mature emotionally, and gain the self-confidence required to engage in new experiences and environments.

Key ways that young students learn include playing, being with other people, being active, exploring new experiences, talking to themselves, communication with others, meeting physical and mental challenges, being shown how to do new things, practicing and repeating skills and having fun.



What you should bring

1. Laptop*

Windows OS

Processor

- ▶ 7th Generation Intel® Core™ i7-7500U Processor (4 MB Cache, up to 3.5 GHz) / or
- ▶ 7th Generation Intel® Core™ i5-7200U Processor (3 MB Cache, up to 3.1 GHz)

Operating System

Windows 10 Home, 64-bit English

Internal Memory

8 GB Single Channel DDR4 (8 GBx1)

Fixed Storage

500 GB or 1 TB Hard Drive

Graphics Card

NVIDIA® GeForce® 940MX with 4 GB GDDR5 graphics memory

Display

15.6-inch FHD (1920x1080) IPS True life LED-Backlit Display

Ports

1 HDMI and 1 USB 3.0

Audio, Video and Speakers

Standard Widescreen HD (720p) With Digital Microphone

- ▶ 2 tuned speakers with Waves MaxxAudio® Pro
- ▶ 1 combo headphone / microphone jack

Wireless

802.11ac + Bluetooth 4.2, Dual Band 2.4&5 GHz, 1x1

Mac OS

Processor

- ▶ 2.8 GHz quad-core Intel Core i7, Turbo Boost up to 3.8 GHz, with 6 MB shared L3 cache or
- ▶ 2.9 GHz quad-core Intel Core i7, Turbo Boost up to 3.9 GHz, with 8 MB shared L3 cache

Operating System

Mac-OS Sierra

Internal Memory

16 GB of 2133 MHz LPDDR3 on board memory

Fixed Storage

512 GB PCI e-based on board SSD

Graphics Card

Radeon Pro 560 with 4 GB of GDDR5 memory

Display

15.4-inch (diagonal) LED-backlit display with IPS technology

Ports

Four Thunderbolt 3 (USB-C) ports

Audio, Video and Speakers

720p Face Time HD camera

- ▶ Thunderbolt 3 digital video output, Native Display Port output over USB-C
- ▶ Three microphones, 3.5mm headphone jack

Wireless

802.11ac Wi-Fi wireless networking; IEEE 802.11a/b/g/n compatible Bluetooth 4.2 wireless technology

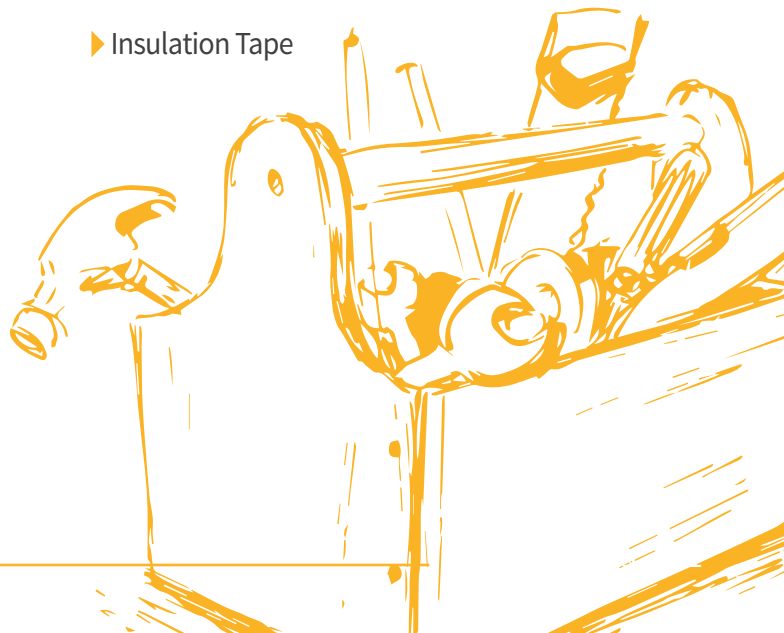
2. Stationery

- ▶ **Pens:** Reynold ball pen- black, blue, red, green, bic pen (0.25, 0.5 and 1.0), Trimax gel pen, stick pen set, thick chisel markers and round markers, micron 0.25, 0.5 and 1.0
- ▶ **Pencils:** 3H, 2H, H, F, HB, B, 2B, 3B, 4B, 5B, 6B, 7B, 8B and Charcoal
- ▶ Eraser and Sharpner
- ▶ Steel Rulers (12 inch / 24 inch)
- ▶ Set of Color Pencils
- ▶ Set of Round/Flat Brushes
- ▶ Any set of Colors - Dry or Water based
- ▶ Color Pallette
- ▶ A4 Paper (1 ream)
- ▶ Drawing Sheet (A3)
- ▶ A3 and A4 Drawing Pads
- ▶ Mount Sheet (full imperial)
- ▶ Drawing Board (half imperial)
- ▶ Color Papers/Craft Papers
- ▶ Masking Tape
- ▶ Cutter and Stapler
- ▶ Glues: Fevicol, Fevistick and Fevi-Bond

3. Tool Kit*

- ▶ Screwdriver Set
- ▶ Split Joint Plier
- ▶ Nose Plier
- ▶ Ball Pein Hammer
- ▶ Nail Hammer
- ▶ Adjustable Wrench
- ▶ Portable Hack Saw
- ▶ Set of Needle Files
- ▶ Measuring Tape
- ▶ Vernier Caliper (150mm)
- ▶ Scissor
- ▶ Wire Cutter and Wire Stripper
- ▶ Medium Size Paper Cutter
- ▶ Surgical Scalpel
- ▶ Digital Multimeter (Handheld)
- ▶ Insulation Tape

*Note: Taparia or Kobalt company tools are preferable





Life @ AVANTIKA

Scholarships

Avantika University offers scholarships, tuition fee waiver schemes, teaching and research assistance to meritorious, needy, and deserving students. This is an effort to make contemporary education affordable and reachable, and encourage academic excellence. Scholarship or fellowship earned by the student will be credited to their respective bank account as mentioned during the enrollment process.



Ved Vyas Scholarship

Applicable to students securing top three positions in 12th Board Exams (CBSE/ ISC/ State Boards) and JEE (Mains) rankers.



Vikram Scholarship

A merit-cum-means scholarship applicable to deserving students, with the quantum of scholarship to be determined based on the annual income of parents.



Arjun Scholarship

A sports scholarship applicable to students who have participated and won medal/s at national and international level in sports recognized by the Indian Olympic Council (IOC).



Chanakya Scholarship

A teaching assistantship scheme applicable to students who have demonstrated excellent academic performance and are desirous of contributing to the university.



Aryabhata Scholarship

A research assistantship scheme applicable to students who have demonstrated excellent academic performance and are desirous of contributing to the university.



Sudama Scholarship

A need-based, earn-and-learn scheme applicable to students who are desirous of contributing to the university and wish to earn to support their education.



Ashoka Scholarship

A performance-based scholarship applicable to students who have demonstrated extraordinary ability and potential during the academic year.



MP Government Scholarship

The scholarship is administered to the students belonging to SC/ST/OBC category by the Government of Madhya Pradesh based on annual income of the family.

For more details, please visit <http://www.avantikauniversity.edu.in/scholarships.php>



Code of Conduct

When you register to become a student of Avantika University, it is implicit that you agree and accept the University's standards of academic and social integrity.

Standards of Academic and Social Integrity at Avantika

- ▶ We, the learners at Avantika will always aim to nurture and cultivate our minds to become enlightened citizens.
- ▶ We will always try to bring positive changes in our behavior.
- ▶ We will always value intellectual and personal honesty.
- ▶ We will not tolerate harassment in our campus.
- ▶ We will represent ourselves accurately and completely in our work, our words, and our actions in academic and non-academic affairs.
- ▶ We will be open to change, support novelty, and be ready to take risks for the benefit of the community.

Prohibited and restricted conduct at Avantika includes the following:

- ▶ Cheating in academics by making use of unauthorized study aids in class or on an examination and committing acts of plagiarism, i.e. submitting material that in part or whole is not entirely one's own work without attributing those portions to their correct source.
- ▶ Any unlawful alterations in academic assignments, records and documents or forging signatures of authorization or falsifying information on official academic documents, viewing or altering computer records, or modifying computer programs or systems.
- ▶ Consumption or possession of alcohol, illegal drugs, and smoking on campus.
- ▶ Possession of dangerous weapons.
- ▶ Disruption of teaching, learning, administration, research, hearing procedures, or any other activities of the University.
- ▶ Damaging University property, stealing, destroying, defacing, or concealing library materials/academic tools with the intention of depriving other students from using them. Providing deliberate assistance/abetment in any prohibitory behavior as stated above will also result in punitive action.

Anti-Ragging Policy

- ▶ Ragging is banned at Avantika University. Any direct or indirect involvement of any student in such activities is strictly prohibited within or outside the campus.
- ▶ Ragging involves causing physical and/or mental trauma to a person as a result of physical abuse, manhandling, using abusive language or gestures or forcing others to perform acts that may cause physical/mental trauma or damage.
- ▶ Ragging is a social, cultural, and psychological menace.
- ▶ Students are urged to keep up the glorious tradition of MIT Group of Institutions, and thereby Avantika University, and not indulge in any activity that may be construed as or amounts to ragging.
- ▶ Students indulging in such activity are liable to legal action as per the directive from the Honorable Supreme Court of India.
- ▶ All students are directed to bring the duly signed and stamped anti-ragging affidavits for enrollment. The formats of affidavits can be found at

www.avantikauniversity.edu.in/enrollment



Hostel Amenities and Rules

- ▶ Students should reside only in the hostel rooms allotted to him/her by the Chief Warden.
- ▶ All rooms are provided with bed, bed sheets, pillow and pillow covers, mattress, side table, study table, wardrobes, bookshelf, chairs, internet connection port, mug, bucket, and other essentials.
- ▶ Laundry room with washing machines, dryers and drying area are available.
- ▶ Students shall be responsible for all the belongings in their room, and should ensure that there is no damage to the same.
- ▶ Please ensure that your room is properly locked whenever you venture outside.
- ▶ Use water and electricity prudently and avoid wastage.
- ▶ In cases of any unforeseen event or incidents of disturbance, students are requested to immediately contact their respective warden.
- ▶ Use of any electrical appliances other than the room fixtures is strictly prohibited.
- ▶ At the end of the academic year, the student shall hand over the charge of his/her room with all furniture and fixtures to the hostel warden.
- ▶ Students shall maintain decorum and dignity, and shall not create any nuisance.
- ▶ Consumption of alcohol, smoking, eating non-vegetarian food is strictly prohibited within campus.
- ▶ Students are not allowed to go outside the campus from 8:00 pm to 6:00 am.
- ▶ Students going outside the campus have to obtain prior permission from their parents/guardians. The duly signed permission form has to be handed over to the Warden at least 24 hours before leaving campus.
- ▶ Students shall not allow any guests in their rooms without the prior permission of the Warden.



Mess Rules

- ▶ Avantika campus is purely vegetarian.
- ▶ Mess timing for serving meals will be fixed, and students shall follow the prescribed timings.
- ▶ Same food will be served to everyone and no special requests will be entertained. However, special meals can be provided to students who are unwell or feel ill, as per the recommendation of the medical officer.
- ▶ Students shall finish the meals inside the mess and will not be allowed to carry it to their rooms or outside. However, students who are ill will be allowed to eat their meals in their rooms with the prior permission of the Warden.
- ▶ On prior permission, relatives or family members visiting the campus will be allowed to use the mess on payment of charges.

Disciplinary Procedures & Rules

Appeal and Hearing Process (AHP) at Avantika University

All alleged violations of rules and regulations of the University would be resolved by this process. The implementation may vary from case to case, and depend on the severity and intensity of the violation. The process consists of the following steps:

- ▶ Report of the event/activity to grievance cell.
- ▶ Preparation of initial enquiry report by grievance cell.
- ▶ Depending on the initial enquiry, the University or reporter may decide to resolve the issue by informal counseling of member(s) involved.
- ▶ In some cases, the University may recommend a grievance committee hearing process with both parties.

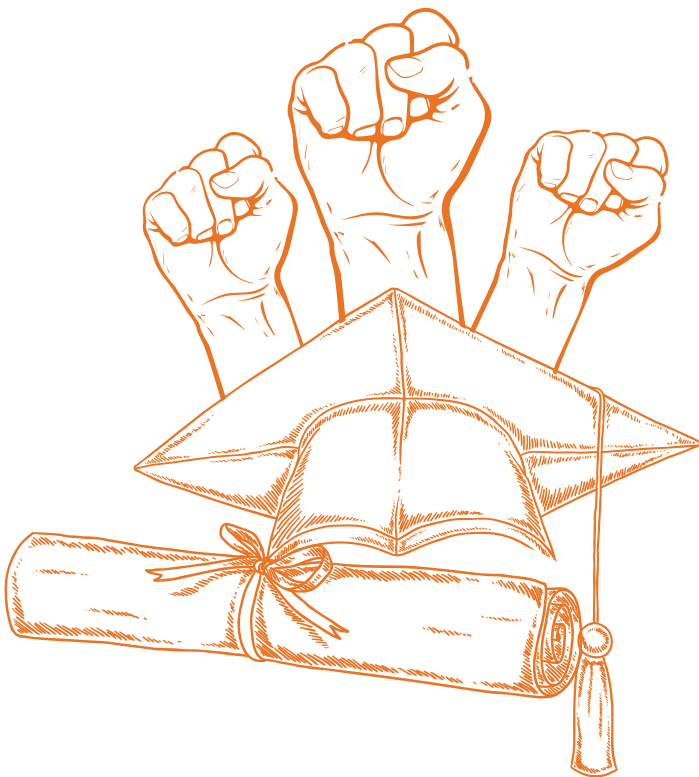


Student Rights

Confidentiality

Avantika University understands and respects individual rights. All aspects of AHP are maintained private and all participants (reporter and respondent), and members of investigation and hearing committee in an AHP will be informed that confidentiality should be strictly followed in order to enhance the integrity of the investigation.

- ▶ Students' private information will not be shared or released to persons outside the University, without prior permission of students.
- ▶ Students will be consulted by or represented on University committees and their views will be considered for the welfare policy of the University.
- ▶ Students have freedom of speech to express their ideas, and may give alternate opinions to classroom discussions.
- ▶ There will be no discrimination based on race, color, ethnicity, religion, age, caste, creed, ancestry, sex, gender, disability, civil union status, or national origin.





Interesting facts on UJJAIN

You may be acquainted with Ujjain as a pilgrimage town, but it has so much more to offer to anyone who visits, cutting across all age groups. Indeed, as you step in Ujjain the spiritual vibe is palpable in the air. Going beyond the obvious, this is a city that is a balanced blend of the old and new with stunning ancient architectural monuments and glitzy shopping centers. Quite literally the 'heart of India', Ujjain boasts of an eclectic mix of cultures when it comes to its cuisine. The food here is a lip-smacking blend of Rajasthani, Gujarati, and Malwa flavors in both, savory and sweet versions. Being listed on the Smart Cities Mission, Ujjain is undergoing a massive facelift with improved infrastructural facilities and is en route to becoming an amazing city to live in with fabulous growth potential.



Some popular tourist attractions in the city include:

Shree Mahakaleshwar Temple

It is a well-known pilgrimage destination dedicated to Lord Shiva. Mahakumbh – the world's largest religious gathering is held here every 12 years. The walls of this temple are decorated with sculptures, motifs, and inscriptions.

Chintaman Ganesh Temple

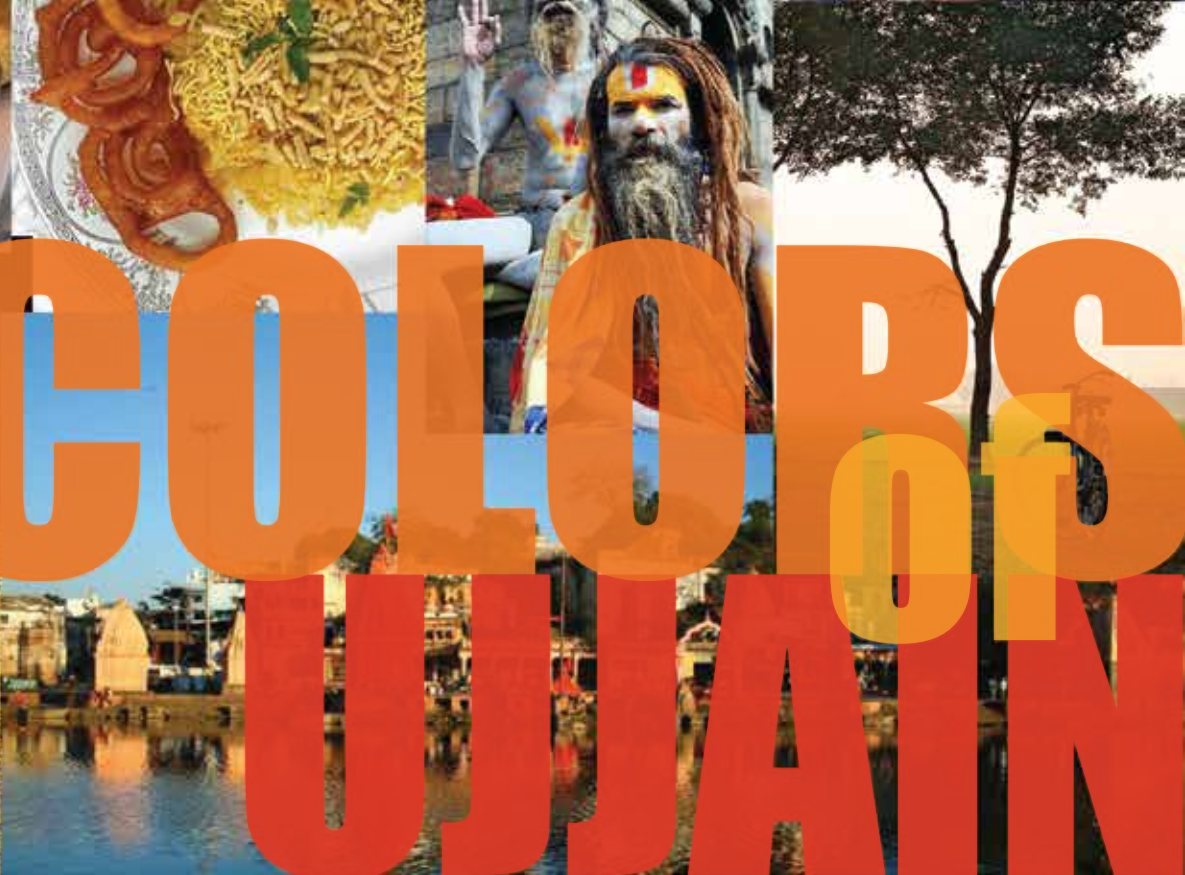
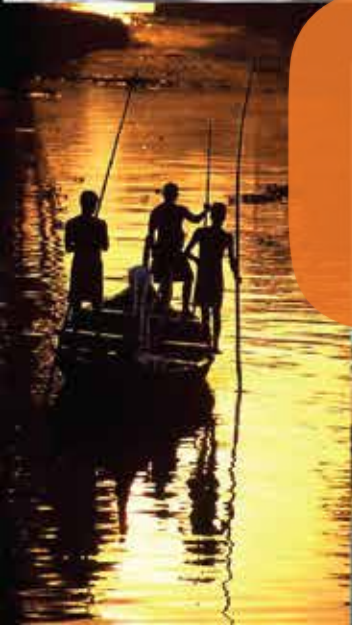
Chintaman means relief from stress – this is a popular avatar of Lord Ganesha - God of auspicious beginnings, and the temple is dedicated to this deity.

HarSiddhi Temple

Built in the Maratha period, the temple has a special place in the city's history.

Vedh Shala

Also known as Jantar Mantar, it was India's first observatory constructed in 1725, comprising 13 architectural and astronomy instruments.



COLOURS OF JAIN

Important Contact Details

Hospitals

Government and Private Hospitals

CHL Hospital

0734-6622222

Tejankar Hospital

0734-2514884

Dr. Deshmukh Mother and Child Hospital

0734-251909, 4002091

Shinde Nursing Home

0734-2513962, 2555056

Civil Hospital

0734-2551077, 2516573

Bima Hospital

0734-2556939

Sanjeevani Hospital

0734-4066113, 2518677

Ujjain Heart Care Hospital

0734-2514675, 2514792

Arpan Eye Hospital

0734-2516468

24-Hour Pharmacies

Duggad Medical Store

0734-2556416

Amit Pharma

0734-2561181, 2555337

Pragati Pharmadeal

0734-2553820

Mahi Medical Agencies

09009078685, 09617413086

Ashok Medical Stores

0734-2526000



Hotels and Guest Houses

Madhya Pradesh Tourism Department
recognized hotels in Ujjain include:

Hotel Anjushree Inn

72, Goyala Khurd, Ujjain-Indore Road,
Ujjain – 456010.

Shipra Residency

University Road, Near Madhav Club, Freeganj,
Ujjain – 456001.

Yatri Niwas

Near Nanakhera Bus Stand, Ujjain – 456006.

Police Stations

Mahakal Police station

0734-2551174

Neelganga Police station

0734-2551172

Stationers

Mendwell Agencies, Indore

Mr. S. M. Jain
9685991565 | 0731-2532050

Tandon Stationery Mart, Indore

Mr. Ashutosh Tandon
98260-91223, 0731-2534715

Bandi Traders, Indore

Mr. Gourav Bandi
91650-00040

Jay Enterprises, Ujjain

Mr. Jay Bhatia
98276-90906

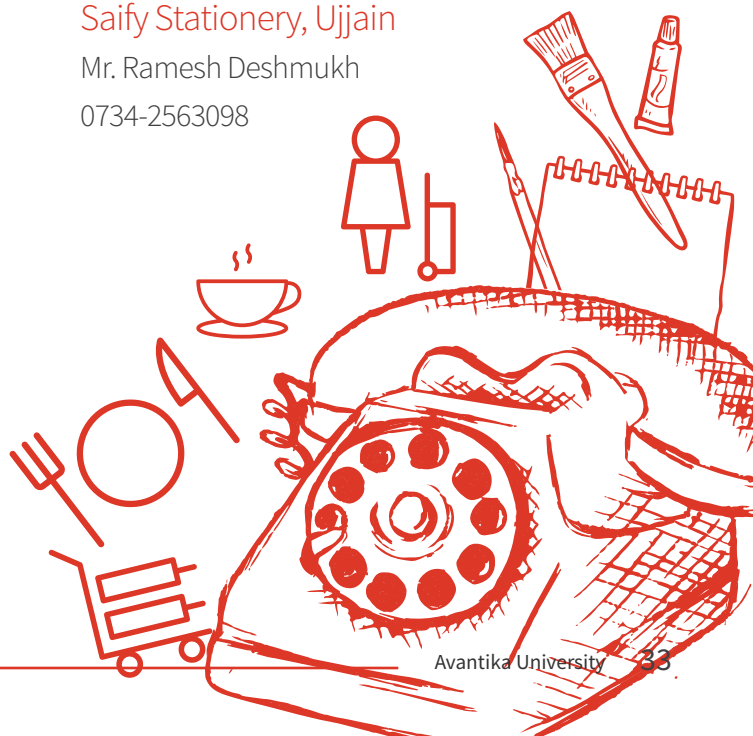
Bhatia Pen House, Ujjain

Mr. Harsh Bhatia
98262-98044

Saify Stationery, Ujjain

Mr. Ramesh Deshmukh
0734-2563098

For any other query
enquiry@avantika.edu.in





॥ सिद्धिः भूषयते विद्याम् ॥

avantika

UNIVERSITY

The Lotus symbolizes potential and in its fully blossomed form represents enlightenment and awareness. The flower is deeply rooted in Indian culture, particularly associated with Saraswati – the Goddess of Wisdom.

The transdisciplinary approach is represented through the confluence of sections, implying an immersive learning experience. The transition of colors represents evolution of an individual at Avantika University.

The identity reflects transformation, and it is knowledge (Vidya) that drives the transition, and ultimately leading to accomplishment (Siddhi).

॥ सिद्धिः भूषयते विद्याम् ॥

Accomplishment Adorns Knowledge



॥ सिद्धिः भूषयते विद्याम् ॥

अवंतिका
विश्वविद्यालय

