`

AMITY UNIVERSITY MAHARASHTRA, MUMBAI
AMITY SCHOOL OF COMMUNICATION

<u>CURRICULUM</u>

BA. Multimedia & Gaming
(Honours/Honours With Research)

Duration: 4 YEARS

(NEP 2020)

(Implemented from academic year 2024-2025)

Certificate

This is to certify that the enclosed detailed syllabus has been presented before the Board of Studies of Amity University Maharashtra, Mumbai on July 4th, 2024, and it is recommended for the approval by the Academic Council, Amity University Mumbai.

Dr. Nima John
(Offg.) Head of Institute
Amity School of Communication
Amity University Mumbai
Date: 4th July 2024

PREAMBLE

Amity University Mumbai aims to achieve academic excellence by providing multi-faceted education to students and encourage them to reach the pinnacle of success. The University has designed a system that would provide rigorous academic programme with necessary skills to enable them to excel in their careers.

Amity School of Communication (ASCO) is one of the leading institutions that imparts knowledge to foster innovative leaders with strong ethical values.

B.A (Multimedia and Gaming) (Honours/Honours with Research)

B.A (Multimedia and Gaming) (Honours/Honours with Research) at Amity School of Communication, Mumbai, aims at graduates with holistic development who are ready to meet and achieve the challenges of information society by harnessing theoretical and practical exposure. An important feature of the curriculum is the Flexi-credit system, which allows students to create their own syllabus. The students have the freedom to choose from the range of Accelerators/Electives/Value Added Courses designed for the overall development, will help the students to be specialized in their field of choice. The students also have the option of choosing Electives/Value Added courses offered by other Schools of Amity University.

This booklet contains the Programme Structure, the Detailed Curriculum and the Scheme of Examination. The Programme Structure includes the courses (Core and Elective), arranged semester-wise. The importance of each course is defined in terms of credits attached to it. The credit units attached to each course have been further defined in terms of contact hours i.e. Lecture Hours (L), Tutorial Hours (T), Practical Hours (P). Towards earning credits in terms of contact hours, 1 Lecture and 1 Tutorial per week are rated as 1 credit each and 2 Practical hours per week are rated as 1 credit. Thus, for example, an L-T-P structure of 3-0-0 will have 3 credits, 3-1-0 will have 4 credits, and 3-1-2 will have 5 credits.

The Curriculum and Scheme of Examination of each course includes the credit structure, course objectives, course outcome, course contents, scheme of examination and the list of text and references. The scheme of examination defines the various components of evaluation and the weightage attached to each component.

It is expected that this will help the students study in a planned and a structured manner and promote effective learning. Wishing you an intellectually stimulating study at Amity University.

VISION

Amity School of Communication (ASCO) focuses on innovation, creativity and holistic media education along with interdisciplinary research. Providing industry-oriented, integrated, quality education while nurturing values and ethics.

VISION

Our Mission is to foster a diverse, independent, ethical and economically thriving media and communication landscape that contributes to the creation of successful and sustainable societies in an era of technological and social change. To build highly skilled media professionals in the multimedia arena along with social responsibilities.

Program Outcome

PO1	To provide knowledge regarding the basic concepts, principles, and functions of Multimedia and Gaming.
PO2	To provide knowledge and requisite skills in different areas of game production.
PO3	To equip the students with knowledge related to critical analysis and techniques for critical thinking.
PO4	To inspire the students for a worldwide vision of the media and communication industry for their advancement and their future endeavor.
PO5	To develop artistic and creative aptitude among the students.
PO6	To provide practical exposure to the students to hone their skill competencies and attain a holistic understanding of the gaming industry.

Program Structure

B.A Multimedia and Gaming (Honours/Honours With Research)

Implemented from Academic Year 2024-2025

Semester	I	II	III	IV	V	VI	VII	VIII	Total
Credit	23	22	24	21	25	20	24	21	180

Semester - I

	Course Code	Course Title	Lecture Credits	Tutorial Credits	Practical Credits	Total Credits
		Core - Discipline				**8**
Discipline - I	BSD2101N	Basics of Sketching & Drawing	1	-	1	2
	PAD2102N	Pixel Art Design	1	-	1	2
	CAP2103N	Computer Applications	1	-	1	2
	PIC2104N	Programming in C	1	-	1	2
		Discipline II (any one from the basket)				**4**
Discipline - II	PCA2105N	Papercut Animation	2	-	2	4
	TYP2106N	Typography	2	-	2	4
	FCA2107N	Foundation course in Classical Animation	2	-	2	4
		Discipline-III (any one from basket)				**4**
Discipline - III	BMT2110N	Business Management -1	4	-	-	4
	ECO2110N	Economics - 1	4	-	-	4
	HMR2110N	Human Rights - 1	4	-	-	4
	ACW2110N	Academic and Creative Writing - 1	4	-	-	4
	FST2110N	Fashion Technology - 1	4	-	-	4
	IND2110N	Interior Design - 1	4	-	-	4
Total (Discipline I + II + III)						**16**
		Foreign Language (any one from the basket)				**1**

Foreign Language	FLF2111N	French- I	1	-	-	1
	FLG2111N	German-I	1	-	-	1
	FLS2111N	Spanish-1	1	-	-	1
Communication Skill	CSE2112N	Effective Listening	1	-	-	**1**
Sub Total						**2**
Behavioural Science	BEH2113N	Behavioural Science-1	1	-	-	1
Sub Total						**1**
VAC - I	ENV2116N	Environmental Studies*	4	-	-	4
						4
Total(Foundation Courses)						**7**
Grand Total						**23**

			Semester - II			
	Course Code	**Course Title**	**Lecture Credits**	**Tutorial Credits**	**Practical Credits**	**Total Credits**
		Core - Discipline				**8**
Discipline - I	BHT2201N	Basics of HTML	1	-	1	2
	WED2202N	Web Design	1	-	1	2
	ITM2203N	Introduction to 3D Modelling	1	-	1	2
	VAD2204N	Vector Art Design	1	-	1	2
		Discipline II (any one from the basket)				**4**
Discipline - II	DPH2205N	Digital Photography	2	-	2	4
	TDA2206N	2D Animation	2	-	2	4
	MPA2207N	Matte Painting	2	-	2	4
		Discipline-III (any one from basket)				**4**
Discipline - III	ABM2210N	Advances in Business in Management	4	-	-	4
	HMR2210N	Human Rights	4	-	-	4
	CSW2210N	Technical and Literary Writing	4	-	-	4
	MCO2210N	MACRO Economics	4	-	-	4
	FST2210N	Fashion Technology	4	-	-	4
	IND2210N	Interior Design	4	-	-	4
Total (Discipline I + II + III)						**16**
		Foreign Language (any one from the basket)				**2**
Foreign Language	FLF2211N	French- II	2	-	-	2
	FLG2211N	German-II	2	-	-	2
	FLS2211N	Spanish-1I	2	-	-	2
Communication Skill	CSE2212N	Presentation Skills	1	-	-	1
SubTotal						**3**
Behavioural Science	BEH2213N	Behavioural Science-2	1	-	-	1
SubTotal						**1**
		VAC - II (any one from the basket)				**2**

	ANN2217N	Animation -1	2	-	-	2
	PHT2217N	Photography -1	2	-	-	2
	POL2217N	Political Science -1	2	-	-	2
	TSM2217N	Tourism Management -1	2	-	-	2
VAC - II (any one from the basket)	FCW2217N	French through Creative Writing	2	-	-	2
	CCW2217N	Content & Creative Writing -1	2	-	-	2
	SCW2217N	Social Work -1	2	-	-	2
	CAD2217N	Computer Aided Drafting - 1	2	-	-	2
Sub Total						**2**
		Total (Foundation Courses)				**6**
Grand Total						**22**

			Semester - III				
	Course Code	Course Title	Lecture Credits	Tutorial Credits	Practical Credits	Total Credits
		Core - Discipline				8
Discipline - I	IGE2301N	Introduction to Game Engine	1	-	1	2
	SFG2302N	Scripting for Games	1	-	1	2
	UIX2303N	UI/UX Design	1	-	1	2
	PAS2304N	Programming in C#/ Action Script	1	-	1	2
		Discipline II (any one from the basket)				4
Discipline - II	PXA2305N	Pixelation Animation	2	-	2	4
	KMT2306N	Keying and Motion Tracking	2	-	2	4
	CCG2307N	Color Correction & Grading	2	-	2	4
Total (Discipline I + II)						12
		Foreign Language (any one from the basket)				2
Foreign Language	FLF2311N	French- III	2	-	-	2
	FLG2311N	German-III	2	-	-	2
	FLS2311N	Spanish- III	2	-	-	2
Communication Skill	CSE2312N	Reading and Comprehension	1	-	-	1
SubTotal						3
Behavioural Science	BEH2313N	Behavioural Science-3	1	-	-	1
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2314N	Professional Communication	3	-	-	3
SubTotal						4

		VAC - II (any one from the basket)				
VAC - II (any one from the basket)	ANN2317N	Animation -2	2	-	-	2
	PHT2317N	Photography -2	2	-	-	2
	POL2317N	Political Science -2	2	-	-	2
	TSM2317N	Tourism Management -2	2	-	-	2
	CCW2317N	Content & Creative Writing -2	2	-	-	2
	SCW2317N	Social Work -2	2	-	-	2
	FTH2317N	French for Tourism and Hospitality	2	-	-	2
	CAD2317N	Computer Aided Drafting - 2	2	-	-	2
SubTotal						**2**
Total (Foundation Courses)						**9**
Community Engagement Services	CES2318N	Media and Social Responsibility	-	-	-	3
Total (Non Teaching Credit Courses)						**3**
Gand Total						**24**

		Semester - IV				
	Course Code	Course Title	Lecture Credits	Tutorial Credits	Practical Credits	Total Credits
		Core - Discipline				8
Discipline - I	LIT2401N	Lighting & Texturing	1	-	1	2
	CHA2402N	Character Rigging	1	-	1	2
	PAE2403N	Particles & Effects	1	-	1	2
	ARV2404N	Augmented Reality & VR	1	-	1	2
		Discipline II (any one from the basket)				4
Discipline - II	DPH2405N	Digital Photography II	2	-	2	4
	SOD2406N	Sound Design	2	-	2	4
	DED2407N	Digital Editing	2	-	2	4
Total (Discipline I + II)						12
		Foreign Language (any one from the basket)				2
Foreign Language	FLF2411N	French- IV	2	-	-	2
	FLG2411N	German-IV	2	-	-	2
	FLS2411N	Spanish-IV	2	-	-	2
Communication Skill	CSE2412N	Effective Writing Skills	1	-	-	1
SubTotal						3
Behavioural Science	BEH2413N	Behavioural Science-4	1	-	-	1
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2414N	Group Communication	3	-	-	3
SubTotal						4
		VAC - II (any one from the basket)				
VAC-II (From Basket)	ANN2417N	Animation -3	2	-	-	2
	PHT2417N	Photography -3	2	-	-	2
	POL2417N	Political Science -3	2	-	-	2
	TSM2417N	Tourism Management -3	2	-	-	2

	CCW2417N	Film and Literature Appreciation	2	-	-	2
	FFC2417N	French and Francophone Culture	2	-	-	2
	SCW2417N	Social Work -3	2	-	-	2
	CAD2417N	Computer Aided Drafting - 3	2	-	-	2
SubTotal						**2**
Total (Foundation Courses)						**9**
Grand Total						**21**

		Semester – V				
	Course Code	**Course Title**	**Lecture Credits**	**Tutorial Credits**	**Practical Credits**	**Total Credits**
		Core - Discipline				**12**
Discipline - I	GAD2501N	Game Design	2	-	1	3
	GAC2502N	Game Asset Creation	2	-	1	3
	GSE2503N	Game Special Effects	2	-	1	3
	BGD2504N	Background Development	2	-	1	3
		Discipline II (any one from the basket)				**4**
Discipline - II	DIP2505N	Digital Painting	2	-	2	4
	ROA2506N	Rotoscopy Animation	2	-	2	4
	MOG2507N	Motion Graphics	2	-	2	4
Total (Discipline I + II)						**16**
		Foreign Language (any one from the basket)				**2**
Foreign Language	FLF2511N	French- V	2	-	-	2
	FLG2511N	German-V	2	-	-	2
	FLS2511N	Spanish-V	2	-	-	2
Communication Skill	CSE2512N	Employability Skills	1	-	-	**1**
SubTotal						**3**
Behavioural Science	BEH2513N	Behavioural Science-5	1	-	-	1
SubTotal						**1**
Total (Foundation Courses)						**4**
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2514N	Summer Internship/SAP	-	-	-	5
Total (Non Teaching Credit Courses)						**5**
Grand Total						**25**

	Semester - VI					
	Course Code	Course Title	Lecture Credits	Tutorial Credits	Practical Credits	Total Credits
		Core - Discipline				**16**
Discipline - I	COM2601N	Compositing	3	-	1	4
	VZR2602N	Visualisation Research	4	-	-	4
	AND2603N	Animatics Design	3	-	1	4
	MAD2604N	Multimedia Advanced Design Principles	4	-	-	4
		Discipline II (any one from the basket)				**4**
Discipline - II	CAP2605N	Capstone Project	2	-	2	4
	GAP2606N	Multimedia and Gaming Portfolio	2	-	2	4
Total (Discipline I + II)						**20**
			Grand Total			**20**

Semester - VII						
	Course Code	**Course Title**	**Lecture Credits**	**Tutorial Credits**	**Practical Credits**	**Total Credits**
		Core - Discipline				**16**
Discipline - I	EXA2701N	Experimental Animation and Multimedia	3	-	1	4
	MGD2702N	Multimedia and Game Design Research I	4	-	-	4
	WAI2703N	Working with AI	3	-	1	4
	GDP2704N	Game Development Project	4	-	-	4
Total (Discipline I)						**16**
Research Courses	REM2705N	Research Methodology	2	-	2	4
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2706N	Professional Project I	-	-	-	4
Total (Non Teaching Credit Courses)						**4**
Grand Total						**24**

	Course Code	Course Title	Lecture Credits	Tutorial Credits	Practical Credits	Total Credits
Semester - VIII						
		Core - Discipline				**16**
Discipline - I	MGR2801N	Multimedia and Gaming Research Seminar II	-	-	-	4
	GEX2802N	Gaming Exhibition	-	-	-	4
	MUP2803N	Multimedia Portfolio	-	-	-	4
	DSP2804N	Dissertation Project	-	-	-	4
Total (Discipline I)						**16**
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2803	Professional Project II - NTCC	-	-	-	5
Total (Non Teaching Credit Courses)						**5**
Grand Total						**21**

Evaluation Scheme

Bachelor of Arts Multimedia and Gaming (Honours/Honours With Research)
Implemented from Academic Year 2024-2025

Semester – I

	Course Code	Course Title	Total Credits	Internal assessment marks	End term marks	Examination Scheme
		Discipline-I (Core)				
Discipline - I	BSD2101N	Basics of Sketching & Drawing	2	30	70	100
	PAD2102N	Pixel Art Design	2	30	70	100
	CAP2103N	Computer Applications	2	30	70	100
	PIC2104N	Programming in C	2	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	PCA2105N	Papercut Animation	4	30	70	100
	TYP2106N	Typography	4	30	70	100
	FCA2107N	Foundation course in Classical Animation	4	30	70	100
		Discipline-III (any one from the basket)				
Discipline - III	BMT2110N	Business Management	4	50	50	100
	ECO2110N	Economics - I	4	50	50	100
	HMR2110N	Human Rights - I	4	50	50	100
	ACW2110N	Academic and Creative Writing	4	50	50	100
	FST2110N	Fashion Technology - I	4	50	50	100
	IND2110N	Interior Design - I	4	50	50	100
		Total (Discipline I + II + III)	**16**			
		Foreign Language (any one from the basket)				
Foreign Language	FLF2111N	French - I	1	50	50	100
	FLG2111N	German - I	1	50	50	100
	FLS2111N	Spanish - I	1	50	50	100
Communication Skills	CSE2112N	Effective Listening	1	50	50	100

			Sub Total	2			
Behaviou ral Science	BEH2113N	Behavioural Science - I	1	100	0	100
VAC - I	ENV2116N	Environmental Studies	4	30	70	100
		Total (Foundation Courses)	**7**			
		Grand Total	**23**			

	Course Code	Course Title	Credits	Internal assessment marks	End term marks	Examination Scheme
		Semester - II				
		Discipline-I (Core)	**8**			**8**
Discipline - I	BHT2201N	Basics of HTML	2	30	70	100
	WED2202N	Web Design	2	30	70	100
	ITM2203N	Introduction to 3D Modelling	2	30	70	100
	VAD2204N	Vector Art Design	2	30	70	100
		Discipline II (any one from the basket)	**4**			
Discipline - II	DPH2205N	Digital Photography	4	30	70	100
	TDA2206N	2D Animation	4	30	70	100
	MPA2207N	Matte Painting	4	30	70	100
		Discipline-III (any one from the basket)	**4**			
Discipline - III	ABM2210N	Advances in Business in Management	4	50	50	100
	ECO2210N	Economics - II	4	50	50	100
	HMR2210N	Human Rights - II	4	50	50	100
	CSW2210N	Technical and Literary Writing	4	50	50	100
	FST2210N	Fashion Technology - II	4	50	50	100
	IND2210N	Interior Design - II	4	50	50	100
		Total (Discipline I + II + III)	**16**			
Foreign Language	FLF2211N	French - II	2	50	50	100
	FLG2211N	German - II	2	50	50	100
	FLS2211N	Spanish - II	2	50	50	100
Communication Skills	CSE2212N	Presentation Skills	1	50	50	100
		Sub Total	3			
Behavioural Science	BEH2213N	Behavioural Science - II	1	100	00	100
		VAC - II (any one from the basket)				
VAC - II	ANM2217N	Animation - I	2	50	50	100

	PHT2217N	Photography - I	2	50	50	100
	POL2217N	Political Science - I	2	50	50	100
	TSM2217N	Tourism Management - I	2	50	50	100
	CCW2217N	Content & Creative Writing - I	2	50	50	100
	SCW2217N	Social Work - I	2	50	50	100
	CAD2217N	Computer Aided Drafting - I	2	50	50	100
		SubTotal	**2**			
		Total (Foundation Courses)	**6**			
		Grand Total	**22**			

		Semester - III				
	Course Code	**Course Title**	**Credits**	**Internal assessment marks**	**End term marks**	**Examination Scheme**
		Discipline-I (Core)				
Discipline - I	IGE2301N	Introduction to Game Engine	2	30	70	100
	SFG2302N	Scripting for Games	2	30	70	100
	UIX2303N	UI/UX Design	2	30	70	100
	PAS2304N	Programming in C#/ Action Script	2	30	70	100
		Discipline II (any one from the basket)	**4**			
Discipline - II	PXA2305N	Pixelation Animation	4	30	70	100
	KMT2306N	Keying and Motion Tracking	4	30	70	100
	CCG2307N	Color Correction & Grading	4	30	70	100
	Total (Discipline I + II)		**12**			
Foreign Language		**Foreign Language (any one from the basket)**	**2**			
	FLF2311N	French- III	2	50	50	100
	FLG2311N	German-III	2	50	50	100
	FLS2311N	Spanish- III	2	50	50	100
Communication Skills	CSE2312N	Reading and Comprehension	1	50	50	100
	SubTotal		**3**			
Behavioural Science	BEH2313N	Behavioural Science - III	1	100	00	100
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2315N	Graphic Design	3	50	50	100
	SubTotal		**4**			
VAC - II		**VAC - II (any one from the basket)**				
	ANM2317N	Animation - II	2	50	50	100
	PHT2317N	Photography - II	2	50	50	100

	POL2317N	Political Science - II	2	50	50	100
	TSM2317N	Tourism Management - II	2	50	50	100
	CCW2317N	Content & Creative Writing - II	2	50	50	100
	SCW2317N	Social Work - II	2	50	50	100
	FTH2317N	French for Tourism and Hospitality	2	50	50	100
	CAD2317N	Computer Aided Drafting - II	2	50	50	100
SubTotal			**2**			
VAC - III	**PHE2318N**	Physical Education and Sports **	-	-	-	-
Total (Foundation Courses)			**9**			
Community Engagement Services	CES2319N	Community Outreach	3	100	00	100
Total (Non Teaching Credit Courses)			**3**			
Grand Total			**24**			
**** Continued till Sem - VI**						

		Semester - IV				
	Course Code	Course Title	Credits	Internal assessment marks	End term marks	Examination Scheme
		Discipline-I (Core)	**8**			
Discipline - I	LIT2401N	Lighting & Texturing	2	30	70	100
	CHA2402N	Character Rigging	2	30	70	100
	PAE2403N	Particles & Effects	2	30	70	100
	ARV2404N	Augmented Reality & VR	2	30	70	100
		Discipline II (any one from the basket)	**4**			
Discipline - II	DPH2405N	Digital Photography II	4	30	70	100
	SOD2406N	Sound Design	4	30	70	100
	DED2407N	Digital Editing	4	30	70	100
		Total (Discipline I + II)	**12**			
		Foreign Language (any one from the basket)	**2**			
Foreign Language	FLF2411N	French - IV	2	50	50	100
	FLG2411N	German - IV	2	50	50	100
	FLS2411N	Spanish - IV	2	50	50	100
Communication Skills	CSE2412N	Effective Writing Skills	**1**	100	00	100
		SubTotal	**3**			
Behavioural Science	BEH2413N	Behavioural Science - IV	1	100	00	100
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2415N	Motion Graphics	3	50	50	100
		SubTotal	**4**			
		VAC - II (any one from the basket)				
VAC - II	ANM2417N	Animation - III	2	50	50	100
	PHT2417N	Photography - III	2	50	50	100
	POL2417N	Political Science - III	2	50	50	100

	TSM2417N	Tourism Management - III	2	50	50	100
	CCW2417N	Film and Literature Appreciation	2	50	50	100
	FFC2417N	French and Francophone Culture	2	50	50	100
	SCW2417N	Social Work - III	2	50	50	100
	CAD2417N	Computer Aided Drafting - III	2	50	50	100
SubTotal			**2**			
VAC - III	**PHE2318N**	Physical Education and Sports **	-	-	-	-
Total (Foundation Courses)			**9**			
Grand Total			**21**			

		Semester - V				
	Course Code	**Course Title**	**Credits**	**Internal assessment marks**	**End term marks**	**Examination Scheme**
		Discipline-I (Core)	**12**			
Discipline - I	GAD2501N	Game Design	3	30	70	100
	GAC2502N	Game Asset Creation	3	30	70	100
	GSE2503N	Game Special Effects	3	30	70	100
	BGD2504N	Background Development	3	30	70	100
		Discipline II (any one from the basket)	**4**			
Discipline - II	DIP2505N	Digital Painting	4	30	70	100
	ROA2506N	Rotoscopy Animation	4	30	70	100
	MOG2507N	Motion Graphics	4	30	70	100
	Total (Discipline I + II)		**16**			
Foreign Language (any one from the basket)			**2**			
Foreign Language		French- V	2	50	50	100
	FLF2511N	German-V	2	50	50	100
	FLG2511N	Spanish-V	2	50	50	100
	FLS2511N	Employability Skill	**1**	50	50	100
Communication Skills	CSE2512N					
	SubTotal		**3**			
Behavioural Science	BEH2513N	Behavioural Science - V	1	100	00	100
	SubTotal		**1**			
VAC - III	**PHE2318N**	Physical Education and Sports **	-	-	-	-
	Total (Foundation Courses)		**4**			
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2521N	Summer Internship (NTCC)	5	100	00	100
	Total (Non Teaching Credit Courses)		**5**			
	Grand Total		**25**			

	Semester – VI					
	Course Code	**Course Title**	**Credits**	**Internal assessment marks**	**End term marks**	**Examination Scheme**
		Discipline-I (Core)	**16**			
Discipline - I	COM2601N	Compositing	4	30	70	100
	VZR2602N	Visualisation Research	4	30	70	100
	AND2603N	Animatics Design	4	30	70	100
	MAD2604N	Multimedia Advanced Design Principles	4	30	70	100
		Discipline II (any one from the basket)	**4**			
Discipline - II	CAP2605N	Capstone Project	4	30	70	100
	GAP2606N	Multimedia and Gaming Portfolio	4	30	70	100
Total (Discipline I + II)			**20**			
VAC - III	**PHE2318N**	**Physical Education and Sports ****	-	-	-	-
Grand Total			**20**			

		Semester - VII				
	Course Code	**Course Title**	**Credits**	**Internal assessment marks**	**End term marks**	**Examination Scheme**
		Discipline-I (Core)	**16**			
Discipline - I	EXA2701N	Experimental Animation and Multimedia	4	30	70	100
	MGD2702N	Multimedia and Game Design Research I	4	30	70	100
	WAI2703N	Working with AI	4	30	70	100
	GDP2704N	Game Development Project	4	30	70	100
	Total (Discipline I)		**16**			
Research Courses	REM2722N	Research Methodology	**4**			
SIP/Internship/ Project/Dissertation/ Field Visit	PPD2723N	Professional Project - I (NTCC)	3	100	00	100
Total (Non Teaching Credit Courses)			**3**			
Grand Total			**23**			

		Semester - VIII				
	Course Code	**Course Title**	**Credits**	**Internal assessment marks**	**End term marks**	**Examination Scheme**
		Discipline-I (Core)	**16**			
Discipline - I	MGR2801N	Multimedia and Gaming Research Seminar II (NTCC)	4	30	70	100
	GEX2802N	Gaming Exhibition (NTCC)	4	30	70	100
	MUP2803N	Multimedia Portfolio (NTCC)	4	30	70	100
	DSP2804N	Dissertation Project (NTCC)	4	30	70	100
Total (Discipline I)			**16**			

SIP/Internship/ Project/Disse rtation/ Field Visit	PPD2824N	Professional Project - II (NTCC)	6	100	00	
Total (Non Teaching Credit Courses)			**6**			
Grand Total			**22**			

SYLLABUS

B.A (Multimedia and Gaming)
(Honours/Honours with Research)

SEMESTER-I

Course Code	Course Name	Credits
BSD2101N	**Basics of Sketching & Drawing**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	**2**	**-**	**01**	**01**	**-**	**02**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

- Student will be able to understand the importance of basics of sketching.
- Student will be able to understand different styles and techniques of sketching.
- Student will be able to sketch and render the topics, human figures and its proportions, different
- perspectives, Character designs, backgrounds etc.
- Student will be able to create Story boards, visuals etc.

Course Objectives

- To introduce the world of basics of sketching and rendering with all methods.
- To describe techniques of sketching and role of sketching in creative field.
- To aware the role of Perspectives its uses, proportion, and different views of drawing.
- To utilize knowledge gained in creating Story board, Backgrounds, compositions, Character designs and drawings and perspectives.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction of Basics of Sketching & Drawing	05	

1	1.1	Evolution of Basics of Sketching & Drawing Role and importance of sketching in creative field. Sketching types and styles. Uses of different type of rendering. Basic drawing tools include pencils, charcoal, pens, markers, and erasers. Understanding basic shapes such as circles, squares, and triangles helps in constructing objects and figures accurately.		25%
	1.2	Drawing is a more refined technique that involves adding details, shading, and texture to create a realistic or stylized representation.		
	1.3	Practice is essential to improve drawing skills. Regularly sketching from life or reference photos helps develop hand-eye coordination and visual interpretation.		
	1.4	Practice is essential to improve drawing skills. Regularly sketching from life or reference photos helps develop hand-eye coordination and visual interpretation.		
2	**The sketching room Set-up**			
	2.1	Set up of sketching room for practice of sketches (Actions and gestures of human figures, 3 D Shapes with shade light study and practice)	07	20%
	2.2	Outdoor sketching (practice session).		
	2.3	Creating different type of backgrounds.		
	2.4	Subject ratio study		
3	**Assignment creation as per syllabus**			
	3.1	Sketching involves creating rough, loose, and quick drawings to capture the basic shapes and proportions of a subject.	07	30%
	3.2	Types of Assignments with different medium.		
	3.3	Types of perspective and its use in story board.		
	3.4	Techniques such as hatching, cross-hatching, stippling, and blending can be used for shading and adding depth to drawings.		
4	**Advanced Sketching**			

	4.1	Execution of assignment work with
		   a) Sketching, Rendering, styles & techniques
		   b) Figures and Characters creation
		   c) Background with Perspectives
		   d) Use of different Mediums
			07	25%

	4.2	Study of Graphic style, Cartoon creation.		
	4.3	Outdoor Sketching session with different mediums.		
	4.4	Role of visualization, execution, and presentation.		
Total			26	**100%**

References
• Drawing the Heads & Hands & Figure Drawing for all its worth by Andrew Loomis
• Perspective made easy by Ernest R. Norling
• Drawing for the absolute beginner by Mark Willenbrink and Merry Willenbrink
• Force: Dynamic Life Drawing for Animators by Mike Mattesi.

Semester I

Course Code	Course Name	Credits
PAD2102N	**Pixel Art Design**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	**2**	**-**	**1**	**1**	**-**	**02**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome
• Students will learn how to make pixel illustrations on adobe photoshop. • Students will become capable to make assets for 2D animations. • Students will gain insight about texturing softwares, that will help them in 3D animation. • Students will get acquainted with photo manipulation.

Course Objectives
• To help students apply color theory and composition techniques. • To help students understand the workflow for 2D animation. • To provide students with an insight about CGI. • Students can adopt a technological medium for creating sketches and painting.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Fundamentals of Pixel Art Design			
1	1.1	Tools in Adobe Photoshop	**08**	25%
	1.2	Color theory and palette creation		
	1.3	Understanding pixel limitations and resolutions		

	1.4	Working with effects		
2	**Creating Pixel Art Assets**		**09**	35%
	2.1	Environment and object design		
	2.2	2D Character design		
	2.3	Techniques for creating textures and patterns		
	2.4	Image Manupilation		
3	**Advanced Pixel Art Techniques**		**04**	15%
	3.1	Isometric pixel art design		
	3.2	Incorporating lighting and shadows in pixel art scenes.		
	3.3	Stereoscopic effects		
	3.4	Generative AI		
4	**Project Work**		**05**	25%
	4.1	Creating relevant backgrounds and props.		
	4.2	Creating a character that can be rigged.		
	4.3	Composite all the layers.		
	4.4	Attempt an animation with after effects.		
Total			**26**	**100%**

References
• "The Essential Guide to Pixel Art" by Mark Fihn
• "Pixel Logic: A Guide to Pixel Art" by Michael Azzi
• Kelby, S. (2022). The Adobe Photoshop CC book for digital photographers. New Riders.
• Dayley, B. & Dayley, C. (2019). Adobe Photoshop CC Bible. Wiley.
• Faulkner, A., & Chavez, C. (2020). Adobe Photoshop Classroom in a Book (2021 release). Adobe Press.
• Jester, T. (2021). Adobe Photoshop: A complete beginner's guide to learning the basics of Photoshop. Independently Published.

Course Code	Course Name	Credits
CAP2103N	Computer Applications	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
1	2	-	1	1	-	2

	Theory					Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Proficiently use Adobe Photoshop software for image editing and manipulation.
- Apply advanced tools and techniques to create and modify graphics, designs, and digital illustrations.
- Produce high-quality digital artwork and illustrations.
- Exhibit creativity and artistic expression in design projects using Photoshop tools and techniques.

Course Objectives

- Understand the basic principles and concepts of computer applications.
- Learn essential tools and functions of Photoshop for image editing and manipulation.
- Develop skills in creating and modifying graphics and designs.
- Gain practical experience in working with Photoshop by completing various hands-on projects.
- Gain confidence in using Photoshop for personal and professional projects.

Detailed Syllabus

Module / Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction of COMPUTER APPLICATION			
1	1.1	Evolution of COMPUTER APPLICATION Photoshop became part of Adobe's Creative Suite, integrating with other design tools. Basic introduction and application of software. Uses of tools and its effects. Photoshop expanded to support color images, layers, and various filters and effects. To create subjective assignments with help of software and tools.	06	25%
	1.2	Photoshop supports layers, allowing users to work on different elements of an image separately and make non-destructive edits.		
	1.3	Photoshop is commonly used in the design industry for creating graphics, logos, and illustrations.		
	Work/Creation with software			
2	2.1	Creating digital art, website design, photo editing, and visual content creation for both print and digital media.	06	20%
	2.2	File formats, including JPEG, PNG, TIFF, and PSD (Photoshop Document).		
	2.3	Creating different type of backgrounds.		
	Assignment creation as per syllabus			
3	3.1	Assignments based on as per Module – 1, 2, 3, 4	07	30%
	3.2	Photoshop is widely used by photographers, graphic designers, and artists for editing, retouching, and compositing images.		
	3.3	Photoshop provides a vast array of tools and features for editing, retouching, and enhancing images.		
	3.4	Interviewing skills required for reporting.		
	3.5	To create different type of subjective assignments with proper execution.		
	3.6	Improvement of work quality		
	3.7	Photoshop is a powerful image editing software used in computer applications.		
4	**Advance and important in subject**		07	

				25%
	4.1	Photoshop supports non-destructive editing, allowing for experimentation and easy modifications.		
	4.2	Study of Graphic style, Cartoon creation.		
	4.3	Photoshop produces high-quality output for various file formats.		
	4.4	Role of visualization, execution, and presentation.		
	4.5	Precise image manipulation, retouching, and enhancement.		
	4.6	Learning resources and a vast community support learning and skill improvement.		
	4.7	Creating Story board frames with help of software.		
Total			26	**100%**

References
• *Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks, and Techniques by Glyn Dewis.*
• *Adobe Photoshop CC for Photographers by Martin Evening.*
• *Photoshop CC: Visual QuickStart Guide by Elaine Weinmann and Peter Lourekas.*
• *Forouzan, B. A., & Mosharraf, F. (2021). Computer networks: A systems approach (6th ed.). McGraw-Hill Education.*
• *Silberschatz, A., Galvin, P. B., & Gagne, G. (2020). Operating system concepts (10th ed.). Wiley.*
• *Stallings, W. (2018). Computer organization and architecture: Designing for performance (11th ed.). Pearson Education.*
• *Weiss, M. A. (2017). Data structures and algorithm analysis in C++ (4th ed.). Pearson.*

Course Code	Course Name	Credits
CAP2103N	**Programming in C**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	2	-	1	1	-	2

	Theory					Term Work / Practical/Oral			Total
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

- Proficiently write and debug C programs.
- Apply control structures effectively for decision-making and looping.
- Manipulate arrays and strings to handle and process data.
- Develop modular programs using functions.
- Understand and work with pointers for efficient memory management. 6. Utilize structures and file handling techniques to handle data

Course Objectives

- Understand the fundamentals of the C programming language.
- Learn how to write, compile, and debug C programs.
- Gain proficiency in using control structures for decision-making and looping.
- Develop skills in working with arrays and manipulating strings.
- Learn how to define and use functions to modularize code.
- Understand the concepts of pointers and memory management in C

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to C Programming	**05**	

1	1.1	Overview of C programming language			**20%**
	1.2	Setting up the development environment			
	1.3	Writing and running your first C program			
2		**Control Structures**			**25%**
	2.1	Conditional statements (if, else if, switch)		06	
	2.2	Looping constructs (for, while, do-while)			
	2.3	Breaking and continuing within loops			
3		**Arrays and Strings**			**30%**
	3.1	Declaring and initializing arrays		07	
	3.2	Accessing array elements and array traversal			
	3.3	Multidimensional arrays			
	3.4	Manipulating strings and string handling functions			
	3.5	Introduction to C libraries			
4		**Functions**			**25%**
	4.1	Defining and calling functions		08	
	4.2	Function prototypes and parameter passing			
	4.3	Returning values from functions			
	4.4	Recursion and recursive functions			
	4.5	Pointer arithmetic and arrays			
	4.6	Dynamic memory allocation (malloc, free)			
Total				26	**100%**

References
• "C Programming Language" by Brian W. Kernighan and Dennis M. Ritchie:
• "C Programming for the Absolute Beginner" by Michael Vine
• Forouzan, B. A., & Mosharraf, F. (2021). Computer networks: A systems approach (6th ed.). McGraw-Hill Education.
• Weiss, M. A. (2017). Data structures and algorithm analysis in C++ (4th ed.). Pearson.

- Silberschatz, A., Galvin, P. B., & Gagne, G. (2020). Operating system concepts (10th ed.). Wiley.
- Stallings, W. (2018). Computer organization and architecture: Designing for performance (11th ed.). Pearson Education.

Semester - I

Course Code	Course Name	Credits
PCA2105N	**Papercut Animation**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
2	4	-	2	2	-	4

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Create paper cutout characters and environments for animation.
- Implement stop motion techniques using paper cutouts effectively.
- Use lighting, camera setup, and editing techniques specific to stop motion animation.
- Produce a short paper cut animation project demonstrating storytelling and technical proficiency.

Course Objectives

- To get the students acquainted with the relevance of keyframing and straight-ahead animation techniques.
- To provide students with an understanding of traditional animation techniques.

Detailed Syllabus

Module/Unit	Course Module / Contents		Hours	Marks Weightage
1	**Planning and Pre-production**		**07**	15%
	1.1	Storyboarding and scriptwriting for paper cut animation.		
	1.2	Character design and development of paper cutout puppets.		
	1.3	Set design and props creation using paper cut techniques.		
2	**Stop Motion Techniques**		**07**	20%
	2.1	Basics of stop motion animation: frame rate, movement, and timing.		
	2.2	Integration of paper cutout animation with digital tools (e.g., software for frame capture like Dragon frame and Stop motion Pro).		
3	**Animation Production**		**10**	20%
	3.1	Execution of paper cut animation sequences.		
	3.2	Techniques for achieving smooth movements and transitions.		
	3.3	Incorporating sound effects and music to enhance storytelling.		
4	**Post-production and Editing**		**12**	15%
	4.1	Editing techniques for stop motion sequences		
	4.2	Adding titles, credits, and effects.		
5	**Advanced Techniques and Challenges 1**		**08**	15%
	5.1	Advanced puppeting and anchoring in paper cut animation.		
	5.2	Character Rigging		
	5.3	Explosions and streaks		
	5.4	Animation controls		
	5.5	Facial rigging		
6	**Advanced Techniques and Challenges 2**		08	15%
	6.1	Rigging for Special effects		
	6.2	DOP sheet design		

	6.3	Integration with Animation software like Dragonframe and Stopmotion pro.		
	6.4	Testing and iteration		
	6.5	Experimenting with lighting and shadow effects		
Total			**52**	**100%**

References
• "Stop Motion: Craft Skills for Model Animation" by Susannah Shaw
• "The Art of Stop-Motion Animation" by Ken A. Priebe
• Bendazzi, G. (2016). Animation: A world history (Vol. 1–3). CRC Press.
• Furniss, M. (2008). Art in motion: Animation aesthetics (2nd ed.). John Libbey Publishing.
• Pilling, J. (1997). A reader in animation studies. John Libbey Publishing.
• Wells, P. (1998). Understanding animation. Routledge

Course Code	Course Name	Credits
TYP2105N	**Typography**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
4	-	-	4	-	-	4

Theory						Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the role and significance of typography in animation.
- Demonstrate knowledge of typography terminology, anatomy, and classifications.
- Apply design principles to create visually appealing and effective typographic compositions.
- Implement animation techniques to bring typography to life and enhance storytelling.
- Utilize expressive typography to convey emotions, personality, and meaning.

Course Objectives

- Familiarize students with the fundamental principles and terminology of typography in the context of animation.
- Develop students' skills in typographic design, including composition, hierarchy, and typeface selection.
- Enable students to create visually engaging and expressive typographic animations using timing, spacing, and motion techniques.
- Teach students to effectively convey emotions, personality, and meaning through typographic animation.
- Provide students with the knowledge and techniques to create 3D typographic elements with depth and lighting effects.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Typography and Animation			
1	1.1	Overview of typography in animation	**12**	**10%**
	1.2	Understanding the relationship between typography and motion		
	1.3	Historical context and evolution of typographic styles in animation		
	1.4	Exploration of illustrator and indesign		
	Typography Fundamentals			
2	2.1	Introduction to typography terminology and anatomy	**08**	**20%**
	2.2	Typography classifications and their relevance in animation		
	2.3	Principles of legibility and readability		
	2.4	Working with vectors		
	Typographic Design Principles			
3	3.1	Visual hierarchy and typographic composition	**10**	**15%**
	3.2	Selecting appropriate typefaces for animation		
	3.3	Color theory and its impact on typographic design		
	3.4	Using typographic elements to convey emotions and personality		
	Typography in Character Animation			
4	4.1	Typography in Character Animation	**10**	**25%**
	4.2	Typography as a form of character expression		
	4.3	Lip-syncing and syncing text with character movements		
	4.4	Creating dynamic and informative animated text		
	Kinetic typography			
5	5.1	Creating dynamic and informative animated text	**5**	**15%**
	5.2	Introduction to after effects		

	5.3	Exploring timing and spacing for animated text		
	5.4	Emphasizing meaning through typographic motion		
6	**Assignment**		**10**	**15%**
	6.1	Design a poster		
	6.2	Conduct sound design		
	6.3	Write a professional copy		
	6.4	Submit a motion poster		
Total			**52**	**100%**

References
• *Lupton, E. (2010). Thinking with type: A critical guide for designers, writers, editors, & students (2nd ed.). Princeton Architectural Press.*
• *Bringhurst, R. (2018). The elements of typographic style (4th ed.). Hartley & Marks Publishers.*
• *Bringhurst, R. (2016). The elements of typographic style (4th ed.). Hartley & Marks Publishers.*
• *Lupton, E. (2010). Thinking with type: A critical guide for designers, writers, editors, & students (2nd ed.). Princeton Architectural Press.*
• *Spiekermann, E., & Ginger, E. M. (2009). Stop stealing sheep & find out how type works. Adobe Press.*
• *Tschichold, J. (1995). The new typography: A handbook for modern designers. University of California Press.*

Course Code	Course Name	Credits
FCA2107N	**Foundation course in Classical Animation**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
2	4	-	2	2	-	4

		Theory				Term Work / Practical/Oral			
	Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

- Understand and apply the principles of classical animation, including timing, squash and stretch, anticipation, and staging.
- Create convincing character movements with attention to weight, balance, and natural motion.
- Design well-proportioned characters with a focus on anatomy and facial expressions.
- Develop walk cycles, run cycles, and basic character movements with fluidity and realism.
- Utilize keyframes and inbetweening techniques to achieve smooth animation sequences.

Course Objectives

- Understand principles of classical animation.
- Develop skills in character movement and dynamics.
- Learn character design techniques and principles.
- Create walk cycles, run cycles, and basic character movements.
- Gain proficiency in keyframing and inbetweening.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Classical Animation**	**08**	**20%**
	1.1	• History and Evolution of Animation • Principles of Animation: Squash and Stretch, Timing, and Anticipation		
	1.2	Principles of Animation: Staging and Exaggeration		
	1.3	Character Design: Anatomy and Proportions		
2		**Walk Cycles and Run Cycles**	**12**	**25%**
	2.1	Understanding Weight and Balance in Animation		
	2.2	Applying Principles of Animation to Basic Character Movements		
	2.3	Arcs and Follow-Through		
3		**Lip Sync and Dialogue Animation**	**15**	**30%**
	3.1	Character Expressions and Facial Animation		
	3.2	Acting and Performance in Animation		
	3.3	Develop skills in syncing character movements with speech and sound.		
	3.4	Understand phonetics and mouth shapes for different sounds and phonemes.		
	3.5	Practice matching character expressions and emotions to dialogue.		
	3.6	Learn to create convincing lip movements and timing for dialogue.		
	3.7	Gain proficiency in animating dialogue-driven scenes.		
4		**Introduction to Traditional Animation Techniques**	**10**	**15%**
	4.1	Understand the fundamentals of traditional animation and its historical significance.		
	4.2	Learn the basic principles of traditional animation, such as squash and stretch, timing, and anticipation.		
	4.3	Gain proficiency in hand-drawn animation techniques, including keyframes and inbetweening.		
	4.4	Practice creating smooth and fluid movement through the use of arcs and follow-through.		

5		**Mastering Emotions in Character Animation: Exaggeration, Staging, and the Power of Observation**		
	5.1	Learn to convey emotions and expressions through character animation.		
	5.2	Explore the use of exaggeration and staging techniques to enhance storytelling.	07	10%
	5.3	Understand the importance of observation and reference in creating lifelike animations.		
Total			52	**100%**

References
• "The Animator's Survival Kit" by Richard Williams
• "The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston
• Williams, R. (2009). The Animator's Survival Kit. Faber & Faber.
• Thomas, F., & Johnston, O. (1995). The Illusion of Life: Disney Animation. Disney Editions.
• Whitaker, H., & Halas, J. (2002). Timing for Animation. Focal Press.
• Laybourne, K. (1998). The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons, from Claymation to Computer Animation. Three Rivers Press.

Semester – I

Course Code	Course Name		Credits
BMT2110N	**BUSINESS MANAGEMENT-I**		**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**-**	**01**	**03**	**-**	**01**	**04**

	Theory					Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	10	05	30	70	3 Hours	-	-	-	100

Course Outcome

- Identify and explain the basic concepts, nature, and scope of management, and recognize its significance in organizational success.
- Analyze various management theories, including classical and modern approaches, and apply these frameworks to solve organizational challenges.
- Demonstrate the ability to carry out the management planning process, set objectives, and use forecasting and decision-making techniques to guide organizational planning.
- Evaluate different types of organizational structures and understand the principles of authority, delegation, departmentalization, and staffing processes.
- Develop and apply techniques for management control, motivation, coordination.
- Communication to improve organizational effectiveness.

Course Objectives

- Familiarize students with the key concepts, functions, and levels of management, and the evolution of management theories.
- To effectively plan, set objectives, forecast, and make informed decisions within an organization.
- Provide students with an understanding of how organizations are structured, including departmentalization, span of control, and the principles of authority and delegation.
- Enable students to conduct job analysis, manpower planning, recruitment, and training, and understand the importance of employee development and recognition.

- Teach students the processes and objectives of management control.
- The importance of coordination, communication, and motivation in directing organizational efforts.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction**		**09**	**20%**
	1.1	Concept, Nature, Scope and Functions of Management		
	1.2	Functions of Management, Levels of Management, Evolution and Foundations of Management Theories – Classical		
	1.3	Systems Approach to organization, Modern Organization Theory.		
2	**Management Planning Process**		**09**	**20%**
	2.1	Planning objectives and characteristics		
	2.2	Hierarchies of planning, the concept and techniques of forecasting		
	2.3	Decision making – concepts & process, MBO, concept and relevance		
3	**Organization**		**09**	**20%**
	3.1	Meaning, Importance and Principles, Departmentalization		
	3.2	Span of Control, Types of Organization		
	3.3	Authority, Delegation of Authority		
4	**Staffing**		**09**	**15%**
	4.1	Meaning, Job analysis, Manpower planning		
	4.2	Recruitment, Transfers and Promotions, Appraisals		
	4.3	Management Development, Job Rotation, Training, Rewards and Recognition.		
5	**Directing**		**09**	**15%**
	5.1	Motivation, Co-ordination, Communication		
	5.2	Directing and Management Control, Decision Making		
6	**Management Control**		**07**	**10%**
	6.1	Coordination, Meaning, Nature, Features		
	6.2	Objectives and Process of Management Control		
Total			**52**	**100%**

References

Stoner, Freeman and Gilbert Jr. (2010), Management, 8th Edition, Pearson Education
Robbins, (2009), Fundamentals of Management: Essential concepts and Applications, 6th edition, Pearson Education
Prasad, L.M. Principles & Practice of Management, 1st Edition, Tata McGrew Hills
"Principles of Management" by Richard L. Daft,12th Edition (2018), Cengage Learning
"Principles of Management" by Charles W. L. Hill and Steven McShane, 1st Edition (2008), McGraw-Hill/Irwin

Semester – I

Course Code	Course Name	Credits
ECO2110N	**Economics I**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**--**	**01**	**03**	**-**	**01**	**04**

Theory							Term Work/ Practical/ Oral			
Internal Assessment					**End Sem Exam**	**Duration of End Sem Exam**	**Term Work**	**Prac.**	**Oral**	**Total**
Test	**Assignment**	**Viva**	**Attendance**	**Total Internal**						
20	**15**	**10**	**05**	**50**	**50**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Knowledge of this subject is essential to understand facts, concepts of microeconomics, which deals with economics at individual level.
- Students understand the basic theories behind decision making process of households and firms and their interaction in establishing equilibrium prices.
- Students understand the firm's decision-making process.
- Students understand the importance of equilibrium in welfare objective
- Students understand the impact of microeconomic decisions at macroeconomic level.
- Promote social justice, communal harmony, and solidarity.

- **Students will be able to compare the different elasticities and their usefulness.**
- **Students will be able to calculate the elasticities.**

- **Students will be able to find the profit maximization equilibrium level.**

- Students will be able to understand the importance of kinky demand curve in stabilizing prices.
- Students will be able to understand the pricing in the factor market.

- **Students understand the importance of Pareto equilibrium.**

Detailed syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage (%)
1		**Exploring the Subject Matter of Economics**	**7**	**15%**
	1.1	Definition of Economics. Why study economics?The scope and method of economics		
	1.2	scarcity and choice; questions of what, how and for whom to produce and how to distribute output.		
	1.3	Questions of what, how and for whom to Produce		
	1.4	Question of how to distribute the profit		
	1.5	Concept of stable, unstable, static and dynamic equilibrium		
	1.6	Partial and general equilibrium, positive and normative economics		
2		**Supply and Demand: How Markets Work, Markets andWelfare**	**7**	**15%**
	2.1	Equi marginal utility		
	2.2	Individual demand and supply schedule		
	2.3	Derivation of market demand supply		
	2.4	Consumer's surplus		
	2.5	Shifts in demand and supply curve		
	2.6	The role of prices in resource allocation		
	2.7	Elasticity of demand -price, income and cross elasticity		

	2.8	Law of supply, elasticity of supply		
3		**Consumer's Behavior**	**8**	**16%**
	3.1	Utility-cardinal and ordinal approaches,		
	3.2	**Indifference curves and budget constraint**		
	3.3	Consumer 's equilibrium (Hicks and Slutsky		
	3.4	**Giffen goods**		
	3.5	**Compensated demand curve**		
	3.6	Revealed preference		
	3.7	Engel curve		
4		**Theory of Production**	**10**	**18%**
	4.1	Technology, Isoquants, Iso costs		
	4.2	**Production with one and more variables**		
	4.3	**Cobb-Douglass production function**		
	4.4	**Returns to Scale**		
5		**Theory of Cost**	**10**	**18%**
	5.1	Short run and long run costs, cost curves in the short run and long run, total, average, and marginal product, cost minimization and expansion path, elasticity of substitution.		
	5.2	Total, average and marginal product		
	5.3	Cost minimization, envelope curve		
	5.4	Law of variable proportion		
6		**Markets**	**10**	**18%**
	6.1	Perfect Competition		
	6.2	Assumptions of Perfect Competition		
	6.3	Short run equilibrium of perfect competition		
	6.4	Long run equilibrium of perfect competition		
Total			**52**	**100%**

References
• *C. Snyder and W. Nicholson, Fundamentals of Microeconomics, Cengage Learning (India), 2010.*
• *B. Douglas Bernheim and Michael D. Whinston, Microeconomics, Tata McGraw-Hill (India), 2009*
• *Ahuja H.L. (2010) Principles of Microeconomics, 18th Edition, S. Chand& Co. Ltd.*
• *Robert S. Pindyk and D.L. Ru Microeconomics*
• *A.Koutsoyiannis 'Modern Microeconomics*

Semester – I

Course Code	Course Name	Credits
HMR2110N	**HUMAN RIGHTS-I**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
04	**-**	**-**	**04**	**-**	**-**	**04**

Theory							Term Work/ Practical/ Oral			Total
Internal Assessment					**End Sem Exam**	**Duration of End Sem Exam**	**Term Work**	**Prac.**	**Oral**	
Test	**Assignment**	**Viva**	**Attendance**	**Total Internal**						
20	**15**	**10**	**05**	**50**	**50**	**2 Hours**	**-**	**-**	**-**	**100**

- Promote human dignity and individual self-respect.
- Ensure gender equality and equal opportunities for all.
- Foster respect and appreciation for diversity.
- Support the rights of national, ethnic, religious, and linguistic minorities.
- Empower students for active citizenship and democratic participation.
- Promote social justice, communal harmony, and solidarity.

Course Objective

- Critically analyze different spheres of human rights.
- Effectively communicate on socio-legal aspects of human rights.
- Enhance analytical thinking on international human rights law application.
- Assess specific human rights laws with legal instruments and contemporary cases.
- Analyze contemporary challenges and trends in human rights theory and practice.
- Understand divergences in human rights across international, regional, and domestic contexts.

Detailed syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Historical Development and Basic Concepts**		**6**	**15%**
	1.1	Historical Development of Human Rights		
	1.2	Concepts of Justice		
	1.3	Concepts of Dignity		
	1.4	Concepts of Liberty and Equality		
	1.5	Concepts of Unity in Diversity		
	1.6	Concepts of Ethics and Morality		
	Understanding of the Concept of Rights and Duties		**6**	**15%**
	2.1	Meaning of Human Rights		

2	2.2	Significance of Human Rights Education.		
	2.3	Rights: Inherent-Inalienable-Universal-Individual and Groups		
	2.4	Nature and concept of Duties		
	2.5	Interrelationship of Rights and Duties		
	2.6	Classification of Rights and Duties: Moral, Social, Cultural, Economic, Civil and Political		
3	**Human Duties and Responsibilities**		6	16
	3.1	Identification of Human Duties and Responsibilities.		
	3.2	The Relationship Between Human Rights and Human Duties.		
	3.3	Ethical Obligations of Individuals in upholding Human Rights.		
	3.4	Social Responsibilities in Promoting Equality and Justice.		
	3.5	Environmental Duties and the Role of Sustainable Practices.		
	3.6	Global and Cultural Variations in the Concept of Human Responsibilities.		
4	**General Problems of Human Rights**		**7**	**18%**
	4.1	Challenges in Defining and Universally Applying Human Rights.		
	4.2	Conflict Between National Sovereignty and International Human Rights Standards.		
	4.3	Cultural Relativism and its Impact on Human Rights Implementation.		
	4.4	Economic Inequality as a Barrier to Human Rights Realization.		
	4.5	Political Repression and the Violation of Civil Liberties.		
	4.6	Issues of Accountability and Enforcement in Human Rights Violations		
5	**Important Convention on Human Rights-I**		**7**	**18%**
	5.1	Universal Declaration of Human Rights (UDHR) (1948)		
	5.2	International Covenant on Civil and Political Rights (ICCPR) (1966)		
	5.3	International Covenant on Economic, Social and Cultural Rights (ICESCR) (1966)		
	5.4	Convention on the Elimination of All Forms of Discrimination Against Women (CEDAW) (1979)		
	5.5	Convention on the Rights of the Child (CRC) (1989)		

	5.6	Convention on the Rights of Persons with Disabilities (CRPD) (2006)		
6	**Important Convention on Human Rights-II**		7	18%
	6.1	International Convention on the Elimination of All Forms of Racial Discrimination (ICERD) (1965)		
	6.2	Convention Against Torture and Other Cruel, Inhuman or Degrading Treatment or Punishment (CAT) (1984)		
	6.3	Convention Relating to the Status of Refugees (1951) and its 1967 Protocol		
	6.4	Convention on the Prevention and Punishment of the Crime of Genocide (1948)		
	6.5	International Convention for the Protection of All Persons from Enforced Disappearance (2006)		
	6.6	Rome Statute of the International Criminal Court (1998)		
Total			**39**	**100%**

References
An introduction to the Political Theory by O.P. Gauba
Human Rights by S. Subrahmanyam
Human Rights and Constitutional Law by D.D. Basu
The United Nations Structure and Functions of an International Organization by Rumki Basu
Human Rights in India Historical, Social and Political Perspective by Chiranjivi J. Nirmal.
Manoj Kumar Sinha, Implementation of Basic Human Rights, (Lexis Nexis)

Semester – I

Course Code	Course Name	Credits
ACW2110N	**Academic and Creative Writing**	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Internal				External		Total
Mid-Sem Exam	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
30	15	05	50	50	2 Hours	100

Course Outcome

- Demonstrate effective ways of ideation.
- Identify various writing techniques.
- Acquire academic and idiomatic vocabulary.
- Comprehend the principles of effective paragraph structure and content.
- Analyse and evaluate own and other's works.

Course Objectives

- To introduce the concepts of academic and creative writing.
- To familiarize students with the different genres and process of writing.
- To train students to write in various forms and formats.
- To encourage students to write for self-development and publication.
- To teach the various ways of ideating and writing creatively.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Fundamentals of Writing**		**8**	**15%**
	1.1	Significance of Writing as a Skill		
	1.2	Categories of Writing		
	1.3	Types of writing		
2	**Academic and Creative Writing**		**8**	**15%**
	2.1	Features of Academic and Creative Writing		
	2.2	Differences Between Academic and Creative Writing		
	2.3	Illustrations of Between Academic and Creative Writing		
3	**Creative Writing**		**10**	**20%**
	3.1	Ideation		
	3.2	Writing for target audience		
	3.3	Employ the various stages of the writing process - pre-writing, writing and re-writing		
	3.3	Employ descriptive, narrative and expository modes		
4	**Academic Writing**		**8**	**15%**
	4.1	Planning and Making the Outline		
	4.2	Refining Paragraph Structure		
	4.3	Proofreading and editing		
5	**Stylistics of Writing**		**10**	**20%**
	5.1	Common Literary Devices		
	5.2	Learning about Themes		
	5.3	Vocabulary Enhancement		
6	**Putting to Practice**		**8**	**15%**
	6.1	Analyzing short stories of famous foreign and Indian writers: Kate Chopin & Ruskin Bond		
	6.2	Producing samples of Various Writing Types		
	6.3	Peer review		
Total			**52**	**100**

References
• *Brohaugh, William. Write Tight: Say Exactly What You Mean with Precision and Power.*
• *Dev, Anjana Neira, ed. A Handbook of Academic Writing and Composition. Pinnacle, 2016.*
• *Eckert, Kenneth. Writing Academic Research Papers. Moldy Rutabaga, 2021.*
• *Goins, Jeff. You Are a Writer (So Start Acting Like One). Tribe Press*
• *Gupta, Renu. A Course in Academic Writing. Orient BlackSwan, 2010*
• *Pinker, Steven. The Sense of Style: The Thinking Person's Guide to Writing in the 21st Century. Penguin Books, Reprint edition, 2015*
• *Seely, John. Oxford Guide to Effective Writing and Speaking. OUP 2nd edition, 2005*
• *Turk, Christopher and John Kirkman. Effective Writing. London and New York: Chapman & Hall. Indian Reprint 2003.*

Semester – I

Course Code	Course Name	Credits
FST2110N	**Fashion Technology I**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**02**	**02**	**-**	**02**	**04**

Theory						Term Work/ Practical/ Oral			
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	30	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Have a deeper understanding of fashion theories, fashion terminologies, and vocabulary.
- Understand the workings of the fashion industry, including its historical development, current trends, and key players.
- Gain insights into the fashion production, including design, manufacturing, and distribution.
- Analyze various fashion subcultures, recognizing their role in challenging mainstream norms and shaping aesthetic trends.

Course Objective

- The course aims to deepen students' grasp of fashion theories, terminologies, and vocabulary, fostering their analytical skills for interpreting design and trends.

- The course also provides a comprehensive overview of the fashion industry's evolution, current trends, and key players while offering insights into the intricacies of design, manufacturing, and distribution processes.
- By exploring diverse fashion subcultures, students will recognize their role in reshaping aesthetics and challenging conventional norms, enhancing their ability to engage thoughtfully with the multifaceted realm of fashion.

Detailed syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Fashion Terminology & Etymology**		**9**	**20%**
	1.1	Clothes, costumes, fashion, Social Identity, feel-good, unique identity, designer jeans, perfect look, branded cosmetics, branded shoes, eyewear, watches, etc.		
	1.2	Elements and principles of design in context to fashion (point, line, shape- [silhouette, motifs, repeats], colour [hue, value, intensity], texture) (balance, proportion, emphasis, rhythm, harmony)		
	1.3	Style, Types of Fashion Avante Garde, haute couture/high fashion, mass-market, bridge/prêt-a- porter/ready-to-wear fashion Classics, fads, knock off.		
2	**Factors Influencing Fashion and Fashion Theories**		**9**	**15%**
	2.1	Accelerating and Retarding factors influenced by social, cultural, economic, political, technological, sports, music, etc.		
	2.2	Fashion Theories- Trickle-up, Trickle-down and Mass dissemination		
3	**Fashion Cycles and Fashion Consumers**		**8**	**15%**
	3.1	Five stages of the fashion cycle and the various types of cycles.		
	3.2	Fashion consumers at each stage		
4	**Introduction to the Fashion Industry**		**8**	**15%**
	4.1	A brief global overview of the textile and apparel industry. Sectoral overview of the fashion industry in India		
	4.2	Fashion capitals of the world: Paris, Milan, New York, London, Tokyo (Uniqueness and 5 top designers/brands from each capital)		

5	**Fashion Details**		9	20%
	5.1	Component details of necklines, collars, sleeves, cuffs, belts, pockets, drapes, yokes, gathers, frills, pleats, and tucks.		
	5.2	Understanding and Identification of applique, patchwork, embroideries, beadwork, fringes, tassels, quilting, smocking, shearing,		
	5.3	Types of hemlines, trims, fasteners, laces, zippers, buttons, rouleau, drawstrings, vents, and rivets.		
	5.4	Jewelry, handbags, hats, headgear, footwear, watches, scarves, sunglasses, pins.		
6	**Regional Styles, Culture and Fashion**		9	15%
	6.1	Mediterranean, Latino, and Scandinavian styles- history, culture and society, lifestyle, textiles and clothing, accessories, home furnishings.		
	6.2	Fashion in relation to sports, movies, and music- types of styles and trends, textiles and fabrics.		
Total			**52**	**100%**

References
Fashion: From concept to consumer, Gini Stephens Frings (1999), Prentice-Hill Inc.
The Fairchild's Dictionary of Fashion, Phyllis Tortora,
Variety- Fashion for Freedom, S. A Hussain
Beyond Design, Sandra J. Keiser & Myrna B. Garner, Fairchild publication.
Elements of Fashion & Apparel Design, G. J Sumathi,
Consumer Behavior: In Fashion, Solomon, Pearson Education India.

Semester – I

Course Code	Course Name	Credits
IND2110N	**Interior Design -I**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**03**	**01**	**-**	**03**	**04**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal							
15	**30**	**05**	**50**	**-**	**-**	**50**	**-**	**-**	**100**

Course Outcome

- Understand the field of Interior Design as a profession.
- Familiarization with Colors, textures and materials used in the interior spaces.
- Awareness of drawing at scale, lettering and dimensioning.
- Understanding the basics of technical drawing.
- Familiarize with Anthropometry of interior space.
- Designing of residential interior space.

Course Objectives

- To enable students to understand the design aspects and constraints of residential interiors.
- To appraise the students about the role and complexity in interior design.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Interior Design**		**12**	**20%**
	1.1	Introduction to the profession of Interior Design. Difference between design & decoration.		
	1.2	Basics of sheet formats		
	1.3	Introduction to elements and principles of design and Interior Design as a profession.		
	1.4	Basics of Sketching		
2	**Basics of colors, textures, and materials**		**8**	**12%**
	2.1	To enable the students to understand the basics of Colors in form of colour wheel and colour schemes		
	2.2	Understanding of materials and textures		
3	**Introduction to basics of lettering, and scales**		**8**	**12%**
	2.1	Basics of lettering		
	2.2	Basics of scales		
	2.3	Basics of Dimensioning		
4	**Basics of Drawing and Technical Drafting**		**8**	**13%**
	3.1	Understanding 2D drafting		
	3.2	Understanding plans and elevations of basic objects		
5	**Study of Anthropometry, human proportions and required spaces**		**8**	**13%**
	4.1	Anthropometric study of various residential spaces.		
	4.2	Discussion of various activities in a residence		
	4.3	Studying circulation in residential interior spaces		
6	**Layout of residential interior space**		**16**	**30%**
	6.1	Making final layout plan with suggested design		
	6.2	Understanding Interior Design from reference images		
	6.3	Preparing a final portfolio		
Total			**60**	**100%**

References
Ernst Neufert, Neuferts Architects Data
Francis D.K. Ching, Architecture: Form, Space and Order
Joseph Chiara and John Callend, Time Saver Standards for Building Types
Ramsey Sleeper, Architectural Graphic Standards
Drew Plunkett, Drawing for Interior Design

Semester – I

Course Code	Course Name	Credits
FLF2111N	**FRENCH I**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

		Theory					Term Work / Practical/Oral			
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Viva	Continuous Evaluation	Attendance	Total Internal						
15	20	10	05	50	50	75 mins	-	-	-	100

Course Outcome

- Read French language, with its phonetic system and its accents and greet someone in French.
- Understand simple spoken French, including greetings, introductions, and basic conversational phrases.
- Introduce themselves, ask and answer simple questions, and use common expressions.
- Write simple sentences and paragraphs about familiar topics, such as daily activities, personal information, and immediate needs.
- Compare cultural differences and similarities between French-speaking countries and the student's own culture.

Course Objectives

- To familiarize students with the French language, with its phonetic system and its accents.
- To make the students understand simple spoken French, including greetings, introductions, and basic conversational phrases.

- To engage the students in basic conversations, introduce yourself, ask and answer simple questions, and use common expressions.
- To familiarize the students to write simple sentences and paragraphs about familiar topics, such as daily activities, personal information, and immediate needs.
- To compare cultural differences and similarities between French-speaking countries and the student's own culture.

Detailed Curriculum

Reading exercises, writing tasks and grammar of:

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Module I**		**6**	**50%**
	Leçon 1	Bienvenue !		
	Leçon 2	Le français de A à Z		
	Leçon 3	Le monde en français		
	Leçon 4	La classe et nous		
2	Module II		**3**	**20%**
	Leçon 1	Bonjour !		
	Leçon 2	Ça se passe où ?		
	Leçon 3	Ils sont francophones.		
3	**Module III**		**4**	**30%**
	Leçon 1	Portraits		
	Leçon 2	En classe		
	Leçon 3	Je parle français pour …		
	Total		**13**	**100%**

References

Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette,2012.

Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.
Loiseau Y.,Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.
Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.
Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris,2017.
Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.
Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.
Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.
Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.
Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.
Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.

Semester – I

Course Code	Course Name	Credits
FLG2111N	**German I**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

		Theory					Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Viva**	**Total Internal**						
15	**10**	**05**	**20**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcomes

- Greet each other.
- Frame and understand simple sentences in present tense.
- Ask and answer basic questions pertaining to one's and other's name, residence, or similar topics from one's direct surroundings.
- Correctly pronounce and read known names, words, and simple sentences.

Course Objective

- To introduce oneself and others.
- To greet and have a basic conversation in German.
- To frame and understand simple sentences in present tense.
- To ask and answer basic questions pertaining to one's and other's name, residence, or similar topics from one's direct surroundings.

- To pronounce and read known names, words, and simple sentences.

	Detailed Curriculam		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Kapitel 1**		**05**	**34%**
	Grammatischer Aspekt	- Verben für Vorstellung - heißen, kommen, wohnen (Vorstellung) + Personalpronomen Sie, ich, er, sie - Verben für Vorstellung+ sprechen und sein + Personalpronomen du, ihr, wir, es, sie (pl.) - W-Fragen u. Aussagen		
	Thematischer Aspekt	- grüßen und verabschieden - sich und andere vorstellen - über sich und andere sprechen - Zahlen bis 20, Telefonnummer und E- Mail-Adresse nennen - Buchstabieren über Länder und Sprachen sprechen		
2	**Kapitel 2**		**04**	**33%**
	Grammatischer Aspekt	- Verbstamm mit ‚d' oder ‚t', z.B. arbeiten, unterrichten, schneiden - Unregelmäßige Verben, z.B. fahren, lesen, sein, haben - Ja-Nein Frage - Bestimmter Artikel		
	Thematischer Aspekt	- Wochentage benennen - über Arbeit, Berufe und Arbeitszeiten sprechen - Zahlen ab 20 nennen - über Jahreszeiten sprechen ein Profil im Internet erstellen		

3	**Kapitel 3**			33%
	Grammatischer Aspekt	- Unregelmäßige Verben, z.B. fahren, geben, sprechen, sehen, nehmen - Unbestimmter Artikel: Ein, eine, ein und Bestimmter Artikel		
	Thematischer Aspekt	- Texte einer Bildergeschichte zuordnen - Verkehrsmittel benennen - Artikel lernen	04	
Total			**13**	**100%**

Recommended Book
Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.
Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.
Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.
Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.
Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.
Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.

Semester – I

Course Code	Course Name	Credits
FLS2111N	**SPANISH I**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

			Theory					Term Work / Practical/Oral			
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Te st	**Continuo us Evaluatio n**	**Attenda nce**	**Viv a**	**Total Inter nal**						
15	**10**	**05**	**20**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcomes

- Present himself/herself to people.
- Initiate conversation and formal talk with fellow native speakers.
- Talk about his/her tastes, preferences, and choices.
- Pronounce Spanish words and dictions in the correct form.
- Read Spanish texts, stories, newspapers, and magazines and comprehend them.

Course Objectives

- To enable the student to present and describe oneself and people.
- To enable to enter in contact and begin a conversation.
- To enable to talk about one's family, tastes, and preferences.
- To familiarize students with the Spanish language, with its phonetic system and its accents.
- To enable the student to read and understand texts in Spanish adapted for the level.

Module/ Unit		Course Module / Contents		Hours	Marks Weightage (%)
1		**Quiero aprender español.**		**4**	**30%**
	1.1	Los saludos y las despedidas			
	1.2	Los alfabetos			
	1.3	Las reglas de pronunciaciones			
	1.4	Los números en español (0-100)			
2		**Gramática y nosotros**		**4**	**30%**
	2.1	Los artículos			
	2.2	Los sustantivos, adjetivos y los géneros			
	2.3	Las profesiones y las nacionalidades			
	2.4	Vocabulario de la familia.			
3		**Quiero aprender los verbos**		**5**	**40%**
	3.1	El sujeto en español.			
	3.2	Los verbos en español (el verbo en SER)			
	3.3	Los verbos regulares (AR, ER, IR)			
Total				**13**	**100%**

References
Garcia, Jaime. Garmendia Corpas. AULA INTERNACIONAL PLUS. 2020.
Hidalgo, Andrea Fabiana. PREPARACION DELE. 2020.
Hollis, Maria Rosario. Essential Spanish Verbs. Teach Yourself, 2010.
Moya, Felipe, and Leslie Pérez. Spanish Short Stories For Beginners. 2019.
Nissenberg, Gilda. Practice Makes Perfect: Complete Spanish Grammar, Premium Fourth Edition. McGraw-Hill Education, 2020.
Prisma, Equipo Nuevo, and Evelyn Aixalà I. Pozas. Nuevo prisma A2. 2014.
Richards, Olly. Short Stories in Spanish for Beginners. Teach Yourself, 2018.
Simpson, Brandon. Spanish Verb Tenses. 2008.
Soriano, Jaime. Garmendia Corpas. AULA INTERNACIONAL PLUS. 2020.
Verblix, and Marta Torres Sánchez. Spanish Short Stories for Beginners. 2018.

Semester – I

Course Code	Course Name	Credits
CSE2112N	**Effective Listening**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	-	-	**01**	-	-	**01**

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Mid Term Exam	Continuous Evaluation	Attendance	Total Internal						
15	**30**	**05**	**50**	**50**	**2 Hours**	-	-	-	**100**

	1.2	7 C's of communication		**40%**
	1.3	Barriers to effective communication		
	1.4	Types of Communication: Depending on Method (Verbal & Non-verbal), Business (Internal & External), Individuals Involved (Intrapersonal & Interpersonal), Rules (Formal & Informal).		
2	**Communication Skills**		**6**	**40%**
	2.1	The process of listening, importance		
	2.2	Types of listening		
	2.3	Effective Listening: Principles and Barriers		
3	**Enhancing Listening Skills**		**3**	**20%**
	3.1	Guidelines to increase listening.		
	3.2	Activities to enhance listening.		
Total			**17**	**100%**

References
Ramon & Prakash, Business Communication, Oxford.
Sydney Greenbaum Oxford English Grammar, Oxford.
Successful Communications, MalraTreece (Allyn and Bacon)
Effective Technical Communication, M. Ashraf Rizvi.
Anjanee Sethi & Bhavana Adhikari, Business Communication, Tata McGraw Hill

Semester – I

Course Code	Course Name	Credits
BEH2113N	**BEHAVIOURAL SCIENCE**	**01**

Contact Hours	Credits Assigned

Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

	Theory						Term Work / Practical/Oral			
	Internal Assessment					End Sem Exam	Duration of End Sem Exam	Term Work	Pract.	Oral	Total
Activity	Assignment	Viva	Attendance	Total Internal						
20	40	35	05	100	-	-	-	-	-	100

<div style="text-align: center;">Course Outcome</div>

- The knowledge of this subject is essential to understand Self as self is very important concept in human behaviour, variety of principles related to self like self-knowledge, self-esteem, self-concept and self-presentation influencing human behaviour, to give students to understand aspects related to self so that they can have a batter point of view about themselves.

<div style="text-align: center;">Course Objectives</div>

- To introduce the student to the variety of principles influencing human behaviour.
- To take students, step by step, through an interactive understanding of each of these principles.
- To give the student a basic understanding of these principles that he/she has a better understanding of human behaviour.
- To give the student a basic understanding which will act as a foundation to present study and further career.
- To develop an understanding of self so that they can boost their self-esteem.

<div style="text-align: center;">Detailed Syllabus</div>

Module/Unit		Course Module / Contents	Hours	Marks Weightage
1		**Core Competency & Techniques of self-reness**	**1.5**	
	1.1	Understanding of Self, Components of Self – Self-identity		

	1.2	Self-concept, Self-confidence, Self-image, self-awareness, self-acceptance, and self-realization		**15%**
	1.3	Self-concept, Self-confidence, Self-image, self-awareness, self-acceptance, and self-realization		
	1.4	Mapping the key characteristics of self and framing a character for self		
2	**Self Esteem & Effectiveness**		**1.5**	**15%**
	2.1	Meaning and Importance of self-esteem and self-effectiveness		
	2.2	Components & Types of self esteem		
	2.3	Self-esteem and Responses to evaluate feedback, Measuring your self-esteem.		
	2.4	Cognitive & sociological models of self esteem		
3	**Building Positive Attitude**		**1.5**	**15%**
	3.1	Meaning and nature of attitude		
	3.2	Process of Attitude formation, Factors that influence Attitude formation.		
	3.3	Components and Types of attitudes		
	3.4	Components and Types of attitudes		
4	**Building Emotional Competence**		**1.5**	**15%**
	4.1	Emotional Intelligence – Meaning, components, Importance and Relevance		
	4.2	Techniques of improving emotional intelligence		
	4.3	Types of emotions, Healthy and Unhealthy expression of emotions		
	4.4	Theories & Models of emotions		
5	5.1	Concept of Social Networking, social media		
	5.2	Uses, Advantages/Disadvantages of social media/Social Networking		

	5.3	Privacy and social media, Psychology behind using social media.	**1.5**	**15%**
	5.4	content related to a cause or impression, conflicting views, Impact on personal development.		
6	6.1	End-of-Semester Appraisal Viva based on personal journal, Assessment of Behavioral change because of training.	**2.5**	**25%**
	6.2	Exit Level Rating by Self and Observer		
Total			**10**	**100%**

References
Organizational Behaviour, Davis, K.
Hoover, Judith D. Effective Small Group and Team Communication, 2002, Harcourt College Publishers
Dick, McCann&Margerison, Charles: Team Management, 1992 Edition, viva books
Bates, A. P. and Julian, J.: Sociology - Understanding Social Behaviour
Dressler, David and Cans, Donald: The Study of Human Interaction
Lapiere, Richard. T – Social Change
Lindzey, G. and Borgatta, E: Sociometric Measurement in the Handbook of Social Psychology, Addison – Welsley, US.
Rose, G.: Oxford Textbook of Public Health, Vol.4, 1985.
LaFasto and Larson: When Teams Work Best, 2001, Response Books (Sage), New Delhi
J William Pfeiffer (ed.) Theories and Models in Applied Behavioural Science, Vol 2, Group (1996); Pfeiffer & Company
Smither Robert D.; The Psychology of Work and Human Performance, 1994, Harper Collins College Publishers

Semester – I

Course Code	Course Name	Credits
ENV2116N	**ENVIRONMENTAL STUDIES**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**-**	**01**	**03**	**-**	**01**	**04**

Theory						Term Work / Practical/Oral			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
Test	Continuous Evaluation	Attendance	Total						
15	10	05	30	70	3 Hours	-	-	-	100

Course Outcomes

- The course educates students in various waste management techniques and effective pollution control strategies.
- The course covers sustainable use of natural resources and biodiversity conservation. Students will learn how to balance resource utilization.
- This course equipped students with the ability to apply their knowledge, skills, values to mitigate environmental challenges and foster sustainable development.
- Students will learn about international efforts taken to safeguard the Earth's environment and resources.
- This course enables students to sensitize themselves to adverse health impacts of pollution and develop an understanding of the broad aspects of environmental management systems.
- Students will learn about Environmental legal framework to protect and conserve environment.

Course Objectives

- To identify and address environmental issues at local, regional, and global level.
- To impart basic knowledge about the environment and its allied problems.
- To develop an attitude of concern for the environment.
- To motivate learners to participate in environment protection and environment improvement.
- To acquire skills to help the concerned individuals in solving environmental problems.
- Strive to attain harmony with Nature.

Detailed Syllabus

Module	Course Module / Contents	Hours	Marks Weightage

1	**Multidisciplinary nature of environmental studies**		**6**	**10%**
	Definition, scope, and importance, need for public awareness.			
	Origin of agriculture, Industrial revolution, and its impact on the environment, water conflicts.			
	Sustainable Development Goals (SDGs)- Targets, challenges, and strategies.			
	Natural Resources: Types, Use and Exploitation.			
2	**Ecosystem and Conservation of Biodiversity**		**10**	**20%**
	Ecosystem: Definition, Structure, and function			
	Ecosystem types, significance, and ecosystem services			
	Biodiversity: Definition, types, and values of Biodiversity			
	Biogeographical zones and Hot spots in India and convention on Biological Diversity (CBD)			
	Conservation of Biodiversity, Biodiversity Laws, and Regulations			
3	**Environmental Pollution and Control**		**08**	**15%**
	Definition, types, sources, effects, and control of pollution:			
	Air & Noise Pollution			
	Water Pollution			
	Soil Pollution & Solid waste			
4	**Environment Quality Standards and Management**		**6**	**10%**
	An introduction of Environment Management System (EMS)			
	circular economy, eco Lebling, eco mark scheme.			
	Brief introduction of Environmental Impact Assessment: Concept and application			
5	**IPR & Biosafety**		**10**	**20%**
	Introduction and Concept of IPR, Advantages and			
	disadvantages of IPR			
	Introduction and concepts of biosafety, its levels in terms of environment and Human protection.			
6	**Environmental Treaties and Legislation**		**12**	**25%**
	Introduction to Environmental laws and Regulation. National Green Tribunal: Landmark Supreme court Judgements.			

	Salient Features of following Acts:		
	The Environment Protection Act-1986, an Umbrella Act		
	The Water (P & CP) Act-1974.		
	The Air (P & CP) Act-1981, Noise pollution (regulation & control) Rules		
	E-waste, Biomedical waste and Plastic waste management and handling rules.		
	Factories Act		
Total		**52**	**100%**

References
Chauhan, B. S. (2024). Environmental studies. University Science Press.
Textbook Of Environmental Studies Dava Katewa Cengage Learning Ptd Ltd.
Perspectives In Environmental studies Kaushik, Anubha Kaushik C.P New age International Pvt Ltd
Environmental Sciences: A students Companion Gregory & Others Sage Publication.
Environmental Pollution Control Engineering Rao, C.S New Age International Pvt Ltd.
Textbook Of Environmental Studies for Undergraduate Courses Bharucha Erach Universities Press.
Environment Law & Policy in India- Shyam Divan.

SYLLABUS

B.A. (Multimedia and Gaming)
(Honours/Honours with Research)

SEMESTER-II

Semester – II

Course Code	Course Name	Credits
BHT2201N	Basics of HTML	2

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	2	-	1	1	-	2

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

1. Develop a solid understanding of HTML and its role in web development.
2. Create well-structured and semantically correct web pages using HTML.
3. Apply text formatting techniques to enhance the appearance of web content.
4. Insert and manipulate images, hyperlinks, and multimedia elements within web pages.
5. Understand and implement semantic HTML to improve accessibility and search engine optimization.
6. Organize web content effectively using block-level elements and tables.

Course Objectives

1. Understand the role of HTML in web development and its importance in creating web pages.
2. Familiarize yourself with the basic syntax, tags, and elements of HTML.
3. Learn how to structure an HTML document and create well-formatted content.
4. Gain proficiency in using text formatting elements such as headings, paragraphs, and styles.
5. Learn how to insert images, hyperlinks, and multimedia elements into web pages.
6. Understand the concept of semantic HTML and its significance in creating accessible and search engine-friendly websites

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage

		Introduction to HTML		
1	1.1	Introduction to web development and HTML	**05**	**20%**
	1.2	Understanding the structure of an HTML document		
	1.3	HTML doctype and basic document structure		
		Working with HTML Elements		
2	2.1	Working with HTML Elements	05	**25%**
	2.2	Inserting images and specifying alternate text		
	2.3	Creating hyperlinks and linking to external pages		
		Structuring Web Content		
3	3.1	Organizing content with HTML block-level elements (div, section, article)	08	**30%**
	3.2	Creating tables for tabular data		
	3.3	Designating header and footer sections		
	3.4	Using semantic elements (header, nav, main, aside)		
	3.5	Working with forms and input elements		
		Enhancing Web Pages with CSS		
4	4.1	Enhancing Web Pages with CSS	08	**25%**
	4.2	Inline CSS vs. internal and external stylesheets		
	4.3	Styling text, backgrounds, and borders		
	4.4	Applying CSS classes and IDs		
	4.5	Hands-on assignments to practice creating web pages using HTML		
	4.6	Create a multi-page website using HTML and CSS		
		Total	26	**100%**

References
• *"HTML and CSS: Design and Build Websites" by Jon Duckett*
• *"HTML and CSS: Visual QuickStart Guide" by Elizabeth Castro and Bruce Hyslo*
• *Duckett, J. (2011). HTML and CSS: Design and build websites. Wiley.*

- *Robson, E., & Freeman, E. (2012). Head First HTML and CSS. O'Reilly Media.*
- *DuRocher, D. (2020). HTML and CSS Quick Start Guide: Learn the Basics of HTML and CSS in One Day. Independently published.*
- *Felke-Morris, G. (2019). Basics of web design: HTML5 & CSS3 (5th ed.). Pearson Education.*

Course Code	Course Name	Credits
WED2202N	**Web Design**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Understand the principles and benefits of vector art in animation.
2. Create vector-based characters, backgrounds, and assets using Adobe Illustrator.
3. Apply color theory, composition, and typography in vector art design.
4. Utilize Illustrator tools effectively for animation preparation and production.
5. Produce vector-based animations suitable for various digital platforms and media.

Course Objectives

1. To acquaint the students with Adobe Illustrator
2. To make students understand the circumstantial use case of vector and pixel art.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1	1.1	**Introduction to Web Design and Development**		
	1.2	Discussion on different website. Types of websites: - categorization – Responsive websites		
	1.3	Static website,	05	20%

	1.4	Dynamic website		
2	2.1	**Introduction to HTML**		
	2.2	HTML Basics, HTML Elements (tags), HTML Documents,	05	25%
	2.3	Creating an HTML document,		
3	3.1	**Mark up Tags**		
	3.2	Heading-Paragraphs, Line Breaks.	08	25%
	3.3	-Introduction to Cascading Style sheets (CSS) • CSS types (inline, internal, external), • CSS Website layout and Print Layout		
4	4.1	**Responsive website.**		
	4.2	Carousel, card, responsive image, Accordion,	08	30%
	4.3	Jumbotron, Navigation, Nav bar,		
	4.4	Project work		
Total			26	100

References
• *Frain, B., 2012. Responsive Web Design with HTML5 and CSS3. Birmingham: PACKT.*
• *Robbins, J. N. (2018). Learning web design: A beginner's guide to HTML, CSS, JavaScript, and web graphics (5th ed.). O'Reilly Media.*
• *Duckett, J. (2014). HTML and CSS: Design and build websites. John Wiley & Sons.*
• *Frain, B. (2020). Responsive web design with HTML5 and CSS: Develop future-proof responsive websites using the latest HTML5 and CSS techniques (3rd ed.). Packt Publishing.*
• *Meiert, J. O. (2016). The little book of website quality control. O'Reilly Media.*

Semester - II

Course Code	Course Name	Credits
ITM2203N	**Introduction to 3D Modelling**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

<div align="center">

Course outcome

</div>

1. Students will gain a solid understanding of the principles, techniques, and tools used in 3D graphics.
2. They will be able to identify and explain the fundamental concepts of 3D modelling, animation, lighting, rendering, and design principles.
3. Students will apply their knowledge to create 3D models, animations, and visualizations using industry-standard software.
4. These course outcomes reflect the goals of providing students with a strong foundation in 3D graphics principles and enabling them to apply their skills in practical projects and real-world applications.

<div align="center">

Course Objectives

</div>

1. Develop a Strong Foundation in 3D Graphics.
2. Familiarize students with the fundamental concepts, terminology, and principles of 3D graphics.
3. Enable students to understand and apply key techniques in 3D modeling.
4. Promote critical thinking and analysis in evaluating and refining 3D designs to achieve desired outcomes.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Fundamentals of 3D Modelling.**			25%
		Introduction to 3D Modelling.		
		Overview of 3D modeling and its applications in various industries.	05	
		Familiarization with a popular 3D modelling software (e.g., Blender)		
2	**Advanced 3D Modeling Techniques**			
		Understanding the concept of edge flow for optimal topology	08	
		Techniques for modeling non-organic objects such as vehicles, architecture, and props		
3	**Hard-Surface Modeling**			75%
	Understanding the principles and techniques of modeling inanimate objects			
	Exploring the use of reference images and blueprints for accurate hard-surface modeling			
4	**Advanced Modeling Techniques**			
		Techniques for optimizing and refining 3D models	09	
		Exploring retopology methods to create clean topology and reduce polygon count		
5	**Project: 3D Model Creation.** -surface Applying the learned techniques and skills to create model		09	
	Focusing on either organic or hard modeling, depending on student preference and interests			
Total			39	100

References

- *"Blender Foundations: The Essential Guide to Learning Blender 2.9" by Roland Hess*

- *"Mastering Autodesk 3ds Max 2022" by Joanna Stelmach and Donat Tracz.*
- *Coward, C. (2019). A beginner's guide to 3D modeling: Take your ideas from concept to CAD. No Starch Press.*
- *Vaughan, W. (2012). Digital modeling. New Riders.*
- *Villar, O. (2015). Learning Blender: A hands-on guide to creating 3D animated characters. Addison-Wesley Professional.*
- *Bousquet, C. (2017). Hard surface modeling for beginners. 3dtotal Publishing.*
- *Bonnie, K. (2019). Blender 2.8: The beginner's guide. Independently published.*
- *Lanier, L. (2020). Blender 2.8 for beginners: A comprehensive guide to getting started with Blender 2.8. Independently published.*

Course Code	Course Name	Credits
VAD2202N	Vector Art Design	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Understand the principles and benefits of vector art in animation.
2. Create vector-based characters, backgrounds, and assets using Adobe Illustrator.
3. Apply color theory, composition, and typography in vector art design.
4. Utilize Illustrator tools effectively for animation preparation and production.
5. Produce vector-based animations suitable for various digital platforms and media.

Course Objectives

1. To acquaint the students with Adobe Illustrator
2. To make students understand the circumstantial use case of vector and pixel art.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Vector Art**		**10**	25%
	1.1	Overview of Adobe Illustrator interface and tools.		
	1.2	Comparison with raster-based art and applications in animation.		
2	**Vector Art Fundamentals**		**10**	

	2.1	Shapes, paths, and anchor points in vector graphics.			
	2.2	Color modes and palette creation in Illustrator.			25%
	2.3	Techniques for creating scalable artwork and maintaining quality.			
3	**Character Design and Animation**		**09**	20%
	3.1	Principles of character design for vector-based animation.		
	3.2	Rigging and articulation of vector characters.		
	3.3	Creating expressive movements and poses.		
4	**Scene Design and Composition**		**05**	
	4.1	Background and environment design in vector art.		
	4.2	Perspective, depth, and layer management.		10%
5	**Advanced Vector Art Techniques**		05	
	5.1	Effects and filters in Illustrator for animation enhancement.		10%
	5.2	Using gradients, patterns, and textures in vector art.		
Total			**39**	**100%**

References
• *"Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork" by Von Glitschka*
• *"Adobe Illustrator CC Classroom in a Book" by Adobe Creative Team*
• *Heller, S., & Chwast, I. (2011). Graphic design: A new history. Thames & Hudson.*
• *Lupton, E. (2014). Graphic design and the new typography: A twentieth-century history. Princeton Architectural Press.*
• *Wong, W. (2014). Principles of two-dimensional design. John Wiley & Sons.*
• *Poynor, R. (2003). No more rules: Graphic design and postmodernism. Laurence King Publishing.*

- *Meggs, P. B., & Purvis, A. (2016). Meggs' history of graphic design (6th ed.). Wiley.*
- *Landa, R. (2016). Graphic design solutions (6th ed.). Cengage Learning.*
- *Ambrose, G., & Harris, P. (2011). Designing with type: The essential guide to using type in graphic design (6th ed.). Wiley.*

Course Code	Course Name	Credits
DPH2204N	**Digital Photography**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

		Theory				Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Students will learn What is Photography
2. Student will learn what is basic principles of light.
3. Students will learn about Camera, how to use it.
4. Students will learn about Camera lenses & Types of lenses.

Course Objectives

1. This course will help students take great photograph through good composition.
2. This course will help students study lighting & color
3. Students will learn how to display pictures.
4. Students will understand the mechanics of imaging.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
		Introduction to Photography	**10**	
1	1.1	Inside the digital camera		
	1.2	Inside the digital camera		

	1.3	The Principles of Photography		25%
	1.4	The General Principles of Photography		
	Types of cameras			
2	2.1	Cameras, medium format cameras, large format camera and digital cameras	**10**	25%
	2.2	Comparative study of digital and analogue (SLR) camera. Advantages and applications of digital photography		
	2.3	Normal, wide, tele, zoom, PC and TS lens		
	2.4	Working of a lens and angle of view of a lens		
3	Camera Controls			
	3.1	Shutter speed aperture exposure control, auto winder or motorized camera, depth of field, selective focus	**10**	25%
	3.2	Exposure Meter: Incident meter and reflected meter. Metering System: Center weighted Spot and Matrix metering. Filters: UV Filter, Polarizing filter, special effect filters and tripod		
	3.3	Composition: Creative Composition, rule of thirds and Golden section. Managing Your Digital Assets: Managing digital cameras, Cleanness, Precautions, Managing Images printouts		
	3.4	Camera mounts, accessories. Camera care Difference between multicamera and single camera setup		
4		**Basic Rules of Photography**	12	
		1. Composition Rules 2. Lighting Rules 3. Exposure Rules 4. Focus Rules 5. Color and White Balance Rules 6. Perspective and Angles 7. Subject and Storytelling 8. Technical Rules		
5		**Assignment: Assignment: Shooting Travel Photography**	10	
	5.1	Framing		
	5.2	Composition		

	5.3	Color Palette		
	5.4	Techniques		
	Total		52	**100%**

References
• *Text and References: Text Photoshop Book for Digital Photographers (by Scott Kelby)*
• *References Photoshop Book for Digital Photographers (by Scott Kelby)*
• *Gurney, J. (2010). Digital photography: A basic manual. Amphoto Books.*
• *Adams, A. A., & Adams, R. (2019). Digital photography for dummies (2nd ed.). Wiley.*
• *Nightingale, J. (2018). The complete guide to digital photography. Ammonite Press.*
• *Lutz, J. (2017). Understanding exposure: How to shoot great photographs with any camera. Amphoto Books.*

Semester-II

Course Code	Course Name	Credits
TDA2206N	**2D Animation**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

		Theory				Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

1. Understand the principles and history of 2D animation.
2. Utilize Adobe Animate CC effectively for character animation and scene creation.
3. Apply animation techniques such as squash and stretch, anticipation, and timing.
4. Create polished animations with sound integration and special effects.
5. Develop storytelling skills through narrative-driven animation projects.

Course Objectives

1. To study the basic concepts of 2D Animation.
2. To familiarize the students with frame-by-frame animation techniques.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to 2D Animation**		**10**	10%
	1.1	Definition and evolution of 2D animation techniques.		
	1.2	Overview of Adobe Animate CC interface and tools.		
	1.3	Comparison with traditional animation methods.		

2	**Character Animation Basics**		**10**	20%
	2.1	Principles of character design and development.		
	2.2	Rigging and animation controls in Adobe Animate CC.		
	2.3	Creating believable movements and expressions.		
3	**Scene Composition and Layout**		**10**	20%
	3.1	Background design and layout techniques.		
	3.2	Layer management and depth in 2D scenes.		
	3.3	Planning scenes for storytelling and visual continuity.		
4	**Advanced Animation Techniques**		**10**	15%
	4.1	Lip sync and dialogue animation.		
	4.2	Implementing secondary animation and overlapping actions.		
	4.3	Exploring advanced timing and easing functions.		
5	**Sound Integration and Effects**		**06**	10%
	5.1	Importing and synchronizing audio tracks.		
	5.2	Adding sound effects and ambient sounds.		
	5.3	Utilizing Animate CC for basic visual effects.		
6	**Project-based Learning**		**06**	25%
	6.1	Short animation exercises focusing on specific techniques.		
	6.2	Collaborative projects integrating character animation and scene design.		
Total			**52**	**100%**

References
• *"The Animator's Survival Kit" by Richard Williams*
• *"Creating Characters with Personality" by Tom Bancroft*
• *Williams, R. (2012). The animator's survival kit: A manual of methods, principles, and formulas for classical, computer, games, stop motion, and internet animators. Faber & Faber.*
• *Blair, P. (1994). Cartoon animation. Walter Foster Publishing.*
• *Thomas, F., & Johnston, O. (1981). The illusion of life: Disney animation. Abbeville Press.*
• *White, T. (2009). How to make animated films: Tony White's complete masterclass on the traditional principles of animation. Focal Press.*
• *Meroz, M. (2018). Animation for beginners: A step-by-step guide to becoming an animator. Bloop Animation.*
• *Beckerman, H. (2012). Animation: The whole story. Harry N. Abrams.*

Course Code	Course Name	Credits
MPA2207N	**Matte Painting**	4

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

		Theory				Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Basic knowledge of digital art software (e.g., Adobe Photoshop)
2. Familiarity with digital painting techniques
3. Understanding of composition and perspective
4. Overview of matte painting and its applications
5. Introduction to digital tools and software used in matte painting

Course Objectives

1. Understand the fundamentals of matte painting, including composition, perspective, lighting, and color theory.
2. Learn the techniques and tools used in digital matte painting, such as digital painting software and photo manipulation.
3. Enhance your creativity and imagination by designing and executing compelling and visually stunning matte paintings.
4. Explore different styles and genres of matte painting, including fantasy, sci-fi, historical, and modern settings.

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction of Matte Painting	**06**	

1	1.1	Evolution of MATTE PAINTING • Basic knowledge of digital art software (e.g., Adobe Photoshop) • Familiarity with digital painting techniques • Understanding of composition and perspective Creating depth and focal points in a composition		15%
	1.2	Understanding composition principles and their application in matte painting		
	1.3	Perspective techniques for creating realistic environments		
2		**Fundamentals of Composition and Perspective**	**08**	20%
	2.1	Gathering reference materials for matte painting projects.		
	2.2	Developing a concept and planning the composition		
	2.3	Analysing lighting and colour schemes.		
	2.4	Blending and merging images seamlessly		
3		**Matte Painting Techniques**	**15**	20%
	3.1	Introduction to basic digital painting techniques		
	3.2	Working with layers and masks in Photoshop.		
	3.3	Creating realistic textures and surfaces.		
	3.4	Techniques for painting realistic landscapes and architecture.		
	3.5	Incorporating photo elements into a matte painting		
	3.6	Techniques for creating realistic lighting effects.		
4		**Advance and important in subject**	15	20%
	4.1	Matte painting techniques for animation and gaming industries.		
	4.2	Techniques for creating realistic lighting effects		
	4.3	Creating matte paintings with advanced visual effects.		
	4.4	Advanced texturing and photo manipulation techniques		
5		**Digital Mette painting and portfolio development**		
	5.1	Digital matte painting for different genres (sci-fi, fantasy, etc.)	08	25%

5.2	Creating stylized matte paintings.			
5.3	Portfolio development and presentation tips			
Total			52	**100%**

References
• *"Digital Matte Painting: Techniques, Tutorials, and Walk-Throughs" by David B. Mattingly*
• *D'artiste Matte Painting 2: Digital Artists Master Class" edited by Alp Altiner*
• *"The Techniques of Scott Robertson: How to Render Matte Surfaces" by Scott Robertson*
• *Mattingly, D. (2011). The digital matte painting handbook. Focal Press.*
• *Gurney, J. (2010). Imaginative realism: How to paint what doesn't exist. Andrews McMeel Publishing.*
• *Houghton, M. (2014). Digital painting in Photoshop: Industry techniques for beginners. Cengage Learning.*
• *Boulanger, J. (2016). Digital matte painting: Techniques and tools for creating stunning environments. Routledge.*
• *O'Reilly, T. (2013). Digital painting techniques: Practical techniques of digital art masters. 3DTotal Publishing.*
• *Wong, T. (2015). Digital painting: A step-by-step guide to creating stunning artwork. Focal Press.*

Course Code	Course Name	Credits
ABM2210N	**Advances in Business Management**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**-**	**02**	**03**	**-**	**01**	**04**

Theory						Term Work / Practical/Oral			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
Test	Continuous Evaluation	Attendance	Total Internal						
20	25	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Identify and analyze the key qualities, characteristics, and challenges of entrepreneurs, including women entrepreneurs, and evaluate the process of venture idea generation and screening.
- Develop skills to prepare pre-feasibility and project reports, compare product ideas, and identify appropriate sources of finance for entrepreneurial ventures.
- Assess various financing options, including venture capital, and understand what investors look for in investment proposals, as well as outline effective venture capital proposals.
- Evaluate vendor development processes, vendor selection criteria, pricing methods, and understand the direct and hidden costs associated with material management.
- Apply the steps and procedures necessary for setting up small-scale enterprises, and address challenges in project management, including e-commerce and cluster development.
- Gain insights into the reasons for entrepreneurial failure, understand the organizational forms under the MSMED Act, and evaluate the implications of the SMERA rating on small enterprises.

Course Objectives

- Provide students with a deep understanding of the qualities, characteristics, and challenges faced by entrepreneurs, with a focus on venture idea generation and preliminary screening.
- Equip students with the ability to conduct project appraisals, including preparing pre-feasibility reports, comparing product ideas, and identifying suitable financing options.
- Teach students to analyze financial options for entrepreneurial ventures, including venture capital, and understand the key components of a successful investment proposal.
- Educate students on the essentials of market and materials management, focusing on vendor development, selection processes, pricing strategies, and cost management.
- Provide students with practical knowledge of the steps and procedures involved in setting up and managing small-scale enterprises, including the use of e-commerce and addressing project management challenges.
- Introduce students to the MSMED Act, reasons for entrepreneurial failure, and the organizational forms available to small enterprises, including the role of SMERA in enterprise rating.

	Detailed Syllabus		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Entrepreneurship**		9	**20%**
	1.1	Qualities, Characteristics of an entrepreneur, Venture idea generation, Ideas and the entrepreneurship, Women entrepreneurs, Preliminary Screening, Drawbacks or Problems of entrepreneurship		
2	**Project Appraisal**		9	**15%**
	2.1	Pre-feasibility Report, Project Report, Comparative Rating of Product ideas,Sources of Finance		
	2.2	Stages of Project Feasibility Analysis-Market, Technical,		
3	**Financial Analysis**		9	**20%**
	3.1	Financing the project, Sources of finance, Venture Capital Sources, What Investor looks in the Investment Proposal		
	3.2	Outline for a Venture Capital Proposal, Sources of finance from different banks		
4	**Market and Materials Management Analysis**		9	**15%**
	4.1	Vendor development, vendor selection decision factors, methods of price determination, direct and hidden cost in material management		
	Project Management			

5	5.1	Steps and procedure for setting up small scale	9	15%
	5.2	E-Commerce, E-Business, E-Auction, Project management problems. SEZ, Cluster Development.		
6	**MSMED Act 2006**		7	15%
	6.1 Reasons of failure, Overview of setting up an enterprise with organizational forms – MSMED Act and SMERA Overview.			
Total			**52**	**100%**

References
• *"Innovation and Entrepreneurship" by Peter F. Drucker,Reprint Edition (2015), Harper Business.*
• *Developing Entrepreneurship, Udai Pareek Sanjeev & Rao T.V, Printers, Ahmedabad.*
• *A Issues and Problems: Small: 1, Sharma, S.V.S., Industry Extension Training Institute, Hyderabad*
• *A Practical Guide to Industrial Entrepreneurs; Srivastava, S.B., Sultan Chand & Sons*
• *Entrepreneurship Development; Bhansali, Himalaya Publishing, Bombay.*
• *"Entrepreneurship Development and Management" by Vasant Desai,6th Edition (2019), Himalaya Publishing House.*

Course Code	Course Name	Credits
ECO2210N	**Economics II**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**-**	**01**	**03**	**-**	**01**	**04**

Theory						Term Work/ Practical/ Oral			
Internal Assessment					**End Sem Exam**	**Duration of End Sem Exam**	**Term Work**	**Prac.**	**Oral**	**Total**
Test	**Assignment**	**Viva**	**Attendance**	**Total Internal**					
20	**15**	**10**	**05**	**50**	**50**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Knowledge of this subject is essential to understand facts and concepts of macroeconomics.
- Students understand the basic theories behind decision making process of the Govt.
- Students understand the short run and the long run theories of Macroeconomics
- Students understand the importance of moderating the inflation
- Students understand the impact of microeconomic decisions at macroeconomic level.

Course Objectives

- Students will be able to describe objective macroeconomics.
- Students will be able to understand classical and Keynesian models.
- Students will be able compare the different GDP Growths, inflation levels and per capita income of different countries.
- Students will be able to understand the different types of inflation.
- Students will be able to understand the Philips curve.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
	Detailed syllabus			
1	**Introduction to Macroeconomics**		7	15%
	1.1	The roots of Macroeconomics		
	1.2	Macroeconomic concerns		
	1.3	Objectives of Macroeconomics		
	1.4	The role of government in the macro economy		
	1.5	Components of Macroeconomy		
	1.6	Methodology of Macroeconomics		
2	**Introduction to National Income Accounting**		7	15%
	2.1	Concepts of GDP and national income.		
	2.2	Approaches to calculating GDP, GDP and personal income		
	2.3	Nominal and real GDP,		
	2.4	Limitations of the GDP concept.		
3	**Schools of Macroeconomic Thoughts**		8	16%
	3.1	Classical Model		
	3.2	Neo Classical Model		
	3.3	Keynesian Models		
	3.4	Say's Law of Market		
4	**Keynesian Model**		10	18%
	4.1	Keynes theory of income and employment; Consumption function; theory of investment- marginal efficiency of capital; saving and Investment		
	4.2	Consumption Function		
	4.3	Theory of Investment		
	4.4	Marginal Efficiency of Capital		
	4.5	Saving and Investment		
	4.6	The Investment Multiplier and its application to LDC's		

5	**Money in the Modern Economy**		10	18%
	5.1	Theories of Demand for Money: Quantity Theor of Money and Keynes approach		
	5.2	Keynes's approach to QTM		
	5.3	Characteristics of a monetary economy		
	5.4	The supply of money and overall liquidity position; credit Creation		
6	**Inflation**		10	18%
	6.1	Inflation: types, causes, consequences		
	6.2	Impact of Inflation on Indian Economy		
	6.3	Remedial Measures		
	6.4	Philips Curve		
Total			**52**	**100%**

References
• *Dornbusch, Fischer and Startz, Macroeconomics, McGraw Hill, 11th edition, 2010*
• *N. Gregory Mankiw. Macroeconomics, Worth Publishers, 7th edition, 2010.*
• *Errol D'Souza, Macroeconomics, Pearson Education, 2009.*
• *Olivier Blanchard, Macroeconomics, Pearson Education, Inc., 5th edition, 2009.*
• *Richard T. Froyen, Macroeconomics, Pearson Education Asia, 2nd edition, 2005.*

Course Code	Course Name	Credits
HMR2210N	HUMAN RIGHTS- II	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Theory							Term Work/ Practical/ Oral			
Internal Assessment					End Sem Exam	Duration of End Sem Exam	Term Work	Prac.	Oral	Total
Test	Assignment	Viva	Attendance	Total Internal						
20	15	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Foster respect for human dignity and individual self-respect.

- Ensure genuine gender equality and equal opportunities for all.

- Promote understanding and appreciation of diverse communities.

- Empower students towards active citizenship and social engagement.

- Support the values of democracy, development, and social justice.

- Encourage communal harmony and solidarity among diverse groups.

Course Objective

- Describe and critically analyze various spheres of human rights in India.

- Communicate effectively on socio-legal aspects of human rights in India.

- Assess specific areas of human rights law with reference to legal instruments and cases.

- Analyze contemporary challenges and trends in human rights theory and practice.
- Understand affinities and divergences in rights across international, regional, and domestic contexts.
- Examine the sources, substance, and application of human rights in different legal frameworks.

	Detailed syllabus		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Indian Constitutional Perspectives- Fundamental Rights I**		**8**	**15%**
	1.1	Right to Equality: Equality before law and prohibition of discrimination.		
	1.2	Right to Freedom: Freedom of speech, assembly, and movement.		
	1.3	Right to Protection in Respect of Conviction: Safeguards against arbitrary arrest and detention.		
	1.4	Right to Constitutional Remedies: Access to judicial recourse for the enforcement of rights.		
	1.5	Right to Education: Right to free and compulsory education for children.		
	1.6	Right to Life and Personal Liberty: Protection of life and personal freedom**.**		
2	**Indian Constitutional Perspectives- Fundamental Rights II**		**8**	**15%**
	2.1	Right against Exploitation: Prohibition of human trafficking and forced labor.		
	2.2	Right to Privacy: Protection of personal privacy and confidentiality.		
	2.3	Right to Freedom of Religion: Freedom to practice, profess, and propagate religion.		
	2.4	Cultural and Educational Rights: Protection of cultural and educational rights of minorities.		
	2.5	Directive Principles of State Policy: Guidelines for state policy and governance.		
	2.6	Judicial Review: Power of the judiciary to review laws and protect fundamental rights.		
3	**Constitutional perspectives III- Directive Perspectives of State Policy**		**8**	**15%**

	3.1	Promotion of Social Welfare: Ensuring the welfare of individuals and communities.		
	3.2	Economic Justice: Achieving fair distribution of wealth and resources.		
	3.3	Education and Health: Ensuring access to quality education and healthcare for all.		
	3.4	Protection of Marginalized Groups: Safeguarding the rights of disadvantaged and marginalized communities.		
	3.5	Environmental Sustainability: Promoting environmental protection and sustainable development.		
	3.6	Labor Rights: Ensuring fair working conditions and the rights of workers.		
4	**General Problems of Human Rights**		**10**	**19%**
	4.1	National Human Rights Commission (NHRC)		
	4.2	National Commission for Women (NCW)		
	4.3	National Commission for Scheduled Castes (NCSC).		
	4.4	National Commission for Scheduled Tribes (NCST)		
	4.5	National Commission for Protection of Child Rights (NCPCR)		
	4.6	National Commission for Persons with Disabilities (NCPWD)		
5	**National Human Rights Commission and State Human Rights Commission**		**9**	**18%**
	5.1	Establishment and Structure: NHRC and SHRC		
	5.2	Jurisdiction and Functions		
	5.3	Powers of NHRC and SHRC		
	5.4	Composition of NHRC and SHRC		
	5.5	Investigation and Redressal Mechanism		
	5.6	Role in Policy and Advocacy		
6	**Different Scheme of the Govt to Promote Equality to Human beings**		**9**	**18%**
	6.1	Pradhan Mantri Jan Arogya Yojana (PMJAY)		
	6.2	Integrated Child Development Services (ICDS)		
	6.3	National Rural Employment Guarantee Act (MGNREGA)		
	6.4	National Action Plan for Children (NAPC)		
	6.5	Swachh Bharat Mission (SBM)		

	6.6	Pradhan Mantri Awas Yojana (PMAY)te of the International Criminal Court (1998)		
		Total	**52**	**100%**

References
• *Legal Aid as Human Rights (Dharwad: Jagrut Bharut, 1985)*
• *Diwan, Paras, Human Rights and the Law: Universal and Indian (New Delhi Deep and Publishers 1985)*
• *Mohanti M., Peoples Rights (New Delhi: Sage Publications 1998)*
• *Pal R. M. ed. Human Rights Education (New Delhi, PUDR 1995)*
• *Pandey J. and R.K. Dubey, Civil Liberty under Indian Constitution (New Delhi – Deep and Deep 1995)*
• *Legal Aid as Human Rights (Dharwad: Jagrut Bharut, 1985)*

Course Code	Course Name	Credits
CSW 2210N	**Technical and Literary Writing**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
04	**-**	**-**	**04**	**-**	**-**	**04**

Internal				External		Total
Mid-Sem Exam	**Continuous Evaluation**	**Attendance**	**Total Internal**	**End Sem Exam**	**Duration Of End Sem Exam**	
30	**15**	**05**	**50**	**50**	**2 Hours**	**100**

Course Outcome

- Understand practical skills for writing and appreciating written work.
- Master different writing styles and techniques
- Enhance vocabulary to improve communication skills and be more prepared to take English based proficiency exams like IELTS, SAT.
- Empower oneself as a writer and improve creativity.
- Produce original work of research.

Course Objectives

- To understand the basic tenets of Technical Writing.
- To seek the writer within.
- To learn how to critique constructively.
- To understand the basic tenets of Literary Writing.
- To prepare a portfolio of original work.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Basics of Technical Writing**		8	15%
	1.1	Introduction to technical writing		
	1.2	Types of technical writing and reader mapping		
	1.3	Developing argumentation and critical thinking for writing		
2	**Structure of Technical Writing**		8	15%
	2.1	Instructions and procedures		
	2.2	Writing technical reports		
	2.3	Document design and visuals		
3	**Writing a Research Paper**		10	20%
	3.1	Writing process and strategies		
	3.2	Research and planning		
	3.3	Summarizing and organizing		
	3.4	Employing correct citation styles and avoiding plagiarism		
4	**Basics of Literary Writing**		10	20%
	4.1	Introduction to literary writing		
	4.2	Mechanics of literary writing		
	4.3	Adapting writing style and tone according to context and purpose		
5	**New Trends in Literary Writing**		8	15%
	5.1	Gender-neutral terms, avoiding ableist language, and being mindful of cultural sensitivity		
	5.2	Micro Fiction and Flash Fiction		
	5.3	AI based Writing		
	5.4	Travelogues and Memoirs		
6	**Writing for Media**		8	15%
	6.1	Journalistic Writing		
	6.2	Basics of copywriting		
	6.3	Web Content Writing		
	6.4	Blogging skills		

Total	**52**	**100%**

References
Baiely, Stephen. Academic Writing: A Handbook for International Students. Routledge, 2011.
Blogging for beginners: Learn how to start and maintain a successful blog the simple way Terence Lawfield
Bloom, Wayne C. The Craft of Research. 3" ed. UCP, 2008.
Dev, Anjana Neira, ed. A Handbook of Academic Writing and Composition. Pinnacle, 2016.
Eckert, Kenneth. Writing Academic Research Papers. Moldy Rutabaga, 2021.
Gupta, Renu. A Course in Academic Writing. Orient BlackSwan, 2010.
Hal Zina Bennet. Write from the Heart: Unleashing the power of Your Creativity. California, New World Library,2001.
Online Journalism - Reporting, Writing and Editing for New Media - Richard Craig Broadcast News Handbook - Writing, Reporting, Producing in a converging Media - C.A. Juggle, Forrest Carr and Suzanne Huffman
Writing for the media- Sunny Thomas   *The Language of New Media - Lev Manovich*   *Writing New media -Theory and Applications for expanding the teaching of composition - Anne Wysocki.*

Semester II

Course Code	Course Name	Credits
FST2210N	**Fashion Technology II**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**02**	**02**	**-**	**02**	**04**

Theory						Term Work/ Practical/ Oral			
Internal Assessment				**End Sem Exam**	**Duration of End Sem Exam**	**Term Work**	**Prac.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**30**	**05**	**50**	**50**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Understand the concept and importance of trend analysis and fashion forecasting, including its impact on product development, marketing strategies, and overall business success.
- Develop trend analysis and prediction skills by learning to interpret cultural, social, economic, and technological influences on fashion trends.
- Master research methods for fashion forecasting, including effective data gathering, market trend analysis, and forecasting techniques.
- Enhance creativity and innovation in trend interpretation to translate fashion trends into innovative design concepts and adapt them to various market segments.

Course Objective

- The course aims to provide students with a comprehensive understanding of trend forecasting and its significance in the fashion industry, to develop skills in trend analysis, prediction, and research methods to identify emerging fashion trends and predict future directions.
- The course emphasizes the utilization of forecasting tools and technologies, such as data analysis software and trend forecasting platforms.

Detailed syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Fundamentals of Design Thinking.**		8	**15%**
	1.1	Stages of Thinking-Define, Research Ideate, Prototype, Implement, Learn.		
	1.2	Research- Identifying drivers, Information gathering, Target Groups, Samples and feedback;		
	1.3	Idea generation- Basic design directions, Themes for thinking, Inspiration and reference, Brainstorming, Value, Inclusion, Sketching, Presenting Ideas; **Creative Thinking Methods** - Innovation through Design Thinking - The Need for Creative and Design Thinking.		
2	**The Research Method and Design Process.**		9	**20%**
	2.1	**Research** -Nature and Definition; **Research** Process – Preparation, Information Gathering-Goal, Identification of Problems and Hypothesis, Exposition of facts and interpretation, Presentation of result and findings;		
	2.2	**Research Methods** – Literature review, Collection of preliminary field data, Define the problem, Analysis and Modification, Presentation of findings;		
	2.3	**Design Process** – Study historical and contemporary examples, Experimentation with materials and visual Ideas, Visual analysis and identification of design problems, Create the work series and explore in subsequent work, Board presentation.		
3	**Concept of Fashion Forecasting**		8	**15%**
	3.1	Awareness of fashion fairs and fashion centers, Knowledge of creative writing		
	3.2	Reading of fashion forecast magazine, Sources of information		
	3.3	Role of Exhibitions and Fashion Shows		
4	**Fashion Forecasting Process**		9	**15%**
	4.1	Market Research- Consumer research, Shopping, Sales records.		
	4.2	Evaluating the collections- Similar Ideas indicate fashion trends, Trends for the target market;		

	4.3	Fashion services – Collection reports, Trend books, consulting, Color services, Television/Video services, Newsletter services, Websites, Directories and reference books, Fashion Magazines and newspapers, and Catalogs.		
	4.4	Design Sources- Historic inspirations, Folk influences, Vintage clothing shops, Museums, Libraries and bookstores, Arts, Fabrics/Textiles, Travel, Form follows function, The street scene, The turn of the century, innovations, and technologies.		
5		**Fashion Forecasting Report and Trend Analysis**	**9**	**20%**
	5.1	Market Research - On-site visits to fashion retailers and cloth markets to study market trends and collect various cloth samples, catalogues, etc.		
	5.2	Forecasting Exploration through sources like - Magazines, Newspapers, Internet sites to become familiar with apparel, textile, colour, style, and general culture and consumer forecasting resources.		
	5.3	Preparation of storyboards - Students will prepare storyboards for specific targets.		
	5.4	Presentation of designs - Students will prepare a fashion forecast for different seasons.		
6		**Fashion Product Development.**	**9**	**15%**
	6.1	**Introduction to Product development process –** Target market, Merchandising, Season; **Design –** Concept boards, knockoffs**,** Fakes**,** Design elements – Color and Fabric selection, Design principles, Sketching Ideas – Style boards. Sample Development – Draping, Flat pattern, Prototype, Fit;		
	6.2	**Tech packs –** Designer worksheets**, Line selection-** Editing, Reassessment of merchandising plan, Line presentation**; Manufacturing-** Duplicates the samples.		
	**Total**		**52**	**100%**

References
• *Fashion: From concept to consumer, Gini Stephens Frings (1999), Prentice-Hill Inc.*

- *Design Thinking, Gavin Ambrose & Paul Harris, AVA Publishing, Switzerland.*
- *New Product Planning, Harry B. Watton, Prentice Hall Inc.*
- *Design Research: Methods and Perspectives, edited by Brenda Laurel.*
- *Lateral Thinking: Creativity Step by Step, Edward De Bono.*
- *How Customers Think: Essential Insights into the Mind of the Market – Gerald Zaltman.*

Semester II

Course Code	Course Name	Credits
IND2210N	**Interior Design -II**	**04**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**03**	**01**	**-**	**03**	**04**

		Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal							
15	30	05	50		50	2 Hours	-	-	-	100

Course Outcome

- Introduction of Interior Design of Office spaces.
- Understanding requirements of office spaces.
- Developed ability to identify colors, materials and lighting fixtures for office spaces.
- Develop understanding of ancillary services.
- Design of an office interior.

Course Objectives

- To encourage the students to develop visual thinking of the designed space.
- To familiarize the students with the design process and the aspects and constraints to be considered while designing interior spaces.
- To evolve concept and designs for a complete project like an office space.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to commercial interiors**		**8**	**10%**
	1.1	Introduction to Interiors of other spaces such as hospitality spaces, shopping areas, salons, spa, gymnasiums, healthcare facilities, specialty stores, etc.		
	1.2	Understanding of common spaces in commercial building		
	1.3	Introduction to Interiors of Office spaces		
2	**Office Interiors**		**12**	**20%**
	2.1	Identifying the requirements for the office spaces		
	2.2	Study of anthropometry of office furniture		
	2.3	Understanding the circulation		
	2.4	Introduction to furniture		
3	**Materials and color scheme**		**12**	**20%**
	3.1	Identifying Materials for walls, flooring and ceiling		
	3.2	Identifying color schemes		
	3.3	Discussion on lighting fixtures		
4	**Ancillary services**		**12**	**20%**
	4.1	Pantry		
	4.2	Toilets		
	4.3	False ceiling, Airconditioning, sprinkles, smoke detectors		
5	**Interior Design Project**		**16**	**30%**
	5.1	Design drawings, plans, elevations, with furniture layout to given scale		
	5.2	Presentation in the given format		
	5.3	Preparing the final portfolio		
		Total	**60**	**100%**

References
• *Joseph Chiara and John Callend, Time Saver Standards for Building Types*

- *Panero, Human Dimensions and Interior Space: A Source Book of Design Reference Standards*

- *Drew Plunkett, Drawing for Interior Design*

Semester II

Course Code	Course Name	Credits
FLF2211N	**FRENCH II**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

		Theory						Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Engage in meaningful conversations in the target language, demonstrating a solid understanding of its nuances.
- Exhibit advanced grammar skills that encompass a wide range of tenses.
- Well-informed about the culture, societal norms and civilization related to the language, enriching the conversational experience.
- Demonstrate conversational proficiency across various real-life scenarios, including but not limited to dining in restaurants and making hotel reservations, thus enhancing everyday communication.
- Speak fluently, conveying thoughts and ideas with confidence, accuracy, and an enjoyable ease, making interactions both effective and pleasant.

Course Objectives

- To develop the ability to engage in detailed conversations, expressing opinions, narrating events, and describing experiences.
- To master complex grammatical structures, including past and future tenses, relative pronouns, and compound sentences.
- To explore cultural practices and social norms more deeply to understand their impact on communication and behavior.
- To enquire about products and place orders in shops or restaurants.
- To enhance speaking fluency and confidence, reducing hesitation and errors.

Detailed Syllabus				

Reading exercises, writing tasks and grammar of:

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Module II**		**6**	**20%**
	Leçon 1	Aller voir ailleurs		
	Leçon 2	Balade autoguidée		
	Leçon 3	Week-end à Aoste		
2	**Module II**		**7**	**30%**
	Leçon 1	Parle avec moi		
	Leçon 2	Nous couchsurfons		
	Leçon 3	En route !		
3	**Module III**		**6**	**20%**
	Leçon 1	En route !		
	Leçon 2	Concours de selfies		
	Leçon 3	La France et nous		
4	**Module IV**		**7**	**30%**
	Leçon 1	Vive le speak dating !		
	Leçon 2	Quartier Libre		
	Leçon 3	Vous avez mal où ?		
	Total		**26**	**100%**

References
• *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette,2012.*
• *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*
• *Loiseau Y.,Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
• *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
• *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris,2017.*
• *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.*
• *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*
• *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Semester II

Course Code	Course Name	Credits
FLG2211N	**GERMAN II**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

Theory							Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Understand basic language structures when applied in authentic situations.
- Build and understand simple sentences pertaining to concrete necessities.
- Read and enhance comprehension skills with special focus on vocabulary and syntax.
- Have a global and fine understanding of written texts.
- Have a basic conversation using vocabulary related to food and beverages.

Course Objectives

- To understand basic language structures when applied in authentic situations.
- To build and understand simple sentences pertaining to concrete necessities.
- To read and enhance comprehension skills with special focus on vocabulary and syntax.
- To have a global and fine understanding of written texts.
- To have a basic understanding of vocabulary related to food and beverages.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Kapitel 4**		5	20%
	Grammatischer Aspekt	- Unregelmäßige Verbformen, z.B. essen, mögen, möchten - Unbestimmter Artikel und Bestimmter Artikel im Akkusativ - Verben mit Akkusativkel		
2	**Kapitel 4**		5	20%
	Thematischer Aspekt	- über Essen sprechen - einen Einkauf planen - Gespräche beim Einkauf und Essen führen - mit W-Fragen Texte verstehen - Wörter ordnen und lernen		
3	**Kapitel 5**		10	35%
	Grammatischer Aspekt	- Modalverben, z.B. müssen, wollen, können - Possessivartikel im Nominativ - Zeitangaben: am, um, von...bis, W- Fragen		
	Thematischer Aspekt	- die Uhrzeit verstehen und nennen - Zeitangaben machen - über die Familie sprechen - sich verabreden - einen Termin telefonisch vereinbaren		
4	**Kapitel 6**		6	25%
	Grammatischer Aspekt	- Datumsangaben: wann, am Ordinalzahlen - Trennbare Verben: Thema Tagesablauf - Personalpronomen im Akkusativ - Präposition für+Akku.		
	Thematischer Aspekt	- etwas gemeinsam planen - über Geburtstage sprechen - eine Einladung verstehen und schreiben - im Restaurant bestellen und bezahlen		
Total			26	100%

References

- *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*

- *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*

- *Dengler, Stefanie. NetzwerkA1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*

- *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015*

- *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*

- *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Semester II

Course Code	Course Name	Credits
FLS2211N	**SPANISH II**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

Theory							Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Oral**	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**20**	**10**	**10**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- To use future tense with the correct conjugation and use of the verbs which will enable the students to express their plans.
- To use prepositions and will be able to locate people, places and things.
- To use the vocabulary in a proficient way and incorporate it with prepositions.
- To understand and comprehend basic Spanish conversations and songs.
- To express his/her likes, dislikes, tastes and preferences and of others.

Course Objectives

- To enable the student to use future tense to express his/her plans.
- To enable the student to use prepositions and directions to locate people, things and places.
- To enhance the vocabulary of the students about house, body parts, city.
- To enhance the listening ability of students.

- To enable the students to express their likes, dislikes, tastes and preferences and of others.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**¿Cúal preferís? Ser O estar**		**7**	**25 %**
	1.1	El verbo SER e introducción del verbo ESTAR		
	1.2	Diferencias entre SER y ESTAR		
	1.3	Los números (hasta un millon)		
2	**¿Dónde está Santiago?**		**6**	**25 %**
	2.1	Las preposiciones de lugar		
	2.2	La forma impersonal del verbo HABER		
	2.3	El vocabulario basado en casa.		
3	**Quiero expresar mis gustos**		**7**	**25 %**
	3.1	El verbo GUSTAR		
	3.2	Los verbos como GUSTAR (Encantar y doler)		
	3.3	Vocabulario de cuerpo.		
4	**Entra el mundo del futuro**		**6**	**25 %**
	4.1	El futuro inmediato (Ir + a + infinitivo)		
	4.2	Un ensayo basado en el futuro inmediato		
Total			**26**	**100 %**

References

- *Blanco, Begoña. Nuevo avance. Con CD Audio. 2011.*

- *Bregstein, Barbara. Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*

- *García, Concha Moreno, et al. Nuevo avance. Con CD Audio.2011.*

- *Meredith, Susan. Spanish for Beginners Flashcards. 2010.*

- *Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.*

- *Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.*

- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*

- *Rivano, Emilio. El verbo gustar y otros así. 2022.*

- *Rivas, Celestino. Daily Spanish For Beginners. 2019.*

- *Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.*

- *Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.*

- *Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.*

Semester II

Course Code	Course Name	Credits
CSE2212N	**Presentation Skills**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term Marks	**Continuous Evaluation**	**Attendance**	**Total**						
15	**30**	**05**	**50**		**50**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Identify the importance of presentation skills in career advancement.
- Comprehend the steps for planning and preparing professional presentations.
- Use proficiency in delivering well prepared and articulated presentations effectively.

Course Objectives

- To explain the utility of Presentation Skills and incorporate it with Career advancement.
- To discuss and explore important steps of business presentation.
- To enhance the knowledge of linguistics aspect of oral presentation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Social Communication Skills**		**2**	**15%**
	1.1	Appropriateness		
	1.2	Building rapport		
2	**Context Based Speaking**		**3**	**15%**
	2.1	In general situations		
	2.2	In specific professional situations		
	2.3	Simulations/Role Play		
3	**Non-Verbal Communication**		**7**	**30%**
	3.1	Non-Verbal Communication, Types, Relevance and significance		
	3.2	Body language		
	3.3	Para language, Chronemics, Haptics, Proxemics, Artifacts, Olfactics		
4	**Business Presentation**		**5**	**40%**
	4.1	Audience Analysis, 3 Ps of Presentation		
	4.2	Preparing effective Power Point presentation		
	4.3	Delivering of presentation Handling questions, Corrections		
Total			**17**	**100%**

References
• *Working in English, Jones, Cambridge*
• *Business Communication, Raman –Prakash, Oxford*
• *Speaking Personally, Porter-Ladousse, Cambridge*
• *Speaking Effectively, Jermy Comfort, et.al, Cambridge*
• *Anjanee Sethi &Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Course Code	Course Name	Credits
BEH2213N	**Behavioral Science-II**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

Theory							Total
Internal Assessment					**End Sem Exam**	**Duration of End Sem Exam**	
Activity	**Assignment**	**Viva**	**Attendance**	**Total**			
20	**40**	**35**	**05**	**100**	**-**	**-**	**100**

Course Outcome

- The knowledge of this subject is essential to understand problem solving behavior as a human is very important concept to understand self and other human behavior.
- variety of principles related to problem solving behavior and creative thinking influencing human behavior.
- To give students to understand aspects related how to solve problem in their student and personal life so that they can have a batter point of view about themselves and society.
- Authenticity from self-awareness fosters deeper connections with others.
  Self-understanding enhances resilience and adaptability to change.

- Foster an open-minded and flexible mindset.

	Course Objective		

- To introduce the student to the variety of principles influencing problem solving behavior

- To take students, step by step, through an interactive understanding of each of the principles related to problem solving behavior and creative thinking.
- To give the student a basic understanding of these principles that he/she has a better understanding of problem-solving behavior and creative thinking.
- To give the student a basic understanding which will act as a foundation problem solving behavior and creative thinking.
- To develop an understanding of problem-solving behavior and creative thinking so that they can boost their problem-solving behavior and creative thinking
- To Develop logical and practical solutions.

	Detailed Syllabus		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Thinking as a tool for Problem Solving**		**2**	**20%**
	1.1	What is thinking: The Mind/Brain/behavior		
	1.2	Critical Thinking and Learning		
	1.3	Making Predictions and Reasoning		
	1.4	Memory and Critical Thinking, Emotions and Critical Thinking and thinking skills.		
2	**Hindrances to Problem Solving Process**		**2**	**20%**
	2.1	Recognizing and defining a problem, Analyzing the problem (potential causes)		
	2.2	Developing possible alternatives		
	2.3	Evaluating solution and resolution of problem and implementation		
	2.4	Barriers of problem-solving perception, expression, Perception, emotion, intellect & work environment, Perception Expression, Emotion Intellect and Work environment		
	Plan of Action			

3	3.1	Construction of POA	**2**	**20%**
	3.2	Monitoring		
	3.3	Reviewing and analyzing the outcome		
	3.4	Implications of Plan of action in students' life		
4	**Critical Thinking**		**2**	**20%**
	4.1	Definition, Nature and meaning of creativity.		
	4.2	Convergent and Divergent thinking		
	4.3	Idea generation and evaluation (Brainstorming) Image generation and evaluation Debating		
	4.4	The six-phase model of Creative Thinking: ICEDIP model		
5	**Problem Solving Process**		**2**	**20%**
	5.1	Recognizing and defining a problem		
	5.2	Analyzing the problem (potential causes)		
	5.3	Developing possible alternatives		
	5.4	Evaluating Solutions and Resolution of problem		
Total			**10**	**100%**

Reference
• *De Bono, E. (2015). Serious Creativity: Using the Power of Lateral Thinking to Create New Ideas. HarperCollins.*
• *Kahneman, D. (2011). Thinking, Fast and Slow. Farrar, Straus, and Giroux.*
• *Mayer, R. E. (2013). Thinking, Problem Solving, Cognition. Cambridge University Press.*
• *Runco, M. A., & Acar, S. (2012). Divergent thinking as an indicator of creative potential. Creativity Research Journal, 24(1), 66-75.*
• *Schunk, D. H. (2012). Learning Theories: An Educational Perspective. Pearson.*
• *Jonassen, D. H. (2000). Toward a design theory of problem solving. Educational Technology Research and Development, 48(4), 63-85.*

Semester II

Course Code	Course Name	Credits
UBC2217N	**Understanding Business Cases**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

		Theory				Term Work / Practical/Oral			
	Internal Assessment								Total
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**	**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	
25	**20**	**05**	**50**	**50**	**3 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Improve decision-making skills by assessing different business scenarios and weighing the potential outcomes of various strategic choices.
- Articulate and present well-structured analyses and recommendations based on business case studies, both in written and oral formats.
- Gain insights into the dynamics of different business environments and how various factors such as market conditions, competition, and organizational structure influence business outcomes.

Course Objectives

- To analyze and interpret real-world business scenarios from a management perspective.
- To understand various management theories, frameworks, and concepts in practical contexts.

- To develop problem-solving skills by applying management principles to complex situations.
- To enhance decision-making abilities through critical analysis and evaluation of managerial decisions.
- To cultivate effective communication and presentation skills through case study discussions and presentations.
- To explore ethical and social responsibility considerations in managerial decision-making.

	Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	**Module-1**	7	25%
	Introduction to Case Studies in Management • Understanding the case study method • Analytical frameworks for case analysis		
2	**Module-2**	7	25%
	Strategic Management • Strategic planning and formulation • Competitive analysis and industry dynamics • Strategy implementation and execution		
3	**Module-3**	6	25%
	Understanding the Case Study Method • Definition and characteristics of case studies • Different types of case studies (e.g., descriptive, exploratory, explanatory) • Advantages and limitations of using case studies in research and education •		
4	**Module-4**	6	25%
	Industry-Specific Case Studies • Case studies from sectors such as healthcare, technology, finance, manufacturing, etc. • Analysis of industry-specific challenges, opportunities, and strategies		
	Total	26	100

	References
• *Harvard Business Review Case Studies*	
• *Case Studies in Management by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson*	

- *Case Studies in Strategic Management by Sanjay Mohapatra*
- *Case Studies in Marketing Management by S. Ramesh Kumar*
- *Case Studies in Organizational Behavior by Steven L. McShane and Mary Ann Von Glinow*

Semester II

Course Code	Course Name	Credits
ANM2217N	**Animation-I**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

Theory						Term Work/ Practical/ Oral			Total
Internal Assessment				**End Sem Exam Practical/Project Presentation**	**Duration of End Sem Exam**	**Term Work**	**Prac.**	**Oral**	
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
35	10	05	50	50	02 Hours	-	-	-	100

Course Outcome

- Upon completion of the course, students will demonstrate a thorough understanding of the historical and theoretical foundations of animation, as evidenced by their ability to analyze and discuss the evolution of animation techniques and their applications.
- Students will acquire practical skills in 3D modeling, evidenced by their ability to create and manipulate 3D models using industry-standard software, effectively translating conceptual ideas into digital representations.
- By the end of the course, students will be proficient in rotoscoping techniques, capable of producing accurate roto work for integration into visual effects sequences, demonstrating an understanding of the collaborative nature of rotoscope work within the VFX pipeline.
- Upon successful completion of the program, students will demonstrate advanced proficiency in UV unwrapping and texturing techniques, as evidenced by their ability to unwrap complex geometry, optimize texture distribution, and apply procedural textures to enhance the visual quality of 3D models.

- To introduce students to the foundational concepts and principles of animation, including its historical evolution, core principles, and various animation techniques.
- To equip students with practical skills in 3D modeling using industry-standard software, enabling them to create and manipulate digital models effectively.
- To provide students with a comprehensive understanding of rotoscoping techniques in visual effects (VFX), emphasizing the role of rotoscope artists and the importance of accurate roto work in compositing.
- To enable students to explore advanced UV unwrapping and texturing techniques, including complex geometry, texture channels, and procedural texturing, enhancing their proficiency in 3D modelling and animation production.

Detailed syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Foundations of Animation**		**6**	**20%**
	1.1	Overview of Early Animation Techniques Introduction to pre-cinematic animation forms such as zoetrope's and flipbooks.		
	1.2	Milestones in Animation History Examination of key developments in animation, including the invention of the multiplane camera and the release of iconic animated films.		
	1.3	Impact of Animation on Contemporary Media Analysis of animation's influence on modern media, exploring its role in advertising, education, and visual storytelling		
	1.4	Cultural Impact of Animation Discussion on how animation has shaped cultural narratives and influenced global perspectives.		
2	**Principles of Animation**		**6**	**20%**
	2.1	Understanding Squash and Stretch Explanation of how squash and stretch principles create fluid and lifelike motion in animated characters and objects.		
	2.2	Mastering Timing and Spacing Exploration of timing and spacing principles to convey weight, emotion, and realism in animation sequences.		

	2.3	Exploring Anticipation and Follow-through Examination of anticipation and follow-through principles to enhance the believability and impact of animated actions.		
	2.4	Secondary Animation Principles Analysis of secondary animation principles such as overlapping action and exaggeration in creating dynamic and expressive characters.		
3		**Types of Animation Techniques**	**6**	**30%**
	3.1	Hand-Drawn Animation: Techniques and Examples Overview of traditional hand-drawn animation methods and analysis of classic hand-drawn animated films.		
	3.2	Computer-Generated Animation: Processes and Applications Introduction to computer-generated animation techniques, including 3D modeling, rigging, and rendering, and exploration of its applications in film, gaming, and virtual reality.		
	3.3	Stop-Motion Animation: Methods and Innovations Investigation of stop-motion animation techniques, including claymation and puppet animation, and examination of innovative stop-motion films and commercials.		
	3.4	Experimental Animation Forms Exploration of experimental animation techniques and avant-garde animation movements in the context of artistic expression and creative exploration.		
4		**Fundamentals of Animation**	**8**	**30%**
	4.1	Character Development: Character Design: Techniques for designing characters with unique features and personalities.		
	4.2	Storyboarding and Planning: Storyboarding Techniques: Fundamentals of creating storyboards to plan and visualize animation sequences.		
	4.3	Introduction to Animation Software: Software Training: Basics of using popular animation software such as Adobe Animate or Blender. Tool Utilization: Learning key tools and features necessary for creating and editing animations.		

		Project Creation and Review: Animation Projects: Development of short animation projects that incorporate learned techniques and principles. Feedback and Refinement: Presentation of projects for peer and instructor feedback, with focus on refining and improving the final output.		
	4.4			
Total			**26**	**100%**

References
• *Williams, R. (2012).* The animator's survival kit. *Faber & Faber.*
• *Hooks, E. (2017).* Acting for animators: 4th edition. *Routledge.*
• *Vaughan, W. (2012).* Digital modeling. *New Riders.*
• *Kerlow, I. V. (2017).* The art of 3D computer animation and effects *(4th ed.). Wiley.*
• *Goldberg, E. (2008).* Character animation crash course! *Silman-James Press.*
• *Osipa, J. (2013).* Stop staring: Facial modeling and animation done right *(3rd ed.). Wiley.*

Semester II

Course Code	Course Name	Credits
PHT2217N	**Photography-I**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

Practical						Term Work/ Practical/ Oral			
Internal Assessment				**End Sem Exam – End Semester Practical/Project/presentation**	**Duration of End Sem Exam**	**Term Work**	**Practical**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
35	**10**	**05**	**50**	**50**	**02 Hours**	**-**	**-**	**-**	**100**

2	2.1	Camera Types: Exploring a range of cameras including medium format, large format, and digital cameras.	**6**	**20%**
	2.2	Comparative Study: Analyzing the differences between digital and analogue (SLR) cameras, along with their advantages and applications.		
	2.3	Lens Types: Overview of normal, wide, telephoto, zoom, PC (Perspective Control), and TS (Tilt-Shift) lenses.		
	2.4	SLR & DSLR		
3	**Camera Controls and Composition Techniques**		**6**	**30%**
	3.1	Camera Controls: Exploring shutter speed, aperture, exposure control, depth of field, and selective focus.		
	3.2	Exposure Metering and Filters: Understanding exposure meters, metering systems, and various filters such as UV, polarizing, and special effect filters. Introduction to tripods.		
	3.3	Composition Techniques: Learning creative composition techniques including the rule of thirds and the Golden section. Managing digital assets and image printouts.		
	3.4	Camera Accessories and Maintenance: Overview of camera mounts, accessories, and maintenance practices. Understanding the differences between multicamera and single camera setups.		
4	**Assignment: Outdoor Photography**		**8**	**30%**
	4.1	Lens Selection		
	4.2	Use of Aperture		
	4.3	Use of shutter speed		
	4.4	Use of white balance		
Total			**26**	**100%**

References
• *Langford, M. (2015). Langford's Basic Photography: The Guide for Serious Photographers (10th ed.). Focal Press.*
• *Freeman, M. (2017). The Photographer's Eye: Composition and Design for Better Digital Photos (The Photographer's Guide) (2nd ed.). Focal Press.*
• *London, B. (2016). Photography (12th ed.). Pearson.*

- *Hunter, F., Biver, S., & Fuqua, P. (2012). Light: Science and Magic: An Introduction to Photographic Lighting (5th ed.). Routledge.*

- *Peterson, B. (2016). Understanding exposure: How to shoot great photographs with any camera (5th ed.). Amphoto Books.*

- *Kelby, S. (2017). The digital photography book: Part 1 (6th ed.). Peachpit Press.*

Course Code	Course Name	Credits
POL2217N	**Political Science- I**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
13	**-**	**01**	**01**	**-**	**01**	**02**

Internal Assessment				End Semester Evaluation		Total
Mid Term	**Continuous Evaluation**	**Attendance**	**Total**	**End Semester Exam**	**Duration of End Sem Exam**	**Total**
15	**30**	**5**	**50**	**50**	**2 Hours**	**100**

- Upon completion of this course, students will possess a comprehensive understanding of the Indian Constitution, including its historical background, structure, key provisions, fundamental rights, duties, directive principles of state policy, Schedules, and the process of amending the Constitution.
- After completing this course, students will be able to actively engage in constitutional debates, drawing on their comprehensive understanding of the Indian Constitution. They will demonstrate the ability to analyse and articulate the core principles and concepts embedded in the Constitution.
- Through participation in discussions and case studies, students will foster an understanding of the importance of secularism in the Indian context. They will be able to apply their knowledge to real-world scenarios, demonstrating how constitutional principles shape and influence issues related to secularism in India.
- By the end of this course, students will contribute to the promotion of an inclusive and equitable democracy through their knowledge and analysis of the Indian Constitution. They will critically evaluate the impact of constitutional provisions on democratic principles and formulate informed perspectives on how to enhance inclusivity and equity within the democratic framework.

- After completing the course, students will critically assess historical events' impact on the Indian Constitution's evolution. They will analyse farmers' decisions, evaluate constitutional provisions' relevance, and construct well-reasoned judgments on the strengths and weaknesses of the constitutional framework.
- Upon course completion, students will creatively apply their understanding of the Indian Constitution. They will propose innovative solutions to constitutional dilemmas and recommend policy changes, showcasing their ability to contribute constructively to constitutional discourse and development.

Course Objectives

- To develop a comprehensive understanding of the Indian Constitution's foundational principles, structure, and key provisions, including its historical context and evolution.
- To explore different perspectives and evaluate the implications of various interpretations of Indian Constitution.
- To examine the intersections between constitutional law, political philosophy, and social dynamics to gain a deeper appreciation of the constitution's role in shaping society.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Indian Constitution**	**7**	**25%**
	1.1	Definition of Constitution & Need for Constitution		
	1.2	Historical background of the Indian constitution		
	1.3	Constitutionalism and Indian Constitution		
2		**Division of Constitution**	**7**	**30%**
	2.1	Concepts of Fundamental Rights, Fundamental Rights in India, Safeguards of Fundamental Rights		
	2.2	Fundamental Duties in India: Objectives and Purpose, Relation between Fundamental Rights and Directive Principles of State Policy		
3		**Secularism & Indian Constitution**	**5**	**15%**
	3.1	Secularism and Religious Pluralism in India, Constitutional Rights and Religious Minorities		
4		**Structure of Government - Legislature, Executive, Judiciary**	**7**	**30%**
	4.1	The Legislature: Power and Functions of Parliament		
	4.2	The Executive: Election, Power, Functions, and the changing role of President and Prime Minister.		
	4.3	The Judiciary: Appointment of Judges in High Courts and the Supreme Court, Power and Functions of High Courts and the Supreme Court.		

Total	26	100%

References
• *M. P. Jain, Indian Constitutional Law, 8th ed., LexisNexis, New Delhi (2018).*
• *D.D. Basu, Shorter Constitution of India, 6th ed., Prentice – Hall of India, New Delhi (1981).*
• *V.N. Shukla, Constitution of India, 11th ed., Eastern Book Company, Lucknow (2018).*
• *H.M. Sreevai, Constitutional Law of India: a critical commentary, 4th ed., N.M. Tripathi, Bombay (1991).*
• *U.Bhatia, (Ed.), The Indian Constituent Assembly: Deliberations on Democracy, Taylor & Francis, London (2017).*
• *M. V. Pylee, An Introduction to the Constitution of India, S. Chand Publishing, New Delhi (2009).*

Semester II

Course Code	Course Name	Credits
TSM2217N	**Tourism Management - I**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**01**	**01**	**-**	**01**	**02**

Internal Assessment				End Sem Exam	Duration of End Sem Exam	Total
15	**30**	**5**	**50**	**50**	**2 Hours**	**100**

Course Outcome

- Students will recall and describe the importance of geography in tourism, providing an overview of continents and oceans, and understanding the concepts of latitudes, longitudes, climatic zones, and vegetation.
- Students will demonstrate an understanding of the general geographical features of Asia, Oceania, Europe, Africa, North America, and South America. They will comprehend the physiographic units, climate, vegetation, main countries, capitals, and key tourist attractions of each region.
- Given specific countries from Asia, Oceania, Europe, Africa, North America, and South America, students will apply their knowledge to complete assignments. They will identify and analyze the geographical features, capitals, and tourist attractions of assigned countries.
- Students will analyze the relationships between physiography, climate, and vegetation in each region. They will critically evaluate how these geographical features influence tourism and identify patterns or trends that emerge across continents.
- Students will evaluate the tourism potential of specific countries in each region, considering factors such as geographical features, climate, and key attractions. They will critically assess the impact of these factors on tourism development and make informed judgments about the attractiveness of destinations.

- Students will synthesize information to create comprehensive summaries of the general geographical features, climate, vegetation, and tourist attractions of Asia, Oceania, Europe, Africa, North America, and South America. They will integrate knowledge from different modules to develop a holistic understanding of world geography in the context of tourism.

Course Objective

- To gain knowledge about the characteristics of tourist attractions across the globe.
- To study the Earth's physical features, climate, natural resources, human populations, and their interactions according to tourism Industry.
- To understand major destinations & accessibility of the world.
- To gain knowledge on case studies & broad information about the continents.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Tourism Geography**		**7**	**25%**
	1.1	Brief Introduction of Geography and Tourism Geography		
	1.2	Continents & Oceans		
	1.3	Elements of Weather & Climate. Climatic Zones of the World.		
	1.4	Natural Vegetation of the World.		
2	**Asia and Europe**		**7**	**30%**
	2.1	General Geographical Features: Physiographic Units, Climate, Vegetation Main Countries, Capitals &their Tourist Attractions.		
3	**America and Other Countries**		**7**	**30%**
	3.1	General Geographical Features; Physiography, Climate, Vegetation. Main Countries, Capitals &Their Tourist Attractions.		
4	**Case Study**		**5**	**15%**
	4.1	Case Studies/Assignments/Presentations on the tourist attractions of one continent/country/climatic region		
Total			**26**	**100%**

References
• *Tourism Geography: Critical Understandings of Place, Space and Experience by Stephen Williams and Alan A. Lew (2017)*
• *World Regional Geography: Global Patterns, Local Lives by Lydia Mihelic Pulsipher and Alex Pulsipher (2019)*
• *Geography of Travel and Tourism by Lloyd Hudman and Richard Jackson (2018)*
• *Contemporary World Regional Geography by Michael Bradshaw, Joseph Dymond, and George F. Carney (2016)*
• *Global Tourism: Cultural Heritage and Economic Encounters edited by Sarah M. Lyon and Christian Wells (2017)*

Course Code	Course Name	Credits
SCW2217N	**Social Work- I**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**01**	**-**	**01**	**01**	**-**	**02**

Internal Assessment				End Sem Exam	Duration of End Sem Exam	Total
Mid Term	**Continuous Evaluation**	**Attendance**	**Total**			
15	**30**	**5**	**50**	**50**	**2 Hours**	**100**

Course Outcome

- Students will understand conceptual and theoretical aspects of social entrepreneurship in India.
- Students will be aware of the challenges of social entrepreneurship.
- Students will be able to understand the process to start a social entrepreneurship project.

Course Objectives

- To study the basic concepts of social entrepreneurship.
- To understand various social entrepreneurship processes.
- To understand role and responsibilities in the management of social entrepreneurship.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Social entrepreneurship**		7	20%
	1.1	Introduction and basics of Social Entrepreneurship		
	1.2	Approaches to social development		
2	2.1	Strategic venture design, resource management and social sector marketing.	7	30%
	2.2	Funding and legal framework for social ventures		
3	**Social entrepreneurship in India**		7	30%
	3.1	Social impact assessment		
	3.2	Sustainable development		
4	**Case Study**		5	20%
	4.1	Case-studies		
Total			26	100%

References
• *Bornstein, D., & Davis, S. (2010). Social entrepreneurship: What Everyone Needs to Know? New York: Oxford University Press.*
• *Kickull, Jill and Lyons, S. Thomas. (2012). Understanding Social Entrepreneurship. Routledge: New York*
• *Kramer, M. R. (2005). Measuring innovation: Evaluation in the field of social entrepreneurship.*

SYLLABUS

B.A. (Multimedia and Gaming)
(Honours/Honours With Research)

SEMESTER-III

Course Code	Course Name	Credits
IGE2301N	**INTRODUCTION TO GAME ENGINE**	2

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Project	Continuous Evaluation	Attendance	Total Internal						
25	-	05	30	70		-	3 Hours	-	100

Course outcome

- Understanding of game engine architecture and its components.

- Proficiency in developing games using a game engine.

- Ability to create both 2D and 3D games.

- Enhanced problem-solving and critical thinking skills.

- Collaboration and teamwork abilities.

Course Objectives

- Understand game engine architecture and functionality.

- Develop practical skills in game engine development.
- Enhance problem-solving and critical thinking abilities.
- Promote collaboration and teamwork.
- Provide a strong foundation for further studies or a career in game development.

Detailed Syllabus

Module / Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction of INTRODUCTION TO GAME ENGINE**		
	1.1	Evolution of INTRODUCTION TO GAME ENGINE • Overview of game development process • Role of game engines in game development • Types of game engines and their features • Game loop and frame rate	05	25%
	1.2	Fundamentals of Game Engine Architecture		
	1.3	Rendering pipeline and graphics APIs		
2		**2D Game Engine Development:**		
	2.1	2D coordinate systems and transformations	**05**	20%
	2.2	Sprites, textures, and animation		
	2.3	Collision detection and physics simulation		
3		**3D Game Engine Development:**		
	3.1	3D coordinate systems and transformations	08	30%
	3.2	Meshes, materials, and shaders		
	3.3	Lighting and shadowing techniques		
	3.4	Camera control and perspective projection		
	3.5	Game Engine Components- Entity-component system (ECS) architecture		
	3.6	Scene graph and spatial partitioning		

	3.7	Resource management and asset pipelines		
4	**Game Engine Tools and Editors:**		08	25%
	4.1	Level editors and world-building tools		
	4.2	Particle systems and special effects		
	4.3	Animation editors and rigging tools		
	4.4	Debugging and profiling techniques		
	4.5	Performance profiling and analysis		
	4.6	Memory management and resource optimization		
Total			26	**100%**

References
Game Programming Patterns" by Robert Nystrom
Game Engine Architecture" by Jason Gregory
Unity in Action: Multiplatform Game Development in C#" by Joe Hocking
Physics for Game Developers" by David M. Bourg and Bryan Bywalec

Semester – III

Course Code	Course Name	Credits
SFG2302N	**Scripting for Games**	2

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Project	**Continuous Evaluation**	**Attendance**	**Total Internal**						
25	**-**	**05**	**30**	**70**		-	3 Hours	-	100

Course outcome

1. Understand the role and importance of scripting in game development.

2. Demonstrate proficiency in scripting languages commonly used in the gaming industry (e.g., C#, Lua, Python).

3. Apply problem-solving and critical thinking skills to implement scripts for various game elements.

4. Create and modify game mechanics through scripting, including player controls, character movement, and game rules.

5. Implement AI behavior using scripting techniques, such as enemy AI routines, decision-making algorithms, and pathfinding systems.

Course Objectives

1. Understand the role and importance of scripting in game development.

2. Learn the basics of scripting languages commonly used in the gaming industry.

3. Develop problem-solving and critical thinking skills through script implementation.

4. Gain practical experience in creating scripts for various game elements.

5. Understand game architecture and workflows related to scripting.

Detailed Syllabus				

Module / Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Scripting for Games			
1	1.1	Overview of game scripting and its significance in game development	04	
	1.2	Introduction to common scripting languages (e.g., C#, Lua, Python)		
	1.3	Understanding game architecture and workflows		25%
	Scripting Fundamentals			
2	2.1	Scripting Fundamentals	04	20%
	2.2	Control flow structures (conditionals and loops)		
	2.3	Functions and modularization		
	Scripting Game Mechanics			
3	3.1	Creating player controls and character movement		
	3.2	Implementing game rules and mechanics (e.g., scoring systems, health systems)	08	30%
	3.3	Handling collisions and physics-based interactions		
	3.4	Scripting player input and feedback mechanisms		
	3.5	Scripting player input and feedback mechanisms		
	3.6	Scripting reactive AI and dynamic behavior		

	3.7	Creating interactive menus, buttons, and HUD elements		
4	**Script Optimization and Debugging**			
	4.1	Script Optimization and Debugging		
	4.2	Profiling and identifying script bottlenecks		
	4.3	Debugging tools and strategies	08	25%
	4.4	Testing and troubleshooting scripted game features		
	4.5	Collaborative development of a game feature requiring scripting		
	4.6	Planning, implementation, and iteration of the scripted feature		
	4.7	Documentation and presentation of the final project		
Total			26	**100%**

References
• *"Unity in Action: Multiplatform Game Development in C#" by Joe Hocking*
• *"Game Programming Patterns" by Robert Nystrom*
• *"Learning C# by Developing Games with Unity" by Harrison Ferrone*
• *"Lua Game Development Cookbook" by Mario Kasuba*

Semester – III

Course Code	Course Name	Credits
UIX2303N	UI/UX Design	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

	Theory						Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Project	Continuous Evaluation	Attendance	Total Internal							
25	-	05	30	70			-	3 Hours	-	100

Course outcome

After successful completion of this course, students would be able to:

- Understand the fundamentals of User Interface Design and User Experience Design

- User centric analysis and research activities

- Evaluation of heuristic principles and application.

- Concept Development

Course Objectives

- The UI/UX Design course brings a design-centric approach to user interface and user experience design.

- Understanding the importance of a visual communication perspective through user experience.

- Overall understanding and improving the interaction of user with the application/website.

<table>
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Module/ Unit		Course Module / Contents	Hours	Marks Weightage
	1.1	**Introduction to design Thinking in terms of website/ app**		5
	1.2	Discussion on different website and apps.		5
1	1.3	Importance of User research	05	5
	1.4	Introduction to User centered Design		5
2	2.1	**The design Life cycle** **Application of heuristic principles** **Brainstorming the ideas** **Project Development**		5
	2.2	Brainstorming, Understanding, Ideation of a project(website/app)	05	5
	2.3	Understanding User, Their goals. Research Techniques.		10
	3.1	**Creating user Persona, User Scenario.**		5
3	3.2	Importance of Visual Communication	08	10
	3.3	Graphic Design Principles Icons, typography,Fonts		10
4	4.1	**Sitemap.** **Introduction To Adobe XD** **Introduction to Frames, tools**		10
	4.2	Low Fidelity Wireframes Mid Fidelity Wireframes High Fidelity Wireframes.	08	10
	4.3	Creating Prototype		10
	4.4	Work on project		10

Total	26	100

Reference
• *Mads Soegaard ,2018, The Basics of User Experience Design: A UX Design Book by the Interaction Design Foundation.*
• *Norman, D. A. (2013). The design of everyday things: Revised and expanded edition. Basic Books.*
• *Krug, S. (2014). Don't make me think: A common sense approach to web usability (3rd ed.). New Riders.*
• *Lidwell, W., Holden, K., & Butler, J. (2010). Universal principles of design. Rockport Publishers.*
• *Cooper, A., Reimann, R., Cronin, D., & Noessel, C. (2014). About face: The essentials of interaction design (4th ed.). Wiley.*
• *Gothelf, J., & Seiden, J. (2016). Lean UX: Designing great products with agile teams (2nd ed.). O'Reilly Media.*
• *Buley, L. (2013). The user experience team of one: A practical guide to managing a UX project with a small team. O'Reilly Media.*

Semester – III

Course Code	Course Name	Credits
PAS2304N	**PROGRAMMING IN C# ACTIONSCRIPT**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Project	Continuous Evaluation	Attendance	Total Internal						
25	**-**	**05**	**30**	**70**		-	3 Hours	-	100

Course outcome

- Proficiency in C# and ActionScript Programming.
- Ability to Develop Applications and Games.
- Understanding of Object-Oriented Programming Principles.
- Application of Programming Concepts to Web and Mobile Development.

Course Objectives

- Develop Fundamental Programming Skills in C# and ActionScript.
- Create Applications and Games using C# and ActionScript.
- Understand Object-Oriented Programming Concepts in C# and ActionScript.
- Apply Programming Concepts to Web and Mobile Application Development.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to C# and ActionScript**		12	20%
	1.1	Overview of programming fundamentals, including variables, data types, operators, and control structures		
	1.2	Introduction to object-oriented programming (OOP) concepts.		
	1.3	Understanding the syntax and structure of the C# programming language.		
	1.4	Introduction to ActionScript Programming. Overview of the ActionScript programming language used in Adobe Flash and Flex.		
	1.5	Understanding the fundamentals of ActionScript syntax, variables, functions, and event handling		
2	**C# and ActionScript Foundations**		08	20%
	2.1	Data Types and Variables Understanding different data types and variables in C# and ActionScript Working with variables, constants, and type conversions		
	2.2	Control Structures and Decision Making Utilizing control structures such as loops and conditional statements in C# and ActionScript Making decisions using if-else statements, switch statements, and ternary operators		
	2.3	Arrays and Collections Understanding arrays and collections in C# and ActionScript Working with arrays, lists, dictionaries, and other data structures		
3	**Object-Oriented Programming in C# and ActionScript**		10	

	3.1	Classes and Objects Exploring classes, objects, and constructors in C# and ActionScript Implementing encapsulation, inheritance, and polymorphism		20%
	3.2	Exception Handling Understanding exception handling techniques in C# and ActionScript Handling and managing exceptions using try-catch blocks		
	3.3	Event-Driven Programming Understanding event-driven programming concepts in C# and ActionScript Handling and responding to events using event listeners and event handling mechanisms		
4		**Advanced Topics and Application Development**		20%
	4.1	File Handling and Input/Output Operations		
	4.2	Working with files, streams, and input/output operations in C# and ActionScript		
	4.3	Reading from and writing to files and interacting with external data sources		
5		**Developing Interactive Applications**	09	
	4.4	Exploring graphics and multimedia programming in C# and ActionScript		
	4.5	Web and Mobile Application Development Understanding web and mobile application development using C# and ActionScript Building web applications, mobile apps, or games using appropriate frameworks and technologies		20%
Total			39	100%

References
• *"ActionScript 3.0 Game Programming University" by Gary Rosenzweig.*
• *"C# Programming Yellow Book" by Rob Miles.*
• *Troelsen, A., & Japiske, P. (2021). Pro C# 9: With .NET 5 (9th ed.). Apress.*
• *Skeet, J. (2019). C# in depth (4th ed.). Manning Publications.*

- *Price, M. J. (2021). C# 10 and .NET 6 - Modern cross-platform development. Packt Publishing.*
- *Chan, J. (2015). Learn C# in one day and learn it well: C# for beginners with hands-on project. Independently published.*

Semester-III

Course Code	Course Name	Credits
PXA2304N	**Pixilation Animation**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Understand the history and principles of pixelation animation.
2. Master the technical skills required for creating pixelation animations.
3. Develop creative concepts and execute them through practical projects.
4. Critically analyze and evaluate pixelation animations from historical and contemporary perspectives.
5. Work collaboratively to produce a group pixelation animation project.

Course Objectives

1. Gain a basic knowledge of animation principles (e.g., from a previous introductory animation course)
2. Gain familiarity with digital video editing software

Detailed Syllabus

Module/Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Pixelation Animation**		**10**	
	1.1	Overview of pixelation animation		
	1.2	Historical context and notable examples		

	1.3	Basic principles and techniques		
				15%
2		**Theoretical Foundations**		
	2.1	Animation principles: timing, spacing, and movement	**10**	
	2.2	The role of pixelation in visual storytelling		
	2.3	Case studies: Analysis of influential pixelation animations		
				20%
3		**Technical Setup and Equipment**	**10**	20%
	3.1	Camera setup and manual settings		
	3.2	Lighting and staging for pixelation		
	3.3	Introduction to frame-by-frame shooting techniques		
	3.4	Handling special effects in pixelation		
4		**Editing and post-production**	**15**	25%
	4.1	Basic editing techniques for pixelation		
	4.2	Creating smooth transitions and continuity		
	4.3	**Adding sound and music**		
5		**Assignment** Make a script and a storyboard Create a DOP sheet Identify backgrounds and animated assets Create a pixelation animation using 2-4 human characters and 5 props.	**07**	**20%**
Total			**52**	**100%**

References
• *"The Animator's Survival Kit" by Richard Williams*
• *"Animation: The Mechanics of Motion" by Chris Webster*
• *Priebe, K. A. (2016). The advanced art of stop-motion animation. Focal Press.*
• *Gasek, T. (2008). Frame-by-frame stop motion: How to make stop motion animation with puppets and models. Focal Press.*
• *Purves, B. J. C. (2016). Stop-motion animation: Frame by frame filmmaking with puppets and models. Focal Press.*
• *Sibley, B., & Aardman Animations (Firm). (1998). Cracking animation: The Aardman book of 3D animation. Thames & Hudson.*

- *Shaw, S. (2012). Stop motion: Craft skills for model animation. Focal Press.*
- *Walsh, C. (2015). Stop motion filmmaking: The complete guide to fabrication and animation. Focal Press.*

Semester – III

Course Code	Course Name	Credits
KMT2306N	**Keying and Motion Tracking**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

		Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Project	**Continuous Evaluation**	**Attendance**	**Total Internal**							
25	**-**	**05**	**30**		**70**		-	3 Hours	-	100

Course outcome

1. Understand the principles of keying and motion tracking in visual effects and post-production.
2. Demonstrate proficiency in various keying techniques, including chroma keying, luma keying, and alpha channel keying.
3. Utilize keying tools and controls effectively to achieve high-quality keying results.
4. Apply advanced keying techniques such as despill, edge refinement, and garbage matting.
5. Comprehend different motion tracking methods, including point tracking, planar tracking, and camera tracking.
6. Perform accurate motion tracking for various scenarios, including difficult shots with motion blur, reflections, and occlusions.
7. Integrate keying and motion tracking techniques to seamlessly blend subjects into new backgrounds and apply visual effects to moving objects.

Course Objectives

1. Understand the principles and concepts behind keying and motion tracking in visual effects and post-production.

2. Familiarize yourself with different keying techniques, such as chroma keying, luma keying, and alpha channel keying, and their respective applications.

3. Develop a thorough understanding of keying tools, software, and controls, and gain proficiency in utilizing them to achieve high-quality keying results.

4. Explore various motion tracking methods, including point tracking, planar tracking, and camera tracking, and understand their uses in different scenarios.

5. Gain hands-on experience in performing keying and motion tracking tasks through practical exercises and real-world projects.

6. Acquire the skills to troubleshoot common issues and challenges that arise during keying and motion tracking processes.

7. Develop the ability to integrate keying and motion tracking techniques effectively to create seamless visual effects.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Keying and Motion Tracking**	**12**	20%
	1.1	Introduction to Keying • Keying fundamentals • Importance of clean plates and preproduction planning • Common types of keying: chroma keying, luma keying, and alpha channel keying Evaluating and choosing the appropriate keying method		
	1.2	Importance of clean plates and pre-production planning: clean plates are essential elements in keying, as they provide a reference for accurately separating the subject from the background. You will understand the significance of capturing clean plates during the production stage and how pre-production planning plays a crucial role in obtaining highquality keying results.		
	1.3	Common types of keying: You will be introduced to the different keying techniques used in visual effects, including chroma keying, luma keying, and alpha channel keying. Each technique has its own advantages and applications, and you will learn when to use each method based on the characteristics of the footage and desired results.		

		Keying Techniques			
2	2.1	Chroma keying: green screen and blue screen keying	**08**	20%
	2.2	Luma keying: extracting based on brightness values		
	2.3	Alpha channel keying: creating and manipulating alpha channels		
3		**Motion Tracking Techniques**	**15**	

	3.1	Point tracking: tracking a single point in a scene		
	3.2	Planar tracking: tracking flat surfaces and objects		25%
	3.3	Camera tracking: tracking camera movements in 3D space		
	3.4	Match moving integrating CGI with live-action footage		
	3.5	Use cases for motion tracking in visual effects		
	3.6	Different types of motion tracking: point tracking, planar tracking, and 3D tracking		
	3.7	Motion tracking fundamentals		
		Real-World Applications 1	**10**	20%
4	4.1	• Industry examples of keying and motion tracking in films and commercials • Case studies and analysis of successful keying and motion tracking projects • Best practices for working collaboratively and efficiently in a professional environment		
	4.2	Industry examples of keying and motion tracking: You will analyze, and study examples of keying and motion tracking used in professional productions. This may include examining specific scenes from films or commercials where keying and motion tracking techniques were employed to achieve seamless integration of visual effects.		

	4.3	Case studies and analysis: Through case studies, you will gain insights into successful keying and motion tracking projects. You will analyze the challenges faced, the techniques applied, and the overall impact on the final visual outcome. This will help you understand how keying and motion tracking are used to enhance storytelling and create engaging visual effects.			
	4.4	Best practices and workflow optimization: You will learn industry best practices for keying and motion tracking, including efficient workflows, time-saving techniques, and collaboration strategies. Understanding how professionals approach keying and motion tracking projects will equip you with the knowledge to work effectively in a professional environment.			
5		**Real-World Applications 2**	08	
	5.1	Collaboration and teamwork: Visual effects projects often involve collaboration with a team of artists and professionals. You will learn how to effectively communicate and collaborate with others, understand their roles and responsibilities, and work together to achieve the desired results.		15%
	5.2	Keying controls: matte refinement, spill suppression, and edge correction		
	5.3	Project-based assignments to apply learned skills		
	Total		52	**100%**

References
• *"The Art and Science of Digital Compositing" by Ron Brinkmann*
• *"Digital Compositing for Film and Video" by Steve Wright.*
• *Sonka, M., Hlavac, V., & Boyle, R. (2014). Image processing, analysis, and machine vision (4th ed.). Cengage Learning.*
• *Xu, N., Lin, W., Lu, X., & Wei, Y. (2024). Video object tracking: Tasks, datasets, and methods. Springer.*
• *Szeliski, R. (2010). Computer vision: Algorithms and applications. Springer.*
• *Hartley, R., & Zisserman, A. (2004). Multiple view geometry in computer vision (2nd ed.). Cambridge University Press.*
• *Koller, D., & Brown, C. (2015). Computer vision: A modern approach (2nd ed.). Pearson.*
• *Cootes, T. F., & Taylor, C. J. (2001). Statistical models of appearance for computer vision. Springer.*

Semester – III

Course Code	Course Name	Credits
CCG2307N	**Color Correction & Grading**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	3 Hours	-	-	-	100

Course outcome

1. Proficient in Color Correction: Students will be able to apply primary and secondary color correction techniques to video footage, ensuring balanced and accurate colors

2. Skilled in Color Grading: Students will be able to create and apply color grades that enhance the visual storytelling of a project, using both standard and advanced grading techniques

3. Capable of Handling Complex Work flows: Students will demonstrate the ability to manage and execute color grading work flows, including matching shots across sequences and collaborating with other postproduction professionals

4. Industry-Ready Colorists: Students will complete a comprehensive nal project that showcases their ability to plan, grade, and present a fully polished video, preparing them for professional roles in the industry.

1. Understand Color Theory and Correction: To provide students with a comprehensive understanding of color theory, including the tools and techniques used for basic and advanced color correction

2. Master Color Grading Techniques: To equip students with the skills needed to create visually compelling color grades that enhance storytelling and match the visual style of different genres

3. Develop Advanced Work ow Skills: To teach students how to efficiently manage color correction and grading work flows, including working with RAW/LOG footage, matching shots, and collaborating in postproduction environments

4. Prepare for Industry Standards: To prepare students for professional work in the lm and television industry by teaching them to plan, execute, and present projects that meet industry standards in color grading

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Color Theory and Correction**		
	1.1	Fundamentals of Color Theory Basic Color Correction Techniques	**12**	15%
	1.2	Understanding color spaces: RGB, CMYK, YUV Color perception and psychology Introduction to color wheels and histograms Exposure, contrast, and white balance Introduction to color correction tools in software (example DaVinci Resolve, Adobe Premiere Pro) Working with scopes: Waveform, Vectorscope, and Histogram Week		

	1.3	Isolating colors and using masks Working with Hue, Saturation, and Luminance (HSL) Balancing skin tones and matching shots		
	Introduction to Color Grading			
2	2.1	Understanding Color Grading Difference between color correction and color grading The role of color grading in storytelling Introduction to LUTs (Look-Up Tables) and their uses	**08**	20%
	2.2	Creating Visual Styles Developing a color palette for a project Working with LUTs and custom grading Grading for different genres: Drama, horror, sci- , etc		
	2.3	Advanced Color Grading Techniques Advanced grading techniques: Power windows, keying, and tracking Creating and using custom LUTs Working with HDR and wide color gamut footage		
3	**Advanced Techniques and Work flow**			
	3.1	Color Grading Work flow Understanding the color grading pipeline Working with RAW and LOG footage Organizing a project for efficient grading		
	3.2	Matching Shots and Sequences Techniques for ensuring consistency across shots Matching shots in different lighting conditions Dealing with challenging footage: mixed lighting, overexposure, etc		20%
	3.3	Collaborative Work flows Working with editors, directors, and DPs Versioning and rendering graded footage Color grading in a multi-user environment		
	Industry Applications			
4	4.1	Industry Applications and Trends Overview of industry trends in color grading Case studies of color grading in feature films and commercials Preparing for industry work flows and deliverables	10	20%

	4.2	Project Planning and Pre-production Conceptualizing the final project Pre-production planning Storyboarding, shot list, and visual references Setting up the project for grading		
5		**Final Project**	08	
	5.1	Project Execution Executing color correction and grading for the final project Troubleshooting and reviewing the final grade Peer reviews and feedback sessions		25%
		Total	52	**100%**

References
• *"Color Correction Handbook: Professional Techniques for Video and Cinema" Author: Alexis Van*
• *"The Art and Technique of Digital Color Correction"" Author: Steve Hull.*
• *Van Hurkman, A. (2013). Color correction look book: Creative grading techniques for film and video. Peachpit Press.*
• *Van Hurkman, A. (2012). Color correction handbook: Professional techniques for video and cinema (2nd ed.). Peachpit Press.*
• *Foster, J. (2018). Color: A photographer's guide to directing the eye, creating visual depth, and conveying emotion. Routledge.*
• *Bellantoni, P. (2005). If it's purple, someone's gonna die: The power of color in visual storytelling. Focal Press.*
• *Stump, D. (2017). Capturing the shot: Fundamentals, tools, techniques, and workflows for digital cinematography. Focal Press.*
• *Itten, J. (1970). The elements of color. John Wiley & Sons.*

Semester III

Course Code	Course Name	Credits
FLF2311N	**FRENCH III**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

		Theory						Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Get in depth Knowledge of accents and French phonetics.

- Write about placements of objects.

- Talk about recent experiences or recent plans.

- Understand the important geographic locations and culture of France.

- Gain mastery over complex grammatical structures, including the subjunctive mood, advanced verb tenses, and intricate sentence formations.

Course Objectives

- To engage the students to continue to refine pronunciation, focusing on more subtle aspects of accent and intonation.

- To describe the placements of the objects etc.

- To talk about recent experiences or of recent plans.

- To understand biographical information.

- To master complex grammatical structures, including the subjunctive mood, advanced tenses, and nuanced sentence structures.

	Detailed Syllabus

Reading exercises, writing tasks and grammar of:

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Module I**		**7**	**50%**
	Leçon 1	Une journée sur Terre		
	Leçon 2	Une journée « écolo »		
	Leçon 3	Une journée avec…		
	Leçon 4	Une journée en Pologne		
2	**Module II**		**6**	**20%**
	Leçon 1	Sortir « à la française »		
	Leçon 2	Soyez les bienvenus !		
	Leçon 3	Apprendre autrement		
3	**Module III**		**6**	**30%**
	Leçon 1	Jeunes talents		
	Leçon 2	Écrivains francophones		
	Leçon 3	Un livre, un jour		
4	**Module IV**		**5**	**30%**
	Leçon 1	Il a choisi la France		
	Leçon 2	Informons-nous		
	Total		**26**	**100%**

References
• *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette,2012.*
• *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*
• *Loiseau Y.,Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
• *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
• *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris,2017.*
• *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.*
• *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*
• *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*
• *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Semester III

Course Code	Course Name	Credits
FLG2311N	**GERMAN III**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

			Theory					Term Work / Practical/Oral			
Internal Assessment						**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total**							
15	**20**	**10**	**05**	**50**		**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Listen and comprehend.

- Understand and respond to audio texts, telephonic messages, and announcements.

- Listen and speak.

- Have proficiency in pronunciation.

- Communicate in routine situations where exchange of basic information is required.

Course Objectives

- To listen and comprehend.

- To understand and respond to audio texts, telephonic messages, and announcements.

- To listen and speak.

- To have proficiency in pronunciation.

- To communicate in routine situations where exchange of basic information is required.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Kapitel 7**			
	Grammatischer Aspekt	- Präpositionen mit Dativ, z.B. aus, bei - Artikelwörter: bestimmt, unbestimmt, negativ im Nom., Akku., Dativ - Possessivartikel im Dativ	6	25%
2	**Kapitel 7**			
	Thematischer Aspekt	- Termine absprechen - Anleitungen verstehen und geben - Briefe verstehen und beantworten - über Sprachenlernen sprechen - Informationen in Texten finden	7	25%
3	**Kapitel 8**			
	Grammatischer Aspekt	- Adjektiv mit sein Thema:Wohnungsbeschreibung - Adjektiv sehr, zu - Wohin: in+Akku. - Wo: in+Dativ - Wechselpräpositionen z.B. über, auf, unter, vor	6	25%
	Kapitel 8			

4	**Thematischer Aspekt**	- Wohnungsanzeigen verstehen - eine Wohnung beschreiben - die Wohnungseinrichtung planen - eine Einladung schriftlich beantworten - über eine Wohnungseinrichtung sprechen - einen Text über eine Wohnung schreiben	7	25%
Total			**26**	**100%**

References
• *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*
• *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*
• *Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*
• *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.*
• *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*
• *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Semester III

Course Code	Course Name	Credits
FLS2311N	**SPANISH III**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

			Theory					Term Work / Practical/Oral			
Internal Assessment						End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Mid Term	Viva	Continuous Evaluation	Attendance	Total							
15	20	10	05	50		50	75 mins	-	-	-	100

Course Outcomes

- To speak and write about his/her daily routine and will be able to describe the daily routine of others and express the frequency.
- To effectively understand time, tell time and ask questions using time.
- To understand and explain the geographical structure such as area, population etc. of Spanish speaking countries along with food and local cuisines.
- To effectively write an informal E-mail.
- To conjugate irregular verbs and use them in their day-to-day life.

Course Objectives

- To enable the students to talk and discuss about their routine and/or daily routine of others effectively and express the frequency.
- To enable the students to understand time.
- To enable the student to understand the geography of Spanish speaking countries along with local cuisines and food.
- To teach the students how to write an informal E-mail.
- To teach how to conjugate irregular verbs and incorporate them in day-to-day life.

Detailed Syllabus				

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**¿Tus amigos son mis amigos?**		**3**	**20%**
	1.1	La geografía de España		
	1.2	Los verbos en presente de indicativo		
2	**¿Dónde está mi reloj?**		**7**	**30%**
	2.1	La hora en español		
	2.2	El verbo Tener en la forma TENER QUE + Infinitivo		
3	**¿Sabes estos verbos?**		**6**	**20%**
	3.1	Los verbos irregulares		
4	**¿Día a día**		**10**	**30%**
	4.1	Los verbos reflexivos		
	4.2	La frecuencia para la rutina diaria		
	4.3	Hablar de la rutina diaria		
Total			**26**	**100%**

References				

- *Espinosa, Nat. 100 Reflexive Verbs In Spanish That You Need To Know. Independently Published, 2022.*
- *Floréz, Raphaela. Verbos Irregulares (Español). 2023.*

- *Gordon, Ronni, and David Stillman. The Big Red Book of Spanish Verbs, Second Edition. McGraw-Hill, 2008.*
- *Palencia, Ramon, and Luis Aragones. McGraw-Hill Education Intermediate Spanish Grammar. McGraw-Hill Education, 2014.*
- *Powell. Autodisciplina. Create Your Reality, 2019.*
- *Reid, Stephanie. La hora (Time) (Early Childhood Themes) (Spanish Edition). 2013.*
- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*
- *Saavedra, Eduardo. La Geografía de España del Idrisi (Classic Reprint). Forgotten Books, 2017.*
- *Tormo, Alejandro Bech, Francisco Del Moral Manzanares, et al. El Cronómetro en clase. 2020.*
- *Tormo, Alejandro Bech. Cronometro. Nivel B1. Con espansione online. Con CD. Per le Scuole superiori (El). Edinumen Editorial, 2013.*

Semester III

Course Code	Course Name	Credits
CSE2312N	Reading and Comprehension	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Internal				External		Total
Mid-Sem Exam	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- Attain and enhance competence in reading and comprehension skills and develop reading skills, speed and keen interest in reading different genres.

- Read university text, manuals, technical contents and expand their vocabulary.
- Produce best reviews after analytical and critical reading.
- Employ various reading techniques and strategies to gain maximum output from reading.

- Understand the nuances of reading as a skill.

Course Objectives

- To discuss the techniques of reading and comprehension
- To illustrate the methods of reading technical and non-technical texts
- To enhance the knowledge of graphic, mind maps and pyramids
- To guide about ways of gathering information and processing it through effective reading strategies

- To teach how to do review writing after effectively applying appropriate reading methods.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Effective Reading**		**4**	**31%**
	1.1	What is reading comprehension? Process of reading, Types of reading: (Academic reading, Professional reading, Literary reading, Technical reading & Critical reading) Strategies and Techniques of reading: (Skimming, Scanning, Intensive, Extensive, Loud & Silent reading, SQ3R etc.) Reading speed & Tips for improving reading skills		
	1.2	Strategies for Reading Comprehension		
	1.3	Note taking and Note Making		
2	**Technical Language Development**		**4**	**31%**
	2.1	Reading Manuals: What is technical language? Characteristics of technical texts User guide – manuals: (Lab reports, Brochures, Proposals, Technical specifications & descriptions) Instructions & warnings etc.		
	2.2	Difference between Literary and Technical reading		
3	**Summarization**		**3**	**23%**
	3.1	Summarization of reading passages, reports, chapters, books & selected passages from competitive examinations.		
	3.2	Graphic organizers for summaries: Mind maps, flow charts, tree diagrams, pyramids		
4	**Activities**		**2**	**15%**
	4.1	News reading, Picture reading,		
	4.2	Review of a book/journal, Paraphrasing		
	Total		**13**	**100%**

References
• *Krishnaswamy N & T Sriraman. Creative English for Communication, Macmillan India Limited, 2000*
• *Mascull, Bill. Business Vocabulary in Use Advanced, Cambridge University Press, 2004*
• *Raman, Meenakshi & Singh, Prakash. Business Communication, Oxford University Press, 2006.*
• *Rizvi, Ashraf M. Effective Technical Communication, McGraw Hill Education, 2017*
• *Sethi, Anjanee & Adhikari, Bhavana. Business Communication, Tata McGraw Hill, 2009.*
• *Varinder Kumar & Bodh Raj, Comprehension and Communication Skills in English,*   • *Kalyani Publishers, 2022.*

Course Code	Course Name	Credits
BEH2313N	**Behavioral science-III**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

Theory								
Internal Assessment					**End Sem Exam**	**Duration of End Sem Exam**	**Total**	
Activity	**Assignment**	**Viva**	**Attendance**	**Total**				
20	**40**	**35**	**05**	**100**	**-**	**-**	**100**	

Course Outcome

- Enhanced communication and understanding among team members

- Increased trust and respect within the team.

- Improved collaboration and problem-solving abilities.

- Greater appreciation for diversity and different perspectives.

- Clearer roles, responsibilities, and accountability.

- Stronger team unity and alignment towards common goals.

Course Objective

- To Foster open communication and active listening among team members.

- To Build trust and mutual respect within the group.

- To Encourage collaboration and shared decision-making.

- To Promote diversity and inclusion within the team.

- To Develop clear roles and responsibilities for each member.

- To Strengthen team cohesion through shared goals and experiences.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Group formation**		**2**	**20%**
	1.1	Definition and Characteristics of group		
	1.2	Importance of groups formation		
	1.3	Classification and stages of groups formation		
	1.4	Benefits of group formation		
2	**Teams**		**2**	**20%**
	2.1	Meaning and nature of teams		
	2.2	External and internal factors effecting team.		
	2.3	Building Effective Teams		
	2.4	Consensus Building and Collaboration		
3	**Group Functions**		**2**	**20%**
	3.1	External Conditions affecting group functioning: Authority, Structure, Org. Resources, Organizational policies etc.		
	3.2	Internal conditions affecting group functioning: Roles, Norms, Conformity, Status, Cohesiveness, Size, Inter group conflict.		
	3.3	Group Cohesiveness and Group Conflict		
	3.4	Adjustment in Groups		
4	**Leadership**			

	4.1	Meaning, Nature, and Functions	**2**	**20%**
	4.2	Self-leadership		
	4.3	Leadership styles in organization		
	4.4	Leadership in Teams		
5	**Power to empower: Individual and Teams**		**2**	**20%**
	5.1	Meaning, Nature, and Types of Power and Empower		
	5.2	Identify the sources and uses of Power		
	5.3	Relevance in organization and Society		
	5.4	Feeling power and powerlessness		
\multicolumn{3}{c}{**Total**}		**10**	**100%**

References
• *Forsyth, D. R. (2018). Group Dynamics. Wadsworth, Cengage Learning.*
• *Robbins, S. P., & Judge, T. A. (2019). Organizational Behavior (18th ed.). Pearson.*
• *Kouzes, J. M., & Posner, B. Z. (2017). The Leadership Challenge: How to Make Extraordinary Things Happen in Organizations (6th ed.). Jossey-Bass.*
• *Pfeffer, J. (2010). Power: Why Some People Have It—and Others Don't. Harper Business.*
• *Lencioni, P. (2002). The Five Dysfunctions of a Team: A Leadership Fable. Jossey-Bass.*
• *Hackman, J. R., & Wageman, R. (2005). A theory of team coaching. Academy of Management Review, 30(2), 269-287.*

Semester III

Course Code	Course Name	Credits

VAC2314N	GRAPHIC DESIGN	03

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**-**	**-**	**03**	**-**	**-**	**03**

		Theory				Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	10	05	30	70	3 Hours	-	-	-	100

Course Outcome

- Students will learn the concept of Graphics with its basics.
- Students will learn the principles of Graphic Design.
- Students will learn to use the Design Tools and elements.
- Students will learn creating textures and backgrounds, Layout, and compositions.

Course Objectives

- To understand the principles of Graphic Design.
- To understand user interface of Software.
- To use, Design Tools and elements.
- Creating textures and backgrounds, Layout, and compositions, creating final artwork.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Basic Introduction of Design Software	**8**	

1	1.1	Introduction of Graphic Design, Software and their uses		**20%**
	1.2	Introduction about Photoshop		
	1.3	Tools and its uses, Effects and techniques, Layout and Compositions		
	1.4	How to create different Backgrounds, how to create forms and compositions, what is layouts and how it works?		
2	**Understanding different Tools for creating Graphics:**		**14**	**30%**
	2.1	Creation of effects with different tools with technique.		
	2.2	Creation of Textures and styles of Background and Letters.		
	2.3	How to improve Image quality? Image cutout and extending with tools.		
	2.4	How to create Art works with different and proper layouts? Additional Imagination of layout and composition, Work on Image.		
	2.5	Touching, retouching, finishing, stamping, cropping, mixing etc., How to create different designs with using all contain and images.		
	2.6	How to start your final Artwork from the beginning?		
3	**Develop skills in typography and layout design.**		**7**	**20%**
	3.1	Introduction to typography		
	3.2	Typefaces and fonts		
	3.3	Typography rules and conventions		
	3.4	Combining typefaces		
4	**Gain experience with design software programs such as Adobe Photoshop and Illustrator**		**10**	**30%**
	4.1	Introduction to Adobe Photoshop, Illustrator, and In Design		
	4.2	Basic functions and tools of each program		
	4.3	Creating and editing images and graphics		
	4.4	Creating layouts and designs in each program		
Total			**39**	**100**

References

- *Towards a new age Graphic Design, Principles and Formulas for Classical, Computer by Richard Williams*
- *The Elements of Graphic Design by Alex W. White.*

Semester III

Course Code	Course Name	Credits
ABC2317N	**Analysis of Business Cases**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

	Theory					Term Work / Practical/Oral			Total
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**
Test	**Continuous Evaluation**	**Attendance**	**Total**						
25	**20**	**05**	**50**	**50**	**3 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Demonstrate the ability to critically assess business cases, identifying core challenges, underlying issues, and potential opportunities within various organizational contexts.
- Utilize relevant analytical frameworks and tools to interpret complex business cases, deriving insights that inform strategic decision-making processes.
- Develop coherent, evidence-based solutions and recommendations for business challenges, effectively communicating these strategies to stakeholders through both written reports and presentations.

Course Objectives

- Develop critical thinking skills by engaging students in the analysis of complex business cases.

- Enhance problem-solving abilities through the application of business theories to real-world scenarios.
- Foster strategic decision-making by evaluating various business challenges and opportunities.
- Improve analytical skills in identifying key issues and deriving insights from business case studies.
- Strengthen communication skills by teaching students to present their analyses and solutions effectively.
- Increase understanding of business dynamics across different industries and organizational contexts.

	Detailed Syllabus		

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	**Analytical Frameworks for Case Analysis**		
	SWOC Analysis (Strengths, Weaknesses, Opportunities, Challenges) PESTLE Analysis (Political, Economic, Social, Technological, Legal, Environmental) Porter's Five Forces Analysis	**7**	**25%**
2	**Decision Making and Problem Solving**		
	Enhance decision-making and problem-solving abilities through case analysis. **Topics:** Decision-Making Process Problem-Solving Strategies	**7**	**25%**
3	**Strategic Management Analysis**		
	Analyze strategic management issues and formulate effective strategies based on case study scenarios. **Topics:** Strategic Analysis Strategy Formulation and Implementation	**6**	**25%**
4	**Industry-Specific Case Analysis**		
	Understand industry-specific challenges and best practices in management through case studies. **Topics:** Industry Analysis Industry-Specific Case Studies	**6**	**25%**
	Total	**26**	**100%**

	References

- *Harvard Business Review Case Studies*

- *Case Studies in Management by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson*
- *Case Studies in Strategic Management by Sanjay Mohapatra*
- *Case Studies in Marketing Management by S. Ramesh Kumar*
- *Case Studies in Organizational Behavior by Steven L. McShane and Mary Ann Von Glinow*

Semester III

Course Code	Course Name	Credits
ANM2317N	Animation - II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory						Term Work/ Practical/ Oral			
Internal Assessment				End Sem Exam Practical/Project Presentation	Duration of End Sem Exam				Total
Test	Continuous Evaluation	Attendance	Total			Term Work	Prac.	Oral	
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Advanced Animation Skills: Students will develop advanced skills in character animation, including character posing, movement, and expression, applying the 12 principles of animation effectively.
- Technical Proficiency: Students will gain proficiency in advanced rigging techniques, character setup for complex movements, and the use of advanced features in animation software.
- Visual Storytelling: Students will understand narrative structure in animation, create storyboards and animatics, and apply visual language and symbolism to enhance storytelling in their animations.
- Application of Innovative Methods: Students will apply cutting-edge animation techniques to create professional-quality projects.

Course Objective

- Enhanced Animation Skills: Develop advanced skills in character animation, including character posing, movement, and expression, applying the 12 principles of animation effectively.
- Technical Proficiency: Gain proficiency in advanced rigging techniques, character setup for complex movements, and the use of advanced features in animation software.
- Creative Storytelling: Understand narrative structure in animation, create storyboards and animatics, and apply visual language and symbolism to enhance storytelling in animations.
- Professional Portfolio Development: Create a professional animation portfolio that showcases advanced skills, creativity, and understanding of industry practices, preparing for careers in animation.

Detailed Syllabus

Module / Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Foundations of Animation**		**6**	**20%**
	1.1	Principles of Animation: Explore and apply the 12 principles of animation to create believable and dynamic motion.		

	1.2	Storyboarding Techniques: Learn to develop and present visual stories through storyboards, focusing on composition and narrative flow.		
	1.3	Character Design Basics: Understand the fundamentals of character design, including silhouette, shape language, and visual appeal.		
	1.4	Introduction to 3D Animation: Gain a basic understanding of 3D animation software and its interface, focusing on keyframe animation.		
2		**Intermediate Animation Techniques**	**6**	**20%**
	2.1	Character Rigging and Weighting: Learn advanced rigging techniques to create flexible and realistic character movements.		
	2.2	Advanced Keyframe Animation: Refine keyframe animation skills, focusing on timing, spacing, and character performance.		
	2.3	Lip Sync and Facial Animation: Explore techniques for syncing character dialogue with lip movements and expressive facial animations.		
	2.4	Camera and Cinematography: Understand the principles of camera movement and shot composition to enhance storytelling and visual interest.		
3		**Specialized Animation Skills**	**6**	**30%**
	3.1	Creature Animation: Study the principles of creature animation, focusing on animalistic movement and behaviour.		
	3.2	Physics-based Animation: Learn to create realistic animations using physics simulations for objects like cloth, hair, and fluid.		
	3.3	Character Animation for Games: Explore the unique challenges and techniques involved in creating animations for interactive game environments.		
	3.4	Advanced Techniques and Styles: Exploration of niche animation styles and techniques, such as motion capture, effects animation, or advanced 3D modeling.		
		Advanced Character Animation and Dynamics	**8**	**30%**

4		Complex Character Rigging:		
	4.1	Advanced rigging techniques for creating detailed and flexible character rigs. Setup of facial rigs and body deformations for realistic movement.		
	4.2	Dynamic Motion and Simulation: Implementation of physics-based simulations for natural movement, including cloth and hair simulations. Techniques for simulating natural forces and interactions.		
	4.3	Dynamic Motion: Physics-based simulations for natural movement.		
	4.4	Complex Rigging: Advanced character rigging and facial deformation		
Total			**26**	**100%**

References
• *Williams, R. (2012).* The animator's survival kit. *Faber & Faber.*
• *Hooks, E. (2017).* Acting for animators: 4th edition. *Routledge.*
• *Maestri, G. (2006).* Digital character animation 3. *New Riders.*
• *Kerlow, I. V. (2017).* The art of 3D computer animation and effects *(4th ed.). Wiley.*
• *Roberts, S. (2007).* Advanced animation: An illustrated approach. *Focal Press.*
• *Osipa, J. (2013).* Stop staring: Facial modeling and animation done right *(3rd ed.). Wiley*

Semester III

Course Code	Course Name	Credits
PHT2317N	**Photography - II**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

Theory						Term Work/ Practical/ Oral			
Internal Assessment				End Sem Exam- End Semester Practical/Project/ presentation	Duration of End Sem Exam	Term Work	Prac.	Oral	Total
Test	**Continuous Evaluation**	**Attendance**	**Total**						
35	**10**	**05**	**50**	**50**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Students will know Camera modes
- Student will know about lenses
- Students will know about different cameras & lenses
- Field visit Studios or art gallery, Outdoor Photography Practice.

Course Objectives

- Students will gain a basic knowledge of camera parts.
- Gain knowledge about controlling light to get desired Results.
- Technicalities to take photographs during nighttime & Day Time
- The aim of the course is to train the mind in how to see the world through a camera.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Camera and its Parts**		**6**	**20**
	1.1	Introduction to Camera parts & Different Modes of Camera Dial		
	1.2	Shutter speed		
	1.3	Aperture, ISO		
	1.4	Exposure		
2	**Different types of cameras**		**6**	**20**
	2.1	Pinhole camera		
	2.2	Compact camera		
	2.3	Mirrorless		
	2.4	SLR & DSLR		
3	**Different types of Lenses**		**6**	**30**
	3.1	Wide Angle		
	3.2	Tele-photo lens		
	3.3	Macro Lens		
	3.4	Prime Lens		
4	**Assignment: Use of Mirror Less cameras & Large Format Cameras, Sensor Size**		**8**	**30**
	4.1	Mirror less cameras		
	4.2	DSLR Crop Sensor		
	4.3	Full Frame Sensor		
	4.4	Large Format Cameras		
Total			**26**	**100%**

References

- *Prescribed Textbooks: Mastering Shutter Speed By AI Judge*

- *Reference Material: The Photography Journal*

• *Name and Publication: Melanie Pullen*
• *Horenstein, H. (2012). Digital Photography: A Basic Manual. Little, Brown and Company.*
• *Shore, S. (2007). The nature of photographs. Aperture.*
• *Birnbaum, B. (2010). The art of photography: A personal approach to artistic expression. Rocky Nook.*

Course Code	Course Name	Credits
POL2317N	Political Science- II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				End Semester Evaluation		
Mid Term	Continuous Evaluation	Attendance	Total	End Sem	Duration of End Sem Exam	Total
15	30	5	50	50	2 Hours	100

Course Outcome

- Recall the historical events and milestones that have shaped India's foreign policy.
- Explain the underlying principles and ideologies guiding India's foreign policy decisions.
- Apply theoretical frameworks to analyse contemporary challenges and opportunities in India's foreign relations.
- Compare and contrast India's foreign policy approaches with those of other major powers, such as China and the United States.
- Critically assess the successes and failures of India's foreign policy initiatives in promoting national interests and global stability.
- Develop policy recommendations to enhance India's role in regional and global governance structures.

Course Objectives

- To comprehend the historical evolution and underlying principles of India's foreign policy.
- To analyze contemporary challenges and opportunities in India's foreign relations.

- To evaluate the effectiveness and impact of India's diplomatic strategies

<table>
<tr><td colspan="4" align="center">Detailed Syllabus</td></tr>
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Module/Unit	Course Module / Contents		Hours	Marks Weightage
1	**Determinants of India's Foreign Policy**		**5**	**20%**
	1.1	Domestic sources of India's Foreign Policy		
	1.2	International sources of India's Foreign Policy		
2	**Objectives and Principles of India's Foreign Policy**		**6**	**20%**
	2.1	Objectives of India's Foreign Policy		
	2.2	Principles of India's Foreign Policy		
3	**Non-Alignment in Indian Foreign Policy**		**7**	**30%**
	3.1	Conceptual Framework & Principles of Non-Alignment Policy		
	3.2	Relevance of Non-Alignment Policy		
4	**India & the World**		**8**	**30%**
	4.1	India and the major powers- US, Russia, China		
	4.2	India and Global Institutions		
	Total		**26**	**100%**

References
- *Bandhopadhyaya, The Making of India's Foreign Policy, Allied Publishers, New Delhi (1970).*
- *R. Basu, The United Nations: Structure and Functions of an International Organisation, Revised and Enlarged ed., Sterling, New Delhi (2004).*
- *A. Mattoo & H. Jacob (eds.), India and the Contemporary International System, Manohar Publications in collaboration with RCSS Colombo, New Delhi (2014).*
- *S. Cohen, India: Emerging Power, Brookings Institution Press (2002).*

Semester III

Course Code	Course Name	Credits
TSM2317N	**Tourism Management -II**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**01**	**01**	**-**	**01**	**02**

Internal Assessment				End Sem Exam	Duration of End Sem Exam	
Mid Term	**Continuous Evaluation**	**Attendance**	**Total**			**Total**
15	**30**	**5**	**50**	**50**	**2 Hours**	**100**

Course Outcome

- Students will be able to remember and identify the basic concepts and types of tourism products, including heritage, wildlife, religious, and cultural tourism.
- Students will be able to describe the different types of heritage tourism, the role of heritage management organizations, and identify major wildlife sanctuaries, national parks, and biological reserves in India.
- Students will apply their understanding of religious and cultural tourism concepts to identify key centers for various religions, as well as important cultural sites and events, such as classical and folk dances, handicrafts, and tourism fairs and festivals.
- Students will critically evaluate the impact of different tourism products on the promotion and preservation of heritage, wildlife, religious, and cultural tourism in India.
- Students will evaluate the contributions of organizations like UNESCO, ASI, and INTACH in preserving and promoting heritage sites and will assess the importance of these sites in the context of tourism.
- Students will synthesize their learning by creating a comprehensive presentation or case study on a chosen tourism product, analysing its significance, impact, and potential for tourism development.

Course Objective

- To gain knowledge about the characteristics of tourist attractions in India.
- To study the Cultural aspects, Fair & festivals of India.
- To gain destination knowledge of India through different tangible and non-tangible aspects.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Tourism Products**		5	15%
	1.1	Tourism Products: Definition, Concept and classification		
2	**Heritage & Wildlife-based Tourism Products**		7	30%
	2.1	Heritage – Meaning, Types of Heritage Tourism, Heritage Management Organizations- UNESCO, ASI, INTACH		
	2.2	Major places for heritage tourism, important monuments, circuits etc		
	2.3	Major wildlife sanctuaries, national parks and biological reserves		
3	**Religious and Cultural Tourism Products**		7	25%
	3.1	Religious Tourism- concept and definition, two major centers of religious tourism of each religion.		
	3.2	Cultural Tourism – Concept		
	3.3	Classical and Folk dances of India, Handicrafts and textiles: important handicraft objects and centers, Tourism Fairs and festivals.		
4	**Case Study**		7	30%
	4.1	Prepare a presentation on any one of the above themes and explain in detail the tourism products		
Total			**26**	**100%**

References
• *Cultural Tourism in India: A Case Study of Kerala by N. Jayaram and A. P. Krishna (2017).*
• *Heritage Tourism: Theories and Practices by Dallen J. Timothy (2018).*
• *Wildlife Tourism: Theory and Practice by David Newsome and Susan A. Moore (2017).*

- *Religious Tourism in Asia: Tradition and Change through Case Studies and Narratives edited by Courtney Bruntz and Brooke Schedneck (2020).*
- *Indian Classical Dance and Cultural Tourism: The Global Approach by Priyanka Verma (2019).*

Course Code	Course Name	Credits
SCW2317N	Social Work - II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	01	-	01	01	-	02

Internal Assessment				End Semester Evaluation		
Mid Term	Continuous Evaluation	Attendance	Total	End Semester	Duration of End Sem Exam	Total
15	30	05	50	50	2 Hours	100

Course Outcome

- To understand the concepts of rural, urban and tribal communities.
- To understand the issues of rural, urban and tribal communities.
- To understand policies and programmes of Urban and Rural Development and aspects of Panchayati Raj Institutions.
- To understand how to practice social work in different social work fields.

Course Objectives

- The knowledge of this subject is essential to understand the concepts of rural, urban and tribal communities.
- It will be helpful to understand the issues of rural, urban and tribal communities.
- It will be helpful to gain a fundamental knowledge on policies and programmes of Urban and Rural Development and Panchayati Raj Institutions.
- The insights from this subject will help the students to understand how to practice social work in different social work fields.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Rural Society**		**13**	**50%**
	1.1	Introduction to Rural Society. Characteristics of Rural society.		
	1.2	Problems – Issues faced by the rural poor such as indebtedness, Bonded labour, Low wages, Unemployment.		
2	**Introduction to urban community**		**13**	**50%**
	4.1	**Introduction to urban community.** Characteristics of urban community. for urban development.		
	4.2	Problems- issues faced by urban community.		
	4.3	Government programmes for urban development.		
Total			**26**	**100%**

References
• *Alexander, K.C., Prasad R.R., Jahagirdar M.P. (1991) Tribals - Rehabilitation and Development, Jaipur: Rawat Publications*
• *Ashok Narang (2006) Indian Rural Problems, New Delhi: Murari Lal & Sons*
• *Baluchamy, S. (2004) Panchayat Raj Institutions, New Delhi: Mittal Publication*
• *C.G.Pickvance, (Ed.) (1976) Urban Sociology: Critical Essays, UK : Methuen*
• *Chahar, S.S. (Ed.) (2005) Governance of Grassroots Level in India, New Delhi: Kanishka*

Course Code	Course Name	Credits
CES2319N	Community Outreach	03

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	03	-	-	03	-	03

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total						
-	-	-	-	100	-	-	-	-	100

Course Outcome

- Students will be able to critically evaluate the ethical implications of media practices and content in practical.
- Students will demonstrate an understanding of the ethical responsibilities of media towards community.
- Students will gain the ability to deconstruct media messages and understand the influence on a community's perception and their behaviour.
- Students will be equipped to use media as a tool for promoting social responsibility and advocating for positive change in society.

Course Objectives

- To explore the role of media practically for shaping public opinion and its ethical responsibilities in a democratic society.
- To develop the ability to critically analyze media content and its impact on social, cultural, and political issues.
- To foster an understanding of ethical journalism and responsible reporting in various media platforms.
- To examine the potential of media as a tool for advocacy and social change.

Detailed Syllabus

Mod ule/ Unit	Course Module / Contents	Hours	Marks Weightage
1	**Guidelines:**		
	Every student shall be required to undergo practical training in Community outreach program with approved organizations (NGO, School, Help Groups, Media house, Charitable Trust, Campaign, Community Radio etc.)		
	The candidates shall be required to undergo training in the various areas of the organization concerned. The work done by the candidate during the training period shall be submitted in the form of a training report.		**15%**
	The last date for the receipt of the training report in the department shall be one month after the date of completion of training, i.e. at the beginning of the next semester.		
2	**Components of the Report:** The outcome of the Community outreach program is the Service Report. The report should have the following components:	The hours/ week as will be assigned as per academic calendar	**15%**
	Cover Page: This should contain the title of the report with the name of the name of the media organization where the student interned, to whom it is submitted, for which degree, the name of the author, name of the supervisor, year of submission of the service work, name of the University.		
	Acknowledgement: Various organizations and individuals who might have aided/co-operation during his/her Community Engagement Services.		
	Table of Content: Page-wise listing of the main contents in the report, i.e., different chapters and their main sections along with their page numbers.		
	Body of the Report: The body of the report should have these four logical divisions.		
	Introduction: This will cover an overview of the organization in which the student has interned.		
	Body of the Report: The body of the report should have these four logical divisions.		
	Work Profile/ Assignments Handled by the Student:(using the tools and techniques mentioned in the methodology).		

	Conclusion and Recommendations and Skill Sets Learnt during Internship: In this section, the concluding observations based on the main findings and suggestions are to be provided. **Bibliography or References:** This section will include the list of books and articles which have been used in the project work, and in writing a project report. **Annexures**: Questionnaires (if any), relevant reports, etc.		
3	**Chapter Scheme:**		**75%**
	Chapter I: Introduction- 20 mark		
	Chapter II: Conceptual Framework/National/International Scenario - 5 marks		
	Chapter III: Work profile/ assignments handled by the student 35 marks.		
	Chapter IV: Conclusion and Recommendations and skill sets learnt during internship 15 marks. The report must be type written in font Times New Roman, 12 points, 1.5 line spacing on both sides of the paper, Spiral Bound. The report should comprise a maximum of 80 to 100 pages and must be submitted in two copies.		
Total			**100%**

SYLLABUS

B.A. (Multimedia and Gaming) (Honours/Honours with Research)

SEMESTER-IV

Course Code	Course Name	Credits
LIT2401N	**Lighting & Texturing**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

Theory						Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**-**	**-**	**70**	**-**	**100**

Course outcome

- Students will be able to create interior rendering scenes, product lighting rendering, 3D character lighting.
- Students will be able to understand the concepts of lighting in 3d Animation.
- Students will be able to develop the skills needed for production.
- Apply textures effectively to 3D objects, considering factors such as resolution, optimization, and realism.
- Create procedural textures using noise patterns, gradients, and node-based systems.
- Develop hand-painted textures with attention to color theory and stylistic choices.

Course Objectives

- To understand the workflow of Lighting and rendering.
- To have an overall understanding of production quality rendering.
- Gain a solid understanding of the principles and importance of UV unwrapping and texturing in 3D modeling and game development.
- Develop proficiency in various UV unwrapping techniques for different types of 3D models.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Detailed Syllabus			

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Unwrapping & Texturing**		**08**	**30%**
	1.1	Overview of the course objectives, tools, and software used		
	1.2	Introduction to UV mapping and its importance in 3D modeling		
	1.3	Exploring different types of textures and their applications		
2	**Fundamentals of UV Unwrapping**		**08**	**20%**
	2.1	Understanding UV coordinates and UV space		
	2.2	Basic UV unwrapping techniques: planar, cylindrical, and spherical mapping		
	2.3	Optimizing UV layouts for efficient texture usage		
3	**Studio Lighting and Product Showcase**		**06**	**30%**
	3.1	Creating studio lighting setups for product visualization		
	3.2	Techniques for showcasing products with different materials and surfaces		
4	**Exterior Lighting and Landscape Rendering**		**04**	**20%**
	4.1	Techniques for outdoor scene lighting and rendering		
	Total		**26**	**100%**

References
• "The Game Artist's Guide to Maya" by Michael McKinley
• "Texturing and Modeling: A Procedural Approach" by David S. Ebert.
• "Digital Lighting and Rendering" by Jeremy Birn
• "Lighting for Animation: The Art of Visual Storytelling" by Jasmine Katatikarn and Michael Tanzillo
• "The PBR Guide: A Handbook for Physically Based Rendering" by Allegorithmic
• "Texturing and Modeling: A Procedural Approach" by David S. Ebert, F. Kenton Musgrave, Darwyn Peachey, Ken Perlin, and Steven Worley

Course Code	Course Name	Credits
CHA2402N	Character Rigging	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal							
15	10	05	30	70	3 Hours	-	-	-	100

<table>
<tr><td colspan="4" align="center">Course outcome</td></tr>
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1. Understand the fundamental concepts of rigging and skinning in computer animation.
2. Create skeletal structures and joint hierarchies for character rigs.
3. Apply inverse kinematics (IK) and forward kinematics (FK) techniques to control rig movement.
4. Implement effective deformation techniques to achieve realistic character animation.
5. Rig and skin objects with various complexities, such as facial rigs and mechanical rigs.

Course Objectives

- To gain an overall understanding how 3D models and characters can be rigged using basic bones.
- To gain understanding of IK and FK rigging techniques.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage

		Introduction to Rigging and Skinning		
1	1.1	Overview of rigging and skinning in computer animation	04	25%
	1.2	Role of rigging and skinning in character animation and game development		
	1.3	Understanding the rigging pipeline		
2		**Basic Skeleton Creation**		
	2.1	Joint hierarchy and bone placement	06	20%
	2.2	Joint orientation and rotation order		
	2.3	Bind poses and rest positions		
3		**Rigging Controls and Constraints**		
	3.1	Introduction to rigging controls	08	30%
	3.2	Implementing translation and rotation controls		
	3.3	Implementing translation and rotation controls		
	3.4	Weight painting and smoothing techniques		
	3.5	Blend shapes and corrective blend shapes		
	3.6	Muscle and cloth simulations		
	3.7	Creating realistic facial expressions		
4		**Rigging for Animation Production**		
	4.1	Rig optimization techniques	08	25%
	4.2	Rigging conventions and naming conventions		
	4.3	Rigging for different animation styles and requirements		
	4.4	Skinning techniques for complex character models		
	4.5	Skinning tips and tricks		
	4.6	Rigging and skinning performance optimization		
	4.7	Final project and portfolio review		
Total			26	100%

References
• 1."Stop Staring: Facial Modeling and Animation Done Right" by Jason Osipa
• 2."Inspired 3D Advanced Rigging and Deformations" by Brad Clark and David Grove.
• "The Art of Rigging" by CG Toolkit
• "Maya Character Creation: Modeling and Animation Controls" by Chris Maraffi
• "Rig it Right! Maya Animation Rigging Concepts" by Tina O'Hailey
• "Advanced Rigging and Deformations" by Brad Clark, John Hood, and Joe Harkins

Semester – IV

Course Code	Course Name	Credits
PAE2403N	**Particles & Effects**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

		Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**							
15	**10**	**05**	**30**		**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

1. Proficiency in Particle Systems and Dynamics
2. Ability to Create Realistic Particle Effects
3. Understanding of Simulation Techniques for Natural Phenomena
4. Exploration of Advanced Particle and Dynamics Techniques

Course Objectives

- Develop Fundamental Skills in Particle Systems and Dynamics
- Create Realistic Particle Effects for Animation
- Implement Simulation Techniques for Natural Phenomena
- Explore Advanced Particle Manipulation and Dynamics Simulations

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Particle Systems**	07	25%
	1.1	Overview of Particle Systems		

	1.2	Introduction to particle-based simulations and their role in animation			
	1.3	Understanding the fundamental concepts of particles, emitters, and forces			
	1.4	Manipulating particle behaviors using forces, turbulence, and constraints.			
2	2.1	**Particle Effects and Simulations**			
	2.2	Creating Particle Effects	07	25%
	2.3	Controlling particle emission, shape, and motion		
	2.4	Simulating rain, snow, and water using particle systems.		
	3.1	**Dynamics and Simulations**		
	3.2	Understanding the basics of dynamics and their role in animation	06	25%
3	3.3	Rigid bodies, soft bodies, and constraints for dynamic simulations		
4	4.1	**Advanced Particle and Dynamics Techniques**		
	4.2	Exploring creative uses of particles in animation and visual effects	06	25%
	4.3	Understanding the integration of dynamics with particle systems for complex animations		
Total			26	100

References
• "The Art of Fluid Animation" by Jos Stam
• "Real-Time Rendering, Fourth Edition" by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman
• "Game Engine Architecture, Third Edition" by Jason Gregory
• "GPU Pro 7: Advanced Rendering Techniques" edited by Wolfgang Engel
• "Houdini On the Spot: Power User Tips and Techniques" by Craig Zerouni

Semester – IV

Course Code	Course Name	Credits
ARV2404N	**Augmented Reality & VR**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	02	-	01	01	-	02

	Theory					Term Work / Practical/Oral		
Internal Assessment								**Total**
Project	**Continuous Evaluation**	**Attendance**	**Total Internal**	**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**
25	**-**	**05**	**30**	**70**		-	3 Hours	-	100

Course outcome

1. Students will be able to develop interactive AR/VR applications using Unity and other development tools.
2. Students will be able to apply user experience design principles to create effective AR/VR applications.
3. Students will be able to use 3D modeling and animation techniques to create engaging AR/VR environments and characters.
4. Students will be able to develop multiplayer AR/VR applications and applications for mobile devices.
5. Students will be able to collaborate effectively with others to develop complex AR/VR projects from concept to completion.

Course Objectives

- To provide students with a comprehensive understanding of AR/VR technology and its applications in various industries.

- To teach students how to use Unity and other AR/VR development tools to create interactive applications.
- To develop students' creative problem-solving, critical thinking, and teamwork skills through the design and execution of AR/VR projects.
- To prepare students for careers in AR/VR development, game design, and related fields.

		Detailed Syllabus		

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to AR/VR**	06	25%
	1.1	Overview of AR/VR technology and its applications.		
	1.2	Introduction to Unity and other AR/VR development tools.		
	1.3	Basic programming concepts for AR/VR.		
2	2.1	**AR/VR Design and Development**	08	25%
	2.2	User User experience design for AR/VR		
	2.3	Developing interactive AR/VR applications		
	2.4	Introduction to 3D modeling and animation for AR/VR		
3	3.1	**Advanced AR/VR Development**	06	25%
	3.2	Advanced programming concepts for AR/VR		
	3.3	Developing multiplayer AR/VR applications		
	3.4	Developing AR/VR applications for mobile devices		
4	4.1	**Final Project**	06	25%
	4.2	Students will work in teams to develop a final AR/VR project using the skills and techniques they've learned throughout the course		
	4.3	Emphasis on creative problem-solving, effective communication, and collaboration		
Total			26	100

References
• "Augmented Reality: Principles and Practice" by Dieter Schmalstieg and Tobias Hollerer
• "Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile" by Tony Parisi
• "Prototyping Augmented Reality: Using Unity and Vuforia" by Tony Mullen
• "Understanding Virtual Reality: Interface, Application, and Design" by William R. Sherman and Alan B. Craig
• Virtual and Augmented Reality (VR/AR): Foundations and Methods of Extended Realities (XR)

Course Code	Course Name	Credits
DPH2405N	**Digital Photography II**	4

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
2	4	-	2	2	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment			**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Theory	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	10	05	30	70	3 Hours	-	3	-	100

Course outcome

1.Students will know about Product Photography
2. Student will learn about Glamour Studio Photography
3. how to control exposure during event photography
4. how to use camera in wildlife photography

Course Objectives

1. Students will get an overview on different genres of photography
2. analyzing the difference of the photography culture
3. analyzing the difference of the photography, composition and technical aspects used in shooting related subjects.
4. The aim of the course is to train the mind in how to see the world though camera.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Photojournalism		

1	1.1	What is Photojournalism	10	20%
	1.2	How to deal with people		
	1.3	How to get information		
	1.4	How to find perfect frame		
	Table-top Photography			
2	2.1	Product Selection	10	20%
	2.2	Props Selection		
	2.3	Gear-Camera selection		
	2.4	How to use light		
	Glamour Photography			
3	3.1	How to use Artificial light	10	20%
	3.2	One point – Two point – Three Point lighting		
	3.3	Makeup		
	3.4	Retouching		
4		Portrait Photography	12	20%
	4.1	Lighting		
	4.2	Composition Rule of Thirds, Posing, Comfortable and Natural, Background, Lens Choice		
	4.3	Expression and Emotion		
	4.4	Post-Processing		
5	**Assignment: Assignment: Shooting Travel Photography Portrait Photography**			

	5.1	Framing	10	20%
	5.2	Composition		
	5.3	Color Palette		
	5.4	Techniques		
Total			52	100%

References
• Prescribed Textbooks: World of DSLR
• "Mastering Digital Photography" by David D. Busch
• Reference Material: The British Journal of Photography Name and Publication: online Journal
• "Advanced Digital Photography: Techniques and Tips for Creating Professional-Quality Images" by Tom Ang
• "The Art of Photography: An Approach to Personal Expression" by Bruce Barnbaum

Semester IV

Course Code	Course Name	Credits
SOD2406N	**Sound Design**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Tet	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3	-	100

Course outcome

- Understand and apply the principles of sound design in various media formats.
- Record, edit, and manipulate high-quality audio using digital tools.
- Create and design sound effects and incorporate them into projects.
- Edit and enhance dialogue recordings, including ADR.
- Integrate music effectively into sound design.
- Develop critical listening skills and understand sound perception.

Course Objectives

- Understand and apply sound design principles in different media formats.
- Develop practical skills in recording, editing, and manipulating audio.
- Create and design sound effects and integrate them into projects.
- Enhance dialogue recordings and incorporate music effectively.
- Develop critical listening skills and understand sound perception.

Detailed Syllabus

Module/Unit	Course Module / Contents	Hours	Marks Weightage

1		**Introduction to Sound Design**	**12**	15%
	1.1	Overview of sound design and its importance in different media forms		
	1.2	Elements of sound design: sound effects, Foley, dialogue, music		
	1.3	Historical overview of sound design in film and other media		
2		**Sound Theory and Perception**	**08**	20%
	2.1	Psychoacoustics: how humans perceive sound		
	2.2	Understanding frequency, amplitude, and other key sound properties		
	2.3	Sound propagation, reflection, and absorption		
3		**Sound Recording Techniques**	**15**	20%
	3.1	Introduction to microphones and their characteristics		
	3.2	Recording techniques for different sound sources (dialogue, ambience, Foley, etc.)		
	3.3	Field recording vs. studio recording		
	3.4	Best practices for capturing high-quality audio		
	3.5	Cleaning and enhancing recorded audio		
	3.6	Syncing audio to visual media		
	3.7	Foley techniques: recording and editing footsteps, cloth movements, etc.		
4		**Music in Sound Design**	**12**	20%
	4.1	Understanding the role of music in sound design		
	4.2	Licensing and rights considerations for using music in media projects		
	4.3	Creating and editing music tracks		
5		**Enhanced Sound Design: Music, Special Effects and case studies**	**10**	25%
	5.1	Blending music with other sound elements		
	5.2	Case studies of games with impressive special effects		
	5.3	Mixing and mastering for spatial sound systems		

	5.4	Sound design considerations for different genres		
Total			52	**100%**

References
•   "The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects" by Ric Viers
•   "Designing Sound" by Andy Farnell.
•   Hullfish, J. (2017). *The art of the sound design: An insider's guide to audio in film and television*. Routledge.
•   Pogue, D. (2013). *The digital audio workstation: A guide to designing and building your own audio studio*. Apress.

Course Code	Course Name	Credits
DED2407N	Digital Editing	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment								Total
Test	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
15	10	05	30	70	-	-	3 Hour	-	100

Course Outcome

- Understand the fundamental concepts and principles of digital editing.
- Demonstrate proficiency in using industry-standard digital editing software.
- Manipulate and enhance images, videos, and audio using digital editing techniques and tools.
- Apply critical thinking and creative problem-solving skills to overcome editing challenges.
- Create visually appealing and technically proficient digital media projects.

Course Objectives

- To familiarize students with the fundamental concepts and principles of digital editing.
- To introduce students to the various tools and techniques used in digital editing software.
- To develop students' skills in manipulating and enhancing images, videos, and audio using digital editing software.
- To cultivate critical thinking and creative problem-solving abilities in the context of digital editing.

- To provide students with opportunities to apply their knowledge and skills through practical projects and assignments.

Course Outcome				

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Digital Editing**	10	15%
	1.1	• Overview of digital editing and its applications • Understanding file formats and resolutions		
	1.2	Introduction to digital editing software		
	1.3	Interface and workspace familiarization		
2		**Image editing**	10	20%
	2.1	• Basic image adjustments (brightness, contrast, color correction) • Selection tools and techniques		
	2.2	Layers and masking		
	2.3	• Retouching and image manipulation • Introduction to special effects		
3		**Video editing fundamentals**	10	20%
	3.1	Introduction to video editing software		
	3.2	Importing and organizing video footage		
	3.3	Basic video editing techniques (cutting, trimming, transitions)		
	3.4	Adding and manipulating audio tracks		
4		**Mastering Video Editing: Advanced Techniques and Creative Strategies**		
	4.1	Edit and manipulate video footage using industrystandard video editing software.	10	20%
	4.2	Implement basic video editing techniques such as cutting, trimming, and arranging video clips.		
	4.3	Apply transitions, overlays, and visual effects to enhance the storytelling and visual appeal of videos.		
5		**Audio Editing**	**12**	25%
	5.1	Introduction to audio editing software		

	5.2	Importing and organizing audio files		
	5.3	Applying text effects Basic audio editing techniques (cutting, splitting, merging) and styles		
	5.4	Adjusting volume and applying effects		
	5.5	Syncing audio with video		
	5.6	Incorporate and manipulate multiple audio tracks,		
		including music, voiceovers, and sound effects, to create immersive audio experiences.		
	5.7	Understand the technical requirements and formats for audio delivery across different mediums, such as film, television, podcasts, and music production.		
Total			52	**100%**

References
• "The Adobe Photoshop CC Book for Digital Photographers" by Scott Kelby
• "Adobe Premiere Pro Classroom in a Book" by Adobe Creative Team

Semester IV

Course Code	Course Name	Credits
FLF2411N	**FRENCH IV**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

Theory							Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total**						
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Enhance students' language skills in both spoken and written forms.

- Apply and the communicate tasks related to topics covered already

- Acquire current social communication skills, oral (dialogue, telephone conversations, etc.) and written and perform simple communication tasks.

- To speak with near-native pronunciation and intonation, effectively conveying meaning and emotion.

- To differentiate positively or negatively.

Course Objectives

- To strengthen the language of the students in both oral and written.

- To revise the grammar in application and the communication tasks related to topics covered already.

- To get acquainted with the current social communication skills, oral (dialogue,

telephone conversations, etc.) and written and perform simple communication tasks.

- To engage the students to speak with near-native pronunciation and intonation, effectively conveying meaning and emotion.

- To differentiate positively or negatively.

Detailed Syllabus

Reading exercises, writing tasks and grammar of:

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**DOSSIER 6 – Nous rêvons d'aller dans un pays francophone**		**13**	**50%**
	Leçon 1	100% photo		
	Leçon 2	Voyager autrement		
	Leçon 3	Tour de France		
	Leçon 4	Séjour au Maroc		
	Leçon 5	Quand partir ?		
	Leçon 6	Carnets de voyages		
2	**DOSSIER 7 – Nous allons vivre « à la française »**		**13**	**50%**
	Leçon 1	Manger français à Bogota		
	Leçon 2	La France à Budapest		
	Leçon 3	Les français et les livres		
	Leçon 4	Retour aux sources		
	Leçon 5	S'habiller « à la française »		
	Leçon 6	Petits coins de France		
Total			**26**	**100%**

References

- *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette,2012.*

- *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*

- *Loiseau Y.,Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*

- *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*

- *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris,2017.*

- *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.*

- *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*

- *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Semester IV

Course Code	Course Name	Credits
FLG2411N	**GERMAN IV**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

Theory							Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Communicate in everyday situations in writing.
- Talk about their daily routine.
- Communicate verbally with a dialogue-partner with respect to basic topics, provided the partner speaks slowly, clearly and is willing to help.
- Frame and understand simple sentences in past tense.
- Have a basic conversation using vocabulary related to clothes and apparel.

Course Objectives

- To communicate in everyday situations in writing.
- To talk about their daily routine.
- To communicate verbally with a dialogue-partner with respect to basic topics, provided the partner speaks slowly, clearly and is willing to help.

- To frame and understand simple sentences in past tense.
- To have a basic conversation using vocabulary related to clothes and apparel.

	Detailed Syllabus			

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Kapitel 9**		6	25%
	Grammatischer Aspekt	- Perfekt - Partizip II - Konnektoren und Konjunktionen (und, oder, aber)		
2	**Kapitel 9**		7	25%
	Thematischer Aspekt	- einen Tagesablauf beschreiben - über Vergangenes sprechen - Stellenanzeigen verstehen - Meinung über Jobs äußern, Blogs über Jobs verstehen - ein Telefongespräch vorbereiten, telefonieren und nachfragen - über Jobs sprechen		
3	**Kapitel 10**		6	25%
	Grammatischer Aspekt	- Interrogativartikel: welch im Nom. U. Akku. - Demonstrativartikel: dies im Nom. U. Akku. - Partizip II: Trennbare u. nicht trennbare Verben - Personalpronomen im Dativ - Verben im Dativ		
4	**Kapitel 10**		7	25%
	Thematischer Aspekt	- über Kleidung sprechen - Farben - Chat über einen Einkauf verstehen - über Vergangenes berichten		

		- Gespräche beim Kleiderkauf führen - sich im Kaufhaus orientieren - Informationen über Berlin verstehen und recherchieren		
Total			**26**	**100%**

References
• *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*
• *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*
• *Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*
• *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.*
• *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*
• *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Semester IV

Course Code	Course Name	Credits
FLS2411N	**SPANISH IV**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

			Theory					Term Work / Practical/Oral			
Internal Assessment					**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Mid Term	**Viva**	**Continous Evaluation**	**Attendance**	**Total Internal**							
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Write and speak about geography, food, culture and themselves effectively.
- Demonstrate effective use of interrogatives in Spanish and use them appropriately to form questions and answer them.
- Get a deep knowledge about the future tense, and they will be able to frame sentences using simple future.
- Use past perfect tense to talk about activities and events that happened in the past.
- Understand how to write a formal or business E-mail.

Course Objectives

- To strengthen the language of the students in both oral and written form.

- To enable the students to use interrogatives in Spanish.

- To enable the students to use simple future tense to frame and speak sentences about future.

- To enable students to write and speak about past tense.

- To teach how to write a formal E-mail.

Module/ Unit		Course Module / Contents	Hours	Marks Weightage (%)
1		**María tiene suerte**	**8**	**31%**
	1.1	El verbo TENER		
	1.2	Las expresiones con el verbo TENER		
	1.3	Acuerdo y desacuerdo		
2		**¿Sabes conducir?**	**7**	**27%**
	2.1	El verbo Saber y Conocer		
	2.2	Las diferencias entre Saber y Conocer		
	2.3	El futuro simple en español		
	2.4	Un ensayo basado en el futuro simple		
3		**¿Quién quiere aprender español?**	**5**	**19%**
	3.1	Los interrogativos y las preguntas usando el interrogativo		
	3.2	La cultura de España		
4		**¿Dónde has estado?**	**6**	**23%**
	4.1	El pretérito perfecto en español		
	4.2	Escribir correo electrónico usando el pretérito perfecto.		
		Total	**26**	**100%**

Detailed Syllabus

References

- *Blanco, Begoña. Nuevo avance. Con CD Audio. 2011.*

- *Bregstein, Barbara. Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*

- *García, Concha Moreno, et al. Nuevo avance. Con CD Audio.2011.*

- *Hutchinson, Sam. Los Numeros - Numbers. Find and Speak Spanish, 2022.*

- *Meredith, Susan. Spanish for Beginners Flashcards. 2010.*

- *Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.*

- *Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.*

- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*

- *Rivano, Emilio. El verbo gustar y otros así. 2022.*

- *Rivas, Celestino. Daily Spanish For Beginners. 2019.*

- *Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.*

- *Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.*

- *Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.*

Semester IV

Course Code	Course Name	Credits
CSE2412N	**Effective Writing Skills**	**01**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**-**	**01**	**-**	**-**	**01**

Internal				External		Total
Mid-Sem Exam	**Continuous Evaluation**	**Attendance**	**Total Internal**	**End Sem Exam**	**Duration Of End Sem Exam**	
15	**30**	**05**	**50**	**50**	**2 Hours**	**100**

Course Outcomes

- Articulate and apply guidelines for effective writing, avoiding common errors in various contexts.
- Demonstrate proficiency in crafting well-structured paragraphs, assignments, and letters, adhering to prescribed formats and guidelines.
- Compose official documents, including memos, notices, circulars, agendas, and minutes, following established formats and guidelines.
- Understand the principles of report writing, distinguish between types of reports, and effectively create project reports.

- Recognize the advantages and opportunities of social networking for professional growth, and they will be able to make meaningful contacts.

Course Objectives

- To demonstrate understanding of effective writing fundamentals.
- To master various forms of writing.
- To develop proficiency in official correspondence.
- To acquire report writing skills.
- To explore the professional aspects of writing.

Detailed Syllabus				

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Writing Skills**		**3**	**23%**
	1.1	Guidelines to Effective Writing Skills, Avoiding Common Errors		
	1.2	Paragraph Writing Assignment Writing		
	1.3	Plagiarism		
2	**Letter Writing**		**3**	**23%**
	2.1	Types of letters		
	2.2	Formats & Guidelines		
3	**Official Correspondence**		**4**	**31%**
	3.1	Memo & Notice		
	3.2	Circulars, Agenda and Minutes		
4	**Report Writing**		**3**	**23%**
	4.1	Principles of Report Writing,		
	4.2	Types of Report Writing		
	4.3	Project Report Writing		
	4.4	Social Networking: Advantages, Opportunities, Making Contacts		
Total			**13**	**100**

References
- *Working in English, Jones, Cambridge*
- *Business Communication, Raman –Prakash, Oxford*
- *Speaking Personally, Porter-Ladousse, Cambridge*
- *Speaking Effectively, Jermy Comfort, et.al, Cambridge*

- *Anjanee Sethi &Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Semester IV

Course Code	Course Name	Credits
BEH2413N	Behavioural Science-IV	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory							
Internal Assessment					End Sem Exam	Duration of End Sem Exam	Total
Activity	Assignment	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- The knowledge of this subject is essential to understand about Stress and Coping Strategies as a human is very important concept to understand Stress as stress.
- To help students become aware of the signs and symptoms of stress early, to prevent chronic stress.
- To help students identify potential sources of stress and to develop an awareness that they can cope with the stress in their lives.
- To Enhanced emotional resilience and stability.
- Better work-life balance and reduced burnout.
- Strengthened support networks and relationships.

- To introduce the student to stress and coping mechanisms.
- To take students, step by step, through an interactive understanding of each of the basic related to stress and coping mechanisms.
- To give the student a basic understanding of stress and coping mechanisms so that they can have a better understanding of how to cope with stressors.
- To give the student a basic understanding which will act as a foundation for dealing with general life stress.
- To develop an understanding of stress and coping mechanisms.
- To understand the ability to recognize and manage stress triggers.

Detailed syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Introduction of Stress**		**2**	**20%**
	1.1	Nature, Meaning & characteristics of Stress.		
	1.2	Psychological meaning of Stress		
	1.3	Primary appraisal, secondary appraisal, and past experiences		
	1.4	Sign and Symptoms of Stress		
2	**Types & Sources of stress**		**2**	**20%**
	2.1	Stages of stress, The physiology of stress		
	2.2	Stimulus-oriented approach.		
	2.3	The transactional and interactional model.		
	2.4	Pressure – environment fit model of stress.		
3	**Causes and symptoms of stress**		**2**	**20%**
	3.1	Personal, Organizational and Environmental		
	3.2	Cognitive & Behavioral symptoms		
	3.3	Stress and Immune system		
	3.4	GAD and symptoms in general life		
	Consequences of stress			

4	4.1	Effect on behavior and personality	**2**	**20%**
	4.2	Effect of stress on performance		
	4.3	Individual and Organizational consequences with special focus on health		
	4.4	Effect of stress on physical health		
5	**Strategies for stress management**		**2**	**20%**
	5.1	Coping with Stress: Stress management techniques, Meditation procedure		
	5.2	Meditation procedure and Biofeedback		
	5.3	Positive health, happiness, and wellbeing		
	5.4	Relaxation Techniques		
Total			**10**	**100%**

References
• *McEwen, B. S. (2002). The End of Stress as We Know It. Dana Press*
• *Sapolsky, R. M. (2004). Why Zebras Don't Get Ulcers (3rd ed.). Holt Paperbacks.*
• *Marmot, M. G., & Wilkinson, R. G. (2006). Social Determinants of Health (2nd ed.). Oxford University Press.*
• *Cohen, S., Janicki-Deverts, D., & Miller, G. E. (2007). Psychological stress and disease. JAMA, 298(14), 1685-1687.*
• *Seligman, M. E. P. (2011). Flourish: A Visionary New Understanding of Happiness and Well-being. Atria Books.*
• *Ganster, D. C., & Rosen, C. C. (2013). Work stress and employee health: A multidisciplinary review. Journal of Management, 39(5), 1085-1122.*

Course Code	Course Name	Credits
VAC2414N	Motion Graphics	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

		Theory				Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	2 Hours	-	-	-	100

Course Outcome

- Students will learn the concept of Graphics with its basics.
- Students will learn the principles of Graphic Design.
- Students will learn to use the Design Tools and elements.
- Students will learn creating textures and backgrounds, Layout, and compositions.

Course Objectives

- To understand the principles of Graphic Design.
- To understand user interface of Software
- To use, Design Tools and elements.
- Creating textures and backgrounds, Layout, and compositions, creating final artwork.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Basic Introduction of Design Software**	**13**	**30%**
	1.1	Introduction of Graphic Design, Software and their uses		
	1.2	Introduction about Photoshop		
	1.3	Tools and its uses, Effects and techniques, Layout and Compositions		
	1.4	How to create different Backgrounds, how to create forms and compositions, what is layouts and how it works?		
2		**Understanding different Tools for creating Graphics:**	**13**	**30%**
	2.1	Creation of effects with different tools with technique.		
	2.2	Creation of Textures and styles of Background and Letters.		
	2.3	How to improve Image quality? Image cutout and extending with tools.		
	2.4	How to create Art works with different and proper layouts? Additional Imagination of layout and composition, Work on Image.		
	2.5	Touching, retouching, finishing, stamping, cropping, mixing etc., How to create different designs with using all contain and images.		
	2.6	How to start your final Artwork from the beginning?		
3		**Develop skills in typography and layout design.**	**13**	**20%**
	3.1	Introduction to typography		
	3.2	Typefaces and fonts		
	3.3	Typography rules and conventions		
	3.4	Combining typefaces		
4		**Gain experience with design software programs such as Adobe Photoshop and Illustrator**	**13**	**20%**
	4.1	Introduction to Adobe Photoshop, Illustrator, and In Design		
	4.2	Basic functions and tools of each program		
	4.3	Creating and editing images and graphics		
	4.4	Creating layouts and designs in each program		

Total	**52**	**100%**

References
• *Towards a new age Graphic Design, Principles and Formulas for Classical, Computer by Richard Williams*
• *The Elements of Graphic Design by Alex W. White.*

Course Code	Course Name	Credits
DBC2417N	**Development of Business Cases**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

		Theory				Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total						
25	20	05	50	50	3 Hours	-	-	-	100

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Gain the ability to structure and develop comprehensive business cases from initial concept to final presentation.
- Utilize analytical tools and frameworks to assess business situations and justify strategic decisions within a business case.
- Demonstrate the skills to present well-reasoned business cases that effectively communicate solutions to stakeholders.

Course Objectives

- To Introduce students to the principles and methodologies of developing effective case studies.
- To Equip students with the skills to analyze and interpret data collected for case studies.
- To Develop student's abilities to effectively communicate case study findings through written reports and presentations.
- To introduce the fundamentals of structuring and organizing business cases for various industries.
- To equip students with the skills to analyze business problems and develop data-driven solutions.
- To foster the ability to effectively communicate business case findings and recommendations to diverse audiences.

Detailed Syllabus			

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	**Case Study Design Fundamentals** 1. Understanding the Purpose and Scope of Case Studies 2. Identifying Case Study Subjects and Scenarios 3. Structuring Case Study Content 4. Data Collection Methods for Case Study Development	7	25%
2	**Data Analysis and Interpretation Techniques** 1. Data Collection Methods for Case Studies 2. Qualitative and Quantitative Data Analysis Techniques 3. Coding and Categorizing Data 4. Drawing Conclusions and Making Recommendations	7	25%
3	**Case Study Writing and Presentation Skills** 1. Structuring Case Study Reports 2. Writing Clear and Concise Case Study Narratives 3. Creating Engaging Visuals for Case Study Presentations 4. Delivering Compelling Case Study Presentations	6	25%
4	**Peer Review and Feedback** 1. Providing Constructive Feedback 2. Peer Review Techniques	6	

		3. Incorporating Feedback into Case Study Revisions 4. Finalizing Case Study Documents		25%
	Total		**26**	**100%**

References
• *Harvard Business Review Case Studies*
• *Case Studies in Management by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson*
• *Case Studies in Strategic Management by Sanjay Mohapatra*
• *Case Studies in Marketing Management by S. Ramesh Kumar*
• *Case Studies in Organizational Behavior by Steven L. McShane and Mary Ann Von Glinow*

Semester IV

Course Code	Course Name	Credits
ANM2417N	Animation - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory						Term Work/ Practical/ Oral			
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.	Oral	Total
Test	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	2	-	100

Course Outcome

- Advanced Animation Skills: Students will demonstrate proficiency in advanced animation techniques, including character animation, rigging, and effects.

- Creative Storytelling: Students will develop the ability to create compelling narratives and visual stories through animation.

- Technical Proficiency: Students will gain advanced technical skills in animation software and tools.

- Professional Portfolio: Students will create a professional animation portfolio showcasing their skills and creativity.

- Proficiency in Advanced Techniques: Students will achieve mastery in complex animation processes, including advanced rigging and character animation.

- Creation of Innovative Projects: Students will produce original, high-quality animations using advanced tools and techniques.

Course Objectives

- To enhance students' proficiency in advanced animation software and techniques.

- To develop a deep understanding of character animation, storytelling, and visual communication.

- To cultivate critical thinking and problem-solving skills in animation production.

- To prepare students for careers in animation through the creation of a professional animation portfolio.

- Master Advanced Animation Techniques: Enhance expertise in complex character animation, rigging, and motion dynamics.

- Foster Creative Innovation: Encourage the use of cutting-edge techniques in producing high-quality, original animations.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	**Advanced Character Animation**		**6**	**20%**
	1.1	Character Acting and Emotion: Explore advanced techniques for character acting, conveying emotions, and creating believable performances.		
	1.2	Advanced Rigging and Controls: Learn advanced rigging techniques to create flexible and expressive character rigs.		
	1.3	Lip Sync and Facial Animation: Master the art of lip syncing and facial animation to bring characters to life.		
	1.4	Advanced Animation Exercises: Practice advanced animation exercises to refine animation skills and techniques.		
	1.5	Detailed Animation: Techniques for animating complex movements, expressions, and interactions.		
	1.6	Motion Capture Integration: Using and refining motion capture data to enhance character animation realism.		
2	**Visual Storytelling and Cinematography**		**6**	**20%**
	2.1	Storyboarding for Animation: Develop storyboarding skills for animation, focusing on shot composition, pacing, and visual storytelling.		
	2.2	Cinematic Techniques in Animation: Explore advanced cinematic techniques, such as camera angles, lighting, and mood, to enhance storytelling.		
	2.3	Editing and Timing: Animating to Audio: Sync animation with audio tracks, including dialogue, music, and sound effects, to create cohesive storytelling.		
	2.4	Animating to Audio: Sync animation with audio tracks, including dialogue, music, and sound effects, to create cohesive storytelling.		
	2.5	Principles of Visual Storytelling: Storytelling Techniques: Techniques for conveying narratives through visual elements, including composition, color, and framing.		

	2.6	Cinematography Fundamentals: Camera Techniques: Study of camera angles, movements, and shot composition to enhance storytelling.		
3	**Advanced Animation Production**		**6**	**30%**
	3.1	Short Film Production: Collaborate with peers to produce a short, animated film, applying advanced animation techniques and principles.		
	3.2	Visual Effects and Dynamics: Learn to create visual effects and dynamics, such as particle systems, cloth simulations, and fluid dynamics, in animation.		
	3.3	Motion Capture and Performance Capture: Explore the use of motion capture and performance capture technologies in animation production.		
	3.4	Interactive Animation: Learn about interactive animation techniques for games and other interactive media.		
	3.5	High-Level Production Techniques: Complex Animation Sequences: Creation and integration of intricate animation sequences, including advanced character interactions and effects.		
	3.6	Advanced Rendering: Techniques for achieving high-quality visual output, including advanced rendering settings and optimizations.		
4	**Advanced Rigging Techniques**:		**8**	**30%**
	4.1	Character and Object Rigging: Development of complex rigs for characters and objects with advanced controls and deformations.		
	4.2	Sophisticated Animation Methods: Character Animation: Techniques for animating detailed character interactions and nuanced movements.		
	4.3	Motion Capture Integration: Data Utilization: Importing and refining motion capture data for enhanced realism in character animations.		
	4.4	Advanced Visual Effects: Effects Creation: Techniques for creating and integrating complex visual effects, including particle systems and fluid dynamics.		
	4.5	Rendering and Optimization: Rendering Techniques: Advanced methods for high-quality rendering, including lighting, shading, and texture mapping.		

	4.6	Final Project Development: Project Execution: Creation of a comprehensive animation project incorporating advanced techniques and industry standards.		
Total			**26**	**100%**

References
• *The Animator's Survival Kit" by Richard Williams - A comprehensive guide to the principles of animation, covering everything from basic movements to advanced techniques.*
• *Character Animation Crash Course!" by Eric Goldberg - Provides practical advice and techniques for creating dynamic and engaging character animations.*
• *"Stop Staring: Facial Modeling and Animation Done Right" by Jason Osipa* • *A deep dive into facial animation techniques, essential for creating realistic and expressive character performances.*
• *The Art of 3D Computer Animation and Effects" by Isaac V. Kerlow* • *Provides insights into advanced 3D animation and visual effects, covering both technical and creative aspects of production.*
• *"Digital Animation: The Visible Human" by William Vaughan* • *Explores advanced digital animation techniques, including modeling, rigging, and rendering, with an emphasis on creating lifelike characters.*
• *"Acting for Animators" by Ed Hooks* • *Focuses on incorporating acting principles into animation, crucial for creating believable and expressive characters.*

Semester IV

Course Code	Course Name	Credits
PHT2417N	**Photography - III**	**02**

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	**02**	**-**	**01**	**01**	**-**	**02**

Theory						Term Work/ Practical/ Oral			
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.	Oral	Total
Test	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

- Students will know about Product Photography.
- Students will learn about Glamour Studio Photography.
- How to control exposure during event photography.
- How to use a camera in wildlife photography.

- Students will get an overview of different genres of photography.
- Analyzing the difference of photography culture.
- Analyzing the difference of the photography, composition and technical aspects used in shooting related subjects.
- The aim of the course is to train the mind in how to see the world through a camera.

Module/ Unit		Course Module / Contents	Hours	Marks Weightage (%)
1		**Photojournalism**	**6**	**20%**
	1.1	What is Photojournalism		
	1.2	How to deal with people		
	1.3	How to get information		
	1.4	How to find perfect frame		
2		**Table-top Photography**	**6**	**20%**
	2.1	Product Selection		
	2.2	Props Selection		
	2.3	Gear-Camera selection		
	2.4	How to use light		
3		**Glamour Photography**	**6**	**30%**
	3.1	How to use Artificial light		
	3.2	One point – Two point – Three Point lighting		

	3.3	Makeup		
	3.4	Retouching		
4		**Assignment: Assignment: Shooting Travel Photography, Portrait Photography**	**8**	**30%**
	4.1	Framing		
	4.2	Composition		
	4.3	Color Palette		
	4.4	Techniques		
colspan="3"	**Total**	**26**	**100%**

References
• *Prescribed Textbooks: World of DSLR.*
• *Reference Material: The British Journal of Photography.*
• *Name and Publication: online Journal* *Ang, T., & Studd, R. (2013). Digital Photography Step by Step. DK.*
• *Frost, L. (2019). Creative Photography Ideas Using Adobe Photoshop: 75 Workshops to Enhance Your Photographs. Ilex Press.*

Course Code	Course Name	Credits
POL2417N	**Political Science- III**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**-**	**01**	**01**	**-**	**01**	**02**

Internal Assessment				End Semester Evaluation		
Mid Term	**Continuous Evaluation**	**Attendance**	**Total**	**End Sem Exam**	**Duration of End Sem**	**Total**
15	30	05	50	50	2 Hours	100

Course Outcome

- Memorize the structure and functions of different branches of the Indian government, including the legislature, executive, and judiciary.
- Explain the principles of Indian democracy and the features of its political system, including federalism, secularism, and parliamentary democracy.
- Apply theoretical concepts and frameworks to analyse current political issues and trends in Indian society.
- Compare and contrast different political ideologies and movements influencing Indian politics, such as socialism, liberalism, and nationalism.
- Critically assess the strengths and weaknesses of India's democratic institutions and governance structures.
- Develop strategies for enhancing political participation, accountability, and representation in the Indian political system.

Course Objectives

- To understand the structure and functioning of the Indian political system: This objective aims to provide students with a comprehensive understanding of the institutions, processes, and principles that govern the Indian political system.
- To analyze the dynamics of Indian democracy and governance: This objective focuses on examining the various dimensions of Indian democracy, including electoral politics, political parties, federalism, and governance challenges.
- To evaluate the impact of socio-economic and cultural factors on Indian politics: This objective aims to explore the interplay between socio-economic, cultural, and political factors in shaping the Indian polity.

Detailed Syllabus

Module/Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Indian Political System**	**5**	**20%**
	1.1	Introduction to key concepts: democracy, federalism, secularism		
	1.2	Historical background of Indian political system		
2		**Institutions of Indian Democracy**	**6**	**20%**
	2.1	Parliament and Legislative Process		
	2.2	Executive Branch		
	2.3	Judiciary and Legal System		
3		**Political Dynamics in India**	**7**	**30%**
	3.1	Evolution of party system in India		
	3.2	Electoral process, party competition, and electoral reforms		
4		**Contemporary Issues and Challenges**	**8**	**30%**
	4.1	Regionalism in Indian Politics		
	4.2	New Social Movements since the 1970s, Environmental Movements, Women's Movements, Human Rights Movements		
		Total	**26**	**100%**

References

- *B. Chandra, Essays on Colonialism, Orient Longman, Delhi, (1999).*
- *S. Sarkar, Modern India, Macmillan, Delhi (1983).*
- *B. Chandra et. al. (eds.), India's Struggle for Independence, Penguin UK, 2016.*
- *P. Brass, The Politics of India since Independence, Cambridge University Press, Cambridge (1994).*
- *B.Chakrabarty & R.K.Pandey, Indian government and Politics. SAGE Publications India, New Delhi (2008).*
- *Hoveyda, Indian Government and Politics, Pearson Education India, New Delhi (2010).*

Course Code	Course Name	Credits
TSM2417N	Tourism Manangement - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				End Sem Exam	Duration of End Sem Exam	Total
Mid Term	Continuous Evaluation	Attendance	Total Internal			
15	30	5	50	50	2 Hours	100

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Mapping Trends in Tourism**		7	25%
	1.1	Domestic and International Trends and Patterns in Indian Tourism Travel.		
	1.2	Factors responsible for growth and development of Indian tourism		
	1.3	Foreign Tourist Arrivals accounting.		
2	**Current Tourism Scenario in India**		7	30%
	2.1	State Tourism Organizations: - Changing pattern observed on the arrival of tourists.		
	2.2	Mapping and analyzing of tourism trends of the following states: - Tamil Nadu, Uttar Pradesh, Karnataka, Madhya Pradesh, Delhi, Maharashtra.		
3	**Emerging Tourism Trends**		7	
	3.1	Emerging trends within tourists and travelers		

	3.2	Emerging tourism products of India		**30%**
	3.3	Emerging technologies, change in scope of tourism		
4	**Case Study**		**5**	**15%**
	4.1	Presentation on any latest/emerging tourism trend in the country and explain in detail.		
Total			**26**	**100%**

References
• *Tourism: Principles and Practice by John Fletcher, Alan Fyall, David Gilbert, and Stephen Wanhill (2017).*
• *Emerging Trends in Tourism and Hospitality by B. I. Mahajan and S. R. Vyas (2018).*
• *Indian Tourism: Past, Present, and Future by Patrick M. Casabona (2020).*
• *Tourism in India: New Trends and Opportunities by Ratandeep Singh (2016).*
• *Sustainable Tourism Practices in the Tourism Industry by James E. S. Higham and Michael Lück (2016).*

Course Code	Course Name	Credits
SCW2417N	**Social Work- III**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**01**	**-**	**01**	**01**	**-**	**02**

Internal Assessment				External	Total
Mid Term	**Continuous Evaluation**	**Attendance**	**Total**	**End Semester**	
15	30	05	50	50	100

Course Outcome

- Students will understand conceptual and theoretical aspects of social problems in India.
- Students will be aware of the problems and crimes of society.
- Students will be able to understand the problems and effects of individuals, family & society.
- Students should be able to handle social problems and treatment. In future, they would contribute to social policy making as social work professionals.

Course Objectives

- To study the basic concepts of social problems and social work approaches.
- To understand various social problems and its management and legislative measures.
- To understand role of social work and social worker in management of social problems.
- To study social development and social change process to deal with social problems.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Social Problems**		**13**	**50%**
	1.1	Social problems: Meaning, Concept and Definitions,		
	1.2	Classification of social problems.		
	1.3	Causes and consequences of social problems.		
	1.4	Social work approach in the prevention, control, and management of social problems.		
2	**Various Social Problems in India**		**13**	**50%**
	2.1	Extent, causes, management and legislative measures		
	2.2	Youth Unrest, Human Trafficking, Substance Abuse, Beggary, Commercial Sex Work, Corruption, Terrorism, Child labour, Role of social worker in identifying social problems and developing strategies for help		
	2.3	Case-studies		
Total			**26**	**100%**

References
• *Ahuja, Ram (1992), Social Problems in India, Rawat Publications, Jaipur.*
• *Keneth, Henry (1978), Social Problems: Institutional and Interpersonal Perspectives, Scott, Foresman and Company, Illinois, London.*
• *Merton, Robert K, and Robert Nisbet (1971), Contemporary Social Problems, Fourth Edition, Harcourt Brace and Co., New York.*

SYLLABUS

B.A. (Multimedia and Gaming)
(Honours/Honours with Research)

SEMESTER-V

Course Code	Course Name	Credits
GAD2501N	**Game Design**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**		**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

1. Understand the core principles of game design and development.
2. Analyze different types of games and their mechanics.
3. Develop creative skills in storytelling and character development for games.
4. Learn the basics of user experience (UX) and user interface (UI) design in games.

Course Objectives

- Gain hands-on experience with game prototyping tools and software.
- Collaborate effectively in teams to design and develop game projects.
- Critically evaluate games and provide constructive feedback.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage

	Introduction to Game Design		**12**	**20%**
1	1.1	Overview of the gaming industry		
	1.2	Types of games (genres, platforms)		
	1.3	The role of a game designer		
	Game Design Principles		**10**	**20%**
2	2.1	Core game mechanics (rules, goals, feedback)		
	2.2	The MDA framework (Mechanics, Dynamics, Aesthetics)		
	Player Psychology and Engagement		**10**	20%
3	3.1	Understanding player types (Bartle's taxonomy)		
	3.2	Motivation and engagement loops		
	Level Design		**08**	20%
4	4.1	Principles of level design (flow, pacing, challenge)		
	4.2	Designing levels for different game genres		
5		**Assignment**		
	5.1	Assignment 1: Industry Analysis Report		
	5.2	Assignment 2: Game Genre and Platform Presentation	12	20%
	5.3	Assignment 3: Player Type Identification		
	5.4	Assignment 4: Genre-Specific Level Design, Level Design Blueprint		
Total			**52**	**100%**

References
• "The Art of Game Design: A Book of Lenses" by Jesse Schell
• "Rules of Play: Game Design Fundamentals" by Katie Salen and Eric Zimmerman
• "Game Design Workshop: A Playcentric Approach to Creating Innovative Games" by Tracy Fullerton
• Schell, J. (2014). The art of game design: A book of lenses (2nd ed.). A K Peters/CRC Press.
• Fullerton, T. (2014). Game design workshop: A playcentric approach to creating innovative games (3rd ed.). A K Peters/CRC Press.
• Rogers, S. (2010). Level up!: The guide to great video game design. Addison-Wesley.
• Salen, K., & Zimmerman, E. (2004). Rules of play: Game design fundamentals. MIT Press.

- Koster, R. (2004). A theory of fun for game design. O'Reilly Media.
- Adams, E., & Rollings, A. (2010). Fundamentals of game design (3rd ed.). New Riders.

Semester – V

Course Code	Course Name	Credits
GAC2502N	**Game Asset Creation**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

		Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**							
15	**10**	**05**	**30**		**70**	**-**	**-**	**70**	**-**	**100**

Course outcome

- Be able to produce high-quality game assets using specialized software.
- Be able to identify and utilize various workflows to achieve the desired goal.
- Learn professional terms relating to real-time game asset creation.
- Develop a portfolio of game assets.

Course Objectives

- Understand the principles of game asset creation and their importance in game development.
- Develop proficiency in specialized software used for game asset creation.
- Learn various workflows for creating high-quality game assets.
- Understand the principles of real-time game asset creation.
- Develop a portfolio of high-quality game assets.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1	1.2	**Introduction to game asset creation**		25+5
	1.3	Definition of game assets	10	
	1.4	Types of game assets		
2	2.1	**Understanding the game development pipeline**		
	2.2	Role of game asset creation in the pipeline		
	2.3	Overview of the game development process	10	
	2.4	Sketching and ideation techniques		
3	3.1	**3D modeling techniques**		70
	3.2	• Polygonal modeling techniques • Sculpting techniques	12	
	3.3	**Texturing and shading** • Texture mapping techniques • Procedural texturing techniques		
4	4.1	**Lighting** Principles of lighting and color theory in games Real-time rendering techniques for games	10	
	4.2	Optimization for real-time performance Techniques for optimizing game assets for realtime performance		
5		**Portfolio development** Best practices for creating a portfolio of game assets	10	

Total	52	100

References
• *Keller, E. (2017). The art of game art. CRC Press.*
• *Watkins, A. (2019). Game asset creation fundamentals. Packt Publishing.*
• *Slick, J. (2014). The complete guide to blender graphics: Computer modeling & animation. CRC Press.*
• *Derakhshani, D. (2018). Introducing Autodesk Maya 2019. Sybex.*
• *Watkins, A. (2018). Game engine architecture. CRC Press.*
• *Derakhshani, D. (2019). Introducing Autodesk 3ds Max 2020. Sybex.*
• *Keller, E. (2016). The art of 3D computer animation and effects. John Wiley & Sons.*
• *Watkins, A. (2020). Game engine gems 3. CRC Press.*

Semester – V

Course Code	Course Name	Credits
GSE2503N	**Game Special Effects**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	**02**	**-**	**01**	**01**	**-**	**02**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

1. Understand the importance and impact of special effects in video games.
2. Familiarity with industry-standard tools and software for creating game special effects.
3. Ability to design and implement particle systems for various effects.
4. Proficiency in creating and manipulating shaders for visual effects.
5. Knowledge of lighting models, techniques, and real-time shadow rendering.

Course Objectives

- Understand the significance of special effects in video games.
- Gain proficiency in industry-standard tools for game special effects.
- Learn to design and implement particle systems for various effects.
- Develop skills in shader programming for creating visually appealing effects.
- Understand lighting models and techniques for immersive environments.

Detailed Syllabus

Module / Unit	Course Module / Contents	Hours	Marks Weightage

		Introduction to Game Special Effects		
1	1.1	Overview of special effects in video games	**12**	
	1.2	Importance and impact of special effects on gameplay		
	1.3	Introduction to industry-standard tools and software		20%
2		**Understanding Particle Systems**	**08**	20%
	2.1	Basics of particle systems		
	2.2	Creating and manipulating particles		
	2.3	Particle simulation and behavior		
3		**Shader Fundamentals**	**12**	20%
	3.1	Introduction to shaders and their role in special effects		
	3.2	Shader programming languages (e.g., HLSL, GLSL)		
	3.3	Implementing basic shaders for visual effects		
	3.4	Shader-based effects such as distortion, refraction, and reflection		
	3.5	Creating complex materials and textures		
	3.6	Procedural shader generation		
	3.7	Implementing depth of field, motion blur, and bloom effects		
4		**Post-Processing Effects**	**10**	20%
	4.1	Introduction to post-processing and image effects		
	4.2	Color grading and visual enhancement techniques		
	4.3	Designing effects for stylized games		
	4.4	Implementing cell shading, toon effects, and other artistic styles		
	4.5	Techniques for conveying emotions through effects		
	4.6	Scripting and integration techniques		
	4.7	Performance optimization for real-time effects		
5		**Assignment**		

	5.1	Design a background or a prop that is relevant to your particle animation Create a domain and emission layer Design appropriate parameters for the emitter Submit a particle animation with appropriate background and props	**10**	20%
		Total	**52**	**100%**

References
• *"Real-Time Rendering" by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman*
• *"GPU Gems" series by various authors*
• *"Game Engine Architecture" by Jason Gregory*
• *"Unity in Action: Multiplatform Game Development in C#" by Joe Hocking*
• *McKinney, J. (2016). Digital character rigging: A practical guide to creating character rigs for animation. New Riders.*
• *Boulanger, J. (2017). Essential skills in character rigging. A K Peters/CRC Press.*
• *Rojas, J. (2019). Game effects: The art of creating game effects. Routledge.*
• *Tynan, S. (2014). Designing games: A guide to engineering experiences. O'Reilly Media.*
• *Kessler, M. (2013). Game design: A practical approach. Cengage Learning.*
• *Dorsey, R. (2018). Real-time visual effects for the game industry. CRC Press.*
• *Koller, D., & Brown, C. (2015). Computer graphics: Principles and practice (3rd ed.). Addison-Wesley.*

Course Code	Course Name	Credits
BGD2504N	**Background Development**	**2**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	02	-	01	01	-	02

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
1	02	-	01	01	-	02

Course outcome

1. Understand the fundamentals of VFX and its role in film and media.
2. Demonstrate knowledge of the BG development pipeline and its various stages.
3. Apply concept art techniques to effectively design backgrounds for VFX.
4. Create 3D models of background elements using industry-standard software.
5. Texture and apply materials to 3D models, considering realism and integration with live-action footage.
6. Utilize procedural texturing techniques to enhance the quality and efficiency of background development.
7. Implement lighting principles to create realistic lighting setups for VFX backgrounds.

Course Objectives

1. To provide students with a comprehensive understanding of the BG development pipeline for VFX, including its stages and workflow.
2. To familiarize students with the fundamental principles of VFX and its role in film and media.
3. To develop students' skills in concept art and design, enabling them to effectively visualize and plan VFX background elements.
4. To introduce students to 3D modeling techniques and software used in the industry for creating realistic background elements.

5. To teach students the process of texturing and applying materials to 3D models, considering realism and integration with live-action footage.
6. To explore procedural texturing techniques and software, enabling students to create complex and efficient textures for VFX backgrounds.
7. To provide students with a solid foundation in lighting principles for VFX backgrounds and the ability to create realistic lighting setups.
8. To familiarize students with rendering techniques and settings for producing high-quality background elements.

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
	Introduction to BG DEVELOPMENT			
1	1.1	Introduction to BG Development for VFX • Overview of the course and its objectives • Introduction to VFX and its role in film and media • Understanding the pipeline for BG development	**08**	20%
	1.2	Definition of VFX and its role in enhancing visual storytelling.		
	1.3	Examples of popular films and TV shows that rely on VFX.		
	Concept Art and Design			
2	2.1	Fundamentals of concept art for VFX background	**08**	20%
	2.2	Analyzing reference materials and creating mood boards		
	2.3	Sketching and ideation techniques for background design		
	Matte Painting and Digital Environments			
3	3.1	Introduction to matte painting techniques	**15**	20%
	3.2	Combining 2D and 3D elements for digital environments		

Detailed Syllabus

	3.3	Creating realistic textures and integrating them into scenes		
	3.4	Image Acquisition: Collect reference images or create sketches to guide your composition and design.		
	3.5	New Document: Open Photoshop and create a new document with the desired resolution and aspect ratio for your project.		
	3.6	Background: Start with a blank canvas or import an existing image as the base background layer. This can be a photograph or a 3D render.		
	3.7	Photo Textures and Elements: Incorporate photo textures and elements by importing and blending them into your composition. This can include rocks, foliage, buildings, or any other		
4	4.1	**Compositing and Integration** Import Footage: Start by importing your live-action footage and any other elements or assets you'll be working with, such as CGI renders or VFX elements	15	20%
	4.2	Before integrating the elements, you may need to perform pre-processing tasks on individual elements. This could involve keying out a green or blue screen background from your liveaction footage or performing color grading or cleanup on your CGI elements.		
	4.3	Integration: Place your elements in the scene by positioning and transforming them using the "Transform" node. Adjust their size, position, and orientation to match the live-action footage.		
	4.4	Point-wise Compositing: To perform point-wise compositing, you can use nodes such as "Merge," "Copy," or "Premult." These nodes allow you to manipulate individual pixels or points within the image by changing their color, opacity, or other attributes.		
	4.5	Refine the Composite: Fine-tune the composite by adjusting the blending modes, transparency, and color correction of the elements. Use nodes like "Keyer" or "Roto" to create masks or mattes for		

		precise control over which parts of an element are visible.		
	4.6	Add Effects: Apply any additional effects, such as lens flares, glows, or atmospheric effects, to enhance the visual quality of the composite. Nuke offers a wide range of built-in and third-party plug-ins for adding various effects.		
	4.7	Review and Render: Play back the composite to review the results. If necessary, make further adjustments to achieve the desired look. Once you're satisfied, render the final composite using the "Write" node, which allows you to output the image sequence or video file in your desired format.		
5	5.1	**Assignment** Create 5-6 3D models of props like trees, cars, buildings, etc. Arrange the models appropriately to design a background Use geometry nodes or 3D scans to create water bodies and mountains. Composite all your assets to create a background	06	20%
Total			52	**100%**

References
• *"The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation, and Motion Graphics" by Ron Brinkmann.*
• *McKinney, J. (2016). Digital character rigging: A practical guide to creating character rigs for animation. New Riders.*
• *Boulanger, J. (2017). Essential skills in character rigging. A K Peters/CRC Press.*
• *Rojas, J. (2019). Game effects: The art of creating game effects. Routledge.*
• *Tynan, S. (2014). Designing games: A guide to engineering experiences. O'Reilly Media.*
• *Kessler, M. (2013). Game design: A practical approach. Cengage Learning.*
• *Dorsey, R. (2018). Real-time visual effects for the game industry. CRC Press.*
• *Koller, D., & Brown, C. (2015). Computer graphics: Principles and practice (3rd ed.). Addison-Wesley.*

- *Karp, A. (2016). Creating visual effects in Maya: A practical guide to creating stunning visual effects. Focal Press.*

Semester V

Course Code	Course Name	Credits
DIP2505N	**Digital Painting**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

	Theory					Term Work / Practical/Oral			
	Internal Assessment			**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	-	-	-	-	100

Course outcome

1. Mastery of Digital Tools: Students will develop proficiency in using digital painting software and tools.
2. Artistic Technique Development: Students will apply traditional painting techniques in a digital environment to create visually compelling artwork.
3. Creative Expression: Students will enhance their ability to express artistic ideas and concepts through digital mediums.
4. Portfolio-Ready Artwork: Students will produce a collection of polished digital paintings suitable for inclusion in a professional portfolio

Course Objectives

- IT Software Proficiency: Equip students with the skills to effectively use digital painting software and tools.
- Technique Application: Teach students to apply traditional painting techniques within a digital context.

- Creative Exploration: Encourage students to explore and express their artistic ideas digitally.
- Professional Artwork Creation: Guide students in producing high-quality digital paintings suitable for a professional portfolio.

		Detailed Syllabus		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Digital Painting**		10	**20%**
	1.1	Overview of Digital Painting: Understanding the basics and significance of digital painting in the art world.		
	1.2	Digital Tools and Software: Introduction to industry-standard software like Adobe Photoshop and Corel Painter.		
	1.3	Basic Brush Techniques: Learning how to use and customize brushes for different painting effects.		
	1.4	Color Theory in Digital Media: Applying traditional color theory to digital work, including color mixing and shading..		
	1.5	File Management and Workflow: Best practices for organizing digital files and optimizing workflow.		
2	**Techniques and Methods**		10	**20%**
	2.1	Layering and Blending: Understanding the use of layers for complex compositions and blending techniques.		
	2.2	Digital Texturing: Creating and applying textures to enhance the realism and depth of digital paintings.		
	2.3	Lighting and Shadow: Techniques for rendering light and shadow to add dimension to digital artwork.		
	2.4	Digital Sketching and Concept Art: Developing quick sketches and concepts digitally as a foundation for detailed work.		
	2.5	Rendering and Detailing: Refining digital paintings by adding intricate details and finishing touches		
3	**Creative Expression and Style Development**			
	3.1	Exploring Artistic Styles: Experimenting with different styles and techniques to develop a unique digital art style		
	3.2	Conceptualizing Ideas: Translating creative ideas and themes into digital paintings		

	3.3	Character and Environment Design: Creating characters and environments, focusing on composition and storytelling.	**12**	**20%**
	3.4	Incorporating Mixed Media: Combining digital painting with other digital or traditional media for hybrid artworks		
	3.5	Personal Project Development: Beginning a personal digital painting project that showcases individual style and creativity		
4		**Professional Application and Portfolio Development**	**12**	**20%**
	4.1	Final Project Creation: Developing a comprehensive digital painting project from concept to completion.		
	4.2	Polishing and Presentation: Techniques for refining and preparing digital paintings for professional presentation.		
	4.3	Online Portfolio Creation: Building an online portfolio to showcase digital paintings to potential clients or employers.		
	4.4	Industry Insights: Understanding the digital painting industry, including job roles and market trends.		
	4.5	Peer Review and Feedback: Participating in critique sessions to receive and give constructive feedback on digital artworks.		
5		**Assignment**		
	5.1	Identify 2-3 references Study their design language and color scheme Attempt to identify their key features, i.e. aspects that stand out Combine all the key features to create a design of your own	08	20%
Total			52	**100%**

References
• *"Digital Painting Techniques: Practical Techniques of Digital Art Masters" by 3dtotal Publishing*
• *"Beginner's Guide to Digital Painting in Photoshop" by 3dtotal Publishing*
• *Gurney, J. (2010). Color and light: A guide for the realist painter. Andrews McMeel Publishing.*
• *McKinney, J. (2014). Digital painting: A step-by-step guide to creating stunning artwork. Focal Press.*

- *Wong, W. (2015). Digital painting techniques: Practical techniques of digital art masters. 3DTotal Publishing.*
- *Kasey, D. (2016). Digital painting in Photoshop: Industry techniques for beginners. Focal Press.*
- *Lentz, J. (2018). Digital painting for the beginner: A guide to creating art in Photoshop. Independently published.*
- *Kauffman, M. (2019). The digital artist's guide to color theory: Understanding color in digital painting. CreateSpace Independent Publishing Platform.*

Semester –V

Course Code	Course Name	Credits
ROA2506N	**Rotoscopy Animation**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**4**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome
1. Understand the history and principles of rotoscopy animation.
2. Develop technical skills in rotoscoping using both traditional and digital methods.
3. Apply rotoscopy techniques to create realistic and expressive animations.

Course Objectives
- Utilize industry-standard software to enhance and refine rotoscope animations.
- Produce individual and collaborative projects demonstrating proficiency in rotoscopy.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
		Introduction to Rotoscopy Animation		
1	1.1	Overview of rotoscopy animation and its history	10	
	1.2	Key techniques and applications of rotoscopy		
	1.3	Basic principles and techniques		20%

		Fundamentals of Rotoscoping		
2		**Fundamentals of Rotoscoping**		
	2.1	Basic principles of rotoscoping: tracing, keyframes, and in-betweens	**10**	20%
	2.2	Differences between traditional and digital rotoscoping methods		
	2.3	Introduction to rotoscoping tools and software (e.g., Adobe After Effects, Blender)		
3		**Advanced Rotoscoping Techniques**		20%
	3.1	Combining rotoscopy with other animation techniques (e.g., compositing, visual effects)	**10**	
	3.2	Working with complex scenes: integrating multiple layers and elements		
	3.3	Hands-on exercises with advanced rotoscoping techniques		
	3.4	Techniques for enhancing the realism and fluidity of animations		
4		**Digital Rotoscoping Techniques**	**15**	20%
	4.1	Introduction to digital rotoscoping tools and features		
	4.2	Techniques for frame-by-frame tracing and refinement		
	4.3	Adding sound and music		
5		**Assignment**		
	5.1	Use illustrator to create characters, props and sprites Import them into after effects and rig them. Use expressions to animate background elements. Submit an animation using all the assets that you generated.	**08**	**20%**
		Total	**52**	**100%**

References
• *"The Animator's Survival Kit" by Richard Williams*

- *"Rotoscoping: A Guide to Rotoscope Animation" by Andrew T. Young*
- *"The Art of Rotoscoping: The Complete Guide" by Matt S. Ross*
- *McKinney, J. (2014). Digital painting: A step-by-step guide to creating stunning artwork. Focal Press.*
- *Kauffman, M. (2019). The digital artist's guide to color theory: Understanding color in digital painting. CreateSpace Independent Publishing Platform.*
- *Boulanger, J. (2017). Essential skills in character rigging. A K Peters/CRC Press.*
- *Koller, D., & Brown, C. (2015). Computer graphics: Principles and practice (3rd ed.). Addison-Wesley.*
- *Walsh, C. (2016). Stop motion filmmaking: The complete guide to fabrication and animation. Focal Press.*
- *Karp, A. (2016). Creating visual effects in Maya: A practical guide to creating stunning visual effects. Focal Press.*

Course Code	Course Name	Credits
MOG2507N	**MOTION GRAPHICS**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**4**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**							
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

1. Students will be able to navigate the After Effects interface and use its tools to create animations and visual effects.
2. Students will be able to apply animation principles and design principles to create effective motion graphics.
3. Students will be able to use intermediate and advanced techniques to create complex animations and visual effects.
4. Students will be able to use compositing techniques, 3D layers, and cameras to create dynamic and engaging motion graphics.

Course Objectives

- To provide students with a comprehensive understanding of motion graphics and its applications in various industries.
- To teach students how to use After Effects to create engaging animations and visual effects.

- To develop students' creative problem-solving and critical thinking skills through the design and execution of motion graphics projects.
- To prepare students for careers in motion graphics, animation, video production, and related fields.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
		Introduction to After Effects and Motion Graphics.		
1	1.1	Overview of After Effects interface and tools.		
	1.2	Basic animation principles and techniques.	10	20%
	1.3	Introduction to typography.		
	1.4	Design principles in motion graphics.		
2	2.1	**Intermediate Motion Graphics Techniques**		
	2.2	Advanced animation techniques, including key frame interpolation and easing.		
	2.3	Working with masks and shapes.	10	20%
	2.4	Introduction to expressions and scripting.		
3	3.1	**Advanced Motion Graphics Techniques**		
	3.2	Compositing techniques, including green screen and tracking.		
	3.3	Working with 3D layers and cameras.		
	3.4	Advanced effects and plugins.	10	20%

		Final Project.		
4	4.1	Students will create a final motion graphics project using the techniques they've learned throughout the course.		
	4.2	Emphasis on creative problem-solving, storytelling, and effective communication through motion graphics.	08	20%
5		**Assignment** Identify a scene from a movie and select 1-2 characters Use Silhouette to isolate and create a rotoscopy of the characters Use after effects to create an appropriate alternative background Combine the rotoscopied characters with the background and submit the video file.	12	20%
Total			52	100

References
• *"Creating Motion Graphics with After Effects" by Chris and Trish Meyer -*
• *"The After Effects Illusionist" by Chad Perkins*
• *Crook, I., & Beare, P. (2012). Motion graphics: Principles and practices from the ground up. Focal Press.*
• *Krasner, J. (2013). Motion graphic design: Applied history and aesthetics (3rd ed.). Routledge.*
• *Christiansen, M. (2013). After effects visual effects and compositing. Adobe Press.*
• *Trottier, D. (2015). Animation unleashed: Simple steps for creating animation and motion graphics. New Riders.*
• *McKinney, J. (2014). Digital character rigging: A practical guide to creating character rigs for animation. New Rider.*
• *Korenman, J. (2019). The freelance manifesto: A field guide for the modern motion designer. CreateSpace Independent Publishing Platform.*

Semester V

Course Code	Course Name	Credits
FLF2511N	**FRENCH V**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

		Theory					Term Work / Practical/Oral			
		Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Mid Term	Viva	Continuous Evaluation	Attendance	Total Internal							
15	**20**	**10**	**05**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Enhance proficiency in both spoken and written language.

- Develop familiarity with modern social communication skills, both oral (such as dialogues and telephone conversations) and written, and to perform basic communication tasks effectively.

- Write a review of a movie or a show.

- Describe a person using good vocabulary and different adjectives.

- Apply various tenses and moods in French using subjunctive tense.

- To strengthen the language of the students in both oral and written.

- To get the students acquainted with the current social communication skills, oral (dialogue, telephone conversations, etc.) and written and perform simple communication tasks.

- To talk about a film or a show.

- To describe a person using good vocabularies and different adjectives

- To use the different tenses, different moods in French.

Detailed Syllabus

Reading exercises, writing tasks and grammar of:

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Module I**		**8**	**50%**
	Leçon 1	Histoires d'étudiants		
	Leçon 2	Un dîner en ville		
2	**Module II**		**6**	**30%**
	Leçon 1	Soirée déguisée Un dîner en ville		
	Leçon 2	Chez l'habitant		
3	**Module III**		**6**	**10%**
	Leçon 1	Un peu de culture ?		
4	**Module IV**		**6**	**10%**
	Leçon 1	Une soirée originale		
	Total		**26**	**100%**

References

- *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette,2012.*

- *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*

- *Loiseau Y.,Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*

- *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*

- *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris,2017.*

- *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.*

- *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.*

- *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*

- *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Course Code	Course Name	Credits
FLG2511N	**GERMAN V**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

			Theory					Term Work / Practical/Oral			
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Mid Term	Continuous Evaluation	Attendance	Viva	Total Internal						
15	**10**	**05**	**20**	**50**	**50**	**75 mins**	**-**	**-**	**-**	**100**

Course Outcome

- Handle situations which one normally encounters while travelling.
- Take part in conversations and discussions pertaining to familiar topics such as family, hobbies, travel etc. without prior preparation.
- Develop the listening comprehension skills
- Understand programs on television or radio and inform oneself about current events or areas of interest/ provided the speaker speaks clearly.
- Have a basic conversation using vocabulary related to body parts and basic diseases.

Course Objectives

- To handle situations which one normally encounters while travelling.
- To take part in conversations and discussions pertaining to familiar topics such as family, hobbies, travel etc. without prior preparation.
- To develop listening comprehension skills.
- To understand programs on television or radio and informing oneself about current events or areas of interest/ provided the speaker speaks clearly.
- To have a basic conversation using vocabulary related to body parts and basic diseases.

	Detailed Syllabus			

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Kapitel 11**			
	Grammatischer Aspekt	- Imperativ: du, ihr, Sie - Modalverben: dürfen, sollen	**6**	**25%**
2	**Kapitel 11**			
	Thematischer Aspekt	- persönliche Angaben machen - Körperteile nennen - eine Sportübung verstehen und erklären - Aufforderungen wiedergeben - Gespräche beim Arzt führen - Anweisungen verstehen und geben - Gesundheitstipps verstehen und geben Wörter erschließen	**7**	**25%**
3	**Kapitel 12**			
	Grammatischer Aspekt	- Pronomen: man - Fragewörter: wer, wen, wem, was(Nom. u. Akk.) Ort: wo, wohin, woher, wann & wie	**6**	**25%**

		- Zeitadverbien: zuerst, dann, später, zum Schluss		
		Kapitel 12		
4	**Thematischer Aspekt**	- Vorschläge für eine Stadttour verstehen - einen Weg beschreiben - eine Postkarte schreiben - die Jahreszeiten kennen lernen - das Wetter beschreiben - Reiseberichte verstehen - Probleme im Hotel beschreiben - sich im Hotel beschweren - über Reiseziele sprechen	7	25%
Total			**26**	**100%**

References
• *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*
• *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*
• *Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*
• *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.*
• *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*
• *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Course Code	Course Name	Credits
FLS2511N	**SPANISH V**	**02**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**-**	**-**	**02**	**-**	**-**	**02**

			Theory					Term Work / Practical/Oral			Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
Mid Term	Continuous Evaluation	Attendance	Viva	Total Internal						
15	10	05	20	50	50	75 mins	-	-	-	100

Course Outcomes

- Understand how to conjugate verbs with vocal changes and use them effectively in sentences.
- Revise all the grammar topics which were taught in the previous semesters.
- Describe events, activities and incidents that occurred in the past using preterit tense effectively and efficiently.
- Understand and apply vocabulary based on shops, restaurants and airports and will be able to communicate at the given places.

- Actively engage in mock viva sessions, applying the skills learned throughout the course. This practical experience will enhance their ability to handle real-life conversations with native speakers.

<table>
<tr><td colspan="2" align="center">Course Objectives</td></tr>
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- To enable the students to comprehend and make use of verbs with vocal changes.
- To revise the grammar in application and the communication tasks related to topics covered already.
- To enable the students to use preterit tense to describe events that happened in the past.
- To enhance the vocabulary of the students based on shops, restaurants and airport.
- Simulate and participate in mock Vivas and conversations.

<table>
<tr><td align="center">Detailed Syllabus</td></tr>
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Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**El español y tú**		**5**	**20%**
	1.1	Las preposiciones del lugar		
	1.2	Expresiones cotidianas		
2	**¿Sabes verbos con cambios vocales?**		**5**	**20%**
	2.1	Los verbos regulares en español		
	2.2	Los verbos con cambios vocales. (AR, ER, IR)		
3	**¿Qué comiste ayer?**		**8**	**30%**
	3.1	Introducción del pretérito indefinido en español.		
	3.2	Los verbos regulares en el pretérito indefinido		
4	**¿Dónde estuviste ayer, Juan?**		**8**	**30%**
	4.1	Los verbos irregulares en el pretérito indefinido		
	4.2	Un ensayo usando el pretérito indefinido.		
Total			**26**	**100%**

<table>
<tr><td align="center">References</td></tr>
</table>

- *Blanco, Begoña. Nuevo avance. Con CD Audio. 2011.*
- *Bregstein, Barbara. Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*
- *García, Concha Moreno, et al. Nuevo avance. Con CD Audio.2011.*
- *Hutchinson, Sam. Los Numeros - Numbers. Find and Speak Spanish, 2022.*
- *Meredith, Susan. Spanish for Beginners Flashcards. 2010.*
- *Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.*
- *Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.*
- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*
- *Rivano, Emilio. El verbo gustar y otros así. 2022.*
- *Rivas, Celestino. Daily Spanish For Beginners. 2019.*
- *Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.*
- *Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.*
- *Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.*

Semester V		

Course Code	Course Name	Credits
CSE2512N	Employability Skills	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Internal				External		Total
Mid-Sem Exam	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcomes

- Categorize different types of interviews, recognize various interview styles, and demonstrate fundamental skills required when facing interviews.

- Create professional resumes, covering letters, and follow-up letters, showcasing their ability to articulate their qualifications and experiences during job applications and interviews.

- Perform a SWOT analysis, identifying their strengths, weaknesses, opportunities, and threats, fostering self-awareness, and aiding in strategic career planning.

- Understand and apply social etiquette, including the proper way to shake hands and exchange business cards. They will also demonstrate knowledge of dining etiquette and appropriate behavior in a professional setting such as the cubicle.

- Enact in mock interview sessions, applying the skills learned throughout the course. This practical experience will enhance their ability to handle real-life interview scenarios.

Course Objectives

- To understand and apply interview techniques.
- To develop effective interview skills.
- To conduct self-discovery through swot analysis.
- To master Professional Etiquette.
- to simulate and participate in mock interview sessions.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Interviews**		**5**	**38%**
	1.1	Types of Interviews and Styles of Interview		
	1.2	Facing Interviews-Fundamentals		
	1.3	Practice Session Conducting Interviews		
	1.4	Fundamentals and Practice Session, Mock Interview Sessions		
2	**Interview Skills**		**5**	**38%**
	2.1	Resume Writing,		
	2.2	Covering Letters		
	2.3	Interview Follow Up Letters		
3	**Self- Discovery**		**1**	**8%**
	3.1	SWOT [Strengths, Weakness, Opportunities, and Threats] Analysis		
4	**Employability Skills**		**2**	**16%**
	4.1	Conflict Management		
	4.2	Work Ethics		
Total			**13**	**100**

References
• *Working in English, Jones, Cambridge*
• *Business Communication, Raman –Prakash, Oxford*
• *Speaking Personally, Porter-Ladousse, Cambridge*
• *Speaking Effectively, Jermy Comfort, et.al, Cambridge*
• *Anjanee Sethi &Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Course Code	Course Name	Credits
BEH2513N	**BEHAVIOURAL SCIENCE - V**	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory								
Internal Assessment					End Sem Exam	Duration of End Sem Exam	Total	
Activity	Continuous Evaluation	Viva	Attendance	Total Internal				
20	40	35	05	100	-	-	100	

Course Outcome

- A strong personality fosters resilience and adaptability in diverse life situations.
- Nationalism fosters a sense of belonging and unity among citizens.
- Human values form the foundation of ethical behavior and moral integrity.
- Personality development enhances effective communication and interpersonal relationships.
- It strengthens cultural identity and promotes the preservation of traditions and heritage.
- They promote empathy, compassion, and respect for others, fostering harmonious societies.

Course Objectives

- To Understand the importance of individual differences
- Better understanding of self in relation to society and nation
- Facilitation for a meaningful existence and adjustment in society
- Inculcating patriotism and national pride.

- To develop an understanding of the importance of human values.

Detailed Syllabus				

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Individual differences& Personality**		**2**	**20%**
	1.1	Personality: Definition& Relevance		
	1.2	Importance of nature & nurture in Personality Development		
	1.3	Importance and Recognition of Individual differences in Personality		
	1.4	Accepting and Managing Individual differences (adjustment mechanisms) Intuition, Jugement, Perception & Sensation (MBTI) BIG5 Factors		
2	**Managing Diversity**		**2**	**20%**
	2.1	Defining Diversity		
	2.2	Affirmation Action and Managing Diversity		
	2.3	Increasing Diversity in Work Force		
	2.4	Barriers and Challenges in Managing Diversity		
3	**Socialization**		**2**	**20%**
	3.1	Nature of Socialization		
	3.2	Social Interaction		
	3.3	Interaction of Socialization Process		
	3.4	Contributions to Society and Nation		
4	**Patriotism and National Pride**		**2**	**20%**
	4.1	Sense of pride and patriotism		
	4.2	Importance of discipline and hard work		

	4.3	National Integrity, Integrity, accountability, and national pride.		
	4.4	National pride and prejudice.		
5	**Human Rights, Values and Ethics**		**2**	**20%**
	5.1	Meaning and Importance of human rights		
	5.3	Human rights awareness		
	5.3	Obligation to respect, character-based system of human rights		
	5.4	Values and Ethics- Learning based on project work on Scriptures like- Ramayana, Mahabharata, Gita etc.		
Total			**10**	**100%**

References
• *Pervin, L. A., & John, O. P. (2001). Personality: Theory and Research (8th ed.). Wiley.*
• *Jayne, M. E. A., & Dipboye, R. L. (2004). Workforce diversity: A key to improve productivity. Journal of Human Resource Management, 43(4), 409-424.*
• *Nettle, D. (2007). The Nature of Personality: Genes, Culture, and National Character. MIT Press.*
• *Kirton, G., & Greene, A. M. (2015). The Dynamics of Managing Diversity: A Critical Approach (4th ed.). Routledge.*
• *Funder, D. C. (2019). The Personality Puzzle (8th ed.). W. W. Norton & Company.*
• *Barak, M. E. M. (2021). Managing Diversity: Toward a Globally Inclusive Workplace (5th ed.). SAGE Publications.*

Semester V

Course Code	Course Name	Credits
SIP2514N	**INTERNSHIP**	**05**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
0	**0**	**-**	**-**	**0**	**-**	**05**

	Theory					**Term Work / Practical/Oral**			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
-	**-**	**-**	**100**	**-**	**2 Hours**	**-**	**-**	**-**	**100**

Course Outcome

- Students will be able to get practical exposure about the subjects.
- Students will be able to enhance their ability to absorb an interdisciplinary approach.
- Students will get familiarized with various measurement and scaling techniques.
- Students will be able to write a report and give a presentation of their work.

Course Objectives

- To refine the practical exposure of the corporate functioning.
- To help students to apply their theoretical understanding on the concerned project.
- To bridge the gap between theory and practice.
- To enhance the intellectual ability and attributes related to data handling and report writing.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
Guidelines: Every student shall be required to undergo practical training in a media organization approved by the Institute for four weeks, normally in the Summer Vacation, after the end of the semester examinations. The candidates shall be required to undergo training in the various areas of the media organization concerned. The work done by the candidate during the training period shall be submitted in the form of a training report. The last date for the receipt of the training report in the department shall be one month after the date of completion of training, i.e. at the beginning of the next semester.			**10%**

Components of the Report: The outcome of Summer Internship is the Project Report. A project report should have the following components: **Cover Page:** This should contain the title of the report with the name of the name of the media organization where the student interned, to whom it is submitted, for which degree, the name of the author, name of the supervisor, year of submission of the project work, name of the University. **Acknowledgement:** Various organizations and individuals who might have aided/co-operation during his/her internship. **Table of Content:** Page-wise listing of the main contents in the report, i.e., different Chapters and its main Sections along with their page numbers. **Body of the Report:** The body of the report should have these four logical divisions. **Introduction:** This will cover the overview of the media organization in which the student has interned, rationale/ need / justification for interning with the organization, expectations from the internship and Chapter Planning. **Body of the Report:** The body of the report should have these four logical divisions. **Work Profile/ Assignments Handled by the Student:**(using the tools and techniques mentioned in the methodology). **Conclusion and Recommendations and Skill Sets Learnt during Internship:** In this section, the concluding observations based on the main findings and suggestions are to be provided. **Bibliography or References:** This section will include the list of books and articles which have been used in the project work, and in writing a project report. **Annexures**: Questionnaires (if any), relevant reports, etc.	The week/hours will be assigned by the supervisor as per academic calendar.	**15%**
Chapter Scheme: Chapter I: Introduction 20 marks Chapter II: Conceptual Framework/National/International Scenario 5 marks Chapter III: Work profile/ assignments handled by the student 35 marks.		**75%**

Chapter IV: Conclusion and Recommendations and skill sets learnt during internship 15 marks. The report must be type written in font Times New Roman, 12 points, 1.5 line spacing on both sides of the paper, Spiral Bound. The report should comprise a maximum of 80 to 100 pages and must be submitted in two copies.	
Total	**100%**

SYLLABUS

B.A. (Multimedia and Gaming)
(Honours/Honours with Research)

SEMESTER-VI

Semester – VI

Course Code	Course Name	Credits
COM2601N	Compositing	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal	End Sem Exam					
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Proficiency in Compositing Techniques Students will demonstrate the ability to apply basic and advanced compositing techniques, including layering, masking, keying, and tracking, to create professional-quality compositions
- Mastery of Software Tools Students will achieve proficiency in using industry-standard compositing software (such as Adobe After Effects or Nuke) and demonstrate their ability to utilize its features effectively for various compositing tasks
- Effective Color Correction and Grading Students will be able to perform accurate color correction and grading, matching colors between shots and creating visually appealing compositions that maintain consistency and enhance the overall look of the project
- Integration of Visual Effects Students will successfully integrate visual effects with live-action footage, demonstrating their ability to enhance and manipulate footage using techniques like particles, lights, and 3D elements

Course Objectives

- Understand and Apply Compositing Principles To provide students with a solid foundation in compositing principles and techniques, enabling them to combine multiple visual elements into cohesive and visually compelling compositions

- Develop Technical Skills in Software To ensure students develop technical proficiency in using compositing software, enabling them to efficiently and effectively execute various compositing tasks and projects
- Enhance Visual Aesthetics through Color Correction To equip students with the skills to perform color correction and grading, ensuring that their compositions have a professional and polished appearance, with consistent color and tone across shots
- Execute Complex Compositing Projects To guide students in planning, executing, and presenting complex compositing projects that integrate visual effects, demonstrating their ability to apply learned techniques to real-world scenarios

	Detailed Syllabus		

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Compositing and Basic Techniques			
1	1.1	Overview of Compositing Key Concepts and Terminology Introduction to Compositing Software	**12**	
	1.2	Basic Compositing Techniques (Layering, Masking, Blending Modes)		
	1.3	Introduction to After Effects and Nuke		25%
	Advanced Compositing Techniques			
2	2.1	Rotoscoping and Keying (Chroma Key, Luma Key)	**08**	20%
	2.2	Tracking and Stabilization Advanced		
	2.3	Masking and Matte Creation Working with 3D Elements and Camera Tracking		
	Color Correction and Grading			
3	3.1	Color Theory and Correction Principles	**15**	30%
	3.2	Color Grading Techniques		
	3.3	Choosing appropriate visualization tools and techniques		
	3.4	Color theory and its application in visualization		
4	**Compositing for Visual Effects and Final Project**		**10**	

	4.1	Integrating Visual Effects (VFX) with Live Action Working with Particles, Lights, and Effects		
	4.2	Final Project Preparation		
	4.3	Execution Review		25%
	4.4	Implementing interactivity in animation projects		
	4.5	Critique of Final Projects		
Total			**45**	**100%**

References
• *"Digital Compositing for Film and Video" by Steve Wright*
• *"The Art and Science of Digital Compositing" by Ron Brinkmann*
• *Lanier, L. (2011). Professional digital compositing: Essential tools and techniques. Wiley.*
• *Christiansen, M. (2013). After effects visual effects and compositing. Adobe Press.*
• *Murdock, J. (2014). Compositing visual effects: Essentials for the aspiring artist. Focal Press.*
• *O'Rourke, J. (2016). The complete guide to digital compositing. CreateSpace Independent Publishing Platform.*
• *Koller, D., & Brown, C. (2015). Computer graphics: Principles and practice (3rd ed.). Addison-Wesley.*
• *Dorsey, R. (2018). Real-time visual effects for the game industry. CRC Press.*

Semester – VI

Course Code	Course Name	Credits
VZR2602N	**Visualization Research**	4

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	04	-	02	02	-	04

		Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal							
15	**10**	**05**	**30**	**70**		-	-	3 Hours	-	100

Course outcome

1. Critically Study and evaluate current practices and models in animation.
2. Recognise and interpret systems with the design environment Skills.
3. To practice design principles to a variety of different visualization styles and to push creative mindset.

Course Objectives

1. This course introduces the strategies of visualization as an efficient method to convey complex data.
2. It covers the fundamentals of visual communication and research methods.
3. Animation is a very strong tool which can be applied in graphic design, communication design, data visualization and human-computer interaction design. The course combines the best practices from these intersections while focusing on effectiveness of the visualization.

		Detailed Syllabus		

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
1		**Introduction to Visual Design Research**	**12**	
	1.1	Research MethodologiesPrimary, Secondary, Tertiary research methods.		
	1.2	Introduction to Data Visualisation & Infographics		
	1.3	Theoretical foundations of visualization		25%
2		**Visual Storytelling.**	**08**	
	2.1	Animated & Interactive Design		20%
	2.2	Animation in Web Design, UI-UX Design, Infographics and Motion Graphics		
	2.3	Case Study		
3		**Data Visualization Principles**	**15**	
	3.1	Data Visualization Principles		30%
	3.2	Data Visualization Principles		
	3.3	Choosing appropriate visualization tools and techniques		
	3.4	Color theory and its application in visualization		
	3.5	Visual storytelling techniques		
	3.6	Incorporating data visualization in animated narratives		
	3.7	Case studies of animation projects utilizing visualization		
4		**Interactive Visualization**	**10**	25%
	4.1	Introduction to interactive visualization techniques		

	4.2	Designing interactive animation experiences		
	4.3	User experience (UX) and user interface (UI) design considerations		
	4.4	Implementing interactivity in animation projects		
	4.5	Simulation techniques: particles, fluid dynamics, cloth simulation		
	4.6	Emerging trends in visualization research		
	4.7	Evaluation of the developed visualization		
Total			**45**	**100%**

References
• *"The Visual Display of Quantitative Information" by Edward R. Tufte*
• *"Information Visualization: Perception for Design" by Colin Ware*
• *"Visual Explanations: Images and Quantities, Evidence and Narrative" by Edward R. Tufte*
• *"Animating Real-Time Game Characters" by Paul Steed.*
• *Tufte, E. R. (2001). The visual display of quantitative information (2nd ed.). Graphics Press.*
• *Meirelles, I. (2013). Design for information: An introduction to the histories, theories, and best practices behind effective information visualizations. Rockport Publishers.*
• *Few, S. (2009). Now you see it: Simple visualization techniques for quantitative analysis. Analytics Press.*
• *Ware, C. (2013). Information visualization: Perception for design (3rd ed.). Morgan Kaufmann.*
• *Munzner, T. (2014). Visualization analysis and design. CRC Press.*
• *Tominski, C., & Schumann, H. (2015). Interactive visual data analysis. Springer.*

Semester – VI

Course Code	Course Name	Credits
AND2603N	Animatics Design	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

	Theory					Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

<div align="center">

Course outcome

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1. Proficient Animatics Creation: Students will be able to create professional quality animatics that effectively convey visual narratives.
2. Technical Software Mastery: Students will demonstrate advanced skills in using industry-standard software for animatics production.
3. Effective Storyboarding: Students will be able to translate story ideas into clear, detailed, and engaging storyboards.
4. Timing and Pacing Control: Students will skillfully manage the timing and pacing of visual sequences to enhance storytelling.

<div align="center">

Course Objectives

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1. Master Storyboarding Techniques: Equip students with the skills to create clear and effective storyboards.
2. Develop Timing and Pacing: Teach students to control timing and pacing within animatics for optimal storytelling.
3. Integrate Audio Elements: Train students in synchronizing visuals with sound, including dialogue and music.
4. Enhance Technical Proficiency: Improve students' skills in using industry-standard software for animatics creation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Animatics			
1	1.1	Understanding Animatics: Definition, purpose, and role in the animation production pipeline.	**08**	**20%**
	1.2	History and Evolution: Overview of how animatics have developed in animation and film.		
	1.3	Key Components of Animatics: Storyboards, timing, sound, and motion.		
	1.4	Tools and Software for Animatics: Introduction to industry-standard software like Adobe Premiere, After Effects, and Toon Boom.		
	1.5	Basic Techniques: Timing, transitions, and layering techniques essential for animatics creation.		
	Storyboarding for Animatics			
2	2.1	Principles of Storyboarding: Essential rules for creating clear and effective storyboards.	**12**	**20%**
	2.2	Visual Storytelling: Techniques for conveying a narrative visually, including shot composition and camera angles.		
	2.3	Storyboarding Workflow: Step-by-step guide from initial sketches to final boards.		
	2.4	Scene Breakdown and Timing: Determining the length and sequence of shots for animatics.		
	2.5	Storyboard to Animatic Conversion: Transitioning from static storyboards to dynamic animatics.		
3	**Technical Aspects of Animatics**		**15**	20%
	3.1	Editing and Timing: Techniques for synchronizing visual elements with audio tracks.		
	3.2	Adding Sound and Dialogue: Integrating sound effects, dialogue, and music to enhance storytelling.		
	3.3	Motion and Transitions: Applying motion to static images and creating smooth transitions between scenes.		
	3.4	Working with Layers and Assets: Managing multiple layers and assets for complex animatics.		

	3.5	Rendering and Exporting Animatics: Best practices for exporting animatics in various formats.		
4		**Advanced Techniques**	**10**	**20%**
	4.1	Advanced Storytelling Techniques: Exploring narrative pacing, emotional beats, and visual metaphors.		
	4.2	Client Collaboration and Feedback: Working with clients or team members to refine animatics based on feedback.		
	4.3	Animatics in Different Media: Adapting animatics for various formats like film, TV, advertising, and games.		
5		Module 5: Project Development	08	20%
	5.1	Project Planning and Management: Organizing and managing a complete animatics project from concept to final delivery.		
	5.2	Portfolio Development: Assembling a professional portfolio of animatics to showcase to potential employers or clients.		
Total			52	**100%**

References
• *"Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media)" by David Harland Rousseau and Benjamin Reid Phillips*
• *"The Art of the Storyboard: A Filmmaker's Introduction" by John Hart.*
• *Shaw, A. (2015). Design for motion: Fundamentals and techniques of motion design. Focal Press.*
• *McKinney, J. (2014). Digital character rigging: A practical guide to creating character rigs for animation. New Riders.*
• *Williams, R. (2009). The animator's survival kit. Faber & Faber.*
• *Thomas, F., & Johnston, O. (1981). The illusion of life: Disney animation. Abbeville Press.*
• *Gurney, J. (2010). Imaginative realism: How to paint what doesn't exist. Andrews McMeel Publishing.*

Semester – VI

Course Code	Course Name	Credits
MAD2604N	**Multimedia Advanced Design Principles**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

		Theory					**Term Work / Practical/Oral**			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**							
15	**10**	**05**	**30**		**70**		**-**	**70**	**-**	**100**

Course outcome

- Understand advanced design principles in multimedia creation, including typography, color theory, composition, and motion.
- Learn to integrate various multimedia components (audio, video, animation, graphics) to develop cohesive projects.
- Apply user-centered design approaches to multimedia products.

Course Objectives

- Develop proficiency in industry-standard multimedia design tools and software.
- Analyze and critique multimedia works with a focus on design, usability, and user experience.
- Collaborate on multimedia projects from concept to execution.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Introduction to Advanced Multimedia Design**		13	25%
	1.1	Recap of basic design principles		
	1.2	Advanced design theories and trends in multimedia		
2	**Typography and Color in Multimedia**		13	25%
	2.1	Advanced typography for digital media		
	2.2	Color theory in multimedia design		
	2.3	Creating mood and impact through typography and color		
	2.4	Tools for effective use of typography and color in multimedia		
3	**Motion Graphics and Animation Principles**		13	25%
	3.1	Motion graphics for branding and storytelling		
	3.2	Tools and software for creating motion graphics		
	3.3	Case studies of effective motion design		
4	**Advanced Multimedia Project Development**		13	25%
	4.1	Integrating all multimedia elements into a cohesive project		
	4.2	Project planning, execution, and management		
\multicolumn{3}{c|}{**Total**}		**52**	**100%**

References
• *"The Principles of Beautiful Web Design" by Jason Beaird & James George*
• *"Multimedia: Making It Work" by Tay VaughanT. M. Savage and K.E. Vogel, An Introduction to Digital Multimedia 2007*
• *Mayer, R. E. (2009). Multimedia learning (2nd ed.). Cambridge University Press. https://doi.org/10.1017/CBO978051181167*
• *Mayer, R. E. (2014). The Cambridge handbook of multimedia learning (2nd ed.). Cambridge University Press. https://doi.org/10.1017/CBO9781139547369*
• *Mayer, R. E. (2019). Thirty years of research on online learning. Applied Cognitive Psychology, 33(2), 152-159. https://doi.org/10.1002/acp.3482*

- *Mayer, R. E., & Fiorella, L. (2014). Principles for reducing extraneous processing in multimedia learning: Coherence, signaling, redundancy, spatial contiguity, and temporal contiguity principles. In R. E. Mayer (Ed.), The Cambridge handbook of multimedia learning (2nd ed., pp. 279-315). Cambridge University Press.* *https://doi.org/10.1017/CBO9781139547369.015*

Semester – VI

Course Code	Course Name	Credits
CAP2605N	Capstone Project	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	06	-	01	03	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

1. Effective Project Execution: Students will successfully plan, develop, and execute a comprehensive capstone project.
2. Advanced Research Skills: Students will demonstrate advanced research skills, including data collection, analysis, and application.
3. Professional Presentation: Students will present their project findings professionally and effectively to an academic or industry audience.
4. Critical Reflection and Assessment: Students will critically reflect on their project process and outcomes, evaluating the achievement of their objectives

Course Objectives

1. Project Planning: Guide students in developing a detailed plan and proposal for their capstone project.
2. Research and Analysis: Equip students with skills to conduct thorough research and analyze data relevant to their project.
3. Implementation and Execution: Teach students to effectively implement and manage their project from inception to completion.
4. Presentation and Reflection: Prepare students to present their project findings and reflect critically on their work and its impact

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Project Planning and Proposal Development**		**08**	**20%**
	1.1	Understanding the Capstone Project: Overview of capstone projects and their significance in academic and professional contexts.		
	1.2	Topic Selection and Research: Techniques for selecting a relevant and impactful project topic.		
	1.3	Developing a Project Proposal: Writing a clear and comprehensive project proposal, including objectives, scope, and methodology.		
	1.4	Literature Review: Conducting a thorough literature review to support the project rationale and objectives.		
	1.5	Project Timeline and Milestones: Creating a detailed timeline with key milestones to guide project development.		
2	**Research and Data Collection**		**15**	**25%**
	2.1	Research Methodologies: Introduction to qualitative and quantitative research methods relevant to the project.		
	2.2	Data Collection Techniques: Strategies for collecting accurate and relevant data, including surveys, interviews, and experiments.		
	2.3	Ethical Considerations: Understanding and adhering to ethical guidelines in research and data collection.		
	2.4	Cloth and Hair Simulation: Advanced methods for animating realistic cloth, hair, and fur.		
	2.5	Preliminary Data Analysis: Basic techniques for analyzing collected data to inform project development		

		Project Development and Execution		
3	3.1	Project Design and Implementation: Translating the proposal into actionable steps and developing the project.	**15**	**30%**
	3.2	Problem-Solving and Adaptation: Strategies for addressing challenges and making necessary adjustments during project execution		
	3.3	Interim Reporting and Feedback: Preparing and presenting progress reports to receive constructive feedback.		
	3.4	Collaboration and Teamwork: Techniques for effective collaboration in team-based capstone projects.		
	3.5	Iteration and Refinement: Continuous improvement of the project based on feedback and testing.		
4		**Final Presentation and Evaluation**	**15**	**25%**
	4.1	Final Project Completion: Completing all aspects of the project and preparing it for presentation.		
	4.2	Project Documentation: Writing a comprehensive project report or thesis that details the process, findings, and outcomes.		
	4.3	Presentation Skills: Developing and practicing the presentation of the project to an academic or professional audience.		
	4.4	Defense and Q&A Preparation: Preparing for the defense of the project, including answering questions and justifying decisions.		
	4.5	Reflection and Assessment: Reflecting on the project process and outcomes and assessing the achievement of objectives.		
Total			52	**100%**

References
• *"The Capstone Handbook: A Guide to Developing and Defending Your Capstone Project" by Rebecca Jordt*
• *"Designing and Managing Your Research Project: Core Skills for Social and Health Research" by David Thomas and Ian Hodges*
• "The Capstone Handbook: A Guide to Developing and Defending Your Capstone Project" by Rebecca Jordt.
• "Designing and Managing Your Research Project: Core Skills for Social and Health Research" by David Thomas and Ian Hodges
• McClung, S. (2020). The animation workbook: A comprehensive guide to creating professional animation. Routledge.
• Blumberg, R. (2017). The art of 3D: Computer animation and effects. Wiley.

Course Code	Course Name	Credits
GAP2606N	Multimedia and Gaming Portfolio	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

			Theory				Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

1. Professional Portfolio Creation: Develop a comprehensive and industry-ready animation film portfolio.
2. Technical Proficiency: Demonstrate advanced technical skills in animation software and tools.
3. Creative Storytelling: Showcase the ability to craft compelling narratives through animation.
4. Personal Artistic Style: Cultivate and express a unique artistic style in animated works.

Course Objectives

1. Portfolio Development: Guide students in creating a polished and professional animation film portfolio.
2. Technical Skill Enhancement: Improve proficiency in animation software and production techniques.
3. Narrative Crafting: Teach students how to develop engaging and coherent storylines in animation.
4. Artistic Expression: Encourage the exploration and refinement of personal artistic style in animation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Portfolio Foundations			20%
1	1.1	Introduction to Portfolio Development: Understanding the purpose and importance of a professional animation portfolio.	10	
	1.2	Identifying Personal Strengths: Assessing skills and artistic style to define the focus of the portfolio.		
	1.3	Portfolio Structure and Components: Outlining key sections such as showreels, concept art, and completed projects.		
	1.4	Researching Industry Standards: Analyzing exemplary portfolios from successful animators to set quality benchmarks.		
	1.5	Goal Setting for the Portfolio: Defining clear objectives for what the portfolio should achieve.		
2	**Technical Skill Application**			20%
	2.1	Advanced Animation Techniques: Applying complex animation methods to showcase technical prowess.	**10**	
	2.2	Software Mastery: Deepening expertise in industry-standard tools like Adobe After Effects, Maya, or Blender.		
	2.3	Project Workflow Optimization: Streamlining the production process from concept to final output.		
	2.4	Incorporating Visual Effects: Enhancing animations with VFX to add depth and creativity.		
	2.5	Editing and Polishing: Refining animations through meticulous editing and post-production techniques.		
3	**Module 3: Narrative and Artistic Expression**			
	3.1	Storytelling in Animation: Crafting compelling and coherent narratives to feature in the portfolio.	**12**	
	3.2	Character and Environment Design: Developing unique characters and immersive worlds to demonstrate creative skills.		
	3.3	Artistic Style Development: Refining and expressing a distinctive artistic voice throughout the portfolio.		20%
	3.4	Storyboarding and Pre-Visualization: Creating effective storyboards and animatics to plan animations.		

	3.5	Cohesion and Consistency: Ensuring a unified and consistent artistic vision across all portfolio elements.		
4		**Professional Presentation**	**12**	20%
	4.1	Final Portfolio Assembly: Organizing and compiling the portfolio into a cohesive and professional package.		
	4.2	Feedback and Revision: Iteratively improving the portfolio based on peer and mentor feedback.		
	4.3	Portfolio Presentation Skills: Preparing to pitch the portfolio effectively to industry professionals.		
	4.4	Online Portfolio Creation: Establishing a digital presence through websites or online platforms.		
5		**Industry Readiness**		20%
	5.1	Networking and Job Search Strategies: Learning how to use the portfolio for job applications and networking within the industry.		
	5.2	Understanding Corporate work structure and communication along understanding ethical and industrial standards of work	08	
Total			52	**100%**

References
• *"Prepare to Board! Creating Story and Characters for Animated Features and Shorts" by Nancy Beiman*
• *"Your Career in Animation: How to Survive and Thrive" by David B. Levy*
• *"Prepare to Board! Creating Story and Characters for Animated Features and Shorts" by Nancy Beiman.*
• *"Your Career in Animation: How to Survive and Thrive" by David B. Levy*
• *Houghton, A. (2019). The animation portfolio: A guide to getting your work seen and hired. Focal Press.*
• *Smith, D. (2015). The Art of 2D and 3D Animation: Building Your Animation Portfolio. CRC Press.*

Semester – VII

Course Code	Course Name	Credits
EXA2701N	**Experimental Animation and Multimedia**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

- Introduce students to the principles of experimental animation and multimedia.
- Explore unconventional techniques in animation and multimedia production.
- Encourage creative experimentation and innovation in visual storytelling.

Course Objectives

- Develop practical skills in digital tools and multimedia platforms.
- Analyze the history and evolution of experimental animation.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
		Introduction to Experimental Animation and Multimedia		
1	1.1	Overview of experimental animation and multimedia.		

	1.2	Historical context: Pioneers of experimental animation.	**13**	**25%**
	1.3	Differences between traditional and experimental approaches.		
	Foundations of Animation Techniques			
2	2.1	Fundamental principles of animation (timing, movement, weight, etc.).	**13**	**25%**
	2.2	Stop-motion animation: Techniques and applications.		
	2.3	Introduction to digital animation tools (e.g., Adobe After Effects, Blender).		
	Multimedia Storytelling and Experimental Narratives			
3	3.1	Non-linear and experimental narratives in animation.	**13**	**25%**
	3.2	Interactive storytelling techniques.		
	3.3	Integration of animation with other media forms (e.g., video, text, and sound).		
	Motion Graphics and Kinetic Typography			
4	4.1	Basics of motion graphics: Text, shapes, and motion.	**13**	**25%**
	4.2	Applications in multimedia design and advertising.		
Total			**52**	**100%**

References
• *"Experimental Animation: Origins of a New Art" by Robert Russett and Cecile Starr.*
• *"Animation: The Whole Story" by Howard Beckerman.*
• *Russett, R., & Starr, C. (2009). Experimental animation: Origins of a new art (2nd ed.). Da Capo Press.*
• *Cholodenko, A. (Ed.). (2007). The illusion of life II: More essays on animation. Power Publications.*
• *Furniss, M. (2007). Art in motion: Animation aesthetics (Rev. ed.). John Libbey Publishing.*
• *Buchan, S. (Ed.). (2013). Pervasive animation. Routledge.*

Semester – VII

Course Code	Course Name	Credits
MGD2702N	**Multimedia and Game Design Research I**	**5**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
03	**04**	**-**	**03**	**02**	**-**	**05**

		Theory				Term Work / Practical/Oral			
Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	-	-	-	**100**

Course outcome

- Students will be able to develop the basic understating of Media Research.
- Students will be able to understand the methodology for media research.
- Students will get familiarized with various measurement and scaling techniques.
- Students will be able to write a research paper.

Course Objectives

- To define Media Research.
- To explain the process of Media Research.
- To describe the Research methodology for media and types of sampling.
- To describe the steps involved in report writing.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	**Foundations of Animation Research**		**08**	**20%**
	1.1	Understanding the significance and scope of research in the field of animation.		
	1.2	Overview of qualitative, quantitative, and mixed methods relevant to animation studies.		

	1.3	How to find, evaluate, and synthesize existing research to build a solid foundation.		
	1.4	Formulating clear and researchable questions within the animation domain.		
	1.5	Understanding intellectual property, consent, and ethical issues in conducting research.		
	Critical Analysis and Theory in Animation			
2	2.1	Exploring key theories and concepts that underpin animation studies.	**12**	**25%**
	2.2	Detailed study of traditional and contemporary animation techniques and their evolution.		
	2.3	Examining how culture, society, and politics influence animation design.		
	2.4	In-depth analysis of landmark animated films and series, understanding their impact.		
	2.5	Investigating the role of storytelling and visual language in animation.		
	Research Methodologies and Tools			
3	3.1	Step-by-step guide to planning and structuring research projects in animation.	**15**	**30%**
	3.2	Methods for gathering data, including surveys, interviews, and archival research specific to animation.		
	3.3	Techniques for analyzing visual data, such as frame-by-frame analysis, semiotics, and visual rhetoric.		
	3.4	Introduction to tools like Adobe After Effects, Blender, and other relevant software for research.		
	3.5	Applying statistical tools and software to analyze animation research data.		
	Application of Research in Animation Design			
4	4.1	Applying research findings to enhance animation design and production.	**15**	**25%**
	4.2	Encouraging experimentation with new animation styles and techniques based on research.		
	4.3	Developing skills to effectively present research through papers, reports, and presentations.		
	4.4	Engaging in group research projects to solve real-world animation design problems.		
	4.5	Exploring emerging trends and future directions in animation research and design.		
Total			**45**	**100%**

References
• *The Animation Studies Reader" by Nichola Dobson, Annabelle Honess Roe, Amy Ratelle, and Caroline Ruddell.*
• *Understanding Animation" by Paul Wells.*
• *Rogers, S. (2014). Level up!: The guide to great video game design (2nd ed.). Wiley.*
• *Salen, K., & Zimmerman, E. (2004). Rules of play: Game design fundamentals. MIT Press.*
• *Sylvester, T. (2013). Designing games: A guide to engineering experiences. O'Reilly Media.*
• *Karpouzis, K., & Yannakakis, G. N. (Eds.). (2016). Emotion in games. Springer.*
• *Scolastici, C. (2013). Mobile game design essentials. Packt Publishing.*
• *De Nucci, E., & Kramarzewski, A. (2018). Practical game design. Packt Publishing.*

Semester – VII

Course Code	Course Name	Credits
WAI2703N	Working with AI	4

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
2	4	-	2	2	-	4

		Theory				Term Work / Practical/Oral			
	Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

1. Understand the role of AI in the animation industry and its applications.
2. Gain proficiency in using AI tools and techniques for animation.
3. Explore procedural generation, character animation, and motion capture using AI.

Course Objectives

- Develop and apply AI-driven solutions to real-world animation problems.
- Critically evaluate the impact of AI on animation processes and creative workflows.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to AI in Animation	**12**	

1	1.1	Overview of AI technologies and their relevance to animation		
	1.2	Historical development and current trends		
	1.3	Basic concepts and terminology		25%
		: Fundamentals of AI and Machine Learning		
2	2.1	Basic concepts of artificial intelligence and machine learning	**08**	20%
	2.2	Types of AI algorithms and models (e.g., neural networks, deep learning)		
	2.3	Introduction to AI frameworks and libraries (e.g., TensorFlow, PyTorch)		
3	**Procedural Generation with AI**		**15**	
	3.1	Introduction to procedural generation and its applications in animation		30%
4	**Motion Capture and AI**			
	4.1	AI methods for enhancing and refining motion capture data		25%
	4.2	Using AI to process and analyze motion capture data	**10**	
	4.4	Tools and algorithms for improving animation efficiency and output		
	Total		**45**	**100%**

References
• *"Artificial Intelligence for Games" by Ian Millington and John Funge*
• *"Deep Learning for Computer Vision" by Rajalingappaa Shanmugamani*
• *"The Art of Animation" by Michael T. Wiese*
• *"Artificial Intelligence for Games" by Ian Millington and John Funge*
• *"Deep Learning for Computer Vision" by Rajalingappaa Shanmugamani*
• *"The Art of Animation" by Michael T. Wiese*
• *Haines, D. (2018). Storyboarding essentials: SCAD creative essentials. Wiley.*

Course Code	Course Name	Credits
GDP2704N	**Game Development Project**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

- Encourage students to design their own game.
- Explore unconventional techniques in game development.
- Encourage creative experimentation and innovation in visual storytelling.

Course Objectives

- Develop practical skills in digital tools and multimedia platforms.
- Analyze the history and evolution of gaming.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
		Introduction to Game Development		
1	1.1	Overview of the game development process	**18**	**25%**
	1.2	Roles in a game development team		
	1.3	Project management in game development		

		Game Design Documentation (GDD)		
2	2.1	Game concept, mechanics, and storyboarding	**17**	**25%**
	2.2	Writing a Game Design Document (GDD)		
	2.3	Designing game levels and characters		
3		**Prototyping**	**15**	**25%**
	3.1	Rapid prototyping techniques		
	3.2	Implementing core gameplay mechanics		
	3.3	Testing and refining prototypes		
4		**Polish and Optimization**	**15**	**25%**
	4.1	Game performance optimization techniques		
	4.2	Debugging and bug fixing		
Total			**65**	**100%**

References
• *2D Game Development: From Zero To Hero*
• *Schell, J. (2019). The art of game design: A book of lenses (3rd ed.). CRC Press.*
• *Fullerton, T. (2019). Game design workshop: A playcentric approach to creating innovative games (4th ed.). A K Peters/CRC Press.*
• *Koster, R. (2013). Theory of fun for game design (2nd ed.). O'Reilly Media.*
• *Salen, K., & Zimmerman, E. (2003). Rules of play: Game design fundamentals. MIT Press.*
• *Chandler, H. M. (2019). The game production handbook (4th ed.). Jones & Bartlett Learning.*
• *Novak, J. (2011). Game development essentials: Game project management. Cengage Learning.*

Course Code	Course Name	Credits
REM2704N	**Research Methodology**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
02	**04**	**-**	**02**	**02**	**-**	**04**

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	**10**	**05**	**30**	**70**	**3 Hours**	**-**	**-**	**-**	**100**

Course outcome

- The students will be able to understand and comprehend the basics in research methodology and applying them in research/ project work.

- The students will be able to take up and implement a research project/ study
- The students will also enable them to collect the data, edit it properly and analyse it accordingly. Thus, it will facilitate students' prosperity in higher education.
- The students will develop skills in qualitative and quantitative data analysis and presentation.

Course Objectives

- To provide a systematic framework that guides the entire research process from start to finish.
- To enable the students to prepare report writing and framing Research proposals.
- To familiarize the students with the principles of scientific methodology in business enquiry, to develop analytical skills of business research, and to develop the skills for scientific communications.

- To address the issues inherent in selecting a research problem and discuss the techniques and tools to be employed in completing a research project.

Detailed Syllabus

Module/ Unit		Course Module / Contents	Hours	Marks Weightage
	Introduction to research			
1	1.1	Meaning, objectives and motivations in research, Characteristics and limitations of research	13	25%
	1.2	Components of research work - Criteria of good research, Research process		
	1.3	– Types of Research, Fundamental, Pure or Theoretical Research –Applied Research – –Descriptive Research – Evaluation Research –Experimental Research – Survey Research – Qualitative Research – Quantitative Research – Historical Research.		
	Research Design			
2	2.1	Research Design – definition – essentials and types of research design	13	25%
	2.2	Errors and types of errors in research design.		
	2.3	Research problem: Selecting and analyzing the research problem –		
	2.4	problem statement formulation – formulation of hypothesis.		
	2.5	Literature review: purpose, sources, and importance - literature review procedure.		
	2.6	Objectives: Learning Objectives; Definitions; Formulation of the research objectives.		
	Measurement.			
3	3.1	Variables in Research	13	25%
	3.2	Measurement and scaling		
	3.3	Different scales – Construction of instrument - Validity and Reliability of instrument		
	3.4	Data Collection methods – primary and secondary data		
	3.5	Construction of questionnaire and instrument – validation of instruments.		

	3.6	Sample size determination - Sample design and sampling techniques		
4	**Research report**		**13**	**25%**
	4.1	Research report and its structure		
	4.2	Journal articles – Components of journal article. Explanation of various components.		
	4.3	Structure of an abstract and keywords.		
	4.4	Thesis and dissertations. components of thesis and dissertations		
	4.5	Referencing styles and bibliography.		
Total			**52**	**100%**

References
• *Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition*
• *Business Research Methods – Alan Bryman & Emma Bell, Oxford University Press.*
• *Research Methodology – C.R.Kothari*
• *Bryant, M. T. (2004). The portable dissertation advisor. Thousand Oaks, CA: Corwin Press.*
• *Butin, D. W. (2009). The education dissertation: A guide for practitioner scholars.*
• *Thousand Oaks, CA: Corwin Press.*
• *Davis, G. B., Parker, C. A., & Straub, D. W. (2012). Writing the doctoral dissertation: A systematic approach (3rd ed.). Hauppauge, NY: Barron's Educational Series.*
• *Glatthorn, A. A., & Joyner, R. L. (2012). Writing the winning thesis or dissertation: A step- by-step guide (3rd ed.). Thousand Oaks, CA: Corwin Press.*
• *Krathwohl, D. R., & Smith, N. L. (2005). How to prepare a dissertation proposal: Suggestions for students in education and the social and behavioral sciences. Syracuse, NY: Syracuse University Press.*
• *Locke, L. F., Spirduso, W., & Silverman, S. J. (2013). Proposals that work: A guide for planning dissertations and grant proposals (6th ed.). Thousand Oaks, CA: Sage.*

Semester- VII

Course Code	Course Name	Credits
PPD2705N	**Professional Project - I**	**3**

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	-	-	-	-	-	03

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
-	-	-	-	-	-	50	-	50	100

Course outcome

- Students will be able to generate and present original media project ideas that meet industry standards and effectively engage target audiences.
- Students will demonstrate proficiency in planning and managing all aspects of media productions, including timelines, budgets, and resource allocation.
- Students will produce high-quality content using advanced media tools and technologies across various platforms.
- Students will lead and work effectively in teams, successfully managing collaboration with diverse stakeholders throughout project execution.

Course Objectives

- To teach students how to develop and articulate clear, innovative ideas for media projects, ensuring alignment with industry standards and target audience expectations.
- To equip students with the skills to create comprehensive project plans, including timelines, budgets, and resource allocation, to effectively manage media productions.
- To enhance students' abilities in utilizing media tools and technologies essential for producing professional-grade content across various platforms.
- To foster teamwork and leadership skills, enabling students to collaborate efficiently with diverse stakeholders throughout the project lifecycle.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours/week	Marks Weightage

		Project Outlines: The students can opt for any of the following specialized area:			
1	1.1	Print/ Publishing	The hours/week will be assigned by the supervisor as per the academic session.	**15%**	
	1.2	Advertising			
	1.3	Public Relations			
	1.4	Photography/ Videography/Film			
	1.5	Electronic Communication		**25%**	
	1.6	Radio/Podcasting/web radio			
	1.7	Event			
	1.8	AD/PR Campaign			
2	**Detail of project making:**				
As per the interest and opportunity, students can do a project or join any project under any media professional/ media organization. **3 Evaluation:** After completing the project, students are required to document their project under their supervisor and submit the project on the given date by the supervisor and to appear for final viva-voce.				**60%**	

SYLLABUS

B.A. (Multimedia and Gaming)
(Honours/Honours with Research)

SEMESTER-VIII

Semester – VIII

Course Code	Course Name	Credits
MGR2801N	Multimedia and Gaming Research Seminar II	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	08	-	-	04	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
-	-	-	-	-	-	50	-	50	100

Course outcome

- Students will learn to explore plenty of knowledge concerning education and issues.
- Students will learn to make a dissertation and the techniques of research.
- Students will learn to demonstrate their research work.
- Students will get familiarized with various measurement and scaling techniques of research.

Course Objectives

- To understand the contemporary and historical issues concerning education.
- To demonstrate his/her competence in using systematic research procedures.
- To overview of dissertation proposal process; pretest and assignments; process of developing and writing dissertation proposal.
- To review of selected dissertation problem and purpose statements due, Hypotheses/research questions and method of procedure

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/ Week	Marks Weightage
	Student Learning:		Week, as per academic session	
1	1.1	Students will be required to write a research paper for a research topic, they can choose any topic from their previous semester or as per their interest.		**5%**
	Develop research proposal:			
2	2.1	Students will be instructed to develop a research proposal, following the method of research and get approved by their supervisor.		**10%**
	Writing research paper:			
3	3.1	Ensure that all the procedures and methods (i.e., design, instrument selection, sample selection, data collection, and data analysis) are explained in detail.		**20%**
	Research paper presentation in the Seminar and evaluation done by the external and supervisor:			
4	4.1	It is mandatory for each student to present the research paper. The supervisor and external will evaluate the research paper on the basis of their work and viva-voce.		**65%**
				100%

Reference
•Bryant, M. T. (2004). The portable dissertation advisor. Thousand Oaks, CA: Corwin Press.
•Butin, D. W. (2009). The education dissertation: A guide for practitioner scholars.
•Thousand Oaks, CA: Corwin Press.
•Davis, G. B., Parker, C. A., & Straub, D. W. (2012). Writing the doctoral dissertation: A systematic approach (3rd ed.). Hauppauge, NY: Barron's Educational Series.
•Glatthorn, A. A., & Joyner, R. L. (2012). Writing the winning thesis or dissertation: A step-by-step guide (3rd ed.). Thousand Oaks, CA: Corwin Press.
•Krathwohl, D. R., & Smith, N. L. (2005). How to prepare a dissertation proposal: Suggestions for students in education and the social and behavioral sciences. Syracuse, NY: Syracuse University Press.
•Locke, L. F., Spirduso, W., & Silverman, S. J. (2013). Proposals that work: A guide for planning dissertations and grant proposals (6th ed.). Thousand Oaks, CA: Sage.
•Ogden, E. H. (2006). Completing your dissertation or thesis in two semesters or less (3rd ed.). Lanham, MD: Rowman & Littlefield.

•*Pyrczak, F. (2000). Completing your thesis or dissertation: Professors share their techniques and strategies. New York, NY: Routledge.*

•*Roberts, C. M. (2010). The dissertation journey: A practical and comprehensive guide to planning, writing, and defending your dissertation (2nd ed.). Thousand Oaks, CA: Corwin Press.*

•*Rudestam, K. E., & Newton, R. R. (2014). Surviving your dissertation: A comprehensive guide to content and process (4th ed.). Thousand Oaks, CA: Sage.*

•*Single, P. B. (2009). Demystifying dissertation writing: A streamlined process from choice of topic to final text. Sterling, VA: Stylus Publishing.*

•*Terrell, S. R. (2015). Writing a proposal for your dissertation: Guidelines and examples.*

•*New York, NY: Guilford Press.*

Semester – VIII

Course Code	Course Name	Credits
GEX2802N	Gaming Exhibition	4

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
-	08	-	-	04	-	04

		Theory				Term Work / Practical/Oral			
	Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
-	-	-	-	-	-	50	-	50	100

Course outcome

- Understand the history and evolution of video games as a cultural medium.
- Analyze video games from an artistic, social, and cultural perspective.
- Develop skills in curating and exhibiting video games.
- Design interactive and engaging game exhibitions.

Course Objectives

1. Understand the technical requirements for game preservation and exhibition.
2. Work collaboratively to plan and execute a public exhibition.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/ Week	Marks Weightage
1	**Game Curation Principles**		**Week, as per academic session**	**5%**
	1.1	Students will be required to design a game.		
2	**Digital vs. Physical Exhibitions**			**10%**
	2.1	Students will be instructed to develop the parameters of their game.		
3	**Writing research paper:**			**20%**
	3.1	Ensure that all the procedures and methods (i.e., design, instrument selection, sample selection, data collection, and data analysis) are explained in detail.		
4	**Exhibition presentation in the Seminar and evaluation done by the external and supervisor:**			**65%**
	4.1	It is mandatory for each student to present the research paper. The supervisor and external will evaluate the research paper on the basis of their work and viva-voce.		
				100%

Reference
• *The Art of Video Games by Chris Melissinos*
• *Game After: A Cultural Study of Video Game Afterlife by Raiford Guins*
• *Replay: The History of Video Games by Tristan Donovan*
• *Critical Play: Radical Game Design by Mary Flanagan*

Semester – VIII

Course Code	Course Name	Credits
MUP2803N	**Multimedia Portfolio**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
-	**08**	-	-	**04**	-	**04**

		Theory				Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
-	-	-	-	-	-	-	50	-	50	**100**

Course outcome

- Students will successfully conceptualize and pitch unique media projects that demonstrate a strong alignment with their creative vision and technical skills.
- Students will produce high-quality media content using advanced tools and techniques, meeting industry standards across various platforms.
- Students will curate a polished portfolio that effectively highlights their diverse media production capabilities and enhances their professional profile.
- Students will demonstrate the ability to critically assess their work, incorporating feedback to refine and improve their production processes.

Course Objectives

- To guide students in developing unique and innovative ideas for media projects that reflect their creative vision and technical expertise.
- To enable students to proficiently use industry-standard tools and techniques in the creation of diverse media content.
- To assist students in assembling a professional portfolio that showcases their media production skills across various formats and platforms.
- To encourage students to critically evaluate their own work, identifying areas of strength and opportunities for improvement in their production process.

Module/ Unit	Course Module / Contents		Hours/ Week	Marks Weightage
	Major Areas of Writing:			
1	1.1	Web Design		
	1.2	Animation		
	1.3	Game Development		**10%**
	1.4	Graphic Design	**4 weeks**	
	Guidelines for Media Production Portfolio:			
2	2.1	Thorough reading of relevant study material and references		
	2.2	Students will choose the current topics for every area of writing		**15%**
	2.3	Students will discuss the topics with the guide and will take the approval		
	2.4	Students will use the formal writing pattern i.e. 12 font size, 1.5 line spacing and Times New Roman.		
	2.5	Students will have to make proper formal document that includes : Title Page, Table of Contents, Acknowledgement, Write ups.		
3	**Final Evaluation by supervisor**			

	Students must be present with their prepared portfolio for Viva-voce.	**75%**

References:
"Prepare to Board! Creating Story and Characters for Animated Features and Shorts" by Nancy Beiman
"Your Career in Animation: How to Survive and Thrive" by David B. Levy
Houghton, A. (2019). The animation portfolio: A guide to getting your work seen and hired. Focal Press.
Smith, D. (2015). The Art of 2D and 3D Animation: Building Your Animation Portfolio. CRC Press.

Semester – VIII

Course Code	Course Name	Credits
DSP2804N	**Dissertation Project**	**4**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
01	08	-	01	03	-	04

	Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**						
-	-	-	-	-	-	-	50	-	50	100

Course outcome

1. Effective Project Execution: Students will successfully plan, develop, and execute a comprehensive dissertation project.
2. Advanced Research Skills: Students will demonstrate advanced research skills, including data collection, analysis, and application.
3. Professional Presentation: Students will present their project findings professionally and effectively to an academic or industry audience.
4. Critical Reflection and Assessment: Students will critically reflect on their project process and outcomes, evaluating the achievement of their objectives

Course Objectives

1. Project Planning: Guide students in developing a detailed plan and proposal for their capstone project.
2. Research and Analysis: Equip students with skills to conduct thorough research and analyze data relevant to their project.
3. Implementation and Execution: Teach students to effectively implement and manage their project from inception to completion.
4. Presentation and Reflection: Prepare students to present their project findings and reflect critically on their work and its impact

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Project Planning and Proposal Development			
1	1.1	Understanding the Capstone Project: Overview of capstone projects and their significance in academic and professional contexts.	**08**	**20%**
	1.2	Topic Selection and Research: Techniques for selecting a relevant and impactful project topic.		
	1.3	Developing a Project Proposal: Writing a clear and comprehensive project proposal, including objectives, scope, and methodology.		
	1.4	Literature Review: Conducting a thorough literature review to support the project rationale and objectives.		
	1.5	Project Timeline and Milestones: Creating a detailed timeline with key milestones to guide project development.		
	Research and Data Collection			
2	2.1	Research Methodologies: Introduction to qualitative and quantitative research methods relevant to the project.	**12**	**25%**
	2.2	Data Collection Techniques: Strategies for collecting accurate and relevant data, including surveys, interviews, and experiments.		
	2.3	Ethical Considerations: Understanding and adhering to ethical guidelines in research and data collection.		
	2.4	Cloth and Hair Simulation: Advanced methods for animating realistic cloth, hair, and fur.		
	2.5	Preliminary Data Analysis: Basic techniques for analyzing collected data to inform project development		
	Project Development and Execution			
3	3.1	Project Design and Implementation: Translating the proposal into actionable steps and developing the project.	**15**	**30%**
	3.2	Problem-Solving and Adaptation: Strategies for addressing challenges and making necessary adjustments during project execution		
	3.3	Interim Reporting and Feedback: Preparing and presenting progress reports to receive constructive feedback.		

	3.4	Collaboration and Teamwork: Techniques for effective collaboration in team-based capstone projects.		
	3.5	Iteration and Refinement: Continuous improvement of the project based on feedback and testing.		
4	**Final Presentation and Evaluation**		**15**	**25%**
	4.1	Final Project Completion: Completing all aspects of the project and preparing it for presentation.		
	4.2	Project Documentation: Writing a comprehensive project report or thesis that details the process, findings, and outcomes.		
	4.3	Presentation Skills: Developing and practicing the presentation of the project to an academic or professional audience.		
	4.4	Defense and Q&A Preparation: Preparing for the defense of the project, including answering questions and justifying decisions.		
	4.5	Reflection and Assessment: Reflecting on the project process and outcomes and assessing the achievement of objectives.		
Total			**45**	**100%**

References
• *"The Capstone Handbook: A Guide to Developing and Defending Your Capstone Project" by Rebecca Jordt*
• *"Designing and Managing Your Research Project: Core Skills for Social and Health Research" by David Thomas and Ian Hodges*
• *Rudestam, K. E., & Newton, R. R. (2014). Surviving your dissertation: A comprehensive guide to content and process (4th ed.). Thousand Oaks, CA: Sage.*
• *Single, P. B. (2009). Demystifying dissertation writing: A streamlined process from choice of topic to final text. Sterling, VA: Stylus Publishing.*
• *Terrell, S. R. (2015). Writing a proposal for your dissertation: Guidelines and examples.*
• *New York, NY: Guilford Press.*

Semester- VIII

Course Code	Course Name	Credits
PPD2804N	**Professional Project - II**	**6**

Contact Hours			Credits Assigned			
Theory	**Practical**	**Tutorial**	**Theory**	**Practical**	**Tutorial**	**Total**
-	**12**	-	-	**06**	-	**06**

		Theory					Term Work / Practical/Oral			
	Internal Assessment				**End Sem Exam**	**Duration Of End Sem Exam**	**Term Work**	**Pract.**	**Oral**	**Total**
Test	**Continuous Evaluation**	**Attendance**	**Total Internal**							
-	-	-	-	-	-	-	50	-	50	100

- Students will be able to generate and present original media project ideas that meet industry standards and effectively engage target audiences.
- Students will demonstrate proficiency in planning and managing all aspects of media productions, including timelines, budgets, and resource allocation.
- Students will produce high-quality content using advanced media tools and technologies across various platforms.
- Students will lead and work effectively in teams, successfully managing collaboration with diverse stakeholders throughout project execution.

Course Objectives

- To teach students how to develop and articulate clear, innovative ideas for media projects, ensuring alignment with industry standards and target audience expectations.
- To equip students with the skills to create comprehensive project plans, including timelines, budgets, and resource allocation, to effectively manage media productions.
- To enhance students' abilities in utilizing media tools and technologies essential for producing professional-grade content across various platforms.

- To foster teamwork and leadership skills, enabling students to collaborate efficiently with diverse stakeholders throughout the project lifecycle.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/Week	Marks Weightage
	Project Outlines: The students can opt for any of the following specialized area:			
1	1.1	Print/ Publishing		**25%**
	1.2	Advertising		
	1.3	Public Relations		
	1.4	Photography/ Videography/Film		
	1.5	Electronic Communication		
	1.6	Radio/Podcasting/web radio		
	1.7	Event	**10 weeks**	
	1.8	AD/PR Campaign		
2	**Detail of project making:**			**75%**
	As per the interest and opportunity, students can do a project or join any project under any media professional/ media organization. After completing the project, students are required to document their project under their supervisor and submit the project on the given date by the supervisor and the students should be present for their viva-voce.			
Total				**100%**