



AMITY SCHOOL  
of FILM & DRAMA



**B.A.** in

Game Design  
&

Development

*Want to be*  
**GAME DEVELOPER  
&  
DESIGNER**

# *B.A. (Game Design & Development)*

## *Specialization in Game Design & Development*

### COURSE DESCRIPTION:

A Game Design and Development course in ASFD covers a comprehensive range of topics that equip students with the skills and knowledge needed to create games across various platforms. Here are some common aspects that students will learn in this course:

**Introduction to Game Design:** Understanding the principles of game design, including mechanics, dynamics, and aesthetics (MDA framework), player psychology, and game genres.

**Game Development Tools and Technologies:** Familiarizing with game development engines such as Unity, Unreal Engine, Godot, or Construct and learning programming languages (e.g., C#, C++, JavaScript) and software development kits (SDKs) relevant to game development.

**Game Prototyping:** Developing rapid prototypes to test game concepts and mechanics, including paper prototyping, digital prototyping, and playtesting methodologies.

**Game Art and Animation:** Learning the basics of 2D and 3D art creation, including character design, environment design, animation principles, and asset creation using tools like Adobe Photoshop, Blender, Maya, or Zbrush.

**Level Design:** Understanding level design principles, including spatial layout, pacing, player flow, difficulty balancing, and environmental storytelling.

**Game Programming:** Developing programming skills for game development, including scripting gameplay mechanics, implementing user interfaces, managing game states, and optimizing performance.

**Game Audio:** Exploring the role of audio in games, including sound design, music composition, voice acting, and integrating audio assets into game projects.

**Game Production Management:** Learning project management methodologies specific to game development, including agile development, scrum, milestone planning, & team collaboration tools.

**Game Narrative and Storytelling:** Understanding narrative techniques for games, including worldbuilding, character development, branching narratives, dialogue systems, and interactive storytelling.

**User Experience (UX) Design:** Designing intuitive and engaging user interfaces (UI), menus, controls, and feedback systems to enhance the player experience.

**Monetization Strategies:** Exploring business models and monetization strategies for games, including free-to-play, premium, subscription, in-app purchases, advertising, and crowdfunding.

**Playtesting and Iterative Design:** Conducting playtests to gather feedback from players and iteratively improve game design, mechanics, and the user experience.



## Game Design & Development



**Ethical and Legal Considerations:** Understanding ethical issues related to game content, player behavior, and representation, as well as legal considerations such as intellectual property rights and licensing.

**Emerging Technologies and Trends:** Staying updated on the latest trends, technologies, and platforms in the game industry, including virtual reality (VR), augmented reality (AR), cloud gaming, and indie game development.

**Capstone Project:** Completing a final project or portfolio that showcases the skills and knowledge acquired throughout the course, such as developing a playable game prototype or a polished game demo.

### CAREER OPTIONS AS A GAME DESIGN & DEVELOPER:

After completing a Game Design and Development course, individuals have various career options in the gaming industry and related fields. Here are some potential career paths:

**Game Designer:** Designing game concepts, mechanics, levels, and systems to create engaging and enjoyable gameplay experiences. Game designers collaborate with artists, programmers, and other team members to bring game ideas to life.

**Game Developer/Programmer:** Writing code and programming scripts to implement game mechanics, user interfaces, artificial intelligence (AI), networking features, and other aspects of game development.

**Game Artist/Animator:** Creating 2D and 3D artwork, characters, environments, animations, and visual effects for games. Game artists work closely with designers and developers to ensure that the visual elements align with the overall game vision.



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## Game Design & Development

**Audio Designer/Sound Engineer:** Creating and implementing sound effects, music, voiceovers, and audio cues for games. Audio designers enhance immersion and atmosphere through sound design and integration.

**Monetization Specialist:** Developing strategies for monetizing games through various business models, including free-to-play, premium, in-app purchases, subscriptions, advertising, and microtransactions.

**Indie Game Developer:** Starting a small independent game development studio or working as a solo developer to create and publish original games independently or through digital distribution platforms.

**Educational Game Developer:** Designing and developing educational games and interactive learning experiences for schools, museums, corporate training programs, and other educational institutions.

**Serious Game Developer:** Creating games for non-entertainment purposes, such as healthcare, military training, simulations, therapy, and social impact initiatives.

**Game Industry Consultant:** Providing expertise and advice to game companies, startups, and organizations on game design, development, production, marketing, and business strategies.

**Game Journalist/Critic:** Writing reviews, articles, and analysis on games, game industry trends, and gaming culture for publications, websites, blogs, and social media platforms.

These are just a few examples of the diverse career options available to individuals with training and skills in game design and development. Depending on individual interests, strengths, and career goals, there are many paths to pursue within the gaming industry and related fields. □□□



**Game Writer/Narrative Designer:** Crafting storylines, characters, dialogue, and narrative arcs for games. Narrative designers collaborate with designers and developers to integrate storytelling elements seamlessly into gameplay experiences.

**Game Producer/Project Manager:** Overseeing the production process for game development projects, including scheduling, budgeting, resource allocation, risk management, and team coordination.

**Quality Assurance (QA) Tester:** Testing games for bugs, glitches, and usability issues to ensure quality and functionality before release. QA testers provide feedback to developers and assist in debugging and troubleshooting.

**User Experience (UX) Designer:** Designing intuitive and engaging user interfaces, menus, controls, and feedback systems to enhance the player experience and usability of games.

**Level Designer:** Designing and creating levels, puzzles, challenges, and environments for games. Level designers balance gameplay mechanics, pacing, and difficulty to provide enjoyable and rewarding player experiences.



## B.A. Game Design and Development 3/4 Year till Semester 6

### PROGRAMME STRUCTURE

SEMESTER I			
S. NO	COURSE TYPE	COURSE TITLE	COURSE DESCRIPTION
1	Core Courses	Fundamentals of Board Game Design	In the "Fundamentals of Board Game Design" course, students will learn the foundational principles of creating captivating tabletop experiences. Topics covered include integrating theme and mechanics, balancing gameplay, fostering player interaction, and designing components for accessibility and replayability, equipping students with essential skills to craft engaging and memorable board games.
2	Core Courses	Mathematics & Statistics	In the "Mathematics & Statistics" course, students will delve into the fundamental concepts and techniques of mathematical and statistical analysis. They will learn to solve mathematical problems, understand statistical methods, and apply quantitative reasoning to real-world scenarios, gaining essential skills for data analysis, decision-making, and problem-solving across various fields.
Major II			
1	Major 2-Film	Introduction to Studio Practices	This course will introduce students to the Processes, Personnel, Logistics and Management of the whole filmmaking process. This Course will also have extensive inputs in Story and Screenwriting.
2	Major 2-Film	Essentials of Film Craft	Student in this Course will understand how to use the Technology behind Image Making, Assembling Images and using Sound to tell Stories.
3	Major 2-Film	Writing for Visuals	Students will get an introduction to writing for visual storytelling forms and will learn the nuances of thinking and writing visually
4	Major 2 - VE&AC	Foundation of Art & Design	This is an introductory course for studying the anatomy, perspective, form and structure, lighting and shadow, color and composition.
5	Major 2 - VE&AC	Clay Sculpting & Stopmotion	Discover the intersection of art and animation with our Clay Sculpting & Stopmotion course. Learn to create expressive clay models and animate them frame by frame, mastering the craft of stop-motion animation for storytelling and character performance.
6	Major 2 - VE&AC	Storyboarding for Animation	This course cover how artists and directors get a visual sense of how a production will look.
7	Major 2 - Mass Comm	Communication and Mass Media	EXTERNAL SCHOOL
8	Major 2 - Mass Comm	Writing for Print	EXTERNAL SCHOOL
1	Major 3	Disaster and its Management	EXTERNAL SCHOOL
2	Major 3	Socio-Cultural Diversities of India	EXTERNAL SCHOOL
3	Major 3	Wildlife Conservation	EXTERNAL SCHOOL
4	Co-Curricular	Fundamentals of Environmental Studies	EXTERNAL SCHOOL
5	VAC	Communication Skills	Learning and applying effective communication skills happens in this course.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER II			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	Concept and prototyping of Games	In the "Concept and Prototyping of Games" course, students will explore the creative process of game design from inception to prototype development. They will learn to generate and refine game concepts, create basic prototypes using various tools and methods, and gain practical skills in testing and iterating game ideas, preparing them to bring their game concepts to life and refine them into playable experiences.



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2	Corse Courses	Introduction to Game Engine & Logic	In the "Introduction to Game Engine & Logic" course, students will be introduced to the fundamentals of game engine technology and logic. They will learn how to navigate popular game engines, understand basic programming concepts relevant to game development, and gain hands-on experience in implementing game logic, preparing them to create interactive and dynamic gaming experiences using industry-standard tools.
3	Corse Courses	Visual Design Communication	In the "Visual Design Communication" course, students will learn essential principles and techniques for communicating visually in various design contexts. They will explore topics such as graphic design, typography, layout composition, and visual storytelling, honing their skills in creating compelling and effective visual communication materials for both digital and print media.
<b>Major II</b>			
1	Major 2-Film	Introduction to Filmmaking Techniques	Dive into the captivating realm of narrative storytelling with the course, Introduction to Fiction Film. Explore the art of cinematic fiction, from narrative structure to character development, as you dissect iconic films and cultivate the skills to craft compelling stories that resonate with audiences.
2	Major 2-Film	Aesthetics of Filmmaking	Explore the powerful relationship between music and cinema with the course, Music and Cinema. Analyze how music enhances storytelling, sets mood, and evokes emotions on screen, while delving into the history, theory, and practical applications of film scoring and sound design.
3	Major 2 - Film	Introduction to Film Studies	In "Introduction to Film Studies," students will explore the history, theory, and analysis of cinema as an art form and cultural phenomenon. They will learn to critically examine films through various lenses, including genre, narrative structure, cinematography, editing, and socio-political context, gaining a deeper appreciation for the complexities and significance of film as a medium of expression and communication
4	Major 2 - Film	Phography Practices	"Photography Practices" is a comprehensive course that covers the essential principles and techniques of photography. Students will learn about camera operation, composition, lighting, and post-processing to capture stunning images across various genres. Through hands-on assignments and critiques, participants will develop their artistic vision and technical skills, preparing them to excel in both personal and professional photography endeavors.
5	Major 2 - VE&AC	Essentials of Comic Books	This course will covers how to begin with the comic books, including finding inspiration, drawing panels etc.
6	Major 2 - VE&AC	2D Concept Art - Characters & Environment	This course will cover how to design a character, backgrounds, and props using 2D tools.
7	Major 2 - VE&AC	History of AVCG	This course revolves around the history of Animation,VFX,Comics & Games.
8	Major 2 - VE&AC	Vector & Graphic Design	"Vector & Graphic Design" is a course that provides students with the skills to create high-quality vector graphics and designs for use in graphics, animation, games, and visual effects. Through practical exercises, students will learn how to use vector-based software to craft scalable and precise designs, from icons to complex illustrations. This course is essential for artists aiming to enhance their design versatility & integrate vector graphics seamlessly into digital projects.
9	Major 2- Mass Comm	Print Media- Reporting, Editing & Production	EXTERNAL SCHOOL
10	Major 2 - Mass Comm	State and Politics	EXTERNAL SCHOOL
<b>Major 3</b>			
1	Major 3	Introduction to IoT	EXTERNAL SCHOOL
2	Major 3	Fundamentals of AI	EXTERNAL SCHOOL

## B.A. Game Design and Development 3/4 Year till Semester 6

### PROGRAMME STRUCTURE

3	Major 3	Fundamentals of Cloud Computing & Enterprise	EXTERNAL SCHOOL
4	Co-Curricular	C++ & C# programming for Game Development	In the "C++ & C# Programming for Game Development" course, students will gain proficiency in both programming languages essential for game development. They will learn foundational concepts such as variables, loops, functions, and object-oriented programming principles, enabling them to create and manipulate game objects, implement gameplay mechanics, and optimize performance within game engines like Unity or Unreal Engine.
5	VAC	Communication Skills	Learning and applying effective communication skills happens in this course.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
<b>SEMESTER III</b>			
1	Core Courses	Evolution of Video Games	In the "Evolution of Video Games" course, students will explore the rich history and development of video games from their inception to the present day. They will examine the evolution of game design, technology, and cultural impact, analyzing key milestones, influential titles, and emerging trends that have shaped the gaming industry into its current form.
2	Core Courses	Game Psychology & Research	In the "Game Psychology & Research" course, students will delve into the psychological principles underlying player behavior and gaming experiences. They will learn to conduct research on player motivations, engagement, and satisfaction, applying psychological theories to analyze game design elements and enhance player experiences. Additionally, students will explore methodologies for user testing, data collection, and interpretation, gaining insights into the intersection of psychology and game design.
3	Core Courses	Introduction to UX & UI	In the "Introduction to UX & UI" course, students will learn the foundational principles of user experience (UX) and user interface (UI) design within the context of digital products and applications. They will explore topics such as usability, information architecture, interaction design, and visual aesthetics, gaining essential skills to create intuitive and engaging user experiences across various platforms and devices.
<b>Specialisation Electives</b>			
1	Specialisation Elective	Game Environment Design	In the "Game Environment Design" course, students will master the art of creating immersive and compelling worlds for video games. They will learn to conceptualize, design, and implement diverse environments, including landscapes, architecture, and atmospheric elements, leveraging principles of level design, storytelling, and aesthetics to craft environments that enhance gameplay experiences and evoke emotional responses from players.
2	Specialisation Elective	HTML/CSS/Java Script	In the "HTML/CSS/JavaScript" course, students will acquire proficiency in front-end web development technologies. They will learn to create and style dynamic and responsive web pages using HTML for structure, CSS for presentation, and JavaScript for interactivity, enabling them to build engaging and user-friendly websites and web applications.
3	Specialisation Elective	Asset Development Using Blender	In the "Asset Development Using Blender" course, students will learn to create high-quality 3D models and assets for use in various digital media, with a focus on game development. They will explore Blender's powerful suite of tools for modeling, texturing, rigging, and animation, gaining practical skills to design and produce assets that meet industry standards and enhance visual fidelity within gaming environments.



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## PROGRAMME STRUCTURE

Major II			
1	Major 2 - Film	Production Studio I	The Production Studio I Course is designed to give students an understanding of the process of Production of films, from the point of view of the Producer, Director, Production Designer, and the Cinematographer. All areas of pre-production are explained and demonstrated, and students do hands-on work. Set etiquette and best practices of shooting of films are inculcated through demonstration and on set exercises
2	Major 2 - Film	Indian Cinema	This course will cover the history of Indian Cinema, the major movements, influences, narratives and aesthetics as well as contemporary movements and filmmakers who define Indian Cinema.
3	Major 2 - Film	Producing	In "Producing," students will gain comprehensive knowledge and skills in overseeing and managing creative projects from inception to completion. They will learn about project development, budgeting, scheduling, casting, crew management, and distribution strategies, equipping them with the tools and expertise to lead successful productions across various media formats, from film and television to digital content and beyond.
4	Major 2 - VE&AC	Essentials of 2D Animation	By this course students will learn all the relevant & trending fundamentals of 2D animation.
5	Major 2 - VE&AC	Essentials of 3D Animation	This course focuses on how to work within a 3D tool, it covers the 3 stages of 3D Modeling as well.
6	Major 2 - VE&AC	Typography and Layout Design	It includes the art of arranging visual elements like text, images, and shapes on a given page digitally.
7	Major 2 - VE&AC	3D Camera Practices	"3D Camera Practices" is a course focused on mastering the techniques and principles of 3D camera work for animation, visual effects, and virtual environments. Students will learn advanced camera movements, framing, & composition to enhance storytelling and create immersive digital experiences. Through hands-on projects and industry insights, participants will gain the skills needed to effectively utilize 3D cameras in various creative fields.
8	Major 2- Mass Comm	Audio Visual Media & Production	EXTERNAL SCHOOL
9	Major 2 - Mass Comm	Reporting & Copy-Editing Skills	EXTERNAL SCHOOL
Major I			
1	Vocational	Scriptwriting for Animation, Comics and Games	In "Scriptwriting for Animation, Comics, and Games," students will develop the skills to craft compelling narratives tailored to visual storytelling mediums. They'll learn storytelling techniques, character development, dialogue writing, and narrative structure, empowering them to create engaging scripts for animation, comics, & interactive gaming experiences, with an emphasis on adapting narratives to suit each medium's unique requirements & constraints.
2	NTCC	Observation Study	At the end of the 2nd Semester students conduct an observation Study as part of the Non Teaching Credit Course which get evaluated in Semester 3. They pick a location, Art, Craft, Location, Performer or performance to prepare a report highlighting the essence and importance which they can imbibe in their productions in later days.
3	VAC	Behavioral Science	Gain a deep understanding of human behavior and decision-making processes with the course in Behavioral Science. Explore the intersection of psychology, sociology, and economics to uncover insights into individual and group behaviors, preparing you to address complex societal challenges and drive positive change.
4	Co-Curricular	Mindful Communication	"Mindful Communication" is a course that focuses on developing effective and empathetic communication skills. Students will learn how to actively listen, express themselves clearly, and navigate challenging conversations with mindfulness and compassion. The course emphasizes building meaningful relationships & understanding the impact of communication on personal & professional growth.

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### PROGRAMME STRUCTURE

5	OABC	Human Values and Community Outreach	Human Value and Community Outreach is the course where students reach out different organisation working directory with people and bringing improvements at the grass root level. In the course the students learn to contribute in the society building.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
<b>SEMESTER IV</b>			
1	Core Courses	Pre-production for 2D & 3D Games	In "Pre-production for 2D Game," students will learn the essential steps and techniques to plan and prepare for the development of a 2D game. They will cover aspects such as concept ideation, storyboarding, level design, character and asset creation, and prototyping, equipping them with the necessary skills to efficiently and effectively organize the creative and technical elements of their game projects before production begins.
2	Core Courses	AR VR Practices	In "AR VR Practices," students will explore the principles and applications of augmented reality (AR) and virtual reality (VR) technologies. They will learn to develop immersive experiences, design interactive interfaces, & integrate spatial computing concepts, gaining practical skills to create engaging AR and VR applications across various industries such as gaming, education, training & simulation.
<b>Specialisation Electives</b>			
1	Specialisation Elective	HTML Game Development	In "HTML Game Development," students will learn to create interactive and engaging games using HTML, CSS, and JavaScript. They will explore game design principles, implement game mechanics, handle user input, and optimize performance for web-based gaming experiences, enabling them to develop fully functional games playable directly in web browsers.
2	Specialisation Elective	Mobile Game Art & Design	In "Mobile Game Art & Design," students will learn to create visually stunning artwork tailored specifically for mobile games. They will explore techniques for character design, environment creation, UI/UX design, and optimization for various mobile platforms, equipping them with the skills to craft captivating visuals that enhance player experiences on smartphones and tablets.
3	Specialisation Elective	Level Design for Games	In "Level Design for Games," students will master the art of crafting immersive and engaging game levels. They will learn to conceptualize, layout, and balance game environments, integrate gameplay mechanics, create narrative-driven experiences, and optimize player progression, ensuring that each level contributes to a cohesive and enjoyable gameplay experience.
<b>Major II</b>			
1	Major 2 - Film	Production Studio II	The Production Studio II Course is an advanced version of the Production Studio I course taught in previous semester, designed to give all students an understanding of the process of Production of films. From the point of view of the Producer, Director, Production Designer, and the Cinematographer. They also walk students through the synergy required in the whole producing process. All areas of pre-production are explained & demonstrated, & students do hands-on work. Set etiquette and best practices of shooting of films are inculcated through demonstration & on set exercises.
2	Major 2 - Film	Producing Studio	In "Producing Studio," students will immerse themselves in the practical aspects of producing, gaining hands-on experience in project development and management. They will learn to navigate the various stages of production, from script acquisition to post-production, while mastering budgeting, scheduling, resource allocation, & team coordination, equipping them with the foundational skills needed to successfully produce film, television, or digital content.



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## PROGRAMME STRUCTURE

3	Major 2 - Film	World Cinema (Classical to Modern Hollywood)	In "World Cinema (Classical to Modern Hollywood)," students will explore the diverse and rich landscape of global cinema, spanning various cultures, regions, and historical periods. Specifically, They will study influential films, filmmakers, movements, and cinematic traditions from Hollywood gaining a deeper understanding of how different cultural contexts shape cinematic expression and storytelling techniques, while also examining the global impact and interconnectedness of cinema as a universal art form.
4	Major 2 - VE&AC	3D Shading & Texturing	This course will cover the process of adding shaders & textures on 3D assets, vehicle or characters.
5	Major 2 - VE&AC	Art of Visual Effects	This course consist of the seamless integration of digital effects & live action for feature films, television and console gaming.
6	Major 2 - VE&AC	Digital Painting	"Digital Painting" is a course that introduces students to the techniques and tools of creating art using digital media. Through hands-on projects and tutorials, students will learn how to use software to blend colors, textures, and layers, allowing them to produce vibrant and detailed illustrations and concept art. This course is essential for those looking to enhance their skills in graphics, animation, and visual effects.
7	Major 2 - VE&AC	Character Animation with CAT	"Character Animation with CAT" is a course that provides students with the skills and knowledge to bring digital characters to life using specialized animation software. Through hands-on projects, students will learn techniques for creating expressive and dynamic movements, including rigging, keyframing, & motion capture. This course is ideal for aspiring animators in the fields of graphics, games & visual effects.
8	Major 2- Mass Comm	Promotional Media	EXTERNAL SCHOOL
9	Major 2 - Mass Comm	Photography Concepts	EXTERNAL SCHOOL
1	Vocational	Sound for Games, Comics & Animation	It covers how to plan, design, arrange & sync sound files for Games, Digital Comics & Animation
2	Co-Curricular Course	The Dynamics of Happiness	"The Dynamics of Happiness" is a course that explores the scientific and philosophical aspects of happiness and well-being. Students will learn about the factors that contribute to a fulfilling and meaningful life, including the roles of relationships, purpose, and mindset. Through interactive exercises and discussions, students will gain insights into cultivating sustainable happiness in their personal and professional lives.
3	VAC	Behavioural Science	Gain a deep understanding of human behavior and decision-making processes with the course in Behavioral Science. Explore the intersection of psychology, sociology, and economics to uncover insights into individual and group behaviors, preparing you to address complex societal challenges and drive positive change.
4	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER V			
1	Core Courses	Advanced AR VR Game /Simulation	In "Advanced AR VR Game/Simulation," students will delve into advanced techniques and concepts for creating immersive augmented reality (AR) and virtual reality (VR) experiences. They will learn to develop interactive simulations, implement advanced spatial computing features, optimize performance for various hardware platforms, and integrate cutting-edge technologies such as gesture recognition and spatial audio, equipping them to push the boundaries of AR and VR gaming and simulation development.

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### PROGRAMME STRUCTURE

2	Core Courses	Game Simulator for Community Development	In "Game Simulator for Community Development," students will explore how gaming mechanics can be leveraged to address social issues and foster community engagement. They will learn to design & implement game simulations that facilitate learning, collaboration, & problem-solving within diverse communities, utilizing gaming as a tool for positive social impact & community development.
<b>SPECIALISATION ELECTIVES</b>			
1	Specialisation Elective	2D Game Development	In "2D Game Development," students will gain comprehensive knowledge and skills to create captivating 2D games from scratch. They will learn about game engines, scripting languages, sprite animation, collision detection, user interfaces, and game physics, enabling them to design, develop, and publish their own 2D games across various platforms.
2	Specialisation Elective	3D Game Development	In "3D Game Development," students will acquire the essential skills to create immersive and dynamic 3D games. They will learn about 3D modeling, texturing, animation, lighting, physics, and game engine implementation, enabling them to design, develop, and optimize their own 3D games for various platforms, pushing the boundaries of interactive gaming experiences.
3	Specialisation Elective	Game Programming in Python	In "Game Programming in Python," students will learn to develop interactive and enjoyable games using the versatile Python programming language. They will explore concepts such as game loops, input handling, collision detection, and basic game physics, empowering them to design and implement their own Python-based games while gaining valuable programming skills applicable across various domains.
<b>MAJOR II</b>			
1	Major 2 - Film	Documentary Film Production	In "Documentary Film Production," students will learn the art and techniques of creating compelling and informative documentary films. They will explore the entire production process, including research, planning, interviewing, shooting, editing, and distribution, while also delving into ethical considerations and storytelling approaches unique to non-fiction filmmaking, empowering them to produce impactful documentaries that inform, inspire, and engage audiences.
2	Major 2 - Film	World Cinema (Soviet Cinematic Movements)	In "World Cinema (Soviet Cinematic Movements)," students will continue their exploration of global filmmaking traditions, delving deeper into diverse cinematic cultures and histories. They will study influential films, directors, and movements from regions outside of North America, gaining a broader understanding of the rich tapestry of Soviet cinema and its significance in shaping cultural identities, social movements, and artistic expression around the globe.
3	Major 2 - VE&AC	3D Lighting & Rendering	Students will learn how to lit-up 3D scenes digitally, it covers their rendering also.
4	Major 2 - VE&AC	Motion Graphics Techniques	This course focuses on combining graphic design elements with animation to convey information, tell stories, and create compelling visual experiences
5	Major 2- Mass Comm	Multi-Platform Journalism I	EXTERNAL SCHOOL
1	Major 3	Introduction to Personality Theories	EXTERNAL SCHOOL
2	Major 3	Philosophy of Morality	EXTERNAL SCHOOL
3	Major 3	Constitutional Development of India	EXTERNAL SCHOOL



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# PROGRAMME STRUCTURE

4	Vocational	Game Design for e-Learning	In "Game Design for e-Learning," students will discover how to leverage game design principles to create engaging and effective educational experiences. They will learn to integrate interactive elements, feedback mechanisms, progression systems, and storytelling techniques into e-learning modules, enabling them to design immersive and impactful educational games that facilitate learning and retention in online environments.
5	VAC	Professional Ethics	Learn about the ethical decision-making frameworks, corporate social responsibility practices, and sustainability initiatives to prepare to navigate complex organizational challenges while fostering positive impact and societal progress.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
7	NTCC	Internship	Gain real-world experience and industry insights with the course, "Internship". Collaborate with leading professionals, apply theoretical knowledge in practical settings, and build valuable networks, preparing you for a successful transition into your chosen career path
<b>SEMESTER VI</b>			
1	Core Courses	Virtual Production	In "Virtual Production," students will explore cutting-edge technologies used to create immersive virtual environments for film, television, & other media productions. They will learn about virtual sets, real-time rendering, motion capture, & camera tracking, enabling them to produce high-quality content efficiently & creatively within virtual production pipelines, revolutionizing traditional filmmaking processes.
<b>Specialisation Electives</b>			
1	Specialisation Elective	Post-Production for 2D & 3D Game	In "Post-Production for 2D & 3D Game," students will master the crucial skills needed to refine and polish their game projects to professional standards. They will learn about various aspects of post-production, including debugging, optimization, audio integration, UI/UX refinement, and final testing, ensuring that their 2D and 3D games are polished, immersive, and ready for distribution across multiple platforms.
2	Specialisation Elective	Artificial Intelligence for Games	"Artificial Intelligence for Games" is a course that introduces students to the application of AI techniques in game development. Students will learn how to create intelligent and responsive in-game characters, environments, and systems using algorithms and machine learning. This course equips aspiring game developers with the skills to enhance gameplay experiences through sophisticated AI-driven behaviors and interactions.
3	Specialisation Elective	Game Industry Business	In "Game Industry Business," students will gain insight into the business aspects of the gaming industry. They will learn about market analysis, monetization strategies, publishing models, intellectual property rights, and project management practices, equipping them with the knowledge and skills needed to navigate the competitive landscape of the gaming market and succeed as entrepreneurs, developers, or industry professionals.
<b>Major II</b>			
1	Major 2 - Film	Direction Studio	"Direction Studio" is an immersive course designed for aspiring film directors to hone their craft through hands-on experience and mentorship. Students will learn about script analysis, visual storytelling, casting, & working with actors, culminating in the production of a short film under the guidance of industry professionals. Through practical exercises & feedback sessions, participants will develop the skills & confidence needed to bring their creative vision to life on the screen.

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### PROGRAMME STRUCTURE

2	Major 2 - Film	Screenplay and Project Development	Students will learn the art of developing a film/tv project for live action from scratch and write the script for the same.
3	Major 2 - VE&AC	3D Animation Capstone Project	It will be a script to screen project where students will work on a short film by following the production pipeline.
4	Major 2 - VE&AC	VFX Capstone Project	Students will work on a VFX Short film by incorporating CGI componets.
5	Major 2 - VE&AC	Mock Up Design	"Mock Up Design" is a course that introduces students to the creation of high-quality visual mockups for graphics, animation, games, and visual effects. Through hands-on projects, students will learn how to design realistic prototypes and concept art, using a variety of tools and techniques to visualize final products. This course is essential for those looking to refine their design process and communicate ideas effectively in the digital arts industry.
6	Major 2- Mass Comm	Multi-Platform Journalism II - TV & Radio	EXTERNAL SCHOOL
7	Major 2 - Mass Comm	Corporate Communication & CSR	EXTERNAL SCHOOL
1	Vocational	Creating Simulator using Game engines	In "Creating Simulators using Game Engines," students will learn to leverage game engines to develop immersive training and simulation environments. They will explore techniques for scenario creation, physics simulation, user interaction, and data visualization, empowering them to build realistic and effective simulators for diverse industries such as aviation, healthcare, military training, and beyond, facilitating experiential learning and skill development in virtual environments.
2	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.

