

# Areas of AICTE Training And Learning (ATAL) Academy FDP's

## **Thrust Areas**

1. Artificial Intelligence
2. Internet of Things (IoT)
3. Block chain
4. Robotics
5. Quantum Computing
6. Data Sciences
7. Cyber Security
8. 3D Printing & Design
9. Augmented Reality (AR)/ Virtual Reality (VR)

## **Engineering:-**

1. Systems Engineering
2. Sustainability Engineering
3. Computer Science & Biology
4. Energy Engineering
5. Green Technology & Sustainability Engineering
6. Electrical & Computer Engineering
7. Strategic Civil Infrastructure
8. Coastal & Offshore Engineering
9. Smart Cities
10. Waste Technology
11. GIS & Remote Sensing
12. Construction Technology
13. Engineering Law
14. Climate Sciences
15. Mining & Mineral Processing
16. Underground Space Utilization
17. Biosimilar Technology
18. Genome Engineering & Technology
19. Precision Health Technology
20. Control Systems & Sensors Technology
21. Infrastructure Engineering
22. Environmental Geo-technology
23. Earthquake Engineering
24. Waterways Transport Engineering
25. Lean Construction Technology
26. Aqua-food technology
27. Organ Printing Technology
28. Nutrition Technology
29. Drug Engineering
30. Cellular Agriculture
31. Sensors Technology
32. Electric Vehicles
33. Energy Storage
34. Magnetic Levitation
35. Photonics
36. Low cost desalination
37. Ontogenetic

38. Wearable Devices
39. Gamification
40. Telemedicine
41. Molecular Manufacturing
42. Alternate Fuels
43. Real Time Translation
44. Synthetic Biology
45. Bio-mimetic
46. Novel Materials
47. Lab on Chip
48. Cloud Technology
49. Digital Holography & 3D Imaging
50. Immersive Virtual Reality
51. Human Centre Computing
52. Design Thinking

## **Management**

1. Technology Management
2. Real Estate Management
3. Event Management
4. Engineering Management
5. Artificial Intelligence, machine Learning and Deep Learning
6. Innovation Management (Innovation
7. Lab/Incubators/prototype lab-with adequate machinery, 3D printers, for quick prototyping of student business ideas) Consulting
8. Heritage Management
9. Design thinking
10. Operations Management
11. Organizational Behaviour
12. Strategy
13. Management Information System
14. Social Enterprise Management
15. Sports Management

## **Arts & Craft**

1. Sculpture
2. Amination
3. Ceramics
4. Metal Craft
5. Photography
6. Visual Communication
7. Communication Design
8. Illustration
9. Painting
10. Mural
11. Photography & Media Communication

# Areas of AICTE Training And Learning (ATAL) Academy FDP's

## Design & Media

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
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

## Life Skill Management

1. Productivity enhancement
2. Capacity Building
3. Leadership & Excellence
4. Emotional Intelligence
5. Team-building and Coordination
6. Perception & Decision making
7. Training for Social Connectedness & Inspiration
8. Personal Effectiveness
9. Stress-management
10. ROAD - Response Effectiveness, Organising Self, Attitudinal Shift, Decision Making
11. Developing consciousness (Transcendental Meditation).