



4.1.1 The Institution has adequate infrastructure and other facilities for: a) Teaching-learning, viz., classrooms, laboratories, computing equipment, etc.
b) ICT-enabled facilities such as smart classrooms, LMS, etc.
Facilities for cultural and sports activities, yoga centre, games (indoor and outdoor), gymnasium, auditorium, etc.

Swami Vivekananda Institute of Modern Science (SVIMS) was established in 2008 and is committed to providing all the necessary infrastructure to meet the demands of its courses and stakeholders.

- **Location and Infrastructure:**

The institution is situated on 5.06 acres in a noise-free, pollution-free environment in Sonarpur, Kolkata. It has a built-up area of around 11,067 square meters, consisting of classrooms, laboratories, workshops, seminar halls, staff rooms, library, administrative block, canteen, hostels, playground, and sports room. The classrooms are well-ventilated to ensure a constant circulation of fresh air.

- **Power Supply:**

The campus is equipped with a 100 KVA generator and uninterrupted power supply units (UPS) to cater to the needs of both staff and students.

- **Library Facilities:**

SVIMS offers a Central Library, Digital Library, and Departmental Libraries that enhance the teaching-learning process.

- **Internet Facilities:**

The institution has a robust internet infrastructure with 100 Mbps bandwidth provided by two service providers, ensuring seamless connectivity across the campus.

- **Biometric Attendance:**

Biometric devices are installed for exclusive biometric attendance systems for faculty and staff.

Classrooms:

- The institution has an adequate number of ICT-enabled and smart classrooms, verified annually by the “Fact-Finding Committee” of the affiliating university.
- Classrooms are equipped with LCD projectors and internet access.
- SVIMS has seminar hall equipped with a public address system, projectors, internet, and whiteboards, used for conferences and workshops for students and staff.

Laboratories/Workshops:

- The institution boasts well-equipped laboratories with state-of-the-art equipment and machinery. Each department is furnished with the necessary hardware and licensed/open-source software to facilitate curricular, co-curricular, and research activities. All computer labs are supported by uninterrupted power supply (UPS).
- An English Language laboratory is available, catering to first-year students and aiding those preparing for GRE/TOEFL exams.

- Industry-collaborative laboratories are available to foster innovation, allowing students to apply their creative ideas.

Instructional Areas (as per AICTE norms):

Particulars	Number of Rooms Available
AC Classrooms	31
Smart Classrooms	06
Laboratories	15
Computer Laboratories	11
Workshops	02
Drawing Hall	01
Seminar Hall	02
Central Library	01
Departmental Library	05
Language Laboratory	01
Principal Room	01
Board Room	01
Offices	02
Examination Control Room	01
Training & Placement Office	01
H.O.D. Rooms	07
Faculty Rooms	07
Central Store & Maintenance	01
Common Room	01
Canteen	01
Sick Room	01
EDC & IIC Room	01

Computing Facilities:

- The institute has ample computing resources, with a total of 320 computers available to students. Over 418 computers are available across the college, with licensed software like MATLAB, Xilinx, Oracle, etc., accessible to both students and faculty.

Sports Facilities:

- SVIMS has indoor game facilities and spacious grounds for basketball, badminton, volleyball, etc.
- The indoor games room is spacious and equipped with an indoor gymnasium, carrom boards, and table tennis tables.
- A dedicated yoga instructor conducts yoga training classes for students.

- The Cultural Activities Club promotes cultural activities within the institute. Additionally, a music club, led by a faculty coordinator, conducts weekly music training classes.

Type of ICT Facility	Photograph
<p data-bbox="268 763 512 797">Smart Classrooms</p>	
<p data-bbox="295 1243 485 1276">Computer Lab</p>	
<p data-bbox="274 1747 505 1780">Training Program</p>	

Student-teacher interaction



Smart teaching techniques



Students engagement program



Teacher-student interactive session



Students achievements



Job oriented training program



Computer lab



Project work



Cultural Program



Games Activities



Cultural Activities



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