

Subject: Revised Fee Structure for B.Tech Programme effective from the academic year- 2016.

University Order No: 01 of 2016 Dated: 31.08.2016

In supersession of previous order on the subject, following shall be the Revised Fee Structure for the University's B.Tech Programme applicable prospectively from the academic year 2016.

Part-A: To be deposited in the University Chest at the time of admission to 1st, 3rd, 5th and 7th semester:

S.No.	Particulars of Admission Fee	Revised Rate		
1.	Enrolment Fee	3700/-		
2.	University Development Fund	1000/-		
3.	Sports Development Fund	150/-		
4.	Magazine//Gullala Fee	100/-		
5.	IT&SS Fee	150/-		
6.	Research Development Fund	500/-		
7.	Students Aid Fund	650/-		
8.	Alumni Fund	100/-		
9.	DIQA Fund	50/-		
10.	NSS Fund	25/-		
11.	Corpus Fund	500/-		
12.	Medical Assistance Fee	40/-		
13.	Cultural-cum-Literary Fund	25/-		
14.	Red Cross	10/-		
	Total	7000/-		

Part-B: To be deposited in the respective local fund of Dean Engineering/North Campus (as the case may be) at the time of admission to 1st semester, 3rd semester, 5th semester and 7th semester:

S.No	Particulars of Admission Fee	Revised Rate (🛚)			
1.	Tuition Fee	10000/-			
2.	Department Developmental Fund	7000/-			
3.	DIQAU Fund	100/-			
4.	Departmental Lib. Fee (Non-refundable)	2500/-			
5.	Social Activity Fund	400/-			
6.	Sports/ Games Fee	0/-			
7.	Lab.Development/ Maintenance Fee	20,000/-			
8.	Industrial Tours/Trainings	Amount / periodicity to be decided by the respective Departmental Committee.			
	Total	40,000/-			

Part C: To be deposited annually in the Local Fund accounts of the DSW and Chief Proctor.

1.	I-Card Fee (To be deposited in the local fund account of DSW)	75/-	75/-	75/-	75/-	75/-
2.	Proctorial Fee (To be deposited in the local fund account of Chief Proctor)	200/-	200/-	200/-	200/-	200/-

The above fee structure shall not apply to the candidates already admitted during and before the academic year-2015 and such candidates shall continue to be governed by the previous Fee Structure-2015.

Sd/-Registrar