Learning Outcomes-based Curriculum Framework (LOCF)

for

B.A. (Mass Communication)

A Three Year Bachelor Degree Programme

under

Choice Based Credit System (CBCS)/Learning Outcomes-based Curriculum Framework (LOCF)

w.e.f. Academic Session 2020-21.
Eligibility : 10+2 in any discipline

Institute of Mass Communication & Media Technology
Kurukshetra University, Kurukshetra

PROPOSED SCHEME FOR CHOICE BASED CREDIT SYSTEM IN B.A. MASS COMMUNICATION PROGRAMME

Semester	CORE COURSE (CC) @ 6 Credits	Ability Enhancement Compulsory Course (AECC) @ 2 Credits	Skill Enhancement Course (SEC) @ 2 Credits	Discipline Specific Elective DSE @ 6 Credits Generic Elective GE @ 6 Credits
I	CC- 1 CC- 2 CC- 3 CC- 4	(English/MIL Communication)/Environmental Studies (AECC-1)		
II	CC- 5 CC- 6 CC- 7 CC- 8	(English/MIL Communication) / Environmental Studies,(AECC-2) Hindi (AECC-3)		
III	CC- 9 CC- 10 CC- 11 CC- 12		SEC-1	
IV	CC- 13 CC- 14 CC- 15 CC- 16		SEC -2	
V			SEC -3/MOOC*	DSE-1 (Elective Subject)
				DSE-2 (Elective Subject)
				GE-1
	Internship/Industry Training **			
VI			SEC-4	DSE-3 (Elective Subject)
				DSE-4 (Elective Subject)
				GE-2

AECC will be offered according to the time table adjustments in the Institute/Department.

*MOOC Course from Swayam Portal.
** SEC can be offered in 3rd/4th/5th semester according to the time table adjustments in the institute.

****Internship/Industry Training** A candidate must complete industry training of 4 to 6weeks after completion of theory examination of 4th semester. The internship report will be submitted in 5th semester.

General instructions:

- One credit equivalent to 1 hour of teaching/2 hours of Practical work

- Teaching workload will be calculated on the basis of teaching contact hours of the course
- One credit (theory /Practical) equivalent to 25 marks

Total No. of Courses, Credit and Marks

Course	No. of Courses	Credits Teaching/Week	Credits Practical/ Week	Credits Tutorials/Week	Total Credits	Marks
Core Courses	16	6x5=30 10x4=40 Total=70	10x2=20	6x1=6	70+20+6= 96	16x150 =2400
AECC	3	3x2=6	--	--	6	3x50 =150
SEC	4	4x2=8	--	--	8	4x50 =200
DSE GE	4 2	4x4=16 2x5=10	4x2=08	2x1=2	24 12	4x150 =600 2x150=300
Industrial Training	--	--	--	--	2	50
Total	**29**	**110**	**28**	**8**	**148**	**3700**

Scheme of Examination of B.A. Mass Communication under CBCS/LOCF for Institute of Mass Communication & Media Technology (IMC&MT, KUK) w.e.f. Academic Session2020-21

Semester-I

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
AECC-100	Communicative English	AECC-1	2	-	-	2	2	2	40	-	10	50	2 Hours
BAMC 101	Introduction to Journalism	CC-1	5	1	-	6	6	6	120	-	30	150	3 Hours
BAMC 102	History of Media	CC-2	5	1	-	6	6	6	120	-	30	150	3 Hours
BAMC 103	Introduction to Communication	CC-3	5	1	-	6	6	6	120	-	30	150	3 Hours
BAMC 104	Fundamentals of Computer (Theory)	CC-4	4	-	-	4	4	6	80	-	20	100	3 Hours
BAMC 105	Fundamentals of Computer (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
Total Credits								**26**	**Total Marks**			**650**	

Semester-II

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
B-EVS 100	Environmental Studies	AECC-2	2	-	-	2	2	2	40	-	10	50	3 Hours
B-HIN 100	Communicative Hindi	AECC-3	2	-	-	2	2	2	40	-	10	50	2 Hours
BAMC 201	News Writing (Theory)	CC-5	4	-	-	4	4	6	80	-	20	100	3 Hours
BAMC 202	News Writing (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BAMC 203	Basics of Reporting (Theory)	CC-6	4	-	-	4	4	6	80	-	20	100	3 Hours
BAMC 204	Basics of Reporting (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BAMC 205	Basics of Editing (Theory)	CC-7	4	-	-	4	4	6	80	-	20	100	3 Hours
BAMC 206	Basics of Editing (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BAMC 207	Indian Constitution and Media Laws	CC-8	5	1	-	6	6	6	120	-	30	150	3 Hours
Total Credits								**28**	**Total Marks**			**700**	

List of Total Subjects in B.A. Mass Communication :

Sr. No.	Course Type	Number of Subjects
1	CC	16
2	AECC	03
3	SEC	04
4	DSE	04
5	GE	02
	Total	**29**

	Course Type	Number of Subjects
Semester I	CC	4
	AECC	1
Semester II	CC	4
	AECC	2
Semester III	CC	4
	SEC	1
Semester IV	CC	4
	SEC	1
Semester V	SEC	1
	DSE	2
	GE	1
Semester VI	SEC	1
	DSE	2
	GE	1
Total		**29**

List of Abbreviations

L - Lecture
T- Tutorial
P- Practical
IA – Internal Assessment
CC- Core Course
AECC- Ability Enhancement Compulsory Course
SEC- Skill Enhancement Course
DSE- Discipline Specific Elective

GE- Generic Elective

PROGRAMME OUTCOMES

On successful completion of the programme, the student will be able to:-

PO1 Acquire knowledge related to the discipline under study.

PO2 Communicate and reflect effectively and efficiently on the issues related to the discipline.

PO3 Exhibit the professional skills and competencies acquired during the Programme of study.

PO4 Apply the knowledge and skills acquired in planning, organizing, evaluation and decision making.

PO5 Explore, analyze and provide solutions to the problems related to the discipline and life.

PO6 Develop exposure to actual working environment leading to employability and entrepreneurship.

PO7 Exhibit scientific & research capabilities in academic, professional and general life pursuits.

PO8 Recognize, appreciate and follow ethical issues relating to the discipline and society.

Programme Specific Outcomes (PSOs)

After completing the undergraduate programme, a learner will be able to:

PSO1 Acquire fundamental knowledge of Mass communication & Journalism and related study areas.

PSO2 Learn communication and professional skills related to various fields of mass communication.

PSO3 Become competent enough to undertake professional job as per demands and requirements of Media & Entertainment Industry.

PSO4 Become ethically committed media professional adhering to the human values and the values of the Indian culture.

PSO5 Acquire the primary research skills, understand the importance of innovation, entrepreneurship and global vision.

AECC-100: Communicative English

Time: 2 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course objectives: The paper is designed to enhance proficiency in English Language. It seeks to develop the basics of English Language through different modules. Each unit will enable and capacitate the learner to have communication competence which is required in the present-day world. The basic knowledge of communication will enable the learners to share and enliven ideas, experience and know-how ubiquitous in the world.

Course Learning Outcomes:
After completing the Course, the student will be able to:
AECC 100.1:Learn the rhetoric of presentation
AECC 100.2: Learn, comment and respond to correspondence.
AECC 100.3: Learn the basics of grammar and composition.
AECC 100.4: Acquaint with verbal and non-verbal communication.

Note : All questions are compulsory.

Q.1. The paper setter will set two questions from unit-II. The student shall attempt one out of the given two. (10)

Q.2. This question shall be based on unit-III. The student shall attempt one out of the given two. (10)

Q.3. There will be 25 grammatical items based on unit-IV. The student shall attempt any 20 items. (10)

Internal Assessment: The students shall be required to make presentation /PPT based on unit-I.

Unit-I

Listening and speaking skills

Listening skills (Active-passive, Accent)
Speaking Skills (Accent, Stress, Intonation, Assertion, Rhetorical questions, Pause, Pitch)
Oral presentation, Debates, Elocution and Extempore

Unit-II

Writing skills

Report writing
Paragraph writing
Letter writing

Unit-III

Technical and Modern communication

Resume writing
E-mail

Blogs and comments on social media

Unit-IV

Grammar

Noun, Pronoun, Verb, Adverb, Adjective, Preposition, Conjunction and their uses
Common errors in the use of English (Noun ,Pronoun, Adjective, Adverb, Conjunctions)
Correct use of verbs and Articles
Vocabulary: Homonyms, Homophones, Pair of words

References:

- Communicative English, Dr. Jimmy Sharma, Arihant Parkashan Pvt. Ltd.
- Strengthen Your English, Bhaskaran and Horsburgh, Oxford University Press
- Basic Communication Skills for Technology, and area J Rutherfoord, Pearson Education Asia.
- Murphy's English Grammar with CD, Murphy, Cambridge University Press
- English Skills for Technical Students by Orient Longman
- Everyday Dialogues in English by Robert J. Dixson, Prentice-Hall of India Ltd., 2006.

AECC-100: Communicative English

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
AECC 100.1	2	2	2	2	2	2	2	2
AECC100.2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
AECC 100.1	2	2	2	2	2
AECC100.2	2	2	2	2	2
AECC 100.3	2	2	2	2	2
AECC 100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
AECC 100.1	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC100.2	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2	2	2	2	2	2

BAMC 101: Introduction to Journalism

Time:3 Hrs.
Credits: 6

Total Marks: 150
Theory: 120
Internal Assessment: 30

Course Objectives: The course is designed to introduce students to the basics of journalism, to acquaint them with elements, types andimportant aspects of process of Journalism and to enhance understanding of the technical terms and jargon of Journalism.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 101.1: Understand the basic concept of journalism including Indian perspective
BAMC 101.2: Inculcate the knowledge of elements and types of journalism.
BAMC 101.3: Understand the contemporary issues and important aspects of the process of journalism.
BAMC 101.4: Enhance understanding of the technical terms and jargon of journalism.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

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Unit-I

Journalism: Concept, definition, nature and scope
Indian concept of Journalism: Ancient Perspective
Functions of Journalism
Elements of Journalism
Role of Journalism in Democracy

Unit–II

Contemporary Issues in Journalism Debates in Journalism
Alternative Journalism
Media Literacy: concept and definition
Relevance of media literacy in society

Unit–III

Process of Journalism
Citizen Journalism
Yellow Journalism
Investigative Journalism
Advocacy Journalism.

Unit–IV

Skills of journalism
Convergence - meaning and concept
Online Journalism
New trends in journalism
Technical terms and jargon in journalism

Assignments

•Students will prepare a profile of news paper writings (types and style).
•Visit to important media centres observing their functioning and writing reports thereof.

References :

1. Kumar, KevalJ, Mass Communication inIndia. Jaico, Mumbai.
2. Thakur Prof. (Dr). Kiran, Handbook of Print Journalism, MLC University of Mass communication &Journalism Bhopal
3. Bhargav G.S., The PressinIndia: An Overview, National Book Trust New Delhi
4. Beer Arnold S.de and Merrill John C., Global Journalism: Topical Issues and Media Systems, PHI Learning Private Limited, New Delhi
5. News Papers and Magazines based on current affairs.
6. Aggarwal, Virbala, Patrakarita evam Jansanchar Margdarshika, Concept Publishing Company, New Delhi.

BAMC101: Introduction to Journalism

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 101.1	3	3	3	2	2	2	3	3
BAMC 101.2	3	3	3	2	2	2	3	3
BAMC 101.3	3	3	3	2	2	2	3	3
BAMC 101.4	3	3	3	2	2	2	3	3
Average	3	3	3	2	2	2	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 101.1	3	2	3	3	3
BAMC 101.2	3	2	3	3	3
BAMC 101.3	3	3	2	3	3
BAMC 101.4	3	3	3	3	3
Average	3	2.5	2.75	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 101.1	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 101.2	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 101.3	3	3	3	3	3	2	3	3	3	3	2	3	3
BAMC 101.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	2.75	3	3	3	2.75	2.75	3	3

BAMC 102: History of Media

Time:3 Hrs.
Credits: 6

Total Marks: 150
Theory: 120
Internal Assessment: 30

Course Objectives: This course will provide an overview of the glorious journey of journalism in India and will also enhance the understanding of the history and development of traditional media and electronic media and films in India.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 102.1:Learn about the history and development of print media in India.
BAMC 102.2:Understand the origin and development of Indian electronic media.
BAMC 102.3: Know about the history and development of Indian Cinema
BAMC 102.4: Learn about various types of popular traditional media

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Invention of press
History and growth of Print Media in India
Role of Press in freedom movement.
Growth and Development of print media in Haryana

Unit-II

Invention of Radio
History and Development of Radio in India
Growth of FM Radio in India
History of Community Radio in India

Unit-III

Invention of Television
History and Development of TV in India
Emergence and development of Private Channels in India
Invention of Cinema
History and Development of Indian Cinema
Development of Haryanavi Cinema

Unit-IV

History of Traditional media
Types of Traditional Media: Folk Theatre, Folk Dance, Folk Music
Popular folk media of Haryana

Assignments

- **Prepare a series of Essay (10), choosing two from each units. (Wordlimit-500)**

References :

- Kumar, Keval J., Mass Communication in India. Jaico, Mumbai.
- B.D. Garga, So Many Cinemas-The Motion Picture in India, Bombay, Eminence Design Pvt. Ltd, 1996.
- Erik Barnouw and S. Krishnaswamy: Indian Films, New Delhi, Oxford, 1986 Luthra, H.R., Indian Broadcasting, Publication Division, New Delhi.
- Nadig Krishnamurthu, India Journalism (From Asokato Nehru),University of Mysore.
- Chatterjee, P.C., Broadcasting in India, New Delhi
- Rangaswamy, Parthasaratihi, Journalism in India, Sterling Publication, New Delhi.
- Natarajan, J., History of Indian Journalism, Publication Division, New Delhi.
- Jeffrey, Robin,India's Newspaper REvolution, Oxford University Press, Delhi.
- Singh, Chandrakant, Before the Headlines : A Handbook of Television Journalism, Macmilan India Ltd. Delhi
- Singh, Devvrat, Indian Television: Content, Issues and Challenges, Har Anand Publications Delhi,
- Narayan Sunetra Sen, Globalization and Television, Oxford University Press Delhi.

BAMC 102: History of Media

Process

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 102.1	3	3	3	3	3	3	2	3
BAMC 102.2	3	3	3	3	3	3	3	3
BAMC 102.3	3	3	3	3	3	3	3	3
BAMC 102.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 102.1	3	2	3	3	3
BAMC 102.2	3	2	3	3	3
BAMC 102.3	3	3	3	3	3
BAMC 102.4	3	3	3	3	3
Average	3	2.5	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 102.1	3	3	3	3	3	3	2	3	3	2	3	3	3
BAMC 102.2	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 102.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 102.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	2.5	3	3	3

BAMC 103: Introduction to Communication

Time:3 Hrs. Total Marks: 150
Credits: 6 Theory: 120
Internal Assessment: 30

Course Objectives: This course is designed to develop understanding of the basic concept and process of communication. Besides elaborating upon basic models the paper highlights the Indian concept of communication. The prime objective is to enhance communication skills by learning and practice.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 103.1:Understand basic concept of communication including Indian (Bharatiya) concept
BAMC 103.2: Know about the different levels and types of communication
BAMC 103.3: Develop understanding of basic models of communication
BAMC 104.4: Enhance communication skills by practice

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Communication: definition and concept
Evolution of Communication
Process of Communication
Bhartiya Concept and principles of Communication
Need of Communication

UNIT-II

Levels of communication
Principles of communication
Functions of communication
Barriers of communication
Traditional Communication

UNIT-III

Verbal communication
Non verbal communication
Communication Skills: Speaking, Etiquettes, Listening
Presentation Skills
Interview and Group discussion

UNIT-IV

Models of communication:
Sadharanikaran,
Aristotle
SMCR
Osgood,
Dance
Lasswell
New Comb

Assignments
Practice of speech
Practice of pronunciation
Practice of listening
Practice of Interview
Practice of Group Discussion

References :

- 1.Dennis, Mcquail, Mass Communication Theory, Sage Publication, New Delhi.
- 2.Schramm, W. &Roberts,D. F.,The Process and Effects of Mass Communication, Urbana, IL: University of Illinois Press.
- 3.Rayudu. C.S., Communication, Himalaya Publishing House, Mumbai
- 4.Joshi,P.C., Communication &Nation–Building – Perspective and Policy, Publication Division, New Delhi.
- 5.Malhan P.N., Communication Media, Yesterday, Today and Tomorrow, Publication Division, New Delhi.
- 6.Agee, Warren K., Ault Philip H., Introduction to Mass Communication, Oxford &IBH Publishing Company, New Delhi

BAMC 103: Introduction to Communication

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 103.1	3	3	3	2	3	3	3	3
BAMC 103.2	3	3	3	3	3	3	3	3
BAMC 103.3	3	3	3	3	3	3	3	3
BAMC 103.4	3	3	3	3	3	3	2	3
Average	3	3	3	2.75	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 103.1	3	2	2	2	3
BAMC 103.2	3	3	3	3	3
BAMC 103.3	3	3	3	3	3
BAMC 103.4	3	3	3	3	3
Average	3	2.75	2.75	2.75	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 103.1	3	3	3	2	3	3	3	3	3	2	2	2	3
BAMC 103.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 103.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 103.4	3	3	3	3	3	3	3	2	3	3	3	3	3
Average	3	3	3	2.75	3	3	3	2.75	3	2.75	2.75	2.75	3

BAMC 104: Fundamentals of Computer (Theory)

Time: 3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of computer system and its components, functioning and its application software.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 104.1: Develop the basic knowledge of computer system.
BAMC 104.2: Know about the functioning of different parts of computer.
BAMC 104.3 Understand the basic concept of Internet and computer networks .
BAMC 104.4: Understand the basics of Application Software.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Computer- Origin, Evolution and Generation of Computer
Types of Computer
Basic Components of a Computer- Input Devices, Output Devices, Storage Devices
Introduction to Software
Types of Software - System software, Application software
Introduction of Windows and its various versions

Unit-II

Introduction to Internet and Its applications
Browser, Search Engine, FTP, URL
Email and Blog
Introduction to Network- LAN,WAN,MAN,
Network Topologies-Ring, Bus, Star, Mesh and Tree topologies
Hardware requirements for Network

Unit-III

Introduction to MS Word and its uses
Various Menus, Toolbars & Buttons
Paragraph and Page Formatting
Creation &Working with Tables, Mail Merge

Unit-IV

Introduction to MS Excel and its uses

Creating Spreadsheet
Creating Tables and Charts
Use of basic arithmetic formulas
Introduction to MS PowerPoint and its uses
Creating a New Presentation
Slide transition and Custom Animation

References:

- Ram, B. 4th ed New Age; ***Computer Fundamentals: Architecture & Organization***
  Sinha, P. K. BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
- Sinha, P. K/ Sinha, P. 3rd ed BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
  Data Communications and Networking b**y** Behrouz A. Forouzan, Sophia Chung Fegan; Published by Huga Media.2011
- **Goel, Anita Pearson;** *Computer Fundamentals*

BAMC 104: Fundamentals of Computer (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC104.1	3	3	3	3	3	3	3	3
BAMC104.2	3	3	3	3	3	3	3	3
BAMC104.3	3	3	3	3	3	3	3	3
BAMC104.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC104.1	3	3	3	3	3
BAMC104.2	3	3	3	3	3
BAMC104.3	3	3	3	3	3
BAMC104.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 104.1	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 104.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 104.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 104.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

BAMC 105: Fundamentals of Computer (Practical)

Time: 3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objective: This course is designed for practical understanding of commonly used application software and its functioning.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 105.1: Use MS-Word
BAMC 105.2: Use MS-Excel
BAMC 105.3: Use PowerPoint
BAMC 105.4: Create Email account, compose & send emails for personal and professional communication.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
To create a new document, save, open an existing document
Typing and editing texts in a document (*.doc) file.
Apply formats on Texts like Bold, Italics, Underline, font type, colour and size etc.
Apply features like bullet, numbering, breaks, hyphenation
Indentation, leading and kerning using space bar and TAB
Insert images, symbols and mathematical equations
Create and manipulate tables.
Page layout, Page Setup, Paragraph setting
Page Break, Page Numbering, Find & Replace Text, Header & Footer
Designing Resume, timetable of a class, mail merge
Print a document
Create a Spread Sheet, Cell formatting, Basic arithmetic formulas, Freeze Pane and Sort & Filter, Inserting the chart
Basic operations of Power point, Create PPT and inset and delete slides.
Use of Mater Slide in Presentation.
Apply basic formatting features in presentation like font, font size, font colour, text fill, spacing and line spacing Formatting text boxes, word arts, styles bullet and numbering.
Working with drawing tools, Applying shape or picture styles, Applying object borders, object fill, object effects
Adding slide transition, animation effect, adding custom animation
Working with video, Link to video and sound files.

Creating Email- composing and sending a mail, attachment a file, forwarding the email, changing and setting the password

BAMC 105: Fundamentals of Computer (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 105.1	3	3	3	3	3	3	3	3
BAMC 105.2	3	3	3	3	3	3	3	3
BAMC105.3	3	3	3	3	3	3	3	3
BAMC105.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC105.1	3	3	3	3	3
BAMC 105.2	3	3	3	3	3
BAMC 105.3	3	3	3	3	3
BAMC 105.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 105.1	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 105.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC105.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC105.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-EVS100 : Environment Studies

Time: 3 Hrs.
Credits: 2

Total Marks: 50
Theory: 40
Internal Assessment: 10

Scheme of paper: Total number of questions will be nine. Students have to attempt five questions in all. Questions no. 1 is compulsory. All questions carry equal marks. Each question is of 8 marks.

Course objectives: The aim of this course is to aware the students about the environmental problems and current global issues related to environment. It provides knowledge about the topics like ecosystem and biodiversity and develops interest in the students about their role in conservation of environment and reducing pollution and waste generation in their surroundings. By understanding the environmental problems, their causes and solutions, the students can apply it to their daily lives also.

Course Outcomes:

COs	On successful completion of the course, the students will be able to:
1	Understand the definition of environmental studies, its scope and importance in the conservation of environment.
2	Understand the concept of ecosystem and different types of natural and artificial ecosystems in the world, the biogeochemical cycling and energy flow in an ecosystem.
3	Describe the various renewable and non-renewable natural resources and their over-exploitation due to increasing demands of rising population.
4	Become aware about our biodiversity, its importance and the various threats that are a problem for the biodiversity. They will understand the endangered species and their conservation measures that are needed to be adopted at different levels.
5	Have understanding about the types of pollution and how to reduce those pollution levels in air, soil, water, land and from marine bodies as well. They

	will develop interest in reducing the solid waste generation as well as its management at household level.
6	Gain knowledge of various global environmental issues like climate change, global warming and ozone depletion and also about different environmental laws implemented to conserve the environment.
7	Explain the concept of population growth and drug abuse.

Unit 1: Introduction to environmental studies

Multidisciplinary nature of environmental studies;

Scope and importance; Concept of sustainability and sustainable development. (2 lectures)

Unit 2: Ecosystems

What is an ecosystem? Structure and function of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession.

Case studies of the following ecosystems :

a) Forestecosystem
b) Grasslandecosystem
c) Desertecosystem
d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) (6 lectures)

Unit 3: Natural Resources: Renewable and Non-renewable Resources

Land resources and landuse change; Land degradation, soil erosion and desertification.

Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations.

Water: Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water (international & inter-state).

Energy resources: Renewable and non-renewable energy sources, use of alternate energy sources, growing energy needs, case studies. (8 lectures)

Unit 4: Biodiversity and Conservation

Levels of biological diversity: genetic, species and ecosystem diversity; Biogeographic zones of India; Biodiversity patterns and global biodiversity hot spots

India as a mega-biodiversity nation; Endangered and endemic species of India

Threats to biodiversity: Habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity : In-situ and Ex-situ conservation of biodiversity.

Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

(8 lectures)

Unit 5 : Environmental Pollution

Environmental pollution: types, causes, effects and controls; Air, water, soil and noise pollution

Nuclear hazards and human health risks

Solid waste management: Control measures of urban and industrial waste.

Pollution case studies. (8 lectures)

Unit 6 : Environmental Policies & Practices

Climate change, global warming, ozone layer depletion, acid rain and impacts on human communities and agriculture

Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD).

Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian context.

(7 lectures)

Unit 7: Human Communities and the Environment

Human population growth: Impacts on environment, human health and welfare.

Resettlement and rehabilitation of project affected persons; case studies.

Disaster management: floods, earthquake, cyclones and landslides.

Environmental movements: Chipko, Silent valley, Bishnois of Rajasthan.

Environmental ethics: Role of Indian and other religions and cultures in environmental conservation.

Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi)

Drugs and their effects; Useful and harmful drugs; Use and abuse of drugs; Stimulant and depressant drugs. Concept of drug de-addiction. Legal position on drugs and laws related to drugs.

(6 lectures)

Unit 8: Field work

Visit to an area to document environmental assets: river/ forest/ flora/fauna, etc.
Visit to a local polluted site-Urban/Rural/Industrial/Agricultural.
Study of common plants, insects, birds and basic principles of identification.
Study of simple ecosystems-pond, river, Delhi Ridge, etc.

(Equal to 5 lectures)

Suggested Readings:

1) Carson, R. 2002. Silent Spring. Houghton Miffl in Harcourt.
2) Gadgil,M.,&Guha,R.1993.ThisFissuredLand:AnEcologicalHistoryofIndia.Univ.ofCalifor niaPress.
3) Gleeson, B. and Low, N. (eds.) 1999. Global Ethics and Environment, London, Routledge.
4) Gleick,P.H.1993.WaterinCrisis.PacificInstituteforStudiesinDev.,Environment&S ecurity. Stockholm Env. Institute, Oxford Univ. Press.
5) Groom, Martha J., Gary K. Meffe, and Carl Ronald Carroll. Principles of Conservation Biology. Sunderland: Sinauer Associates,2006.
6) Grumbine,R.Edward,andPandit,M.K.2013.Threats from India's Himalayadams.Science,339:36-37.
7) Mc Cully, P. 1996. Rivers no more: the environmental effects of dams (pp. 29-64). ZedBooks.
8) McNeill,JohnR.2000.SomethingNewUndertheSun:AnEnvironmentalHistoryoftheTw entieth Century.
9) Odum, E.P., Odum, H.T. & Andrews, J. 1971. Fundamentals of Ecology. Philadelphia: Saunders.
10) Pepper, I.L., Gerba, C.P. & Brusseau, M.L. 2011. Environmental and Pollution Science.Academic Press.
11) Rao, M.N. & Datta, A.K. 1987. Waste Water Treatment. Oxford and IBH Publishing Co. Pvt. Ltd.
12) 12.Raven, P.H., Hassenzahl, D.M. & Berg, L.R. 2012. Environment. 8th edition. John Wiley & Sons.
13) Rosencranz,A.,Divan,S.,&Noble,M.L.2001.Environmentallawandpolicyin India.Tripat hi1992.
14) Sengupta, R. 2003. Ecology and economics: An approach to sustainable development.OUP.
15) Singh, J.S., Singh, S.P. and Gupta, S.R. 2014. Ecology, Environmental Science and Conservation. S. Chand Publishing, NewDelhi.
16) Sodhi,N.S.,Gibson,L.&Raven,P.H.(eds).2013.ConservationBiology:VoicesfromtheTro pics.John Wiley &Sons.
17) Thapar, V. 1998. Land of the Tiger: A Natural History of the Indian Subcontinent.
18) Warren, C. E. 1971. Biology and Water Pollution Control. WBSaunders.
19) Wilson, E. O. 2006. The Creation: An appeal to save life on earth. New York:Norton.
20) World Commission on Environment and Development. 1987. Our Common Future. OxfordUniversity

B-HIN 100 : Communicative Hindi

Time: 2 Hrs. Total Marks: 50
Credits: 2 Theory: 40
Internal assessment: 10

Course Objectives: The Paper is designed to enhance proficiency in Hindi Language. It seeks to develop the basic of Hindi Language through different modules. Each unit will enable the learner to have the communication in Hindi and to share and express ideas and experiences.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-HIN 100.1: Develop the knowledge of basics of Hindi language.
B-HIN 100.2: Improve vocabulary in Hindi language.
B-HIN 100.3: : Inculcate the knowledge of grammar in Hindi language
B-HIN 100.4: Learn correct uses of Hindi language in media writing

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

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fgUnh Hkk"kk dk bfrgkl ,o vk/kfud Áofr;kA

bdkb ¼2½

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fgUnh Hkk"kk dh Áe[k ckyh ,o egÙo
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bdkb ¼3½

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bdkb ¼4½

efnr ek/;e vkj fgUnh Hkk"kk] lekpkj y[ku
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Lkk'ky ehfM;k dh Hkk"kk vkj y[kuA

vH;kl

lekpkj y[ku] :id y[ku] dl'ku y[ku
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- HkkfV;k] M, dyk'kpUn] vuokndyk] fl)kr vkj ç;kx] r{kf'kyk çdk'ku] ub fnYyh
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- xknj] M,- foukn] ç;ktu eyd fgUnh] ok.kh çdk'ku] ub fnYyh
- jk.kk] egUæ flg] ç;ktu eyd fgUnh d vk/kfud vk;ke] g"k çdk'ku] vkxjk
- dekj pn] tulpkj ek/;ek e fgUnh] Dykfldy ifCyf'kx dEiuh] fnYyh

B-HIN100 : Communicative Hindi

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-HIN100.1	3	3	3	3	2	2	2	3
B-HIN100.2	3	3	3	3	2	2	2	3
B-HIN100.3	3	3	3	3	2	2	2	3
B-HIN100.4	3	3	3	3	2	2	2	3
Average	3	3	3	3	2	2	2	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-HIN100.1	2	2	2	2	2
B-HIN100.2	2	2	2	2	2
B-HIN100.3	2	2	2	2	2
B-HIN100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-HIN100.1	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.2	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.3	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.4	3	3	3	3	2	2	2	3	2	2	2	2	2
Average	3	3	3	3	2	2	2	3	2	2	2	2	2

BAMC 201: News writing (Theory)

Time:3 Hrs. Total Marks:100
Credits: 4 Theory: 80
Internal Assessment:20

Course Objectives: This paper will help the learners to understand the concept of news and basics of news writing. It will also help to understand different writing including web writing.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 201.1: Understand the concept of news
BAMC 201.2 :Know about the basics of news writing.
BAMC 201.3: Understand different writing techniques.
BAMC 201.4:Develop the skills for online writing.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Concept, Definitions and Elements of News
Functions of News
News values
Qualities of News:Truth, Objectivity, Diversity, Plurality, Credibility

UNIT-II

Principles of news writing
News : structure and content
Difference between news
writing and other forms of
media writing
Various types of news writing styles
Headlines: Types and Importance
Types of Intro, Writing intro

UNIT-III

Types of News stories: Hard News, Soft News
Article writing, Feature writing
Writing Backgrounder, News Analysis
News Writing based on
Interviews

UNIT-IV

Skills for Online Writing

News Writing for:
Facebook, Twitter, Instagram
Blog writing

References:

- George,A. H. (1990). News Writing, Kanishka Publications.
- Stein,P.&Burnett(2000),Newswriter'sHandbook:AnIntroductiontoJournalism, Blackwell Publishing.
- Itule&Anderson(2002).NewsWritingandreportingfortoday'smedia,McGrawHill Publication
- Harold Evans, 'Newsman's English' William HainemannLtd, 1972.
- M.L.Stein.andSusanFPaterno,,'TheNewsWriter'sHandbook,'SurjeetPublications , New Delhi, 2003.
- George A Hough,' News Writing', Kanishka Publishers, New Delhi, 2006.
- BruceD.Itule,andDouglasA.Anderson.'NewsWritingandReportingforToday's Media', McGraw Hill, New Delhi, 2003.
- JulianHarris,KellyLeiter,Stanley,Johnson,'TheCompleteReporter',Macmillan PublishingCo, New York.
- /kfy;k] lHkk"k] i/kku vkun] lekpkj y[ku ,o vo/kkj.kk] Hkkjrh; tulpkj lLFkku idk'ku] ub fnYyh
- Dr Madhu Deep Singh, Media Plurality and Diversity, ISBN-978-81-931528-1-2
- dekj] v'kkd] lekpkj y[ku ,o fjikfVx] f'kokfyd idk'ku] ub fnYyh A

BAMC 201: News Writing (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 201.1	3	3	3	3	3	3	3	3
BAMC 201.2	3	3	3	3	3	3	3	3
BAMC 201.3	3	3	3	3	3	3	3	3
BAMC 201.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 201.1	3	2	3	3	3
BAMC 201.2	3	3	3	3	3
BAMC 201.3	3	3	3	3	3
BAMC 201.4	3	3	3	3	3
Average	3	2.75	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 201.1	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 201.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 201.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 201.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	2.75	3	3	3

BAMC 202: News Writing (Practical)

Time:3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objectives: This paper will help the learners to practise news writing and develop skills required to be used in professional field.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 202.1: Write news in different styles
BAMC 202.2 :Write headlines and intros
BAMC 202.3: Features, articles, news analysis and backgrounders
BAMC 202.4:Write for online platforms

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Write any five news (hard)stories for print.
Write any five news (soft)stories for print.
Write headline for 10 stories
Write intro of 5 stories
Write 2 features and 2 articles on any topic
Write news analysis and backgrounder
Create your own blog on any topic of your interest

BAMC 202: News Writing (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 202.1	3	3	3	3	3	3	2	3
BAMC 202.2	3	3	3	3	3	3	3	3
BAMC 202.3	3	3	3	3	3	3	3	3
BAMC 202.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 202.1	3	3	3	3	3
BAMC 202.2	3	2	3	3	3
BAMC 202.3	3	3	3	3	3
BAMC 202.4	3	3	3	3	3
Average	3	2.75	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 202.1	3	3	3	3	3	3	2	3	3	3	3	3	3
BAMC 202.2	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 202.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 202.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	2.75	3	3	3

BAMC 203: Basics of Reporting (Theory)

Time:3 Hrs.
Credits: 4

Total Marks: 100
Theory: 80
Internal Assessment: 20

Course Objectives: The course is designed to impart knowledge about the basics of reporting And to familiarize the students with different types of reporting with a focus to create understanding of specialized reporting.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 203.1: Understand the basics of reporting
BAMC 203.2 Familiarize with different types of reporting.
BAMC 203.3: Develop understanding of specialized reporting.
BAMC 203.4: Learn ethics and skills of reporting

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT–I

Concept, definitions and elements of Reporting
Sources of News, News gathering, Verification and Validation of facts
Cultivation of sources
Reporting hierarchy in a Newspaper
Ethics of reporting

UNIT-II

Reporting Techniques and skills
Types of Reporting
Press conference, Press briefing and Meet the press
Conducting interviews

Unit–III

Political reporting
Crime reporting
Life style and entertainment reporting
Sports reporting

UNIT–IV

Health reporting
Education reporting
Agriculture reporting
Science and Technology reporting

References :

1. M.V. Kamath: Professional Journalism; Vikas Publishing, New Delhi.
2. K.M. Srivastava News Reporting and Editing.
3. LynetteSheridanBurns: Understanding Journalism; Vistaar Publications.
4. Tony Harcup: Journalism:Principles and Practice; Sage.
5. Hereis the News: ReportingforMedia, SterlingPublishers.
6. Flemming and Hemmingway(2005), An Introduction to journalism, Vistaar Publications.
7. Richard, K. (2000). TheNewspaper's Handbook, RoutledgePublication.
8. Frost, C. (2001). Reporting for Journalists, Routledge, London.
9. NatarajanandChakraborty:Oyvkucatuibs(1995):DefenceReportinginIndia:The Communication Gap, Trishul Publications .
10. Trikha,N.K,Reporting,MakhanlalChaturvediRashtriyaPatrakaritaAvamSanchar Vishwavidyalaya.
11. Drone Journalism- Dr Abid Ali, Sankalp Publication
12. Dr. Ashok Kumar Samachar Lekhan avem Reporting, Shivalik Prakashan New Delhi,

BAMC 203: Basics of Reporting (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 203.1	3	3	3	3	3	3	2	2
BAMC 203.2	3	3	3	3	3	3	3	3
BAMC 203.3	3	3	3	3	3	3	3	3
BAMC 203.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	2.75

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 203.1	3	3	2	3	3
BAMC 203.2	3	3	3	2	3
BAMC 203.3	3	3	3	2	3
BAMC 203.4	3	3	3	3	3
Average	3	3	2.75	2.5	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 203.1	3	3	3	3	3	3	2	2	3	3	2	3	3
BAMC 203.2	3	3	3	3	3	3	3	3	3	3	3	2	3
BAMC 203.3	3	3	3	3	3	3	3	3	3	3	3	2	3
BAMC 203.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	2.75	3	3	2.75	2.5	3

BAMC 204: Basics of Reporting (Practical)

Time:3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This paper is designed to impart the practical knowledge about reporting and its various types.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 204.1: Report political and crime stories
BAMC 204.2: Report life style and entertainment stories
BAMC 204.3: Report health and education related issues
BAMC 204.4: Report agriculture and science related issues

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Write 5 political and 5 crime stories.
Write 5sports and 5 education related stories.
Write 5health and 5 science and technology related stories.
Write 5life style reports.
Write 5agriculture related stories .
Conduct and write 2 interviews
Report a press conference

BAMC 204: Basics of Reporting (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 204.1	3	3	3	3	3	3	3	3
BAMC 204.2	3	3	3	3	3	3	3	3
BAMC 204.3	3	3	3	3	3	3	2	3
BAMC 204.4	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	2.5	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 204.1	3	3	2	2	3
BAMC 204.2	3	3	3	3	3
BAMC 204.3	3	3	3	3	3
BAMC 204.4	3	3	3	3	3
Average	3	3	2.75	2.75	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 204.1	3	3	3	3	3	3	3	3	3	3	2	2	3
BAMC 204.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 204.3	3	3	3	3	3	3	2	3	3	3	3	3	3
BAMC 204.4	3	3	3	3	3	3	2	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.5	3	3	3	2.75	2.75	3

BAMC 205: Basics of Editing (Theory)

Time:3 Hrs.
Credits: 4

Total Marks: 100
Theory: 80
Internal Assessment: 20

Course Objectives: The purpose of this paper is to familiarize the students with the basics of editing, to understand the concept of design and develop basic understanding of newspaper designing software.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 205.1: Understand the basics of editing.
BAMC 205.2 : Understand the process of editing
BAMC 205.3: Understand about dummy, designand layout
BAMC 205.4: Understand usage of newspaper designing software.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Editing: concept, definition and its significance
Principles of Editing
Hierarchy of Editorial staff in a newspaper
Role of News Editor, Chief Sub Editor and Copy Editor

UNIT-II

News Editing : Copy writing, copy selection, story structure
Writing intro and importance of intro in a story
Writing headlines and importance of headlines in a story
Characteristics of a good copy

UNIT-III

Design: meaning and significance
Elements of design
Principles of design
Concept and Utility of Dummy
Photo selection, photo cropping and writing caption

UNIT-IV

Software for designing Newspaper
Quark-tools and applications
In design-tools and applications

References :

1. Shrivastava,K.M.,'Newsreporting andediting',Sterling publishersPvt.Ltd,NewDelhi, 2003.
2. Kamath M.V., 'Professional Journalism', Vikas publishing House, New Delhi.1980.
3. VirBalaAggarwal,'EssentialsofPracticalJournalism',conceptpublishingCompany, New Delhi, 2006.
4. Joseph M.K., 'Outline of Editing', Anmol Publications, New Delhi, 2002.
5. Darkroom basics and beyond, Roger hicks &Francisschultz, Patterson, 2000
6. TomAng,DigitalPhotography-AnIntroduction,4thEdition,PenguinPublisher, 2016Rogers,G.(1993).EditingforPrint,MocdonaldBook.•Prasad,S.(1993).Editorson Editing/HY, NationalBook Trust.
7. Hodgson,F.W.(1987).Subediting:AHandbookofModernNewspaperEditing& Production, Focal Press.
8. Click &Baird(1994). Magazine Editing &Production, WCB Brown&Benchmark. Hicks&Homes,(2001). Sub-editingfor Journalists, Routledge.
9. John,Marydasan(2015)EditingToday:Rules,ToolsandStyles,MediaHouse,NewDelhi

BAMC 205: Basics of Editing (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 205.1	3	3	3	3	3	3	3	3
BAMC 205.2	3	3	2	3	3	3	3	3
BAMC 205.3	3	3	3	3	3	3	3	3
BAMC 205.4	3	3	3	3	3	3	3	3
Average	3	3	2.75	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 205.1	3	3	3	3	3
BAMC 205.2	3	3	3	2	3
BAMC 205.3	3	3	3	3	3
BAMC 205.4	3	3	3	2	3
Average	3	3	3	2.5	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 205.1	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 205.2	3	3	3	3	3	3	3	3	3	3	3	2	3
BAMC 205.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 205.4	3	3	3	3	3	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	3	3	3	3	3	2.5	3

BAMC 206: Basics of Editing (Practical)

Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: The purpose of this paper is to give practical experience of editing and newspaper designing software.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 206.1: Edit news stories.
BAMC 206.2 :Write intros and headlines
BAMC 206.3: Design lab newspaper
BAMC 206.4: Select and crop photos

Practical Assignments

- Copyediting assignment.
- Writing Headlines for different types of news.
- Intro/lead writing assignment.
- Creating dummy.
- Layout: Preparing layout of the front, back and other pages of a newspaper
- Photo coverage of news events in the campus or outside.
- Writing photo caption

BAMC 206: Basics of Editing (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 206.1	3	3	3	3	3	3	3	3
BAMC 206.2	3	3	3	3	3	3	3	3
BAMC 206.3	3	3	3	3	3	3	2	3
BAMC 206.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 206.1	3	3	3	3	3
BAMC 206.2	3	3	3	3	3
BAMC 206.3	3	3	3	3	3
BAMC 206.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 206.1	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 206.2	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 206.3	3	3	3	3	3	3	2	3	3	3	3	3	3
BAMC 206.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	3	3	3	3

BAMC 207: INDIAN CONSTITUTION AND MEDIA LAWS

Time:3 Hrs. Total Marks: 150
Credits: 6 Theory: 120
Internal Assessment: 30

Course Objectives: The course is designed to impart knowledge about main features of Indian Constitution. The focus is to teach journalistic ethics, basic Media Laws that a budding professional should know before entering into the media industry.

Course Learning Outcomes:
After completing the Course, the student will be able to:
BAMC 207.1: Understand The Indian Constitution and its features
BAMC 207.2: Understand journalistic ethics with reference to regulatory bodies
BAMC 207.3: Understand laws related to press and electronic media
BAMC 207.4: Understand laws useful for a journalist

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction of the Indian Constitution, Preamble, Salient features of Constitution
Freedom of Speech and expression in context of Indian Media
Constitutional Amendments (Articles 368)

UNIT –II

Fundamental rights, Fundamental duties
Directive principles of state policies
Emergency powers (Articles 352,356,360)

UNIT –III

Journalistic Ethics with special reference PCI, Editor Guild of India
Press and Books Registration Act
Working Journalists Act
Knowledge of IPC sections 300, 302, 307, 509, 354
Right to Information Act 2005
Official Secrets Act

UNIT –IV

Defamation: Libel, Slander
Copyright Act.1957

Contempt of Court Act
Prasar Bharati Act

Assignments

- Case studies of any five recent cases related to various media laws.

References:

- Law of the Press in India, Durgadas Basu, Prentice Hall, London, 1980.
- Law of Contempt of Court in India, B. S. Nayar, Atlantic New Delhi, 2004
- Mass media Law and Regulation in India AMIC publication.
- Bharat mein Praveshvidhi by Surendra Kumar &Manas Prabhakar.
- Mass media law and regulation in India, VenkatAiyer, AMIC publication.
- K.S. Venkateswaran, Mass Media law and Regulations in India, Published by AMIC.

BAMC 207: INDIAN CONSTITUTION AND MEDIA LAWS

Process CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
BAMC 207.1	3	3	3	3	3	3	2	3
BAMC 207.2	3	3	3	3	3	3	3	3
BAMC 207.3	3	3	3	3	3	3	3	3
BAMC 207.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
BAMC 207.1	3	2	3	3	3
BAMC 207.2	3	2	3	3	3
BAMC 207.3	3	3	3	3	3
BAMC 207.4	3	3	3	3	3
Average	3	2.5	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
BAMC 207.1	3	3	3	3	3	3	2	3	3	2	3	3	3
BAMC 207.2	3	3	3	3	3	3	3	3	3	2	3	3	3
BAMC 207.3	3	3	3	3	3	3	3	3	3	3	3	3	3
BAMC 207.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	2.5	3	3	3

Learning Outcomes-based Curriculum Framework (LOCF)

for

B.Sc. (Printing & Packaging Technology)

A Three Year Bachelor Degree Programme

under

Choice Based Credit System (CBCS)/Learning Outcomes-based Curriculum Framework(LOCF)

w.e.f. Academic Session 2020-21.

Eligibility: 10+2 in any discipline

Institute of Mass Communication & Media Technology
Kurukshetra University, Kurukshetra

Proposed scheme for Choice Based Credit System in B.Sc. (Printing & Packaging Technology) Programme

Semester	CORE COURSE (CC) @ 6 Credits	Ability Enhancement Compulsory Course (AECC) @ 2 Credits	Skill Enhancement Course (SEC) @ 2 Credits	Discipline Specific Elective DSE @ 6 Credits
I	CC- 1 CC- 2 CC- 3 CC- 4	(English/MIL Communication)/Environmental Studies		
II	CC- 5 CC- 6 CC- 7 CC- 8	(English/MIL Communication) / Environmental Studies, Hindi		
III	CC- 9 CC- 10 CC- 11 CC- 12		SEC-1	
IV	CC- 13 CC- 14 CC- 15 CC- 16		SEC -2	
V			SEC -3/MOOC*	DSE-1 (Elective Subject)
				DSE-2 (Elective Subject)
				DSE-3 (Elective Subject)
	Internship/Industry Training **			
VI			SEC-4	DSE-4 (Elective Subject)
				DSE-5 (Elective Subject)
				DSE-6 (Elective Subject)

AECC will be offered according to the time table adjustments in the Institute/Department.

*MOOC Course from Swayam Portal.

** SEC can be offered in 3rd/4th/5th semester according to the time table adjustments in the institute.

****Internship/Industry Training** A candidate must complete industry training of 4 to 6weeks after completion of theory examination of 4th semester. The internship report will be submitted in 5th semester.

General instructions:

- One credit equivalent to 1 hour of teaching/2 hours of Practical work
- Teaching workload will be calculated on the basis of teaching contact hours of the course
- One credit (theory /Practical) equivalent to 25 marks

Total No. of Courses, Credit and Marks

Course	No. of Courses	Credits Teaching/Week	Credits Practical/ Week	Credits Tutorials/Week	Total Credits	Marks
Core Courses	16	16x4=64	16x2=32	--	64+32=96	16x150 =2400
AECC	3	3x2=6	--	--	6	3x50=150
SEC	4	4x2=8	--	--	8	4x50 =200
DSE	6	6x4=24	6x2=12	--	24+12=36	6x150 =900
Industrial Training	--	--	--	--	2	1x50 =50
Total	**29**	**102**	**44**	**-**	**148**	**3700**

Scheme of Examination of B.Sc (Printing & Packaging Technology) under CBCS/LOCF for Institute of Mass Communication & Media Technology (IMC&MT, KUK) w.e.f. Academic Session2020-21

Semester-I

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
AECC-100	Communicative English	AECC-1	2	-	-	2	2	2	40	-	10	50	2 Hours
BPPT 101	Printing Process (Theory)	CC-1	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 102	Printing Process (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 103	Typography (Theory)	CC-2	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 104	Typography (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 105	Fundamentals of Packaging (Theory)	CC-3	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 106	Fundamentals of Packaging (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 107	Fundamentals of Computer (Theory)	CC-4	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 108	Fundamentals of Computer (Practical)		-	-	2	4	2			40	10	50	3 Hours
Total Credits								**26**	**Total Marks**			**650**	

Semester-II

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
B-EVS 100	Environmental Studies	AECC-2	2	-	-	2	2	2	40	-	10	50	3 Hours
B-HIN 100	Communicative Hindi	AECC-3	2	-	-	2	2	2	40	-	10	50	2 Hours
BPPT 201	Food Packaging (Theory)	CC-5	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 202	Food Packaging (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 203	Printing and Packaging Materials (Theory)	CC-6	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 204	Printing and Packaging Materials (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 205	Graphic Design (Theory)	CC-7	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 206	Graphic Design (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
BPPT 207	Sheet fed Offset Technology (Theory)	CC-8	4	-	-	4	4	6	80	-	20	100	3 Hours
BPPT 208	Sheet fed Offset Technology (Practical)		-	-	2	4	2			40	10	50	3 Hours
Total Credits								**28**	**Total Marks**			**700**	

List of Total Subjects in B.Sc. (Printing & Packaging Technology):

Sr. No.	Course Type	Number of Subjects
1	CC	16
2	AECC	03
3	SEC	04
4	DSE	06
	Total	**29**

	Course Type	Number of Subjects
Semester I	CC	4
	AECC	1
Semester II	CC	4
	AECC	2
Semester III	CC	4
	SEC	1
Semester IV	CC	4
	SEC	1
Semester V	SEC	1
	DSE	3
Semester VI	SEC	1
	DSE	3
Total		**29**

List of Abbreviations

L -Lecture
T- Tutorial
P- Practical
IA – Internal Assessment
CC- Core Course
AECC- Ability Enhancement Compulsory Course
SEC- Skill Enhancement Course
DSE- Discipline Specific Elective

PROGRAMME OUTCOMES

On successful completion of the programme, the student will be able to:-

PO1 Acquire knowledge related to the discipline under study.

PO2 Communicate and reflect effectively and efficiently on the issues related to the discipline.

PO3 Exhibit the professional skills and competencies acquired during the Programme of study.

PO4 Apply the knowledge and skills acquired in planning, organizing, evaluation and decision making.

PO5 Explore, analyze and provide solutions to the problems related to the discipline and life.

PO6 Develop exposure to actual working environment leading to employability and entrepreneurship.

PO7 Exhibit scientific & research capabilities in academic, professional and general life pursuits.

PO8 Recognize, appreciate and follow ethical issues relating to the discipline and society.

Programme Specific Outcomes:

After completion of under graduate programme in Printing & Packaging Technology, the learner will be able to :

PSO1 Acquire fundamental knowledge of Printing and packaging Technology as an academic discipline.

PSO 2 Display the knowledge of appropriate theory, practices and tools for the specification, design and implementation

PSO3 Develop competency for employability and Entrepreneurship by practicing techniques and tools for innovative Printing & Packaging applications.

PSO 4 Demonstrate Printing & Packaging skills by undertaking projects.

PSO 5 Link knowledge of Printing and packaging with other chosen auxiliary disciplines of study.

AECC-100: Communicative English

Time: 2 Hrs. **Total Marks: 50,**
Total Credit-02 **Theory Marks: 40,**
Internal Assessment: 10

Course objectives: The paper is designed to enhance proficiency in English Language. It seeks to develop the basics of English Language through different modules. Each unit will enable and capacitate the learner to have communication competence which is required in the present-day world. The basic knowledge of communication will enable the learners to share and enliven ideas, experience and know-how ubiquitous in the world.

Course Learning Outcomes:
After completing the Course, the student will be able to:
AECC 100.1:Learn the rhetorics of presentation
AECC 100.2: Learn, comment and respond to correspondence .
AECC 100.3: Learn the basics of grammar and composition.
AECC 100.4: Acquaint with verbal and non-verbal communication.

Note : All questions are compulsory.

Q.1. The paper setter will set two question from unit-II. The student shall attempt one out of the given two.

(10)

Q.2. This question shall be based on unit-III. The student shall attempt one out of the given two.

(10)

Q.3. There will be 25 grammatical items based on unit-IV. The student shall attempt any 20 items.

(10)

Internal Assessment: The students shall be required to make presentation /PPT based on unit-I.

Unit-I

Listening and Speaking skills

Listening skills (Active-passive, Accent)
Speaking Skills (Accent, Stress ,Intonation, Assertion, Rhetorical questions, Pause, Pitch)
Oral presentation, Debates, Elocution and Extempore

Unit-II

Writing skills

Report writing
Paragraph writing
Letter writing

Unit-III

Technical and Modern communication
Resume writing
E-mail
Blogs and comments on social media

Unit-IV

Grammar
Noun, Pronoun, Verb, Adverb, Adjective, Preposition, Conjunction and their uses
Common errors in the use of English (Noun ,Pronoun, Adjective, Adverb, Conjunctions)
Correct use of verbs and Articles
Vocabulary: Homonyms, Homophones, Pair of words

References:

- Communicative English, Dr. Jimmy Sharma, Arihant Parkashan Pvt. Ltd.
- Strengthen Your English, Bhaskaran and Horsburgh, Oxford University Press
- Basic Communication Skills for Technology, and area J Rutherfoord, Pearson Education Asia.
- Murphy's English Grammar with CD, Murphy, Cambridge University Press
- English Skills for Technical Students by Orient Longman
- Everyday Dialogues in English by Robert J. Dixson, Prentice-Hall of India Ltd., 2006.

AECC-100: COMMUNICATIVE ENGLISH

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
AECC 100.1	2	2	2	2	2	2	2	2
AECC 100.2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
AECC 100.1	2	2	2	2	2
AECC 100.2	2	2	2	2	2
AECC 100.3	2	2	2	2	2
AECC 100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
AECC 100.1	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.2	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2	2	2	2	2	2

B-PPT 101: PRINTING PROCESS (THEORY)

Time: 3 Hrs.
Credits : 4

Total Marks: 100
Theory : 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of basic Printing process, its history and development from ancient to the modern world. It also provides the technical ability to understand pre-press, press, and post press operations in printing press.

Course Learning Outcomes:
The students learned about the Printing process and the student will be able to:
B-PPT101.1:Acquire knowledge about development in Indian Printing Industry
B-PPT101.2:Know about historical development of printing
B-PPT101.3:Develop the knowledge about the different printing processes
B-PPT101.4:Know the basic operations in printing – Pre-press, Press & Post Press

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT –I

History of printing: History of Printing, Scope of Indian Printing Industry, Brief Introduction of scope of Printing Industry, Applications of printing Industry, Indian printing Industry- An emerging market, size of the industry, total contribution to the economy, employment opportunity, Recent trends in Printing, .

UNIT –II

Printing Processes: Introduction to conventional printing processes- Relief, Planography, Intaglio, Screen. On Demand printing, Electrostatic, Digital and Mini Offset. Specialized printing -Thermography, Die Stamping, Hot foil stamping, Hologram printing. Suitability & limitations and applications of various printing Processes

UNIT –III

Basic operations in printing- Pre -Press, Press and Post –press section,: Basic concepts, Typesetting of text matter, formatting the text pagination and arranging the pictures and graphics, Film outputting of text and visual elements particularly color separation, assembly of film and plate making. press: Pre make ready, make-ready operations , Finishing operations

UNIT –IV

Letterpress and Screen printing machines - Classification of letterpress printing machines, types of platen, cylinder and rotary machines with their mechanical and operational features. Screen Printing Machines: Manual, semiautomatic and fully automatic screen printing machines. Rotary screen printing Machines .

Running Defects of different printing process: Common printing defects comes in various printing processes, causes and their remedies.

References :

1. Letter Press Printing Part 1, 2, By C.S. Misra
2. Printing Technology By Adams, Faux, Rieber
3. Screen Printing Review ByBabett Magee
4. Screen Printing By John Stephens
5. Art and Print Production By N.N. Sarkar

B-PPT 101: PRINTING PROCESS (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 101.1	3	3	3	3	3	3	3	3
B-PPT 101.2	3	3	3	3	3	3	3	3
B-PPT 101.3	3	3	3	3	3	3	3	3
B-PPT 101.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 101.1	3	3	3	3	3
B-PPT 101.2	3	3	3	3	3
B-PPT 101.3	3	3	3	3	3
B-PPT 101.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 101.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 101.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 101.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 101.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 102: PRINTING PROCESS (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits :2 Practical: 4 0
Internal Assessment : 10

Course Objectives: This course is designed for practical understanding of basic Printing process, It also provides the technical ability to understand pre-press, press, and post press operations in printing press.

Course Learning Outcomes:
The students learned about the Printing process and the student will be able to:
B-PPT102.1:Enhance practical knowledge about printing processes.
B-PPT102.2:Know about the tools and equipment used for printing.
B-PPT102.3:Get technical knowledge about operations of letterpress printing machine.
B-PPT102.4:Know about operations in printing – Pre-press, Press & Post Press

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. Identification of different tools &equipment used in letterpress.
2. Schematic diagram of different Printing Processes.
3. Printing of line & half tone block in single & multi color.
4. Operational and mechanical features of different letter press Printing Machines.
5. Study of Running & printing faults on letter press machine.
6. Identification of different printing processes

B-PPT 102: PRINTING PROCESS (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 102.1	3	3	3	3	3	3	3	3
B-PPT 102.2	3	3	3	3	3	3	3	3
B-PPT 102.3	3	3	3	3	3	3	3	3
B-PPT 102.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 102.1	3	3	3	3	3
B-PPT 102.2	3	3	3	3	3
B-PPT 102.3	3	3	3	3	3
B-PPT 102.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 102.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 102.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 102.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 102.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 103: TYPOGRAPHY (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course Objectives: The students will learn about the Typographical Process and will be able to enhance knowledge about Type, Letters ,Characters, Symbols ,Classification of Printing Type and develop the knowledge about the Typesetting department, Tools and Material used in Typesetting department.

Course Learning Outcomes: Upon successful completion of this course, the student will be able to:
B-PPT103.1: Demonstrate the proper use of type as a design tool.
B-PPT103.2: Create letterforms as part of a consistent alphabet.
B-PPT103.3: Understand typographic rules and measurements to composition.
B-PPT103.4: Recognize different type styles and categories.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit - I

Introduction to Typography - definition, concept and scope, Printing type - Two Dimensional and Three-Dimensional structure their characteristics, Printers Measurement and Systems: Point System, other units of measurements and application. Design features and principles of printing types, fundamental and finishing strokes of types.

Unit – II

Classification of printing types based on serifs, point sizes, cases, faces, series, families etc. type font and sorts, principles of size and design identification, Suitability of different types for different processes and publications, typesetting Calculations relating to type sizes and dimensions of printing pages.

Unit – III

Typesetting Department:-Work and role of the type-setting, department with in a printing press, Photo Type -setting., Proofing and Proofing Reader's marks; word breaks; proofing stages. Composing Tools and Equipment, Basic composing tools for hand composition, spacing material; locking- up devices; proofing presses, kinds of rules.

Unit –IV

Composition Imposition, Sheet work, Half-sheet work, Work and tumble & Work and twist. The regular schemes up to 32 pages (upright and landscape), Planning of composition department, Floor plan and arrangement of equipment, Paper and its calculation.

References:

1	Theory & practice of composition	-	By A.C. Goel
2	Composing & Typography Today	-	By B.D. Mehandirutta.
3.	Letter Press Printing Part I, II	-	By C.S. Mishra
4.	Printing Technology		By Adams,Faux,Riber
5.	Art & Production		By N.N. Sarkar

B-PPT 103: TYPOGRAPHY (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 103.1	3	3	3	3	3	3	3	3
B-PPT 103.2	3	3	3	3	3	3	3	3
B-PPT 103.3	3	3	3	3	3	3	3	3
B-PPT 103.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 103.1	3	3	3	3	3
B-PPT 103.2	3	3	3	3	3
B-PPT 103.3	3	3	3	3	3
B-PPT 103.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 103.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 103.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 103.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 103.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 104: TYPOGRAPHY (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits : 2 Practical: 40
Internal Assessment : 10

Course Objectives: This course is designed for practical understanding of Mechanical Type. It provides the technical ability to understand fundamental and finishing strokes of the types.

Course Learning Outcomes:
The students learned about the Printing process and the student will be able to:
B-PPT 104.1: Use of Block Letters & Numbering
B-PPT 104.2:Demnostrate the physical structure of mechanical type and its composition
B-PPT 104.3:Use of Various types of fonts
B-PPT 104.4:Use of Fundamental and finishing strokes.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. Block Lettering & Numbering (Normal Types)..
2. Four-line Principle (Drawing).
3. Physical (Features) parts of the type (Structural Diagram).
4. Fundamental strokes.
5. Finishing strokes & their identification.
6. Introduction to various fonts & their drawing characteristics.

B-PPT 104: TYPOGRAPHY (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 104.1	3	3	3	3	3	3	3	3
B-PPT 104.2	3	3	3	3	3	3	3	3
B-PPT 104.3	3	3	3	3	3	3	3	3
B-PPT 104.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 104.1	3	3	3	3	3
B-PPT 104.2	3	3	3	3	3
B-PPT 104.3	3	3	3	3	3
B-PPT 104.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 104.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 104.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 104.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 104.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 105: FUNDAMENTALS OF PACKAGING (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course Objectives: This course is designed for theoretical understanding of Packaging Technology, various packaging application, design of package and for creating sense of understanding the various types of packaging.

Course Learning Outcomes: Upon successful completion of this course, the students learned about the Packaging Technology and the student will be able to:
B-PPT105.1: Develop the knowledge of Packaging Technology to understand the Packaging Industry.
B-PPT105.2: Know about the various applications and classifications of packaging.
B-PPT105.3: Understand the function of package, types of package and elements of package design.
B-PPT105.4: Develop the knowledge of folding Carton production process and finishing operations.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit - I

Basics of Packaging:

Packaging Introduction, Classifications of Packaging - Flexible packaging and rigid packaging, Function of a package, Types of package, Factors influencing design of a package, Elements of Package Design, Hazard on the package - mechanical, climatic, biological and other hazards. Test on package-mechanical test and climate test.

Unit – II

Folding Carton Production & Innovative Packaging Techniques

Folding cartons production process, types of folding carton, Manufacture process of paperboard, components in a corrugated board, Vacuum packaging, shrink packaging, stretch wrapping, blister packaging, Aerosol packaging, Blow Molding - Extrusion blow Molding, Injection blow molding.

Unit – III

Packaging Distribution & logistics

Introduction to logistics, element of logistics, distribution of channels, Packaging Cycle, Product life curve, classification of pallets, material handling techniques-warehousing & storage, Markings on Package - Handling marks, routing marks, information marks, shelf life,

Unit -I V

Future Trends and Finishing operations

Futuristic trends in packaging, adhesive tapes - fabric tapes, paper tapes, film tapes, foil tapes, foam tapes, two faced tapes. Labels- designing, manufacturing and applications, Packaging finishing operations – coating, lamination, hot & cold foil stamping, die-cutting, embossing & de-embossing, liner and folding & gluing.

References :

Packaging design and performance - **Frank Paine**

Advances in plastic packaging technology - **John Briston**.

Packaging design an introduction - **Laszlo Roth**.

Packaging Technology - Volume I, II, III - IIP

B-PPT 105: FUNDAMENTALS OF PACKAGING (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 105.1	3	3	3	3	3	3	3	3
B-PPT 105.2	3	3	3	3	3	3	3	3
B-PPT 105.3	3	3	3	3	3	3	3	3
B-PPT 105.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 105.1	3	3	3	3	3
B-PPT 105.2	3	3	3	3	3
B-PPT 105.3	3	3	3	3	3
B-PPT 105.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 105.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 105.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 105.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 105.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 106: FUNDAMENTALS OF PACKAGING (PRATICAL)

Time: 3 Hrs. Total Marks: 50
Credits :2 Practical : 40
Internal Assessment : 10

Course Objectives : This course is designed for practical understanding of Packaging Technology classification, packaging machines, materials used in packaging, design of package and its application

Course Learning Outcomes:
The students learned about the Packaging Technology and the student will be able to:
B-PPT 106.1:Design flexible packages
B-PPT 106.2:Design rigid packaging
B-PPT 106.3:Test raw different types material
B-PPT 106.4:Prepare various of package design

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. Designing and preparation of various flexible packages.
2. Designing and preparation of various rigid packages.
3. Study and operation of various packaging machines.
4. Designing & preparation of various designs of paper bags.
5. Testing of raw materials like- paper, paperboard, plastic and ink.
6. Drop test, Vibration test, inclined impact test, Compression test.

B-PPT 106: FUNDAMENTALS OF PACKAGING (PRATICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 106.1	3	3	3	3	3	3	3	3
B-PPT 106.2	3	3	3	3	3	3	3	3
B-PPT 106.3	3	3	3	3	3	3	3	3
B-PPT 106.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 106.1	3	3	3	3	3
B-PPT 106.2	3	3	3	3	3
B-PPT 106.3	3	3	3	3	3
B-PPT 106.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 106.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 106.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 106.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 106.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 107: FUNDAMENTALS OF COMPUTER (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of computer system and its components, functioning and its application software exposure.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-PPT 107.1: Understand the basic knowledge of computer system.
B-PPT 107.2: Know about the functioning of different parts of computer.
B-PPT 107.3 Understand the basic concept of Internet and computer networks .
B-PPT 107.4: Understand the basics of Application Software.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit - I

Computer- Origin, Evolution and Generation of Computer
Types of Computer
Basic Components of a Computer- Input Devices, Output Devices, Storage Devices
Introduction to Software
Types of Software - System software, Application software
Introduction of Windows and its various versions

Unit- II

Introduction to Internet and Its applications
Browser, Search Engine, FTP, URL
Email and Blog
Introduction to Network- LAN, WAN, MAN,
Network Topologies - Ring, Bus, Star, Mesh and Tree topologies
Hardware requirements for Network

Unit - III

Introduction to MS Word and its uses
Various Menus, Toolbars & Buttons
Paragraph and Page Formatting

Creation & Working with Tables, Mail Merge

Unit - IV

Introduction to MS Excel and its uses
Creating Spreadsheet
Creating Tables and Charts
Use of basic arithmetic formulas
Introduction to MS PowerPoint and its uses
Creating a New Presentation
Slide transition and Custom Animation

References:

- Ram, B. 4th ed New Age; ***Computer Fundamentals: Architecture & Organization*** Sinha, P. K. BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
- Sinha, P. K/ Sinha, P. 3rd ed BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
  Data Communications and Networking by Behrouz A. Forouzan, Sophia Chung Fegan; Published by Huga Media.2011
- **Goel, Anita Pearson;** *Computer Fundamentals*

B-PPT 107: FUNDAMENTALS OF COMPUTER (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 107.1	3	3	3	3	3	3	3	3
B-PPT 107.2	3	3	3	3	3	3	3	3
B-PPT 107.3	3	3	3	3	3	3	3	3
B-PPT 107.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 107.1	3	3	3	3	3
B-PPT 107.2	3	3	3	3	3
B-PPT 107.3	3	3	3	3	3
B-PPT 107.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 107.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 107.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 107.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 107.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 108: FUNDAMENTALS OF COMPUTER (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of commonly used application software and its functioning to the students.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-PPT 108.1: Use MS-Word
B-PPT 108.2: Use MS-Excel
B-PPT 108.3: Use Power point
B-PPT 108.4: Create Email account, compose & send emails for personal and professional communication.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
To create a new document, save, open an existing document
Typing and editing texts in a document (*.doc) file.
Apply formats on Texts like Bold, Italics, Underline, font type, colour and size etc.
Apply features like bullet, numbering, breaks, hyphenation
Indentation, leading and kerning using space bar and TAB
Insert images, symbols and mathematical equations
Create and manipulate tables.
Page layout, Page Setup, Paragraph setting
Page Break, Page Numbering, Find & Replace Text, Header & Footer
Designing Resume, timetable of a class, mail merge
Print a document
Create a Spread Sheet, Cell formatting, Basic arithmetic formulas, Freeze Pane and Sort & Filter, Inserting the chart
Basic operations of Power point, Create PPT and inset and delete slides.
Use of Mater Slide in Presentation.

Apply basic formatting features in presentation like font, font size, font colour, text fill, spacing and line spacing Formatting text boxes, word arts, styles bullet and numbering.
Working with drawing tools, Applying shape or picture styles, Applying object borders, object fill, object effects
Adding slide transition, animation effect, adding custom animation
Working with video, Link to video and sound files.
Creating Email- composing and sending a mail, attachment a file, forwarding the email, changing and setting the password

B-PPT 108: FUNDAMENTALS OF COMPUTER (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 108.1	3	3	3	3	3	3	3	3
B-PPT 108.2	3	3	3	3	3	3	3	3
B-PPT 108.3	3	3	3	3	3	3	3	3
B-PPT 108.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 108.1	3	3	3	3	3
B-PPT 108.2	3	3	3	3	3
B-PPT 108.3	3	3	3	3	3
B-PPT 108.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 108.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 108.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 108.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 108.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-EVS 100 : Environment Studies

Time: 3 Hrs.
Credits: 2

Total Marks: 50
Theory: 40
Internal Assessment: 10

Scheme of paper: Total number of questions will be nine. Students have to attempt five questions in all. Questions no. 1 is compulsory. All questions carry equal marks. Each question is of 8 marks.

Course objectives: The aim of this course is to aware the students about the environmental problems and current global issues related to environment. It provides knowledge about the topics like ecosystem and biodiversity and develops interest in the students about their role in conservation of environment and reducing pollution and waste generation in their surroundings. By understanding the environmental problems, their causes and solutions, the students can apply it to their daily lives also.

Course Outcomes:

COs	On successful completion of the course, the students will be able to:
1	Understand the definition of environmental studies, its scope and importance in the conservation of environment.
2	Understand the concept of ecosystem and different types of natural and artificial ecosystems in the world, the biogeochemical cycling and energy flow in an ecosystem.
3	Describe the various renewable and non-renewable natural resources and their over-exploitation due to increasing demands of rising population.
4	Become aware about our biodiversity, its importance and the various threats that are a problem for the biodiversity. They will understand the endangered species and their conservation measures that are needed to be adopted at different levels.

5	Have understanding about the types of pollution and how to reduce those pollution levels in air, soil, water, land and from marine bodies as well. They will develop interest in reducing the solid waste generation as well as its management at household level.
6	Gain knowledge of various global environmental issues like climate change, global warming and ozone depletion and also about different environmental laws implemented to conserve the environment.
7	Explain the concept of population growth and drug abuse.

Unit 1: Introduction to environmental studies

Multidisciplinary nature of environmental studies;

Scope and importance; Concept of sustainability and sustainable development. (2 lectures)

Unit 2: Ecosystems

What is an ecosystem? Structure and function of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession.

Case studies of the following ecosystems :

a) Forestecosystem
b) Grasslandecosystem
c) Desertecosystem
d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) (6 lectures)

Unit 3: Natural Resources: Renewable and Non-renewable Resources

Land resources and landuse change; Land degradation, soil erosion and desertification.

Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations.

Water: Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water (international & inter-state).

Energy resources: Renewable and non renewable energy sources, use of alternate energy sources, growing energy needs, case studies. (8 lectures)

Unit 4: Biodiversity and Conservation

Levels of biological diversity: genetic, species and ecosystem diversity; Biogeographic zones of India; Biodiversity patterns and global biodiversity hot spots

India as a mega-biodiversity nation; Endangered and endemic species of India

Threats to biodiversity : Habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity : In-situ and Ex-situ conservation of biodiversity.

Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

(8 lectures)

Unit 5 : Environmental Pollution

Environmental pollution: types, causes, effects and controls; Air, water, soil and noise pollution

Nuclear hazards and human health risks

Solid waste management: Control measures of urban and industrial waste.

Pollution case studies.

(8 lectures)

Unit 6 : Environmental Policies & Practices

Climate change, global warming, ozone layer depletion, acid rain and impacts on human communities and agriculture

Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD).

Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian context.

(7 lectures)

Unit 7: Human Communities and the Environment

Human population growth: Impacts on environment, human health and welfare.

Resettlement and rehabilitation of project affected persons; case studies.

Disaster management: floods, earthquake, cyclones and landslides.

Environmental movements: Chipko, Silent valley, Bishnois of Rajasthan.

Environmental ethics: Role of Indian and other religions and cultures in environmental conservation.

Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi)

Drugs and their effects; Useful and harmful drugs; Use and abuse of drugs; Stimulant and depressant drugs. Concept of drug de-addiction. Legal position on drugs and laws related to drugs.

(6 lectures)

Unit 8: Field work

Visit to an area to document environmental assets: river/ forest/ flora/fauna, etc.

Visit to a local polluted site-Urban/Rural/Industrial/Agricultural.

Study of common plants, insects, birds and basic principles of identification.

Study of simple ecosystems-pond, river, Delhi Ridge, etc.

(Equal to 5 lectures)

Suggested Readings:

1) Carson, R. 2002. Silent Spring. Houghton MifflinHarcourt.
2) Gadgil,M.,&Guha,R.1993.ThisFissuredLand:AnEcologicalHistoryofIndia.Univ.ofCalifornia Press.
3) Gleeson, B. and Low, N. (eds.) 1999. Global Ethics and Environment, London,Routledge.
4) Gleick,P.H.1993.WaterinCrisis.PacificInstituteforStudiesinDev.,Environment&Secu rity. Stockholm Env. Institute, Oxford Univ.Press.
5) Groom, Martha J., Gary K. Meffe, and Carl Ronald Carroll. Principles of Conservation Biology. Sunderland: Sinauer Associates,2006.
6) Grumbine,R.Edward,andPandit,M.K.2013.Threats fromIndia's Himalayadams.Science,339:36-37.
7) McCully, P. 1996. Rivers no more: the environmental effects of dams (pp. 29-64). ZedBooks.
8) McNeill,JohnR.2000.SomethingNewUndertheSun:AnEnvironmentalHistoryoftheTwenti eth Century.
9) Odum, E.P., Odum, H.T. & Andrews, J. 1971. Fundamentals of Ecology. Philadelphia:Saunders.
10) Pepper, I.L., Gerba, C.P. & Brusseau, M.L. 2011. Environmental and Pollution Science.Academic Press.
11) Rao, M.N. & Datta, A.K. 1987. Waste Water Treatment. Oxford and IBH Publishing Co. Pvt. Ltd.

12) 12.Raven, P.H., Hassenzahl, D.M. & Berg, L.R. 2012. Environment. 8th edition. John Wiley & Sons.
13) Rosencranz,A.,Divan,S.,&Noble,M.L.2001.EnvironmentallawandpolicyinIndia.Tripathi1992.
14) Sengupta, R. 2003. Ecology and economics: An approach to sustainable development.OUP.
15) Singh, J.S., Singh, S.P. and Gupta, S.R. 2014. Ecology, Environmental Science and Conservation. S. Chand Publishing, NewDelhi.
16) Sodhi,N.S.,Gibson,L.&Raven,P.H.(eds).2013.ConservationBiology:VoicesfromtheTropics.John Wiley &Sons.
17) Thapar, V. 1998. Land of the Tiger: A Natural History of the Indian Subcontinent.
18) Warren, C. E. 1971. Biology and Water Pollution Control. WBSaunders.
19) Wilson, E. O. 2006. The Creation: An appeal to save life on earth. New York:Norton.
20) World Commission on Environment and Development. 1987. Our Common Future. OxfordUniversity

B-HIN 100 : Communicative Hindi

Time: 2 Hrs. Total Marks: 50
Credits: 2 Theory: 40
Internal assessment: 10

Course Objectives: The Paper is designed to enhance proficiency in Hindi Language. It seeks to develop the basic of Hindi Language through different modules. Each unit will enable the learner to have the communication in Hindi and to share and express ideas and experiences.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-HIN 100.1: Develop the knowledge of basics of Hindi language.
B-HIN 100.2: Improve vocabulary in Hindi language.
B-HIN 100.3: : Inculcate the knowledge of grammar in Hindi language
B-HIN 100.4: Learn correct uses of Hindi language in media writing

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

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fgUnh Hkk"kk dk bfrgkl ,o vk/kfud Áofr;kA

bdkb ¼2½

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Lkk'ky ehfM;k dh Hkk"kk vkj y[kuA

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- >kYV] M,- nxy] ç;ktueyd fgUnh fl)kr vkj ç;kx] ok.kh çdk'ku] ub fnYyh
- xknj] M,- foukn] ç;ktu eyd fgUnh] ok.kh çdk'ku] ub fnYyh
- jk.kk] egUæ flg] ç;ktu eyd fgUnh d vk/kfud vk;ke] g"k çdk'ku] vkxjk
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B-HIN100 : Communicative Hindi

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-HIN100.1	3	3	3	3	2	2	2	3
B-HIN100.2	3	3	3	3	2	2	2	3
B-HIN100.3	3	3	3	3	2	2	2	3
B-HIN100.4	3	3	3	3	2	2	2	3
Average	3	3	3	3	2	2	2	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-HIN100.1	2	2	2	2	2
B-HIN100.2	2	2	2	2	2
B-HIN100.3	2	2	2	2	2
B-HIN100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-HIN100.1	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.2	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.3	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.4	3	3	3	3	2	2	2	3	2	2	2	2	2
Average	3	3	3	3	2	2	2	3	2	2	2	2	2

B-PPT 201– FOOD PACKAGING (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course objectives: This course is designed for theoretical understanding of food packaging, its type, utilization and innovative technique used for development of food packaging.

Course Learning Outcomes: Upon successful completion of this course, the students learned about the Food Packaging Technology and the student will be able to:
B-PPT201.1: Develop the knowledge of Food Packaging
B-PPT201.2: Understand the function of food package, types of food packaging.
B-PPT201.3: Develop the knowledge of sterilization
B-PPT201.4: Recognize the Innovative Packaging Techniques.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-1

Introduction

- Food packaging: Definition,
- Functions of food packaging,
- Need of food packaging
- Role of packaging in extending shelf life of foods
- Safety assessment of food packaging materials
- Different forms of packaging.
- Rigid, semi-rigid, flexible forms of packaging in food industries..
- Different packaging system for-Dehydrated foods, Frozen foods, Dairy products, Fresh fruits, Vegetables, Meat, Poultry, Sea foods.

UNIT 2

Aseptic packaging of foods

- Principles of sterilization,
- sterilization of packaging material,
- verification of sterilization processes,
- aseptic packaging systems: carton systems, can systems,

- bottle systems, sachet and pouch systems, cup systems

.

UNIT 3

Active and Smart packaging

- Definition
- Smart packaging systems
- intelligent packaging systems: Quality Indicators, Time-temperature
- indicators, gas concentration indicators, RFID;
- Safety and Regulatory issues

UNIT 4

Properties & selection of packaging materials

- Tensile strength, bursting strength, tearing resistance, puncture
- resistance, impact strength, tear strength,
- Barrier properties of packaging materials,,
- prediction of shelf life of foods,

References :

Gordon L. Robertson, Food Packaging: Principles and Practice, Third Edition,2013.

Gordon L. Robertson, Food Packaging and Shelf Life: A Practical Guide,2010.

Ruben Hernandez, Susan E. MSelke, John Culter, John D. Culter,

Plastics Packaging: Properties,Processing, Applications, and Regulations,2000.

Walter Soroka, Fundamentals of Packaging Technology-Fourth Edition,

B-PPT 201: FOOD PACKAGING(THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 201.1	3	3	3	3	3	3	3	3
B-PPT 201.2	3	3	3	3	3	3	3	3
B-PPT 201.3	3	3	3	3	3	3	3	3
B-PPT 201.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 201.1	3	3	3	3	3
B-PPT 201.2	3	3	3	3	3
B-PPT 201.3	3	3	3	3	3
B-PPT 201.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 201.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 201.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 201.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 201.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 202– FOOD PACKAGING (PRACTICAL)

Time: 3 Hrs. Total Marks: 100
Credits :2 Practical : 40
Internal Assessment : 10

Course objectives: This course is designed for Practical understanding of food packaging material, testing and development.

Course Learning Outcomes: After completing the Course, the student will be able to:
B-PPT 202.1: Identify various food packaging material.
B-PPT 202.2: Check the strength of packaging material with various testing instrument.
B-PPT 202.3: Enhance the practical knowledge about packaging industry.
B-PPT 202.4: Use innovative Packaging Techniques.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF EXPERIMENTS

1. Identification of different types of packaging and packaging materials

2. Determination of tensile strength of given material

3. Determination of tearing strength of paper

4. Determination of bursting strength of packaging material

6. Determination of drop test of food package

7. Visit to relevant industries

8 Introducing the students with the latest trends in packaging consulting the web sites and magazines

B-PPT 202: FOOD PACKAGING(PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 202.1	3	3	3	3	3	3	3	3
B-PPT 202.2	3	3	3	3	3	3	3	3
B-PPT 202.3	3	3	3	3	3	3	3	3
B-PPT 202.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 202.1	3	3	3	3	3
B-PPT 202.2	3	3	3	3	3
B-PPT 202.3	3	3	3	3	3
B-PPT 202.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 202.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 202.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 202.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 202.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT203: PRINTING & PACKAGING MATERIALS (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course objectives: This course is designed for theoretical understanding of printing and packaging material with their properties, application and advantages and disadvantages.

Course Learning Outcomes: Upon successful completion of this course, the student will be able to:
B-PPT203.1: Recognize different types of papers and ink used in printing and packaging.
B-PPT203.2: Learn about various materials like films ,emulsions and developers etc used as photographic matrials.
B-PPT203.3: Learn about the physical and chemical properties of various printing and packaging materials.
B-PPT203.4: Recognize different type metals used in packaging and categories and be able to apply them to the proper design situation.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit – I

Metals

Type of metals and characteristics of metals used for type alloys for foundry types, , Physical and chemical properties of aluminum, zinc, copper, nickel, chromium, magnesium in relation to printing applications.

Photographic Materials

Main kinds of films and photographic papers used in graphic orgination Films positives, mainbase, stripping, thickness, right and wrong reading, negatives; paper positive materials. Developers, Reducers, Intensifiers.

Unit - II

Light Sensitive Materials

Various sensitized materials, used and relationship with processes Silver halide emulsions-classification according to speed, contrast and spectral sensitivity.

Paper and Ink

Fibrous and Non-fibrous materials, Paper and paperboard types, Recycling paper, Properties of paper, General characteristics and requirements of printing inks formulations pigments, vehicles, and additives, Drying mechanism, ink properties.

Unit - III

Adhesives

Classes and characteristics of adheisves used in binding and warehouse work and their range of applications selection for specific purpose.

Miscellaneous Materials

Cushioning Materials, Ancillary Materials, rexine, threads, tapes, stitching wire, metal foils and covering materials used for binding and print finishing.

Unit – IV

PACKAGING MATERIALS

GLASS: Manufacture, Properties, Applications and Testing

PLASTICS: Polymer Chemistry, Classification of Polymers, Properties, Processing of Plastics, Special Plastics used in packaging and Their applications.

METAL CONTAINERS: Tins, Cans, Formed Containers, Steel Drums, Cushioning Mechanism, Fragility Assessment, Cushion Design, Testing,

Wooden Container: Textile bags

References:

- Advances in plastic packaging technology - **John Briston**.
- Packaging design an introduction - **Laszlo Roth**.
- Packaging Technology - Volume I, II, III - II

B-PPT203: PRINTING & PACKAGING MATERIALS (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 203.1	3	3	3	3	3	3	3	3
B-PPT 203.2	3	3	3	3	3	3	3	3
B-PPT 203.3	3	3	3	3	3	3	3	3
B-PPT 203.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 203.1	3	3	3	3	3
B-PPT 203.2	3	3	3	3	3
B-PPT 203.3	3	3	3	3	3
B-PPT 203.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 203.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 203.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 203.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 203.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT204: PRINTING & PACKAGING MATERIALS (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits :2 Practical: 40
Internal Assessment : 10

Course objectives: This course is designed for practical understanding of printing and packaging material paper, ink, adhesives and different types of plastic used for printing and packaging.

Course Learning Outcomes: Upon successful completion of this course, the student will be able to:
B-PPT204.1: Understand about types of papers
B-PPT204.2: Understand use of different types of ink.
B-PPT204.3: Learn about the physical and chemical properties of various printing and packaging materials.
B-PPT204.4: Get practical knowledge of the materials used in basic operations of Binding & finishing department,.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. Different samples of paper and their study.
2. Different samples of Ink and their study.
3. Study of various metals used in printing.
4. Study of different types of adhesive used in printing.
5. Study of various types of Plastic and metal containers used in packaging.

B-PPT204: PRINTING & PACKAGING MATERIALS (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 204.1	3	3	3	3	3	3	3	3
B-PPT 204.2	3	3	3	3	3	3	3	3
B-PPT 204.3	3	3	3	3	3	3	3	3
B-PPT 204.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 204.1	3	3	3	3	3
B-PPT 204.2	3	3	3	3	3
B-PPT 204.3	3	3	3	3	3
B-PPT 204.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 204.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 204.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 204.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 204.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT205: GRAPHIC DESIGN (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course objectives: This course is designed for thorough understanding of graphic designing concepts and their application in printing & packaging.

Course Learning Outcomes:
Course outcomes: After completing the Course, the student will be able to:
B-PPT 205.1: Understand about the basic concepts of graphic elements
B-PPT 205.2: Know the functioning of basic colour aesthetics
B-PPT 205.3: Develop the capacities to elaborate the process of graphic design
B-PPT 205.4: Design various real world graphic applications

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT –I

INTRODUCTION

Graphic Design, Visual Art, Communication Art, Graphic Art, Components of Graphic Communication, Functions of Graphic Communication

Elements of design: point line, shape, size, tone, value, weight, texture space, etc. Principles of design-balances, proportion, rhythm, unity, contrast.

UNIT –II

Types of Letterforms: Typography- Structure Design and Function, Typefaces, Type families, Function of Type Composition.

Visual Images: Functions, Categories of Visuals, Originals, Visuals on Printed page, Editing of Illustrations

Layout Planning: Thumbnail Sketches, Rough Layout, Comprehensive Layout

UNIT –III

Colour in Design: Introduction, Functions of Colour, Colour Vision. Colour Combination, Colour Schemes, Colour Perspective, Reproduction of Colour: Fake colours, Spot Colours, Process Colours

Copy for Printing: Verbal Copy,Copy Marking, Copy Fitting,Typesetting Proofreading

Visual Copy: Cropping and Scaling,,Sizing and Marking,Reproduction of Illustrations

UNIT –IV

DESKTOP PUBLISHING

Capabilities, Users of Desktop Publishing System,Equipment Required for Desktop Publishing,Features of Some Specific Software Programmes:Corel Draw,Photoshop,PageMaker,QuarkXpress

Design management: Definitions in advertising art, modern art abstract art, applied art, advertising, publicity, public relations, sale promotion, sales manager

References:

1. The Designer’s Handbook by Alistair Campbell
2. Design & Technology by Van No strand
3. Handbook of Advertising Art Production by schelmmer.
4. Art & Production by Sarkar.
5. Advertising, Art & Production by J. Nath.

B-PPT205: GRAPHIC DESIGN (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 205.1	3	3	3	3	3	3	3	3
B-PPT 205.2	3	3	3	3	3	3	3	3
B-PPT 205.3	3	3	3	3	3	3	3	3
B-PPT 205.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 205.1	3	3	3	3	3
B-PPT 205.2	3	3	3	3	3
B-PPT 205.3	3	3	3	3	3
B-PPT 205.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 205.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 205.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 205.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 205.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT206: GRAPHIC DESIGN (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits :2 Theory: 40
Internal Assessment : 10

Course objectives : This course is designed for practical understanding of graphic designing and menus, tools and its applications and production formats.

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Course Learning Outcomes:
After completing the Course, the student will be able to:
B-PPT 206.1: Understand the use of graphic elements
B-PPT 206.2: Demonstrate the concept of image retouching, smoothing.
B-PPT 206.3 Design ad banners for websites and digital campaigning banners.
B-PPT 206.4: Design different logos.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. Introduction to computers, various software used for designing purpose – Demonstration (Manipulation of same design)
2. Logo designing
3. Color wheel
4. Designing of visiting card. Letterhead,
5. Envelop, Bill form, Receipt, Invitation card, Posters,
6. Title page of a Book, Magazine Cover page.

B-PPT206: GRAPHIC DESIGN (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 206.1	3	3	3	3	3	3	3	3
B-PPT 206.2	3	3	3	3	3	3	3	3
B-PPT 206.3	3	3	3	3	3	3	3	3
B-PPT 206.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 206.1	3	3	3	3	3
B-PPT 206.2	3	3	3	3	3
B-PPT 206.3	3	3	3	3	3
B-PPT 206.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 206.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 206.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 206.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 206.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT 207: SHEET FED OFFSET TECHNOLOGY (THEORY)

Time: 3 Hrs. Total Marks: 100
Credits :4 Theory: 80
Internal Assessment : 20

Course objectives :This course is designed for theoretical understanding of Sheet fed offset machine with various components and controlling devices.

Course Outcomes: Upon successful completion of this course, the students learned about the sheet fed offset printing process and the student will be able to:
B-PPT 207.1: Know about the Sheet Fed Offset Printing Process in printing industry.
B-PPT 207.2:Develop the basic knowledge of Sheet fed Offset printing machine various mechanisms.
B-PPT 207.3 Understand the Feeding units different parts -pile table, pile board, Sucker, separator and double sheet detector,
B-PPT 207.4 Understand the Printing unit different parts- Plate cylinder, Blanket cylinder and Impression cylinder.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing short notes covering the entire syllabus. All questions carry equal marks.

Unit – I

Basic principles in planography printing:
Lithography and Offset Printing Process, History, Principle, advantages, limitations, types and their uses. Press configurations. Various Required and auxiliary elements, Requirements and Needs of production room

Unit - II

Infeed unit –
Function of feeding unit, pile table, air blast nozzles, Sucker, separator brushes & fingers. Sheet control devices-conveyor assemblies, conveyor tape, hold down rods, Sheet feeding system, Sheet register- Front lay & Side lay, Sheet detectors

Unit - III

Printing unit

Plate Cylinder- parts of plate cylinder, plate punching & mounting Blanket cylinder- Types of blanket cylinder, Care of blanket, blanket cleaning device, Impression cylinder, inking system-Introduction, types of inking system, Dampening system, Types of dampening system, Ingredients of fountain solution, Ph& Conductivity of dampening system,.

Unit - IV

Delivery unit-

Gripper, Types of gripper, Sheet transfer, Delivery unit components, Anti set-off spray equipment. Extended pile delivery, Continuous pile delivery. Pre make ready, make ready, Sheet control devices.

References:

Manual For Lithographic Press Operation - **A. S. Porter**
Modern Lithography Introduction to Printing Technology - **Hugh M Speirs**.
Sheetfed Press Operation-**GATF**.
Offset Technology – **C.S.Mishra**.
Lithographers Manual Lithographic Technology - **Erwin A Dennis, Olusegun Odesina**.

B-PPT207: SHEET FED OFFSET TECHNOLOGY (THEORY)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 207.1	3	3	3	3	3	3	3	3
B-PPT 207.2	3	3	3	3	3	3	3	3
B-PPT 207.3	3	3	3	3	3	3	3	3
B-PPT 207.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 207.1	3	3	3	3	3
B-PPT 207.2	3	3	3	3	3
B-PPT 207.3	3	3	3	3	3
B-PPT 207.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 207.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 207.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 207.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 207.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-PPT208: SHEET FED OFFSET TECHNOLOGY (PRACTICAL)

Time: 3 Hrs. Total Marks: 50
Credits :2 Practical : 40
Internal Assessment : 10

Course Objectives :This course is designed for practical demonstration of Sheet fed offset machine with various components and controlling devices.

Course Learning Outcomes: Upon successful completion of this course, the students learned about the sheet fed offset printing process and the student will be able to:
B-PPT208.1: Understand the Delivery units and different components of delivery unit.
B-PPT208.2: Develop the practical skill of Sheet fed Offset printing machine.
B-PPT208.3: Identify various printing defects
B-PPT208.4: Learn various components parts used in sheet-fed offset machine

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

LIST OF PRACTICALS

1. One colour printing.
2. Four colour printing.
3. Study of the various mechanisms.
4. Study of the fountain solution ingredients
5. Study of the lubrication system.
6. Setting the feeder, feed board, lays and delivery.
7. Identification of printing faults in the given samples-reasons and remedial actions.

B-PPT208: SHEET FED OFFSET TECHNOLOGY (PRACTICAL)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-PPT 208.1	3	3	3	3	3	3	3	3
B-PPT 208.2	3	3	3	3	3	3	3	3
B-PPT 208.3	3	3	3	3	3	3	3	3
B-PPT 208.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-PPT 208.1	3	3	3	3	3
B-PPT 208.2	3	3	3	3	3
B-PPT 208.3	3	3	3	3	3
B-PPT 208.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-PPT 208.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 208.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 208.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-PPT 208.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

Learning Outcomes-based Curriculum Framework (LOCF)

for

B.Sc. (Multimedia)

A Three Year Bachelor Degree Programme

under

Choice Based Credit System (CBCS)/Learning Outcomes-based Curriculum Framework(LOCF)

w.e.f. Academic Session 2020-21.
Eligibility : 10+2 in any discipline

Institute of Mass Communication & Media Technology
Kurukshetra University, Kurukshetra

9039

PROPOSED SCHEME FOR CHOICE BASED CREDIT SYSTEM IN B.Sc. MULTIMEDIA PROGRAMME

Semester	CORE COURSE (CC) @ 6 Credits	Ability Enhancement Compulsory Course (AECC) @ 2 Credits	Skill Enhancement Course (SEC) @ 2 Credits	Discipline Specific Elective DSE @ 6 Credits
I	CC- 1 CC- 2 CC- 3 CC- 4	(English/MIL Communication)/Environmental Studies		
II	CC- 5 CC- 6 CC- 7 CC- 8	(English/MIL Communication) / Environmental Studies, Hindi		
III	CC- 9 CC- 10 CC- 11 CC- 12		SEC-1	
IV	CC- 13 CC- 14 CC- 15 CC- 16		SEC -2	
V			SEC -3/MOOC*	DSE-1 (Elective Subject)
				DSE-2 (Elective Subject)
				DSE-3 (Elective Subject)
	Internship/Industry Training **			
VI			SEC-4	DSE-4 (Elective Subject)
				DSE-5 (Elective Subject)
				DSE-6 (Elective Subject)

AECC will be offered according to the time table adjustments in the Institute/Department.

*MOOC Course from Swayam Portal.
** SEC can be offered in 3rd/4th/5th semester according to the time table adjustments in the institute.

****Internship/Industry Training** A candidate must complete industry training of 4 to 6weeks after completion of theory examination of 4th semester. The internship report will be submitted in 5th semester.

General instructions:

- One credit equivalent to 1 hour of teaching/2 hours of Practical work

- Teaching workload will be calculated on the basis of teaching contact hours of the course
- One credit (theory /Practical) equivalent to 25 marks

Total No. of Courses, Credit and Marks

Course	No. of Courses	Credits Teaching/Week	Credits Practical/ Week	Credits Tutorials/Week	Total Credits	Marks
Core Courses	16	3x5=15 13x4=52 Total=67	13x2=26	3x1=3	15+52+26 +3=96	16x150 =2400
AECC	3	3x2=6	--	--	6	3x50=150
SEC	4	4x2=8	--	--	8	4x50 =200
DSE	6	6x4=24	6x2=12	--	24+12=36	6x150 =900
Industrial Training	--	--	--	--	2	1x50 =50
Total	**29**	**105**	**38**	**3**	**148**	**3700**

Scheme of Examination of B.Sc Multimedia under CBCS/LOCF for Institute of Mass Communication & Media Technology (IMC&MT, KUK) w.e.f. Academic Session2020-21

Semester-I

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
AECC-100	Communicative English	AECC-1	2	-	-	2	2	2	40	-	10	50	2 Hours
B-MMT 101	Art & Creativity (Theory)	CC-1	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 102	Art & Creativity (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-MMT 103	Fundamentals of Computer (Theory)	CC-2	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 104	Fundamentals of Computer (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-MMT 105	Computer Programming (Theory)	CC-3	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 106	Computer Programming (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-MMT 107	Fundamentals of Multimedia	CC-4	5	1	-	6	6	6	120	-	30	150	3 Hours
							Total Credits	**26**	**Total Marks**			**650**	

Semester-II

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
B-EVS 100	Environmental Studies	AECC-2	2	-	-	2	2	2	40	-	10	50	3 Hours
B-HIN 100	Communicative Hindi	AECC-3	2	-	-	2	2	2	40	-	10	50	2 Hours
B-MMT 201	Graphic Design (Theory)	CC-5	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 202	Graphic Design(Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-MMT 203	Audio Production (Theory)	CC-6	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 204	Audio Production (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-MMT 205	Basics of Animation	CC-7	5	1	-	6	6	6	120	-	30	150	3 Hours
B-MMT 206	Web programming using HTML (Theory)	CC-8	4	-	-	4	4	6	80	-	20	100	3 Hours
B-MMT 207	Web programming using HTML (Practical)		-	-	2	4	2		-	40	10	50	3 Hours

Total Credits	28	Total Marks	700	

List of Total Subjects in B.Sc. Multimedia:

Sr. No.	Course Type	Number of Subjects
1	CC	16
2	AECC	03
3	SEC	04
4	DSE	06
	Total	**29**

	Course Type	Number of Subjects
Semester I	CC	4
	AECC	1
Semester II	CC	4
	AECC	2
Semester III	CC	4
	SEC	1
Semester IV	CC	4
	SEC	1
Semester V	SEC	1
	DSE	3
Semester VI	SEC	1
	DSE	3
Total		**29**

List of Abbreviations

L -Lecture
T- Tutorial
P- Practical
IA – Internal Assessment
CC- Core Course
AECC- Ability Enhancement Compulsory Course
SEC- Skill Enhancement Course
DSE- Discipline Specific Elective

PROGRAMME OUTCOMES

On successful completion of the programme, the student will be able to:-

PO1 Acquire knowledge related to the discipline under study.

PO2 Communicate and reflect effectively and efficiently on the issues related to the discipline.

PO3 Exhibit the professional skills and competencies acquired during the Programme of study.

PO4 Apply the knowledge and skills acquired in planning, organizing, evaluation and decision making.

PO5 Explore, analyze and provide solutions to the problems related to the discipline and life.

PO6 Develop exposure to actual working environment leading to employability and entrepreneurship.

PO7 Exhibit scientific & research capabilities in academic, professional and general life pursuits.

PO8 Recognize, appreciate and follow ethical issues relating to the discipline and society.

Programme Specific Outcomes:

After completion of under graduate programme in Multimedia, the learner will be able to :

PSO1 Acquire fundamental knowledge of the field of multimedia as a mass communication tool.

PSO2 Analyze usage/applications of the multimedia components in various real life situations.

PSO3 Develop competency for employability and entrepreneurship by practicing techniques and tools for creating interactive multimedia applications.

PSO4 Demonstrate both theoretical and practical aspects in designing multimedia applications.

PSO5 Create interface between teacher and learner using new media tools in the virtual learning /e-learning systems.

AECC-100: Communicative English

Time:2 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course objectives: The paper is designed to enhance proficiency in English Language. It seeks to develop the basics of English Language through different modules. Each unit will enable and capacitate the learner to have communication competence which is required in the present-day world. The basic knowledge of communication will enable the learners to share and enliven ideas, experience and know-how ubiquitous in the world.

Course Learning Outcomes:
After completing the Course, the student will be able to:
AECC 100.1:Learn the rhetorics of presentation
AECC 100.2: Learn, comment and respond to correspondence .
AECC 100.3: Learn the basics of grammar and composition.
AECC 100.4: Acquaint with verbal and non-verbal communication.

Note : All questions are compulsory.

Q.1. The paper setter will set two question from unit-II. The student shall attempt one out of the given two. (10)

Q.2. This question shall be based on unit-III. The student shall attempt one out of the given two. (10)

Q.3. There will be 25 grammatical items based on unit-IV. The student shall attempt any 20 items. (10)

Internal Assessment: The students shall be required to make presentation /PPT based on unit-I.

Unit-I

Listening and Speaking skills

Listening skills (Active-passive, Accent)
Speaking Skills (Accent, Stress ,Intonation, Assertion, Rhetorical questions, Pause, Pitch)
Oral presentation, Debates, Elocution and Extempore

Unit-II

Writing skills

Report writing
Paragraph writing
Letter writing

Unit-III

Technical and Modern communication

Resume writing
E-mail
Blogs and comments on social media

Unit-IV

Grammar

Noun, Pronoun, Verb, Adverb, Adjective, Preposition, Conjunction and their uses
Common errors in the use of English (Noun ,Pronoun, Adjective, Adverb, Conjunctions)
Correct use of verbs and Articles
Vocabulary: Homonyms, Homophones, Pair of words

References:

- Communicative English, Dr. Jimmy Sharma, Arihant Parkashan Pvt. Ltd.
- Strengthen Your English, Bhaskaran and Horsburgh, Oxford University Press
- Basic Communication Skills for Technology, and area J Rutherfoord, Pearson Education Asia.
- Murphy's English Grammar with CD, Murphy, Cambridge University Press
- English Skills for Technical Students by Orient Longman
- Everyday Dialogues in English by Robert J. Dixson, Prentice-Hall of India Ltd., 2006.

AECC-100: Communicative English

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
AECC 100.1	2	2	2	2	2	2	2	2
AECC 100.2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
AECC 100.1	2	2	2	2	2
AECC 100.2	2	2	2	2	2
AECC 100.3	2	2	2	2	2
AECC 100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
AECC 100.1	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.2	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2	2	2	2	2	2

B-MMT 101: Art & Creativity (Theory)

Time:3 Hrs.
Credits: 4

Total Marks: 100
Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of aesthetics of arts and creating sense of creativity, colours, and design for making artistic content for multimedia composition.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 101.1: Understand art aesthetics including Indian concept of aesthetics.
B-MMT 101.2: Acquire skills to create interesting and interactive components for multimedia.
B-MMT 101.3: Develop the capacities to design, assess, enact with creative projects.
B-MMT 101.4: Develop the ability to link art theory with using creative practices.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Art: Meaning and Definition of Art
Indian Aesthetics : Ras, Bhav, shadaang, Auchitya, Alankaar, Rasa Nispatti
Elements of Art: Point, Line, Form, Shape, Space, Colour, Texture, Value
Understanding of Light and Shadow
Perception of Color and Color Wheel

Unit II

Principles of Art: Balance, Rhythm, Harmony, Contrast, Proportion, Dominance, Unity
Perspectives on the Creative Process
Landscapes and Composition
Technique of different Art styles: Watercolor, Acrylic painting, pencil color, spray painting, pastel color

Unit –III

Design: concept, 2D shape design,
Character Designing: Creating appealing characters with a distinctive personality, creating a range of characters that work together as a “Cast”
Typography and its types
Calligraphy

Unit IV

Music Theory: History of Indian Music, Vedic Period to 12th century, general discussion on the sangeet, swar, saptak, shruti, thath, raag. naad, gamak, taan and alankar

Chord Progression: basic theory of chords, uses of chords and application of chords for music production

Learn to make chords from ten (10) Thath to all scales

References:

- Jansen, Charles R. *Studying Art History*, Prentice Hall Engle word cliffs, M.J.07632, 1986
- Dhawan, A. K., Dhawan's *Hand Book of History of Art*, Tip Top Trading Co., B-N-1076, HenrySally, *Clay Modeling*,2008
- Huguette Kirby, *Crafts from Modeling Clay*,2006
- Ghertner, ed. *Layout and Composition for Animation*, Focal Press, New York Dennis, H.J., *Elementary Perspective*, BailliereTindall and Cox,
- Ghertner, ed. *Layout and Composition for Animation*, Focal Press, New York
- Srivastav, Harish Chandra, *Raag Paricha;* Sangeet Sadan Prakash*;1971*
- Fox, Dan; *Chord Progression theory and practice;*Alfred Music*;2013*

B-MMT 101: Art & Creativity (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 101.1	3	3	3	3	3	3	3	3
B-MMT 101.2	2	3	3	2	3	3	3	3
B-MMT 101.3	3	2	3	3	3	3	3	3
B-MMT 101.4	3	3	3	3	2	3	3	3
Average	2.75	2.75	3	3	2.75	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 101.1	3	3	3	3	3
B-MMT 101.2	3	3	3	3	3
B-MMT 101.3	3	3	2	3	2
B-MMT 101.4	3	3	3	3	3
Average	3	3	2.75	3	2.75

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 101.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 101.2	2	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 101.3	3	2	3	3	3	3	3	3	3	3	2	3	2
B-MMT 101.4	3	3	3	3	2	3	3	3	3	3	3	3	3
Average	2.75	2.75	3	3	2.75	3	3	3	3	3	2.75	3	2.75

B-MMT 102: Art & Creativity (Practical)

Time:3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of arts and creating sense towards creativity and design for making artistic contents for multimedia composition.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 102.1: Understand Drawing anatomy and Pencil shading techniques.
B-MMT 102.2: Understand various 2D design patterns
B-MMT 102.3: Demonstrate about 3D textures
B-MMT 102.4: Identify and produce different styles of calligraphy

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Drawing anatomy
Pencil shading techniques
Analogous Colors and Color Wheel
Composition in Art
Landscape drawing
Cartoon character sketch
Patterns and 2D design
Textures and 3D design
Calligraphy
living and non living objects.
Basic concepts in music – pitch, melody, harmony, rhym. ,
Types of musical instruments– string, wind
Percussion and electronic instruments
Indian Classical Music
Western Music: orchestra, instrumentation. Form – song, concerto, symphony, sonata, opera, dance, music
Jazz, country music, rock and roll, blues and heavy metal – Indian Film Music

B-MMT 102: Art & Creativity (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 102.1	3	3	3	3	2	3	2	3
B-MMT 102.2	3	3	3	3	2	3	2	2
B-MMT 102.3	3	2	3	3	3	3	2	2
B-MMT 102.4	3	3	3	3	2	3	2	2
Average	3	2.75	3	3	2.25	3	2	2.25

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 102.1	3	2	3	3	3
B-MMT 102.2	3	2	3	3	3
B-MMT 102.3	3	2	3	3	3
B-MMT 102.4	3	2	2	3	3
Average	3	2	2.75	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 102.1	3	3	3	3	2	3	2	3	3	2	3	3	3
B-MMT 102.2	3	3	3	3	2	3	2	2	3	2	3	3	3
B-MMT 102.3	3	2	3	3	3	3	2	2	3	2	3	3	3
B-MMT 102.4	3	3	3	3	2	3	2	2	3	2	2	3	3
Average	3	2.75	3	3	2.25	3	2	2.25	3	2	2.75	3	3

B-MMT 103: Fundamentals of Computer (Theory)

Time: 3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of computer system and its components, functioning and its application software exposure.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 103.1: Understand the basic knowledge of computer system.
B-MMT 103.2: Know about the functioning of different parts of computer.
B-MMT 103.3 Understand the basic concept of Internet and computer networks .
B-MMT 103.4: Understand the basics of Application Software.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit - I

Computer- Origin, Evolution and Generation of Computer
Types of Computer
Basic Components of a Computer- Input Devices, Output Devices, Storage Devices
Introduction to Software
Types of Software - System software, Application software
Introduction of Windows and its various versions

Unit- II

Introduction to Internet and Its applications
Browser, Search Engine, FTP, URL
Email and Blog
Introduction to Network- LAN, WAN, MAN,
Network Topologies - Ring, Bus, Star, Mesh and Tree topologies
Hardware requirements for Network

Unit - III

Introduction to MS Word and its uses
Various Menus, Toolbars & Buttons
Paragraph and Page Formatting
Creation & Working with Tables, Mail Merge

Unit - IV

Introduction to MS Excel and its uses
Creating Spreadsheet
Creating Tables and Charts
Use of basic arithmetic formulas
Introduction to MS PowerPoint and its uses
Creating a New Presentation
Slide transition and Custom Animation

References:

- Ram, B. 4th ed New Age; ***Computer Fundamentals: Architecture & Organization*** Sinha, P. K. BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
- Sinha, P. K/ Sinha, P. 3rd ed BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
  Data Communications and Networking b**y** Behrouz A. Forouzan, Sophia Chung Fegan; Published by Huga Media.2011
- **Goel, Anita Pearson;** *Computer Fundamentals*

B-MMT 103: Fundamentals of Computer (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 103.1	3	3	3	3	3	3	3	3
B-MMT 103.2	3	3	3	3	3	3	3	3
B-MMT 103.3	3	3	3	3	3	3	3	3
B-MMT 104.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 103.1	3	3	3	3	3
B-MMT 103.2	3	3	3	3	3
B-MMT 103.3	3	3	3	3	3
B-MMT 103.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 103.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 103.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 103.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 103.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-MMT 104: Fundamentals of Computer (Practical)

Time: 3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of commonly used application software and its functioning to the students.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 104.1: Use MS-Word
B-MMT 104.2: Use MS-Excel
B-MMT 104.3: Use Powerpoint
B-MMT 104.4: Create Email account, compose & send emails for personal and professional communication.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
To create a new document, save, open an existing document
Typing and editing texts in a document (*.doc) file.
Apply formats on Texts like Bold, Italics, Underline, font type, colour and size etc.
Apply features like bullet, numbering, breaks, hyphenation
Indentation, leading and kerning using space bar and TAB
Insert images, symbols and mathematical equations
Create and manipulate tables.
Page layout, Page Setup, Paragraph setting
Page Break, Page Numbering, Find & Replace Text, Header & Footer
Designing Resume, timetable of a class, mail merge
Print a document
Create a Spread Sheet, Cell formatting, Basic arithmetic formulas, Freeze Pane and Sort & Filter, Inserting the chart
Basic operations of Power point, Create PPT and inset and delete slides.
Use of Mater Slide in Presentation.
Apply basic formatting features in presentation like font, font size, font colour, text fill, spacing and line spacing Formatting text boxes, word arts, styles bullet and numbering.
Working with drawing tools, Applying shape or picture styles, Applying object borders, object fill, object effects
Adding slide transition, animation effect, adding custom animation
Working with video, Link to video and sound files.
Creating Email- composing and sending a mail, attachment a file, forwarding the email, changing and setting the password

B-MMT 104: Fundamentals of Computer (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 104.1	3	3	3	3	2	3	3	3
B-MMT 104.2	3	3	3	3	2	3	3	3
B-MMT 104.3	3	3	3	3	2	3	3	3
B-MMT 104.4	3	3	3	3	2	3	3	3
Average	3	3	3	3	2	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 104.1	3	3	3	3	3
B-MMT 104.2	3	3	3	3	3
B-MMT 104.3	3	3	3	3	3
B-MMT 104.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 104.1	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 104.2	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 104.3	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 104.4	3	3	3	3	2	3	3	3	3	3	3	3	3
Average	3	3	3	3	2	3	3	3	3	3	3	3	3

B-MMT 105: Computer Programming (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of computer programming terms and concepts for creating an interface between a computer system and users.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 105.1: Understand the keywords and syntax of C programming.
B-MMT 105.2: Write the C code for a given algorithm.
B-MMT 105.3: Understand and trace the execution of programs written in C language.
B-MMT 105.4: Write program that perform operations using various data types.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

C fundamentals: Problem definition, algorithms, flow charts and their symbols Variables, C Expressions, C Tokens, Constant
Data Types
Standard library: Input / output

Unit-II

Operator and Expressions: Precedence of Arithmetic Operations,
Type Conversion in Expression, Operator Precedence & Associability
Managing Input and Output Operations
Decision Making Statements

Unit-III

Array: One Dimensional Array, Declaration and Initialization of One Dimensional Array, Two Dimensional Array, Multi-dimensional Array
String: Declaring and Initializing Variables, String Handling Functions,

Unit-IV

Functions: Definition of Functions, Elements of user Defined functions,
Return values and their types, Function calls, Function Declaration, Recursion
Structures and Union: Defining structures, declaring structure variables,
Accessing Structure variables, Structure initialization, union

References:

- *Kernighan, Brian; Ritchie, Dennis (1988). The C Programming Language (2 ed.). Prentice Hall.*
- *Plauger, P.J. (1992). The Standard C Library (1 ed.). Prentice Hall.*
- *Banahan, M.; Brady, D.; Doran, M. (1991). The C Book: Featuring the ANSI C Standard (2 ed.). Addison-Wesley.*
- *Harbison, Samuel; Steele Jr, Guy (2002). C: A Reference Manual (5 ed.). Pearson.*
- *King, K.N. (2008). C Programming: A Modern Approach (2 ed.). W. W. Norton.*

B-MMT 105: Computer Programming (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 105.1	3	3	3	3	3	3	3	3
B-MMT 105.2	3	2	3	3	3	3	3	2
B-MMT 105.3	3	3	2	3	3	3	3	2
B-MMT 105.4	3	2	3	3	2	2	2	2
Average	3	2.5	2.75	3	2.75	2.75	2.75	2.25

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 105.1	3	2	3	3	2
B-MMT 105.2	3	2	3	3	2
B-MMT 105.3	3	2	3	3	2
B-MMT 105.4	3	2	3	3	2
Average	3	2	3	3	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 105.1	3	3	3	3	3	3	3	3	3	2	3	3	2
B-MMT 105.2	3	2	3	3	3	3	3	2	3	2	3	3	2
B-MMT 105.3	3	3	2	3	3	3	3	2	3	2	3	3	2
B-MMT 105.4	3	2	3	3	2	2	2	2	3	2	3	3	2
Average	3	2.5	2.75	3	2.75	2.75	2.75	2.25	3	2	3	3	2

B-MMT 106: Computer Programming (Practical)

Time: 3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for those who want to advance structured and procedural understanding and to improve c programming skills.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 106.1: Implement the algorithms and draw flowcharts.
B-MMT 106.2: Demonstrate an understanding of computer programming language concepts
B-MMT 106.3: Define data types and use them.
B-MMT 106.4: Use the concepts of arrays, functions and structure.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Sum of three Number
Simple interest
Find Even/odd number
Largest among two numbers
Largest among three number using control statement
Fibonacci Series.
Prime number
Factorial.
Sum of Digits.
Reverse Number.
Swap two numbers
Table of a number
Create and initialize array
Create student records using structure and union.

B-MMT 106: Computer Programming (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 106.1	3	3	3	3	3	3	3	3
B-MMT 106.2	3	2	3	3	3	3	3	2
B-MMT 106.3	3	3	2	3	3	3	3	2
B-MMT 106.4	3	2	3	3	2	2	2	2
Average	3	2.5	2.75	3	2.75	2.75	2.75	2.25

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 106.1	3	2	3	3	2
B-MMT 106.2	3	2	3	3	2
B-MMT 106.3	3	2	3	3	2
B-MMT 106.4	3	2	3	3	2
Average	3	2	3	3	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 106.1	3	3	3	3	3	3	3	3	3	2	3	3	2
B-MMT 106.2	3	2	3	3	3	3	3	2	3	2	3	3	2
B-MMT 106.3	3	3	2	3	3	3	3	2	3	2	3	3	2
B-MMT 106.4	3	2	3	3	2	2	2	2	3	2	3	3	2
Average	3	2.5	2.75	3	2.75	2.75	2.75	2.25	3	2	3	3	2

B-MMT 107: Fundamentals of Multimedia

Time: 3 Hrs. Total Marks: 150
Credits: 6 Theory: 120
Internal assessment: 30

Course objectives: This course aims to introduce the fundamental elements of multimedia. The emphasis will be on learning the representations, perceptions and applications of multimedia.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 107.1 Understand the basic concepts of Multimedia.
B-MMT 107.2 Differentiate the various features and capabilities of different application software.
B-MMT 107.3 Communicate ideas and concepts by using the multimedia.
B-MMT 107.4 Identify and describe the function of the general skill sets in the multimedia industry.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Introduction to multimedia
Key elements of multimedia: text, audio, video, graphics, animation
Hardware and software requirements for multimedia
Multimedia equipments
Applications of multimedia

Unit-II

Desktop publishing
Basic design concepts
User interface design
Hypermedia authoring concepts

Unit-III

Process of multimedia production
Various file formats of text, audio, video, graphics and animation
File compression techniques
Creating web based multimedia

Unit-IV

Introduction to animation
Basic audio and video integration techniques
Animation effects
Production process of animation

References:

- Multimedia Basics, Volume 1 by Andreas Holzinger, Firewall Media.
- Fundamentals of Multimedia, Ze-Nian Li, Mark S. Drew, Pearson Prentice Hall, 2004
- Multimedia Basics, Suzanne Weixel, Jennifer Fulton, Karl Barksdale, Cheryl Morse, Bryan Morse, Thomson/Course Technology
- Malik and Agarwal, S. and A. (October 2012). "Use of Multimedia as a New Educational Technology Tool–A Study"(PDF). *International Journal of Information and Education Technology*.

B-MMT 107: Fundamentals of Multimedia

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 107.1	3	3	3	3	3	3	3	3
B-MMT 107.2	3	3	3	3	3	3	3	3
B-MMT 107.3	3	3	3	3	3	3	3	3
B-MMT 107.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 107.1	3	3	3	3	3
B-MMT 107.2	3	3	3	3	3
B-MMT 107.3	3	3	3	3	3
B-MMT 107.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 107.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 107.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 107.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 107.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-EVS 100 : Environment Studies

Time: 3 Hrs.
Credits: 2

Total Marks: 50
Theory: 40
Internal Assessment: 10

Scheme of paper: Total number of questions will be nine. Students have to attempt five questions in all. Questions no. 1 is compulsory. All questions carry equal marks. Each question is of 8 marks.

Course objectives: The aim of this course is to aware the students about the environmental problems and current global issues related to environment. It provides knowledge about the topics like ecosystem and biodiversity and develops interest in the students about their role in conservation of environment and reducing pollution and waste generation in their surroundings. By understanding the environmental problems, their causes and solutions, the students can apply it to their daily lives also.

Course Outcomes:

COs	On successful completion of the course, the students will be able to:
1	Understand the definition of environmental studies, its scope and importance in the conservation of environment.
2	Understand the concept of ecosystem and different types of natural and artificial ecosystems in the world, the biogeochemical cycling and energy flow in an ecosystem.
3	Describe the various renewable and non-renewable natural resources and their over-exploitation due to increasing demands of rising population.
4	Become aware about our biodiversity, its importance and the various threats that are a problem for the biodiversity. They will understand the endangered species and their conservation measures that are needed to be adopted at different levels.
5	Have understanding about the types of pollution and how to reduce those pollution levels in air, soil, water, land and from marine bodies as well. They will develop interest in reducing the solid waste generation as well as its management at household level.

6	Gain knowledge of various global environmental issues like climate change, global warming and ozone depletion and also about different environmental laws implemented to conserve the environment.
7	Explain the concept of population growth and drug abuse.

Unit 1: Introduction to environmental studies

Multidisciplinary nature of environmental studies;

Scope and importance; Concept of sustainability and sustainable development. (2 lectures)

Unit 2: Ecosystems

What is an ecosystem? Structure and function of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession.

Case studies of the following ecosystems :

a) Forestecosystem
b) Grasslandecosystem
c) Desertecosystem
d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) (6 lectures)

Unit 3: Natural Resources: Renewable and Non-renewable Resources

Land resources and landuse change; Land degradation, soil erosion and desertification.

Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations.

Water: Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water (international & inter-state).

Energy resources: Renewable and non renewable energy sources, use of alternate energy sources, growing energy needs, case studies. (8 lectures)

Unit 4: Biodiversity and Conservation

Levels of biological diversity: genetic, species and ecosystem diversity; Biogeographic zones of India; Biodiversity patterns and global biodiversity hot spots

India as a mega-biodiversity nation; Endangered and endemic species of India

Threats to biodiversity : Habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity : In-situ and Ex-situ conservation of biodiversity.

Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

(8 lectures)

Unit 5 : Environmental Pollution

Environmental pollution: types, causes, effects and controls; Air, water, soil and noise pollution

Nuclear hazards and human health risks

Solid waste management: Control measures of urban and industrial waste.

Pollution case studies. (8 lectures)

Unit 6 : Environmental Policies & Practices

Climate change, global warming, ozone layer depletion, acid rain and impacts on human communities and agriculture

Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD).

Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian context.

(7 lectures)

Unit 7: Human Communities and the Environment

Human population growth: Impacts on environment, human health and welfare.

Resettlement and rehabilitation of project affected persons; case studies.

Disaster management: floods, earthquake, cyclones and landslides.

Environmental movements: Chipko, Silent valley, Bishnois of Rajasthan.

Environmental ethics: Role of Indian and other religions and cultures in environmental conservation.

Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi)

Drugs and their effects; Useful and harmful drugs; Use and abuse of drugs; Stimulant and depressant drugs. Concept of drug de-addiction. Legal position on drugs and laws related to drugs.

(6 lectures)

Unit 8: Field work

Visit to an area to document environmental assets: river/ forest/ flora/fauna, etc.

Visit to a local polluted site-Urban/Rural/Industrial/Agricultural.

Study of common plants, insects, birds and basic principles of identification.

Study of simple ecosystems-pond, river, Delhi Ridge, etc.

(Equal to 5 lectures)

Suggested Readings:

1) Carson, R. 2002. Silent Spring. Houghton MifflinHarcourt.
2) Gadgil,M.,&Guha,R.1993.ThisFissuredLand:AnEcologicalHistoryofIndia.Univ.ofCalifor niaPress.
3) Gleeson, B. and Low, N. (eds.) 1999. Global Ethics and Environment, London,Routledge.
4) Gleick,P.H.1993.WaterinCrisis.PacificInstituteforStudiesinDev.,Environment&S ecurity. Stockholm Env. Institute, Oxford Univ.Press.
5) Groom, Martha J., Gary K. Meffe, and Carl Ronald Carroll. Principles of Conservation Biology. Sunderland: Sinauer Associates,2006.
6) Grumbine,R.Edward,andPandit,M.K.2013.Threats fromIndia's Himalayadams.Science,339:36-37.
7) McCully, P. 1996. Rivers no more: the environmental effects of dams (pp. 29-64). ZedBooks.
8) McNeill,JohnR.2000.SomethingNewUndertheSun:AnEnvironmentalHistoryoftheTw entieth Century.
9) Odum, E.P., Odum, H.T. & Andrews, J. 1971. Fundamentals of Ecology. Philadelphia:Saunders.
10) Pepper, I.L., Gerba, C.P. & Brusseau, M.L. 2011. Environmental and Pollution Science.Academic Press.
11) Rao, M.N. & Datta, A.K. 1987. Waste Water Treatment. Oxford and IBH Publishing Co. Pvt. Ltd.
12) 12.Raven, P.H., Hassenzahl, D.M. & Berg, L.R. 2012. Environment. 8th edition. John Wiley & Sons.
13) Rosencranz,A.,Divan,S.,&Noble,M.L.2001.EnvironmentallawandpolicyinIndia.Tripat hi1992.
14) Sengupta, R. 2003. Ecology and economics: An approach to sustainable development.OUP.
15) Singh, J.S., Singh, S.P. and Gupta, S.R. 2014. Ecology, Environmental Science and Conservation. S. Chand Publishing, NewDelhi.
16) Sodhi,N.S.,Gibson,L.&Raven,P.H.(eds).2013.ConservationBiology:VoicesfromtheTro pics.John Wiley &Sons.
17) Thapar, V. 1998. Land of the Tiger: A Natural History of the Indian Subcontinent.
18) Warren, C. E. 1971. Biology and Water Pollution Control. WBSaunders.
19) Wilson, E. O. 2006. The Creation: An appeal to save life on earth. New York:Norton.
20) World Commission on Environment and Development. 1987. Our Common Future. OxfordUniversity

B-HIN 100 : Communicative Hindi

Time: 2 Hrs. Total Marks: 50
Credits: 2 Theory: 40
Internal assessment: 10

Course Objectives: The Paper is designed to enhance proficiency in Hindi Language. It seeks to develop the basic of Hindi Language through different modules. Each unit will enable the learner to have the communication in Hindi and to share and express ideas and experiences.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-HIN 100.1: Develop the knowledge of basics of Hindi language.
B-HIN 100.2: Improve vocabulary in Hindi language.
B-HIN 100.3: : Inculcate the knowledge of grammar in Hindi language
B-HIN 100.4: Learn correct uses of Hindi language in media writing

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

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Hkk"kk rFkk lekt dk ikjLifjd vUrj&lc/k
fgUnh Hkk"kk dk bfrgkl ,o vk/kfud Áofr;kA

bdkb ½2½

Á;ktu eyd fgUnh % fo'k"krk, ,o vko';drk
fgUnh Hkk"kk dh Áe[k ckyh ,o egÙo
tUklpkj ek/;e vkj fgUnh Hkk"kk A
fgUnh Hkk"kk ,o {k=h; ÁHkko
fgUnh lkfgR; y[ku d Ádkj ,o mi;kfxrkA

bdkb ¼3½

fgUnh 0;kdj.k % 'kCn d :i] Hkn vkj okD; jpuk
Loj] 0;tu vkj v{kj dk vH;kl ,o egÙoA
Hkk"kk mPpkj.k ,o oruh dk vH;kl
i;k;okph] foyke] lekukFkh] vudkFkh 'kCn
fgUnh dh Á;kxkred =fV;k

bdkb ¼4½

efnr ek/;e vkj fgUnh Hkk"kk] lekpkj y[ku
jfM;k dh Hkk"kk ,o y[kuA
Vyhfotu dh Hkk"kk vkj y[ku
foKkiu dh Hkk"kk vkj y[ku
Lkk'ky ehfM;k dh Hkk"kk vkj y[kuA

vH;kl

lekpkj y[ku] :id y[ku] dl'ku y[ku

ftxy y[ku] lekpkj okpu ,o ,dfjx

Lykxu y[ku] Cykx jkbfVx

lnHk %

- HkkfV;k] M, dyk'kpUn] vuokndyk] fl)kr vkj ç;kx] r{kf'kyk çdk'ku] ub fnYyh
- 'kek] j?kuUnu çlkn] ç;ktu eyd fgUnh] fl)kr vkj 0;ogkj] fo'ofo|ky; çdk'ku] okjk.klhA
- v¸;j] fo'oukFk] vuokn dyk] çHkkr çdk'ku] fnYyh
- frokjh] HkkykukFk] fgUnh Hkk"kk dh lkekftd Hkfedk] nf{k.k Hkkjr fgUnh çpkj lfefr] eækl
- >kYV] M,- nxy] ç;ktueyd fgUnh fl)kr vkj ç;kx] ok.kh çdk'ku] ub fnYyh
- xknj] M,- foukn] ç;ktu eyd fgUnh] ok.kh çdk'ku] ub fnYyh
- jk.kk] egUæ flg] ç;ktu eyd fgUnh d vk/kfud vk;ke] g"k çdk'ku] vkxjk
- dekj pn] tulpkj ek/;ek e fgUnh] Dykfldy ifCyf'kx dEiuh] fnYyh

B-HIN100 : Communicative Hindi

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-HIN100.1	3	3	3	3	2	2	2	3
B-HIN100.2	3	3	3	3	2	2	2	3
B-HIN100.3	3	3	3	3	2	2	2	3
B-HIN100.4	3	3	3	3	2	2	2	3
Average	3	3	3	3	2	2	2	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-HIN100.1	2	2	2	2	2
B-HIN100.2	2	2	2	2	2
B-HIN100.3	2	2	2	2	2
B-HIN100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-HIN100.1	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.2	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.3	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.4	3	3	3	3	2	2	2	3	2	2	2	2	2
Average	3	3	3	3	2	2	2	3	2	2	2	2	2

B-MMT 201: Graphic Design (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal assessment: 20

Course Objectives: This course is designed for thorough understanding of computer graphic designing software concepts and their user interface and for learning the graphic tools using that interface.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 201.1: Understand the basic concepts of graphic elements
B-MMT 201.2: Know the functioning of basic colour aesthetics
B-MMT 201.3: : Develop the capacities to elaborate the process of graphic design
B-MMT 201.4: Develop ability to design various real world graphic applications.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Introduction to graphics, tools of graphics
Uses & Types of graphics
Meaning, definition, Elements and principles of graphic design
Study of vector images- its advantage and application areas,
Difference between vector and raster images

Unit-II

Introduction to Photoshop Tools and Menus
Layers and blending modes
Color theory; saturation, tint, shades, tones
Color modes, editing a Swatch, using patterns,
Working with brushes

Unit-III

Working with texts: Threading text, using text effects and styles, wrapping text
Introduction to Logo: types, elements and purpose of logo
Process of logo designing
Introduction to poster and types

Unit-IV

Social media posts:
Pamphlets, ad banners,
Designing Photo Collage, Black & White images to Color
WebBanner with different sizes for Websites

Facebook covers, Magazine covers designing
E-mailers design

References:

- Computer Graphics, C Version By Hearn & Becker, Pearson Education, India
- Computer Graphics by Sinha & Udai, Tata McGraw Hill, India
- Fundamentals of Computer Graphics By Peter Shirley, Michael Ashikhmin, Steve Marschner, CRC Press
- Fundamentals of Computer Graphics And Multimedia by D. P. Mukherjee, PHI Learning Pvt. Ltd.
- Graphic Designers : Occupational Outlook Handbook:U.S. Bureau of Labor Statistics

B-MMT 201: Graphic Design (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 201.1	3	3	3	3	3	3	3	3
B-MMT 201.2	3	3	3	3	3	3	3	3
B-MMT 201.3	3	3	3	3	3	3	3	3
B-MMT 201.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 201.1	3	3	3	3	3
B-MMT 201.2	3	3	3	3	3
B-MMT 201.3	3	3	3	3	3
B-MMT 201.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 201.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 201.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 201.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 201.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-MMT 202: Graphics Design (Practical)

Time:3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of graphic designing and menus, tools and its applications and production formats.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 202.1: Make use of graphic elements
B-MMT 202.2: Demonstrate the concept of image retouching, smoothing.
B-MMT 202.3: Design ad banners for websites and digital campaigning banners.
B-MMT 202.4: Design different logos.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Selection and cutting of objects
Creating backgrounds and textures
Image retouching, Smoothing skin & wrinkles
Photo Manipulation
Working with texts and paragraph styles
Creating of logo
Working with colours
Designing ad banners for websites
Creating digital campaigning banners

B-MMT 202: Graphic Design (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 202.1	3	3	3	3	3	3	3	3
B-MMT 202.2	3	3	3	3	3	3	3	3
B-MMT 202.3	3	3	3	3	3	3	3	3
B-MMT 202.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 202.1	3	3	3	3	3
B-MMT 202.2	3	3	3	3	3
B-MMT 202.3	3	3	3	3	3
B-MMT 202.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 202.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 202.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 202.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 202.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-MMT 203: Audio Production (Theory)

Time: 3 Hrs.
Credits: 4

Total Marks: 100
Theory: 80
Internal assessment: 20

Course Objectives: This course is designed for the understanding of sound engineering concepts, audio recording and editing console and its work flow and reproduction formats..

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 203.1: Understand the principles of editing and enhancing film sound.
B-MMT 203.2: Identify the different stages of sound production.
B-MMT 203.3: Discuss the strategies used for the editing of audio production.
B-MMT 203.4: Demonstrate the initial steps to set up a control room mixing board for a multitrack.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit I

Principles of Sound- Quality, Intensity, Frequency, Noise, Amplitude, Velocity

Audio Equipments- Microphones, Monitors, MIDI, Audio Sound Card, Headphones, Signal Processing, Mixing Console

Unit II

Sound Interface: Panel, Track & Edit, Channel Setting, Tools, Snap Functioning, VST Fundamentals, Key Editor, Inspector Window, Zones, Strategies in Designing Sound

Unit III

Mix Console Fundamentals: Chords & Scale, Beat Designing, Uses of Automation, MIDI Programming, Layering and Arrangement, Equalization, Compressor, Understanding Frequency Bands

Unit IV

Audio Channel Output - Mono, Stereo, Dolby, Surround, Woofer, Tutor

Creative Uses of Sound - Studio, Live Speech, Music, Live Show, Interview, Audio Editing, Dubbing

Sound Isolation, Room Dimension, Acoustic Treatment, Control Room Design

References:

- Senior, Mike; Mixing Secrets for the Small Studio (2nd Edition), Published by Focal Press, a division of Taylor & Francis, ISBN 978-1-13-855637-9
- Cook, Frank D.; Cubase 101; Music Production with Cubase 10, Hal Leonard, 2019
- Kaye, Deena; Lebrecht, James (1992). Sound and Music For The Theatre. Back Stage Books, an imprint of Watson-Guptill Publications.

B-MMT 203: Audio Production (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 203.1	3	3	3	3	2	3	3	3
B-MMT 203.2	3	3	3	3	2	3	3	3
B-MMT 203.3	3	3	3	3	3	3	3	3
B-MMT 203.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	2.5	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 203.1	3	3	3	3	3
B-MMT 203.2	3	3	3	3	3
B-MMT 203.3	3	3	3	3	3
B-MMT 203.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 203.1	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 203.2	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 203.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 203.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	2.5	3	3	3	3	3	3	3	3

B-MMT-204: Audio Production (Practical)

Time: 3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of audio recording and editing console and its work flow and reproduction formats.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 204.1 Design sound for the production.
B-MMT 204.2: Work on different stages of sound production.
B-MMT 204.3 Edit and amplify sound.
B-MMT 204.4 Add the special effect to the sound.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Dubbing – narration, commentary
Dubbing and multi-track recording
Multi track dubbing
Multi-track FX recording
Re-recording and final mix
FX- pre-mixing, BGM mixing
Multi track FX mixing and multitrack BGM mixing
Final mixing and Mastering Multi track voice levelling with mixing
multi track FX mixing
Multi track BGM mixing, Bouncing and Mastering

B-MMT 204: Audio Production (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 204.1	3	3	3	3	2	3	3	3
B-MMT 204.2	3	3	3	3	2	3	3	3
B-MMT 204.3	3	3	3	3	3	3	3	3
B-MMT 204.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	2.5	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 204.1	3	3	3	3	3
B-MMT 204.2	3	3	3	3	3
B-MMT 204.3	3	3	3	3	3
B-MMT 204.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 204.1	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 204.2	3	3	3	3	2	3	3	3	3	3	3	3	3
B-MMT 204.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 204.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	2.5	3	3	3	3	3	3	3	3

B-MMT 205: Basics of Animation (Theory)

Time: 3 Hrs.
Credits: 6

Total Marks: 150
Theory: 120
Internal assessment: 30

Course Objectives: This course is designed to teach the students very fundamentals of Animation. They will get to learn all the principles which will help them to learn and understand how actual animation works

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 205.1: Familiarize with various approaches, methods and techniques of Animation Technology.
B-MMT 205.2: Explore different approaches in computer animation.
B-MMT 205.3: Get knowledge about Flipbook, Storyboarding.
B-MMT 205.4: Get knowledge about production stages of animation.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit I

Principles of Sound- Quality, Intensity, Frequency, Noise, Amplitude, Velocity

Audio Equipments- Microphones, Monitors, MIDI, Audio Sound Card, Headphones, Signal Processing, Mixing Console

Unit II

Sound Interface: Panel, Track & Edit, Channel Setting, Tools, Snap Functioning, VST Fundamentals, Key Editor, Inspector Window, Zones, Strategies in Designing Sound

Unit III

Mix Console Fundamentals: Chords & Scale, Beat Designing, Uses of Automation, MIDI Programming, Layering and Arrangement, Equalization, Compressor, Understanding Frequency Bands

Unit IV

Audio Channel Output - Mono, Stereo, Dolby, Surround, Woofer, Tutor

Creative Uses of Sound - Studio, Live Speech, Music, Live Show, Interview, Audio Editing, Dubbing

Sound Isolation, Room Dimension, Acoustic Treatment, Control Room Design

B-MMT 205: Basics of Animation (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 205.1	3	3	3	3	3	3	3	3
B-MMT 205.2	3	3	3	3	3	3	3	3
B-MMT 205.3	3	3	3	3	3	3	3	3
B-MMT 205.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 205.1	3	3	3	3	3
B-MMT 205.2	3	3	3	3	3
B-MMT 205.3	3	3	3	3	3
B-MMT 205.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 205.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 205.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 205.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 205.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-MMT 206: Web Programming using HTML (Theory)

Time: 3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal assessment: 20

Course Objectives: This course is designed for understanding the process of static website making and creating software application tools like lists, tables, hyperlinks etc. using html tags.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 206.1: Become familiar with web design and learn how to implement web theories into practice.
B-MMT 206.2: Learn the language of the web using HTML tags and CSS.
B-MMT 206.3: Use knowledge of HTML and CSS code and HTML editor to create personal and business websites following current professional and/or industry standards.
B-MMT 206.4: Use critical thinking skills to design and create websites.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit I

Process of static web designing
Basic elements of web page
Role of typography
Aesthetics in colour and image selection

Unit II

HTML: introduction and basic elements;
Tags and functions
Head, title and body elements
Block and text level elements

Unit III

Layout designing of a webpage
Links, images, fonts, colour, style sheet and character entities
Text formatting
Interface between HTML and other coding languages

Unit IV

HTML tables and frames
Creating Page Structure with HTML Tables
Diagramming an HTML Table
Web browser support for HTML

References:

"An Introduction to HTML and JavaScript: for Scientists and Engineers" By David R. Brooks, Springer, 2007

"Head First HTML and CSS" By Elisabeth Robson, Eric Freeman, O'Reilly Media Inc.

"Schism's Easy Outline HTML" By David Mercer, Mcgraw Hill Professional

Matthew MacDonald, "HTML 5 - The Missing Manual", 3rd ed, 2015, O'Reilly

David Sawyer McFarland, "CSS 3 - The Missing Manual", 3rd ed, 2013, O'Reilly

W3School HTML/CSS Tutorials, References and Examples, http://www.w3schools.com

B-MMT 206: Web Programming using HTML (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 206.1	3	3	3	3	3	3	3	3
B-MMT 206.2	3	3	3	3	3	3	3	3
B-MMT 206.3	3	3	3	3	3	3	3	3
B-MMT 206.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 206.1	3	3	3	3	3
B-MMT 206.2	3	3	3	3	3
B-MMT 206.3	3	3	3	3	3
B-MMT 206.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 206.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 206.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 206.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 206.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-MMT 207: Web Programming using HTML (Practical)

Time: 3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of static website making and creating software application tools like lists, tables, hyperlinks etc. using html tags.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-MMT 207.1: Insert graphic elements within a webpage.
B-MMT 207.2: Create a link/hyperlink with in a webpage.
B-MMT 207.3: Insert table, headings, ordered list, unordered list with in a web
B-MMT 207.4: Use Cascading style sheet (CSS) with in a web page.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Introduction to HTML. Create a basic HTML file
Create a static web page which defines all text formatting tags of HTML
Create a Time table using table tags of HTML
Create webpage using list tags of HTML(ordered, unordered, definition list)
Create webpage to include image using HTML tag
Create link using HTML tag
Create a layout of webpage using HTML tag
Create employee registration form using HTML tag
Apply style sheet in Web page (inline, embedded and link)
Create a static website using HTML tags according to their own interest

B-MMT 207: Web Programming using HTML (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-MMT 207.1	3	3	3	3	3	3	3	3
B-MMT 207.2	3	3	3	3	3	3	3	3
B-MMT 207.3	3	3	3	3	3	3	3	3
B-MMT 207.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-MMT 207.1	3	3	3	3	3
B-MMT 207.2	3	3	3	3	3
B-MMT 207.3	3	3	3	3	3
B-MMT 207.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-MMT 207.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 207.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 207.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-MMT 207.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

Learning Outcomes-based Curriculum Framework (LOCF)

for

B.Sc. (Graphics & Animation)

A Three Year Bachelor Degree Programme

under

Choice Based Credit System (CBCS)/Learning Outcomes-based Curriculum Framework(LOCF)

w.e.f. Academic Session 2020-21.
Eligibility : 10+2 in any discipline

Institute of Mass Communication & Media Technology
Kurukshetra University, Kurukshetra

Proposed Scheme for Choice Based Credit System in B.Sc. Graphics & Animation Programme

Semester	CORE COURSE (CC) @ 6 Credits	Ability Enhancement Compulsory Course (AECC) @ 2 Credits	Skill Enhancement Course (SEC) @ 2 Credits	Discipline Specific Elective DSE @ 6 Credits
I	CC- 1 CC- 2 CC- 3 CC- 4	(English/MIL Communication)/Environmental Studies		
II	CC- 5 CC- 6 CC- 7 CC- 8	(English/MIL Communication) / Environmental Studies, Hindi		
III	CC- 9 CC- 10 CC- 11 CC- 12		SEC-1	
IV	CC- 13 CC- 14 CC- 15 CC- 16		SEC -2	
V			SEC -3/MOOC*	DSE-1 (Elective Subject)
				DSE-2 (Elective Subject)
				DSE-3 (Elective Subject)
	Internship/Industry Training **			
VI			SEC-4	DSE-4 (Elective Subject)
				DSE-5 (Elective Subject)
				DSE-6 (Elective Subject)

AECC will be offered according to the time table adjustments in the Institute/Department.

*MOOC Course from Swayam Portal.
** SEC can be offered in 3rd/4th/5th semester according to the time table adjustments in the institute.

****Internship/Industry Training** A candidate must complete industry training of 4 to 6weeks after completion of theory examination of 4th semester. The internship report will be submitted in 5th semester.

General instructions:

- One credit equivalent to 1 hour of teaching/2 hours of Practical work

- Teaching workload will be calculated on the basis of teaching contact hours of the course
- One credit (theory /Practical) equivalent to 25 marks

Total No. of Courses, Credit and Marks

Course	No. of Courses	Credits Teaching/Week	Credits Practical/ Week	Credits Tutorials/Week	Total Credits	Marks
Core Courses	16	2x5=10 14x4=56 Total=66	14x2=28	2x1=2	10+56+28 +2=96	16x150 =2400
AECC	3	3x2=6	--	--	6	3x50 =150
SEC	4	4x2=8	--	--	8	4x50 =200
DSE	6	6x4=24	6x2=12	--	24+12=36	6x150 =900
Industrial Training	--	--	--	--	2	1x50 =50
Total	**29**	**104**	**40**	**2**	**148**	**3700**

Scheme of Examination of B.Sc. Graphics & Animation under CBCS/LOCF for Institute of Mass Communication & Media Technology (IMC&MT, KUK) w.e.f. Academic Session2020-21

Semester-I

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
AECC-100	Communicative English	AECC-1	2	-	-	2	2	2	40	-	10	50	2 Hours
B-GAG 101	Visual Communication	CC-1	5	1	-	6	6	6	120	-	30	150	3 Hours
B-GAG 102	Animation History and Production Process	CC-2	5	1	-	6	6	6	120	-	30	150	3 Hours
B-GAG 103	Digital Art & Sketching (Theory)	CC-3	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 104	Digital Art & Sketching (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-GAG 105	Fundamentals of Computer (Theory)	CC-4	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 106	Fundamentals of Computer (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
							Total Credits	**26**	**Total Marks**			**650**	

Semester-II

Course Code	Course Title	Course Type	Contact Hours per Week				Credits	Total Credits	Marks				Duration of Exam
			L	T	P	Total			T	P	IA	Total	
B-EVS 100	Environmental Studies	AECC-2	2	-	-	2	2	2	40	-	10	50	3 Hours
B-HIN 100	Communicative Hindi	AECC-3	2	-	-	2	2	2	40	-	10	50	2 Hours
B-GAG 201	Script, Storyboard & Animatic(Theory)	CC-5	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 202	Script, Storyboard & Animatic (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-GAG 203	Digital Design & Raster Graphics (Theory)	CC-6	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 204	Digital Design & Raster Graphics (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-GAG 205	Comic Design & Character Anatomy (Theory)	CC-7	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 206	Comic Design & Character Anatomy (Practical)		-	-	2	4	2		-	40	10	50	3 Hours
B-GAG 207	Experimental Animation Techniques (Theory)	CC-8	4	-	-	4	4	6	80	-	20	100	3 Hours
B-GAG 208	Experimental Animation Techniques		-	-	2	4	2		-	40	10	50	3 Hours

	(Practical)												
Total Credits								**28**	**Total Marks**			**700**	

List of Total Subjects in B.Sc. Graphics & Animation:

Sr. No.	Course Type	Number of Subjects
1	CC	16
2	AECC	03
3	SEC	04
4	DSE	06
	Total	**29**

	Course Type	Number of Subjects
Semester I	CC	4
	AECC	1
Semester II	CC	4
	AECC	2
Semester III	CC	4
	SEC	1
Semester IV	CC	4
	SEC	1
Semester V	SEC	1
	DSE	3
Semester VI	SEC	1
	DSE	3
Total		**29**

List of Abbreviations

L - Lecture
T- Tutorial
P- Practical
IA – Internal Assessment
CC- Core Course
AECC- Ability Enhancement Compulsory Course
SEC- Skill Enhancement Course
DSE- Discipline Specific Elective

PROGRAMME OUTCOMES

On successful completion of the programme, the student will be able to:-

PO1 Acquire knowledge related to the discipline under study.

PO2 Communicate and reflect effectively and efficiently on the issues related to the discipline.

PO3 Exhibit the professional skills and competencies acquired during the Programme of study.

PO4 Apply the knowledge and skills acquired in planning, organizing, evaluation and decision making.

PO5 Explore, analyze and provide solutions to the problems related to the discipline and life.

PO6 Develop exposure to actual working environment leading to employability and entrepreneurship.

PO7 Exhibit scientific & research capabilities in academic, professional and general life pursuits.

PO8 Recognize, appreciate and follow ethical issues relating to the discipline and society.

Programme Specific Outcomes:

After completion of under graduate programme in Graphics & Animation, the learner will be able to :

PSO1 Acquire knowledge about graphics and animation as visual communication tool.

PSO2 Develop competencies and skills needed for becoming an effective graphic designer and animation artist.

PSO3 Develop competency for employability and entrepreneurship by practicing various designing and animation applications.

PSO4 Understand the significance of good design to build the brand identity.

PSO5 Demonstrate critical & aesthetical skills through design, animation and visual effects projects.

AECC-100: Communicative English

Time: 2 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course objectives: The paper is designed to enhance proficiency in English Language. It seeks to develop the basics of English Language through different modules. Each unit will enable and capacitate the learner to have communication competence which is required in the present-day world. The basic knowledge of communication will enable the learners to share and enliven ideas, experience and know-how ubiquitous in the world.

Course Learning Outcomes:
After completing the Course, the student will be able to:
AECC 100.1:Learn the rhetoric of presentation
AECC 100.2: Learn, comment and respond to correspondence.
AECC 100.3: Learn the basics of grammar and composition.
AECC 100.4: Acquaint with verbal and non-verbal communication.

Note : All questions are compulsory.

Q.1. The paper setter will set two questions from unit-II. The student shall attempt one out of the given two. (10)

Q.2. This question shall be based on unit-III. The student shall attempt one out of the given two. (10)

Q.3. There will be 25 grammatical items based on unit-IV. The student shall attempt any 20 items. (10)

Internal Assessment: The students shall be required to make presentation /PPT based on unit-I.

Unit-I

Listening and speaking skills

Listening skills(Active-passive, Accent)
Speaking Skills(Accent, Stress, Intonation, Assertion, Rhetorical questions, Pause, Pitch)
Oral presentation, Debates, Elocution and Extempore

Unit-II

Writing skills

Report writing
Paragraph writing
Letter writing

Unit-III

Technical and Modern communication

Resume writing
E-mail
Blogs and comments on social media

Unit-IV

Grammar

Noun, Pronoun, Verb, Adverb, Adjective, Preposition, Conjunction and their uses
Common errors in the use of English (Noun ,Pronoun, Adjective, Adverb,Conjunctions)
Correct use of verbs and Articles
Vocabulary: Homonyms, Homophones, Pair of words

References:

- Communicative English, Dr. Jimmy Sharma, ArihantParkashan Pvt. Ltd.
- Strengthen Your English, Bhaskaran and Horsburgh, Oxford University Press
- Basic Communication Skills for Technology, and area J Rutherfoord, Pearson Education Asia.
- Murphy's English Grammar with CD, Murphy, Cambridge University Press
- English Skills for Technical Students by Orient Longman
- Everyday Dialogues in English by Robert J. Dixson, Prentice-Hall of India Ltd., 2006.

AECC-100: Communicative English

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
AECC 100.1	2	2	2	2	2	2	2	2
AECC100.2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
AECC 100.1	2	2	2	2	2
AECC100.2	2	2	2	2	2
AECC 100.3	2	2	2	2	2
AECC 100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
AECC 100.1	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC100.2	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.3	2	2	2	2	2	2	2	2	2	2	2	2	2
AECC 100.4	2	2	2	2	2	2	2	2	2	2	2	2	2
Average	2	2	2	2	2	2	2	2	2	2	2	2	2

B-GAG 101: Visual Communication

Time:3 Hrs. Total Marks: 150
Credits: 6 Theory: 120
Internal Assessment: 30

Course Objectives: The academic work in the Semester aims at an understanding of the basic elements of compositions that merge to form the language of visual communication.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 101.1: Become aware of the principles and elements of aesthetic including Indian concept.
B-GAG 101.2: Understand the grammar of visual narratives.
B-GAG 101.3: Gain the ability to compose visuals and visual narratives
B-GAG 101.4: Develop creative problem solving skills used in communicating visually as an artist.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Introduction:
Communication : Concept, Process and significance
Communication Types : Verbal and Non Verbal
Visual Communication: Meaning and Definition
Design Theory: Gestalt Principal, Visual Perception
AIDA Model

Unit II

Basics of Art:
Meaning and Definition of Art
Elements of Art: Point, Line, Form, Shape, Space, Colour, Texture, Value,
Principles of Art: Balance, Rhythm, Harmony, Contrast, Proportion, Dominance, Unity
Process of Designing and A-B Testing

Unit –III

Art Aesthetics:
Aesthetics of Art: Origin of Aesthetics
Meaning and definition of Aesthetics, importance of Aesthetics in arts and animation
Indian concept of Aesthetics and theory of Ras, Bhava, Shadaang, Auchitya, Alankaar, Rasa Nispatti

Unit IV

Compositional Theories:

Golden Rules: Rule of Third, Golden Section, Golden Triangles, Spiral Section, Diagonal, Radial,
Perspective: One Point, Two Point and Three Point
Positive & Negative space

References:

- Golombisky, K., & Hagen, R. (2017). White space is not your enemy: A beginner's guide to communicating visually through graphic, web & multimedia design. CRC Press.
- Smith, K. (2005). Handbook of visual communication: Theory, methods, and media.
- Lester, E (2000) Visual Communications: Images with Messages. Thomson Learning
- Schildgen, T (1998). Pocket Guide to color with digital applications. Thomsom Learning
- Picture this: Media Representation of Visual Arts and artists. University of Luton Press
- Palmer, Frederic: Visual Elements of Art and Design, 1989, Longman
- Porter, Tom and Goodman, Sue: Manual of Graphic Technique 2: For Architects,
- Graphic Designers, and Artists, 1982, Astragal Books. London
- Palmer. F: Visual Awareness (Batsford, 1972)

B-GAG 101: Visual Communication (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG 101.1	3	3	3	3	3	3	3	3
B-GAG 101.2	2	3	3	2	3	3	3	3
B-GAG 101.3	3	3	3	3	3	3	3	3
B-GAG 101.4	3	3	3	3	2	3	3	3
Average	3	3	3	3	2.75	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG 101.1	3	2	3	3	3
B-GAG 101.2	3	2	3	3	3
B-GAG 101.3	3	3	2	3	3
B-GAG 101.4	3	3	3	3	3
Average	3	2.5	2.75	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG 101.1	3	3	3	3	3	3	3	3	3	2	3	3	3
B-GAG 101.2	3	3	3	3	3	3	3	3	3	2	3	3	3
B-GAG 101.3	3	3	3	3	3	2	3	3	3	3	2	3	3
B-GAG 101.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	2.75	3	3	3	2.75	2.75	3	3

B-GAG102: Animation History and Production Process

Time:3 Hrs. Total Marks: 150
Credits: 6 Theory: 120
Internal Assessment: 30

Course Objectives: This course will provide an overview and study of the history of animation and its fundamentals. This subject will shed light on the early magic lantern shows of the late nineteenth century to current and emerging digital animation technologies. This will be accomplished through a series of discussions, lectures, assignments, as well as viewing and evaluating classical Animation films.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 102.1: Know the History of Animation
B-GAG 102.2: Know about the Animation Industry.
B-GAG 102.3: Learn production Stages and Means of Animation
B-GAG 102.4: Get complete knowledge of the different types of Animation

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction:

- Introduction to Animation
- Definition of Animation
- Types of Animation
- Process of Animation
- Terms Used in Animation: FPS, Thumbnail, Blueprint,

UNIT-II

History:

- Overview of Animation Film History: Earlier Stage and Modern Era
- Working and usage of: Zoetrope, Phenakistoscope and Thaumatrope.
- Walt Disney, Pixar, J-Stuart Blackton, Winsor Mc Cay
- Indian Animation Industry
- Father of Indian Animation

UNIT-III

Pre-Production

- Story Writing
- Script / Dialogue Writing
- Model Sheet
- X-Sheet
- Storyboard
- Sound Recording
- Animatics

UNIT-IV

Production

- Layout and Illustrations
- Key-Frames
- In-betweens – Cleanups
- Rendering

Post-Production

- Video Editing
- Sound Mixing
- Dubbing
- Color Correction
- Rendering Authoring

References:

- 'How to Write for Animation' by Jeffrey Scott's book
- THE TOOLS OF SCREENWRITING: A WRITER'S GUIDE TO THE CRAFT AND ELEMENTS OF A SCREENPLAY by David Howard and Edward Mobley; St. Martins/Griffin; New York; 1993.
- Storyboard Design course by Giuseppe Cristiano--- Barron's
- How to write for animation—Jeffery Scott
- The art of layout and storyboarding- Mark T. Byrne
- Egleiter, Marcie (2011) From Word to Image: Storyboarding and the Filmmaking Process. Michael
- Wiese Productions. Beiman, Nancy. (2012) Prepare to board. Focal Press.
- Animation History and Production by AparnaVats , New Delhi Publisher ,New Delhi.
- Fraioli, James O.(2000) Storyboarding 101: A Crash Course in Professional Storyboarding. Michae
- Wiese Productions. Glebas, Francis.(2008) Directing the Story. Routledge.
- Hart, John. (2007).The Art of the Storyboard: Storyboarding for Film, TV, and Animation. Focal
- Press. Simon, Mark.(2006) Storyboards: Motion In Art. Focal Press.
- Tumminello, Wendy. (2004) Exploring Storyboarding. Course Technology.
- Pardew, Les.(2004) Beginning Illustration And Storyboarding For Games By. Cengage Learning

B-GAG102: Animation History and Production Process

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG102.1	3	3	3	3	3	3	2	3
B-GAG102.2	3	3	3	3	3	3	3	3
B-GAG102.3	3	3	3	3	3	3	3	3
B-GAG102.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG102.1	3	2	3	3	3
B-GAG102.2	3	2	3	3	3
B-GAG102.3	3	3	3	3	3
B-GAG102.4	3	3	3	3	3
Average	3	2.5	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG102.1	3	3	3	3	3	3	2	3	3	2	3	3	3
B-GAG102.2	3	3	3	3	3	3	3	3	3	2	3	3	3
B-GAG102.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG102.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	2.5	3	3	3

B-GAG103: Digital Art & Sketching (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course enables the students to learn the different mediums of Drawing and its importance for animation. This course allows student to learn observation, visualization and visually experiencing the content. This course allows the student to learn and practice drawing for use in Animation Design.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 103.1: Know about Art and Indian concept of Art
B-GAG 103.2 Know about the different medium and techniques of drawing and painting
B-GAG 103.3: Understand Light & Shadow, and surface & texture
B-GAG 104.4: Develop knowledge of Digital Drawing In Photoshop

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction:

- Define Art
- Origin of Art:
  - Study of Prehistoric Indian Art
  - Visual Arts & Its Forms & Creative Pedagogies
- Diversity of Shapes, Form, Lines, Textures
- Traditional Art Materials: Pencils, Brushes, Paper, colors
- Drawing , Sketching and Concept Drawing
- Understanding of Light and Shadow
- Landscapes and Composition

UNIT-II

Color Theory

- Perception of Color and Color Wheel
- Mixing of Primary, Secondary and tertiary Colors
- Tint, Shades, Hues, Tones.
- Warm Colors and Cool Colors.
- Different Color schemes (Complimentary, Split Complimentary, Analogous, Triadic etc.

UNIT-III

Art Work

- Pattern Design and 3D Design
- Perspectives on the Creative Process
- Anatomy & Proportions: Body Types, Poses, Facial Expression
- Painting- Water color, Pencil color
- Calligraphy & Typography

UNIT-IV

Digital Tools

- Overview of Photoshop Interface
- Understanding of Pen tool, Brush Tool and Brush Panel
- Shading and Painting techniques in Photoshop
- Use of Opacity, Flow and Pattern
- Digital Panting Techniques
- Matt Panting Techniques

References:

- Indian painting by Lokesh Chandra Sharma
- Indian cartoon Art by VeenaBansal
- Aesthetic of art, Krishna's publisher, Author Nupur Sharma
- Graphic design by Narender Singh Yadav

B-GAG103: Digital Art & Sketching (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG103.1	3	3	3	2	3	3	3	3
B-GAG103.2	3	3	3	3	3	3	3	3
B-GAG103.3	3	3	3	3	3	3	3	3
B-GAG103.4	3	3	3	3	3	3	2	3
Average	3	3	3	2.75	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG103.1	3	2	2	2	3
B-GAG103.2	3	3	3	3	3
B-GAG103.3	3	3	3	3	3
B-GAG103.4	3	3	3	3	3
Average	3	2.75	2.75	2.75	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG103.1	3	3	3	2	3	3	3	3	3	2	2	2	3
B-GAG103.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG103.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG103.4	3	3	3	3	3	3	3	2	3	3	3	3	3
Average	3	3	3	2.75	3	3	3	2.75	3	2.75	2.75	2.75	3

B-GAG104: Digital Art & Sketching (Practical)

Time:3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objectives: This course enables the students to learn and practice the different mediums of Drawing and its importance for animation. This course allows student to practice learning through observation. This course allows the student to learn and practice drawing for use in Animation Design.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 104.1: Know about the different medium and techniques of drawing and painting.
B-GAG 104.2: Understand use of Light and Shadow and surface and texture
B-GAG 104.3: Draw landscape with proper perspective sense, study to draw trees, plants, buildings, sky etc. to create the animation backgrounds
B-GAG 104.4: Know Digital Drawing In Photoshop

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Drawing anatomy
Pencil shading techniques
Still Life Drawing & Landscape drawing
Cartoon character sketch
Calligraphy & Typography
Analogous Colors and Color Wheel
Techniques of water color
Patterns and 2D design
Textures and 3d Art
Poster Designing
Digital Illustrations (Digital Painting)

B-GAG104: Digital Art & Sketching (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG104.1	3	3	3	3	3	3	3	3
B-GAG104.2	3	3	3	3	3	3	3	3
B-GAG104.3	3	3	3	3	3	3	3	3
B-GAG104.4	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG104.1	3	3	2	3	3
B-GAG104.2	3	3	3	3	3
B-GAG104.3	3	3	3	3	3
B-GAG104.4	3	3	3	2	3
Average	3	3	2.75	2.75	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG104.1	3	3	3	3	3	3	3	3	3	3	2	3	3
B-GAG104.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG104.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG104.4	3	3	3	3	3	3	2	3	3	3	3	2	3
Average	3	3	3	3	3	3	2.75	3	3	3	2.75	2.75	3

B-GAG 105:Fundamentals of Computer (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This course is designed for theoretical understanding of computer system and its components, functioning and its application software exposure.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 105.1: Understand the basic knowledge of computer system.
B-GAG 105.2: Know about the functioning of different parts of computer.
B-GAG 105.3 Understand the basic concept ofInternet and computer networks .
B-GAG 105.4: Understand the basics of Application Software.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

Unit-I

Computer- Origin, Evolution and Generation of Computer
Types of Computer
Basic Components of a Computer- Input Devices, Output Devices, Storage Devices
Introduction to Software
Types of Software - System software, Application software
Introduction of Windows and its various versions

Unit-II

Introduction to Internet and Its applications
Browser, Search Engine, FTP, URL
Email and Blog
Introduction to Network- LAN,WAN,MAN,
Network Topologies-Ring, Bus, Star, Mesh and Tree topologies
Hardware requirements for Network

Unit-III

Introduction to MS Word and its uses
Various Menus, Toolbars & Buttons
Paragraph and Page Formatting
Creation &Working with Tables, Mail Merge

Unit-IV

Introduction to MS Excel and its uses
Creating Spreadsheet
Creating Tables and Charts
Use of basic arithmetic formulas
Introduction to MS PowerPoint and its uses

Creating a New Presentation
Slide transition and Custom Animation

References:

- Ram, B. 4th ed New Age; ***Computer Fundamentals: Architecture & Organization*** Sinha, P. K. BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
- Sinha, P. K/ Sinha, P. 3rd ed BPB; ***Computer Fundamentals: Concepts, Systems & Applications***
  Data Communications and Networking b**y** Behrouz A. Forouzan, Sophia Chung Fegan; Published by Huga Media.2011
- **Goel, Anita Pearson;** *Computer Fundamentals*

B-GAG 105: Fundamentals of Computer (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG 105.1	3	3	3	3	3	3	3	3
B-GAG 105.2	3	3	3	3	3	3	3	3
B-GAG 105.3	3	3	3	3	3	3	3	3
B-GAG 105.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG 105.1	3	3	3	3	3
B-GAG 105.2	3	3	3	3	3
B-GAG 105.3	3	3	3	3	3
B-GAG 105.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG 105.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 105.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 105.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 105.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-GAG 106: Fundamentals of Computer (Practical)

Time:3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: This course is designed for practical understanding of commonly used application software and its functioning to the students.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 106.1: Use MS-Word
B-GAG 106.2: Use MS-Excel
B-GAG 106.3: Use PowerPoint
B-GAG 106.4: Create Email account, compose & send emails for personal and professional communication.

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
To create a new document, save, open an existing document
Typing and editing texts in a document (*.doc) file.
Apply formats on Texts like Bold, Italics, Underline, font type, colour and size etc.
Apply features like bullet, numbering, breaks, hyphenation
Indentation, leading and kerning using space bar and TAB
Insert images, symbols and mathematical equations
Create and manipulate tables.
Page layout, Page Setup, Paragraph setting
Page Break, Page Numbering, Find & Replace Text, Header & Footer
Designing Resume, timetable of a class, mail merge
Print a document
Create a Spread Sheet, Cell formatting, Basic arithmetic formulas, Freeze Pane and Sort & Filter, Inserting the chart
Basic operations of Power point, Create PPT and inset and delete slides.
Use of Mater Slide in Presentation.
Apply basic formatting features in presentation like font, font size, font colour, text fill, spacing and line spacing Formatting text boxes, word arts, styles bullet and numbering.
Working with drawing tools, Applying shape or picture styles, Applying object borders, object fill, object effects
Adding slide transition, animation effect, adding custom animation
Working with video, Link to video and sound files.
Creating Email- composing and sending a mail, attachment a file, forwarding the email, changing and setting the password

B-GAG 106: Fundamentals of Computer (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG 106.1	3	3	3	3	3	3	3	3
B-GAG 106.2	3	3	3	3	3	3	3	3
B-GAG 106.3	3	3	3	3	3	3	3	3
B-GAG 106.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG 106.1	3	3	3	3	3
B-GAG 106.2	3	3	3	3	3
B-GAG 106.3	3	3	3	3	3
B-GAG 106.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG 106.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 106.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 106.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG 106.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-EVS100 : Environment Studies

Time: 3 Hrs. Total Marks: 50
Credits: 2 Theory: 40
Internal Assessment: 10

Scheme of paper: Total number of questions will be nine. Students have to attempt five questions in all. Questions no. 1 is compulsory. All questions carry equal marks. Each question is of 8 marks.

Course objectives: The aim of this course is to aware the students about the environmental problems and current global issues related to environment. It provides knowledge about the topics like ecosystem and biodiversity and develops interest in the students about their role in conservation of environment and reducing pollution and waste generation in their surroundings. By understanding the environmental problems, their causes and solutions, the students can apply it to their daily lives also.

Course Outcomes:

COs	On successful completion of the course, the students will be able to:
1	Understand the definition of environmental studies, its scope and importance in the conservation of environment.
2	Understand the concept of ecosystem and different types of natural and artificial ecosystems in the world, the biogeochemical cycling and energy flow in an ecosystem.
3	Describe the various renewable and non-renewable natural resources and their over-exploitation due to increasing demands of rising population.
4	Become aware about our biodiversity, its importance and the various threats that are a problem for the biodiversity. They will understand the endangered species and their conservation measures that are needed to be adopted at different levels.
5	Have understanding about the types of pollution and how to reduce those pollution levels in air, soil, water, land and from marine bodies as well. They will develop interest in reducing the solid waste generation as well as its

	management at household level.
6	Gain knowledge of various global environmental issues like climate change, global warming and ozone depletion and also about different environmental laws implemented to conserve the environment.
7	Explain the concept of population growth and drug abuse.

Unit 1: Introduction to environmental studies

Multidisciplinary nature of environmental studies;

Scope and importance; Concept of sustainability and sustainable development. (2 lectures)

Unit 2: Ecosystems

What is an ecosystem? Structure and function of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession.

Case studies of the following ecosystems :

a) Forestecosystem
b) Grasslandecosystem
c) Desertecosystem
d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) (6 lectures)

Unit 3: Natural Resources: Renewable and Non-renewable Resources

Land resources and landuse change; Land degradation, soil erosion and desertification.

Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations.

Water: Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water (international & inter-state).

Energy resources: Renewable and non-renewable energy sources, use of alternate energy sources, growing energy needs, case studies. (8 lectures)

Unit 4: Biodiversity and Conservation

Levels of biological diversity: genetic, species and ecosystem diversity; Biogeographic zones of India; Biodiversity patterns and global biodiversity hot spots

India as a mega-biodiversity nation; Endangered and endemic species of India

Threats to biodiversity: Habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity : In-situ and Ex-situ conservation of biodiversity.

Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

(8 lectures)

Unit 5 : Environmental Pollution

Environmental pollution: types, causes, effects and controls; Air, water, soil and noise pollution

Nuclear hazards and human health risks

Solid waste management: Control measures of urban and industrial waste.

Pollution case studies. (8 lectures)

Unit 6 : Environmental Policies & Practices

Climate change, global warming, ozone layer depletion, acid rain and impacts on human communities and agriculture

Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD).

Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian context.

(7 lectures)

Unit 7: Human Communities and the Environment

Human population growth: Impacts on environment, human health and welfare.

Resettlement and rehabilitation of project affected persons; case studies.

Disaster management: floods, earthquake, cyclones and landslides.

Environmental movements: Chipko, Silent valley, Bishnois of Rajasthan.

Environmental ethics: Role of Indian and other religions and cultures in environmental conservation.

Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi)

Drugs and their effects; Useful and harmful drugs; Use and abuse of drugs; Stimulant and depressant drugs.Concept of drug de-addiction. Legal position on drugs and laws related to drugs.

(6 lectures)

Unit 8: Field work

Visit to an area to document environmental assets: river/ forest/ flora/fauna, etc.

Visit to a local polluted site-Urban/Rural/Industrial/Agricultural.

Study of common plants, insects, birds and basic principles of identification.

Study of simple ecosystems-pond, river, Delhi Ridge, etc.

(Equal to 5 lectures)

Suggested Readings:

1) Carson, R. 2002. Silent Spring. Houghton MifflinHarcourt.
2) Gadgil,M.,&Guha,R.1993.ThisFissuredLand:AnEcologicalHistoryofIndia.Univ.ofCalifor niaPress.
3) Gleeson, B. and Low, N. (eds.) 1999. Global Ethics and Environment, London,Routledge.
4) Gleick,P.H.1993.WaterinCrisis.PacificInstituteforStudiesinDev.,Environment&S ecurity. Stockholm Env. Institute, Oxford Univ.Press.
5) Groom, Martha J., Gary K. Meffe, and Carl Ronald Carroll. Principles of Conservation Biology. Sunderland: Sinauer Associates,2006.
6) Grumbine,R.Edward,andPandit,M.K.2013.ThreatsfromIndia's Himalayadams.Science,339:36-37.
7) McCully, P. 1996. Rivers no more: the environmental effects of dams (pp. 29-64). ZedBooks.
8) McNeill,JohnR.2000.SomethingNewUndertheSun:AnEnvironmentalHistoryoftheTw entieth Century.
9) Odum, E.P., Odum, H.T. & Andrews, J. 1971. Fundamentals of Ecology. Philadelphia:Saunders.
10) Pepper, I.L., Gerba, C.P. &Brusseau, M.L. 2011. Environmental and Pollution Science.Academic Press.
11) Rao, M.N. &Datta, A.K. 1987. Waste Water Treatment. Oxford and IBH Publishing Co. Pvt. Ltd.
12) 12.Raven, P.H., Hassenzahl, D.M. & Berg, L.R. 2012. Environment. 8th edition. John Wiley & Sons.
13) Rosencranz,A.,Divan,S.,&Noble,M.L.2001.Environmentallawandpolicyin India.Tripat hi1992.
14) Sengupta, R. 2003. Ecology and economics: An approach to sustainable development.OUP.
15) Singh, J.S., Singh, S.P. and Gupta, S.R. 2014. Ecology, Environmental Science and Conservation. S. Chand Publishing, NewDelhi.
16) Sodhi,N.S.,Gibson,L.&Raven,P.H.(eds).2013.ConservationBiology:VoicesfromtheTro pics.John Wiley &Sons.
17) Thapar, V. 1998. Land of the Tiger: A Natural History of the Indian Subcontinent.
18) Warren, C. E. 1971. Biology and Water Pollution Control. WBSaunders.
19) Wilson, E. O. 2006. The Creation: An appeal to save life on earth. New York:Norton.
20) World Commission on Environment and Development. 1987. Our Common Future. OxfordUniversity

B-HIN 100 : Communicative Hindi

Time: 2 Hrs. Total Marks: 50
Credits: 2 Theory: 40
Internal assessment: 10

Course Objectives: The Paper is designed to enhance proficiency in Hindi Language. It seeks to develop the basic of Hindi Language through different modules. Each unit will enable the learner to have the communication in Hindi and to share and express ideas and experiences.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-HIN 100.1: Develop the knowledge of basics of Hindi language.
B-HIN 100.2: Improve vocabulary in Hindi language.
B-HIN 100.3: : Inculcate the knowledge of grammar in Hindi language
B-HIN 100.4: Learn correct uses of Hindi language in media writing

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

bdkb ¼1½

Hkk"kk dh ifjHkk"kk] vo/kkj.kk ,o egÙo
Hkk"kkb Hkn&ekf[kd ,o fyf[kr A
Hkk"kk dk ekudhdj.k&fLFkfr ,o pukfr;k
Hkk"kk rFkk lekt dk ikjLifjd vUrj&lc/k
fgUnh Hkk"kk dk bfrgkl ,o vk/kfud Áofr;kA

bdkb ¼2½

Á;ktu eyd fgUnh % fo'k"krk, ,o vko';drk
fgUnh Hkk"kk dh Áe[k ckyh ,o egÙo
tUklpkj ek/;e vkj fgUnh Hkk"kk A
fgUnh Hkk"kk ,o {k=h; ÁHkko
fgUnh lkfgR; y[ku d Ádkj ,o mi;kfxrkA

bdkb ¼3½

fgUnh 0;kdj.k % 'kCn d :i] Hkn vkj okD; jpuk
Loj] 0;tu vkj v{kj dk vH;kl ,o egÙoA
Hkk"kk mPpkj.k ,o oruh dk vH;kl
i;k;okph] foyke] lekukFkh] vudkFkh 'kCn

fgUnh dh Á;kxkred =fV;k

bdkb ¼4½

efnr ek/;e vkj fgUnh Hkk"kk] lekpkj y[ku
jfM;k dh Hkk"kk ,o y[kuA
Vyhfotu dh Hkk"kk vkj y[ku
foKkiu dh Hkk"kk vkj y[ku
Lkk'ky ehfM;k dh Hkk"kk vkj y[kuA

vH;kl

lekpkj y[ku] :id y[ku] dl'ku y[ku

ftxy y[ku] lekpkj okpu ,o ,dfjx

Lykxu y[ku] Cykx jkbfVx

lnHk ¼

- HkkfV;k] M, dyk'kpUn] vuokndyk] fl)kr vkj ç;kx] r{kf'kyk çdk'ku] ub fnYyh
- 'kek] j?kuUnu çlkn] ç;ktu eyd fgUnh] fl)kr vkj 0;ogkj] fo'ofo|ky; çdk'ku] okjk.klhA
- v¸;j] fo'oukFk] vuokn dyk] çHkkr çdk'ku] fnYyh
- frokjh] HkkykukFk] fgUnh Hkk"kk dh lkekftd Hkfedk] nf{k.k Hkkjr fgUnh çpkj lfefr] eækl
- >kYV] M,- nxy] ç;ktueyd fgUnh fl)kr vkj ç;kx] ok.kh çdk'ku] ub fnYyh
- xknj] M,- foukn] ç;ktu eyd fgUnh] ok.kh çdk'ku] ub fnYyh
- jk.kk] egUæ flg] ç;ktu eyd fgUnh d vk/kfud vk;ke] g"k çdk'ku] vkxjk
- dekj pn] tulpkj ek/;ek e fgUnh] Dykfldy ifCyf'kx dEiuh] fnYyh

B-HIN100 : Communicative Hindi

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-HIN100.1	3	3	3	3	2	2	2	3
B-HIN100.2	3	3	3	3	2	2	2	3
B-HIN100.3	3	3	3	3	2	2	2	3
B-HIN100.4	3	3	3	3	2	2	2	3
Average	3	3	3	3	2	2	2	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-HIN100.1	2	2	2	2	2
B-HIN100.2	2	2	2	2	2
B-HIN100.3	2	2	2	2	2
B-HIN100.4	2	2	2	2	2
Average	2	2	2	2	2

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-HIN100.1	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.2	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.3	3	3	3	3	2	2	2	3	2	2	2	2	2
B-HIN100.4	3	3	3	3	2	2	2	3	2	2	2	2	2
Average	3	3	3	3	2	2	2	3	2	2	2	2	2

B-GAG201: Script, Storyboard & Animatic (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: This subject will empower students with the soul of a film i.e. the story. They will be able to understand the art of story design and its telling. The subject enhances the storytelling skills required for animation though various novel techniques. It lays the foundation to story visualization ability for Animation and imparts knowledge and skill to design layout compositions for a story

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG201.1: Do ideation and Inception of stories.
B-GAG201.2:Know different kind of stories and Script
B-GAG201.3: Know about the elements and structure of Script
B-GAG201.4: Develop in depth knowledge of all elements of a Storyboard

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction:
Define Script and Types of Scripts- Proposal script, shooting script, and post-production script
Key terms used in script (Layout of the story, Characters, Situation, Background, Building of the story,
Insurmountable problems, Gradual or sudden crumbling)
Terminology (scene, shot, Fade in and Fade out, Cut to, Scene number, EXT and INT etc.)
Difference in script and screenplay.

UNIT-II

Development of Script :
Story content for a screenplay (High concept, Originality and familiarity, Subplots, Character Growth, Theme, Identification & Motivation, Obstacle & Courage, Familiarity of setting, Film Category & Cost)

Developing a Screenplay (Facets of character, developing a Hero & other characters, creating Sympathy or hatred for the character, putting a character in jeopardy, Make the character likable,
Introduce the character as soon as possible, Placement of the character in a familiar setting, the superhero

UNIT-III

Introduction to Storyboard

- Camera Shots and Compositions
- Different Layouts of Storyboard
- Parts of Storyboard
- Tools of storyboard
- Advantages of storyboarding
- Thumbnails
- Character sheets, BG`s

UNIT-IV

ANIMATICS

- Pencil Test: uses and Advantages
- Sound Recoding
- Animatic Process
- Process of animatic: 2d and 3d animatic

References:

- 'How to Write for Animation' by Jeffrey Scott's book
- THE TOOLS OF SCREENWRITING: A WRITER'S GUIDE TO THE CRAFT AND ELEMENTS OF A SCREENPLAY by David Howard and Edward Mabley; St. Martins/Griffin; New York; 1993.
- Storyboard Design course by Giuseppe Cristiano--- Barron's
- How to write for animation—Jeffery Scott
- The art of layout and storyboarding- Mark T. Byrne
- Egleiter, Marcie.(2011) From Word to Image: Storyboarding and the Filmmaking Process. Michael
- Wiese Productions. Beiman, Nancy. (2012)Prepare to board. Focal Press.
- Animation History and Production by AparnaVats , New Delhi Publisher ,New Delhi.
- Fraioli, James O.(2000) Storyboarding 101: A Crash Course in Professional Storyboarding. Michae
- Wiese Productions. Glebas, Francis.(2008) Directing the Story. Routledge.
- Hart, John. (2007).The Art of the Storyboard: Storyboarding for Film, TV, and Animation. Focal
- Press. Simon, Mark.(2006) Storyboards: Motion In Art. Focal Press.
- Tumminello, Wendy. (2004) Exploring Storyboarding. Course Technology.
- Pardew, Les.(2004) Beginning Illustration And Storyboarding For Games By. Cengage Learning

B-GAG201: Script, Storyboard & Animatic (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG201.1	3	3	3	3	3	3	3	3
B-GAG202.2	3	3	3	3	3	3	3	3
B-GAG201.3	3	3	3	3	3	3	3	3
B-GAG201.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG201.1	3	2	3	3	3
B-GAG202.2	3	3	3	3	3
B-GAG201.3	3	3	3	3	3
B-GAG201.4	3	3	3	3	3
Average	3	2.75	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG201.1	3	3	3	3	3	3	3	3	3	2	3	3	3
B-GAG202.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG201.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG201.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	2.75	3	3	3

B-GAG202: Script, Storyboard & Animatic (Practical)

Time:3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objectives: This subject will empower students to practice the art of story design and its telling. The subject enhances the storytelling skills required for animation though various novel techniques. It lays the foundation to story visualization ability for Animation and imparts knowledge and skill to design layout compositions for a story

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 202.1: Write Script in format
B-GAG 202.2: Know different kind of stories and Script
B-GAG 202.3: Know about the elements and structure of Script
B-GAG 202.4: Produce storyboard and Animatic for production

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Study single short film and prepare review assignment
Write a story any single genre
Develop a story according to character
Understand and create screen play script
Prepare script for five minute video
Record sound and audio
Use pencil testing technique to create smooth animation
Able to produce animatic according to script

B-GAG202: Script, Storyboard & Animatic (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG202.1	3	3	3	3	3	3	2	3
B-GAG202.2	3	3	3	3	3	3	3	3
B-GAG202.3	3	3	3	3	3	3	3	3
B-GAG202.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG202.1	3	3	3	3	3
B-GAG202.2	3	2	3	3	3
B-GAG202.3	3	3	3	3	3
B-GAG202.4	3	3	3	3	3
Average	3	2.75	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG202.1	3	3	3	3	3	3	2	3	3	3	3	3	3
B-GAG202.2	3	3	3	3	3	3	3	3	3	2	3	3	3
B-GAG202.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG202.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	2.75	3	3	3

B-GAG203: Digital Design & Raster Graphics (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: The course is designed to impart the knowledge about Print, Advertising, Graphic Design and its applications.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 203.1: Develop knowledge of software to design raster graphical images
B-GAG 203.2 Understand the difference between different graphics and image file formats
B-GAG 203.3: Develop knowledge of using Photoshop's various tools and techniques.
B-GAG 203.4: Understand Image Retouching and Image Manipulation for Advertising

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction to graphics:

Define graphics & types of graphics
Elements and principles of graphic design
Study of Raster images - its advantage and application areas,
Difference between vector and raster images.
Fonts: Serif, San-Serif, Slab-Serif and Decorative
Overview of Designing Industry and Designing Trends

UNIT-II

Raster Graphics

Introduction to Photoshop: Tools and Menus
Layers & Layer styles, Opacity, Masking, Adjustment layers, Blending modes,
Image Editing: Retouching, Color Correction, Smoothing skin & wrinkles.
Image Manipulation, Filter Gallery
Portrait enhancements
Working with typography: Threading text, changing font size and Color, using styles, wrapping text, text on a path, creating Outlines, wrapping text around an object, sampling text.

UNIT-III

Techniques

Gradient tool and Gradient Map
Cloning / Stamping, Patch Tool
Noise Reduce and edges sharpness
Dodge & Burn Tool
Page setup
Action and Batch Render
Effects: Orton Effect, Retro, Bokeh
Filters: Liquify, Vanishing Point, Pattern Maker, Artistic

UNIT-IV

Designing process

Photo Collage, Black & White images to Color, Web Banner
Social Media and Magazine cover design
Digital Flyer Designs
Cartoon character design
Promotional designs
Layout process: (create press and magazine layouts)
Poster design: productive & social
Newsletter design

References:

- Golombisky, K., & Hagen, R. (2017). White space is not your enemy: A beginner's guide to communicating visually through graphic, web & multimedia design. CRC Press.
- Harrington, R. (2012). Understanding Adobe Photoshop CS6: The essential techniques for imaging professionals. Peachpit Press.
- Gulbins, J. (2013). Mastering Photoshop layers: A photographer's guide. Rocky Nook.

B-GAG203: Digital Design & Raster Graphics (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG203.1	3	3	3	3	3	3	2	2
B-GAG203.2	3	3	3	3	3	3	3	3
B-GAG203.3	3	3	3	3	3	3	3	3
B-GAG203.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	2.75

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG203.1	3	3	2	3	3
B-GAG203.2	3	3	3	2	3
B-GAG203.3	3	3	3	2	3
B-GAG203.4	3	3	3	3	3
Average	3	3	2.75	2.5	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG203.1	3	3	3	3	3	3	2	2	3	3	2	3	3
B-GAG203.2	3	3	3	3	3	3	3	3	3	3	3	2	3
B-GAG203.3	3	3	3	3	3	3	3	3	3	3	3	2	3
B-GAG203.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	2.75	3	3	2.75	2.5	3

B-GAG204: Digital Design & Raster Graphics (Practical)

Time:3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: The aim of the course is to impart the practical knowledge about Print, Advertising, Graphic Design and its applications.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 204.1: Able to use Raster Graphics Software
B-GAG 204.2: Understand the difference between different graphics and image file formats
B-GAG 204.3: Become familiar with layer panel and tools
B-GAG 204.4: Get practical knowledge of Image Retouching techniques

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Black & White to color conversion of image
Portrait Enhancement & Photo Retouching
Image Manipulation
Day to night conversion of Image
Effects passed exercise
Typography Designs
Social Media Designs
Web Banners
Magazine Cover page and layouts
Newsletter Design
Cartoon Character Designs

B-GAG204: Digital Design & Raster Graphics (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG204.1	3	3	3	3	3	3	3	3
B-GAG204.2	3	3	3	3	3	3	3	3
B-GAG204.3	3	3	3	3	3	3	2	3
B-GAG204.4	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	2.5	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG204.1	3	3	2	2	3
B-GAG204.2	3	3	3	3	3
B-GAG204.3	3	3	3	3	3
B-GAG204.4	3	3	3	3	3
Average	3	3	2.75	2.75	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG204.1	3	3	3	3	3	3	3	3	3	3	2	2	3
B-GAG204.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG204.3	3	3	3	3	3	3	2	3	3	3	3	3	3
B-GAG204.4	3	3	3	3	3	3	2	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.5	3	3	3	2.75	2.75	3

B-GAG205: Comic Design & Character Anatomy (Theory)

Time:3 Hrs. Total Marks: 100
Credits: 4 Theory: 80
Internal Assessment: 20

Course Objectives: The Course is designed to impart the knowledge of character design and its significance. It will help the students to know about history and production process of comic book.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 205.1: Get knowledge about different types of characters design
B-GAG 205.2: Get knowledge of comic history
B-GAG 205.3: Understand the anatomy of organic and non-organic characters.
B-GAG 205.4: Understand the different comic styles along with presentation styles

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Introduction:

- Understand Character Design, Types and Design Pattern
- History of Character Designing
- Process of Character Designing
- Understand Caricature
- Concept of Model Sheet / Expression Sheet

UNIT-II

Shape Language and Design

- Cartoon Character Anatomy & Proportions
- Body Types and Poses, (Fingers, Hands, Arms, Foot and Legs)
- Facial Expression: Eyes, Nose, Lips, Hairs
- Development of Character Design
- Design Character with Shapes and Forms

UNIT-III

Comic Design

- Comic Book: Types & Sizes
- Study Comic Characters
- Principals of Comic Book
- Understand composition in comic
- Designing Process of Comic Book
- Elements of Comic Book

UNIT-IV

Production

- Vector Drawing and Coloring Techniques (Digitally)
- Splash, Explosion, Cracking, Fire
- Concept Character
- Techniques and use Perspective Angles

References:

- Blair, P. (1994). Cartoon animation. Walter Foster Publishing.
- Indian painting by Lokesh Chandra sharma
- Indian cartoon Art by VeenaBansal
- Aesthetic of art, Krishna's publisher, Author Nupur Sharma
- Graphic design by Narender Singh Yadav

B-GAG205: Digital Design & Raster Graphics (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG205.1	3	3	3	3	3	3	3	3
B-GAG205.2	3	3	2	3	3	3	3	3
B-GAG205.3	3	3	3	3	3	3	3	3
B-GAG205.4	3	3	3	3	3	3	3	3
Average	3	3	2.75	3	3	3	3	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG205.1	3	3	3	3	3
B-GAG205.2	3	3	3	2	3
B-GAG205.3	3	3	3	3	3
B-GAG205.4	3	3	3	2	3
Average	3	3	3	2.5	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG205.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG205.2	3	3	3	3	3	3	3	3	3	3	3	2	3
B-GAG205.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG205.4	3	3	3	3	3	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	3	3	3	3	3	2.5	3

B-GAG206: Comic Design & Character Anatomy (Practical)

Time:3 Hrs.
Credits: 2

Total Marks: 50
Practical: 40
Internal Assessment: 10

Course Objectives: The aim of the course is to impart the knowledge of character design and to teach practical use of digital tools to produce illustrations and landscapes.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 206.1: Learn and Practice the anatomy of organic and non-organic characters
B-GAG 206.2: Develop and produce story based comic
B-GAG 206.3:Able to draw different types of characterfor comics as well as animation
B-GAG 206.4: Learn pre-production for animation

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Human & Cartoon Character Anatomy
Design Pattern and Layout
Reviews of any Comic Book
Model Sheet & Expression Sheet
Composition in Comic
Cartoon character sketch and Digital Conversation
Comic Book Strip
Action Sheet of Cartoon Character
Perspective Angles
Study of Comic Characters and make Slam Book
Final Output (Comic Book)

B-GAG206: Comic Design & Character Anatomy (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG206.1	3	3	3	3	3	3	3	3
B-GAG206.2	3	3	3	3	3	3	3	3
B-GAG206.3	3	3	3	3	3	3	2	3
B-GAG206.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG206.1	3	3	3	3	3
B-GAG206.2	3	3	3	3	3
B-GAG206.3	3	3	3	3	3
B-GAG206.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG206.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG206.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG206.3	3	3	3	3	3	3	2	3	3	3	3	3	3
B-GAG206.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.75	3	3	3	3	3	3

B-GAG207: Experimental Animation Techniques (Theory)

Time:3 Hrs. Total Marks: 100
Credits:4 Theory: 80
Internal Assessment: 20

Course Objectives: The course is designed to introduce various techniques and styles of Animation, to provide the students hands on experience of simple idea for animation using the materials available in the immediate surroundings, to provide knowledge of ideation and imagination of animation and to introduce procedures and steps for Material Animation as an Example.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 207.1: Understand and apply Principals of Animation
B-GAG 207.2 : Learn various techniques and styles of Animation.
B-GAG 207.3: Do ideation and imagination of animation
B-GAG 207.4: Recognize and identify the power of animation which is not restricted to any medium.

Note:- The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit from I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing six short notes covering the entire syllabus and students are required to attempt any four. All questions will carry equal marks.

UNIT-I

Classical & Traditional Animation:

- Define Animation
- Persistence of Vision
- Animation & Motion
- Animation Principals
- Working of Light-Box
- Flip Book / Flick Book
- Ball Bounce

UNIT-II

Timing & Spacing (On Flipbook)

- Pendulum Animation
- Vehicle Animation
- Walk Cycle (Adolescent & Adult)
- Jump and Run
- Leaf Animation
- Water Drop & Water Splash

UNIT-III

Stop Motion Animation

- Define Stop Motion
- Process of Stop Motion
- Key-Framing and Timing
- Stop Motion Animation Different Techniques
- Basic Lighting Techniques & Camera Setup

UNIT-IV

Developing a Short Experimental Animation Film:

- Clay Animation
- Cut-Out Animation
- Mix Media Animation
- Add Sound and Audio
- Export and Authoring
- Stop Motion Animation in Animation & VFX Industry
- Student will choose a specific technique and implement his idea as a short film or gag.

References::

- Williams, R. (2012). The animator's survival kit: A manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators. Macmillan.
- Thomas, F., & Johnston, O. (1995). The illusion of life: Disney animation. Hyperion.
- Laura Moreno (2014) THE CREATION PROCESS OF 2D ANIMATED MOVIES
- Wells, P. Understanding animation. Routledge.
- Blair, P. (1994). Cartoon animation.Walter Foster Publishing.
- Gasek, T. (2017). Frame-by-frame stop motion: The guide to non-puppet photographic animation techniques (2nd ed.). CRC Press.
- Priebe, K. A. (2011). The advanced art of stop-motion animation.Cengage Learning.

B-GAG207: Experimental Animation Techniques (Theory)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG207.1	3	3	3	3	3	3	3	3
B-GAG207.2	3	3	3	3	3	3	2	3
B-GAG207.3	3	3	3	3	3	3	3	3
B-GAG207.4	3	3	3	3	3	3	2	3
Average	3	3	3	3	3	3	2.5	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG207.1	3	2	3	3	3
B-GAG207.2	3	3	3	3	3
B-GAG207.3	3	3	3	3	3
B-GAG207.4	3	2	3	3	3
Average	3	2.5	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG207.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG207.2	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG207.3	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG207.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	3	3	3	3	3	3	3

B-GAG208: Experimental Animation Techniques (Practical)

Time:3 Hrs. Total Marks: 50
Credits: 2 Practical: 40
Internal Assessment: 10

Course Objectives: The course is designed to practice various techniques and styles of Animation, to provide the students hands on experience of simple idea for animation using the materials available in the immediate surroundings and to do ideation and imagination of animation.

Course Learning Outcomes:
After completing the Course, the student will be able to:
B-GAG 208.1: Understand the working of flip book animation technique
B-GAG 208.2: Able to create little animation movements by using flip book
B-GAG 208.3: Know the process of stop motion animation by different material
B-GAG 208.4: Develop skills to handle problem during traditional and stop motion animation production

Note:- The students will do practical assignments assigned by the concerned teacher throughout the whole semester and will submit them in the form of hardcopy/softcopy to the teacher. External Examiner will evaluate the work done by the student, will conduct the practical and viva voce.

List of Practical Exercises:
Animate Time on flip book
Water drop morphing and animation
Understand Time and Spacing principal by Pendulum animation
Squash and Stretch exercise with the use of ball animation
Object Weight Impact on animation
Leaf animation to understand staging rules
Normal walk cycle of cartoon character
Slow walk cycle of old age character
Animate Humans /Objects with Stop Motion Animation Techniques
Cut-out / Clay, used to produce story based animation clip

B-GAG208: Comic Design & Character Anatomy (Practical)

CO-PO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
B-GAG208.1	3	3	3	3	3	3	3	3
B-GAG208.2	3	3	3	3	3	3	2	3
B-GAG208.3	3	3	3	3	3	3	2	3
B-GAG208.4	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.5	3

CO-PSO Mapping Matrix

CO	PSO1	PSO2	PSO3	PSO4	PSO5
B-GAG208.1	3	3	3	3	3
B-GAG208.2	3	3	3	3	3
B-GAG208.3	3	3	3	3	3
B-GAG208.4	3	3	3	3	3
Average	3	3	3	3	3

CO-PO-PSO Mapping Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
B-GAG208.1	3	3	3	3	3	3	3	3	3	3	3	3	3
B-GAG208.2	3	3	3	3	3	3	2	3	3	3	3	3	3
B-GAG208.3	3	3	3	3	3	3	2	3	3	3	3	3	3
B-GAG208.4	3	3	3	3	3	3	3	3	3	3	3	3	3
Average	3	3	3	3	3	3	2.5	3	3	3	3	3	3