Department of Multimedia (B Voc)

PROGRAME OUTCOME- CORE COURSE

SEMESTER-1

COURSE	COURSE OUTCOME
Introduction to Media Communication	➢ Summarize the various forms of communication. ➢ To implement the functions and nature of the various types of communication. ➢ To Analyze the global media content and their impact on the developing countries. ➢ Apply the communication skills and knowledge with respect to the different types of communication learnt.
Multimedia Tools & Techniques Part 1	➢ Students will get the concepts of Principal of Design, Visual Elements of design. ➢ To learn an overview of Drawing and Design & its Principles. ➢ Illustrate the concepts of introduction of Multimedia and Raster image. ➢ Implement the basics of Software Packages for Design.
Office Automation & Basic Internet Programming	➢ To learn HTML tags and JavaScript Language programming concepts and techniques. ➢ To develop the ability to logically plan and develop web pages. ➢ Students will apply their knowledge to create different purpose websites.

COURSE	COURSE OUTCOME
	➤ Students will apply their knowledge to create interactive websites. ➤ Develop applications using hibernate framework and Hypertext Markup Language Protocols.
Multimedia Tools & Techniques Part I - Lab	➤ Seek design principles, design process, theory, history and contemporary design practice. ➤ Gain proficiency in identified technical skills, implement the process of creating, analyzing, and evaluating graphic design concept. ➤ Justify the choice of appropriate tools according to the type of digital art work ➤ Visualize and demonstrate an idea and express it through visual design. Demonstrate the knowledge of design & colors and apply them effectively to various assignments
MS office & Internet Programming Lab	➤ Seek MS word, PowerPoint in Live working practice. ➤ Gain proficiency in identified technical skills, understand the process of word, PPT, etc. in Office Automation solutions. ➤ Creation of webpage and website in new era of life in an organization. ➤ Making HTML5 Responsive Web Sites for Organization.

SEMESTER-2

COURSE	COURSE OUTCOME

Advanced Web designing & PHP Programming	➤ Live working practice and creation of Website. ➤ Creation of webpage and website in new era of life in an organization. ➤ Making HTML5 Responsive Web Sites for Organization.
Multimedia Tools & Techniques Part II	➤ To learn the software skills to create vector graphics for print and web projects. ➤ Determine to solve visual problems using vector art, giving them an important additional skill when they become entry-level designers. ➤ Additionally, they learn to exchange ideas, approximating a real-world working atmosphere. ➤ To explore the multi-page design and development tools for digital and print media
Multimedia Tools &Techniques Part II Lab	➤ Implement the Software tools and Techniques to utilize creative skill for effective Design solutions. ➤ Design and Develop Interactive Digital content for Web and Publishing. ➤ Utilize the Software's for creating excellent Print ready documents and Web Publications. ➤ Create Design for Digital & Print Media at an expert level.

Course	Course Outcome
Web designing & PHP Programming Lab	- Live working practice and creation of Website. - Creation of webpage and website in new era of life in an organization. - Making HTML5 Responsive Web Sites for Organization.
Mini Project	- To provide students for knowledge of Designing tools - Students will be able to practice acquired knowledge within the chosen area of technology for project development - Reproduce, improve and refine technical aspects for Multimedia projects - Communicate and report effectively project related activities and findings.

SEMESTER-3

Course	Course Outcome
Digital Photography	- To learn the basics of art of Photography. - Describe different intricacies involved in taking a photograph. - Develop self-learning, how to take a good picture. - To develop photographic sense and knowledge.

Fundamentals of 2d Animation	➢ Support for SVG, WebGL, HTML5 animation and video for Web sites and Apps. ➢ Designing interactive animations and publishing them on multiple platforms for multiple devices
Audio & Video Production Tools	➢ To Understand the digital video production process. ➢ To Apply various concepts and direction style in video production. ➢ The students will understand the basic editing tools and techniques of sound and video recordings in preparation for the mastering of a television program, motion picture or web application.
2d Animation Lab	➢ Support for SVG, WebGL, HTML5 animation and video for Web sites and Apps. ➢ designing interactive animations and publishing them on multiple platforms for multiple devices
Audio &Video Production Tools Lab	➢ To Analyze the skills on handling professional video camera. ➢ Gain proficiency in identified technical skills, understand the process of creating, analyzing, and evaluating graphic design solutions. ➢ To teach how to record, edit, mix and master audio for post-production.

	To Evaluate creative techniques that can be used in Audio and Video Production.
Photography & Image Editing	- Acquire the lighting in photography. - Build awareness of the subject positioning and Shooting Area identification. - Acquire knowledge about the composition in photography. - Exhibit strong familiarity of visual effects using photography

SEMESTER-4

Course	Course Outcome
Fundamentals of 3d	- Demonstrate knowledge of object manipulation. Learn 3D Space, Software and tools. - Analyze modeling technique. Be able to obtain 3D Volume and space of an object - Construct 3D models with animation capabilities and use them to compose 3D scenes.
Character designing in 3D	- To learn 3D Character Designing skills. - To learn 3D Modeling Skills.

	➢ Students will apply their knowledge to create different Types of Characters (Biped, Quadruped).
Character designing in 3D Lab	➢ Become an expert in Character Design in 3D. ➢ Be able to work closely with 3D Departments. ➢ Create a 3D Character for animation.
Fundamentals of 3d Lab	➢ Adequate knowledge of 3d tools and techniques to utilize for creative skill. ➢ Be able to create a Biped Character Design. ➢ Become an expert in creating 3D Visual content ➢ Be able to create 3D Animation.
Mini Project	➢ To provide students for knowledge of Editing/ Animation tools ➢ Students will be able to practice acquired knowledge within the chosen area of technology for project development. ➢ Reproduce, improve and refine technical aspects for Multimedia projects. ➢ Communicate and report effectively project related activities and findings.
	➢ The scope of the course shall be limited to the study of the fundamental areas of multimedia with emphasis on

	understanding the basic tools, techniques and issues.
Multimedia Journalism and E-Content Development.	➢ Be familiar with the tools and resources used in multimedia production.
	➢ Be familiar with the specifics of narration in a multimedia environment.
	➢ Students will become acquainted with the ethical and legal implications of online and social media practices.

SEMESTER-5

Course	Course Outcome
Media Laws and Ethics	➢ Students gain an understanding of laws pertaining to media.
	➢ Students gain an analytical knowledge into ethical issues related to media.
	➢ Students learn to apply media laws to case studies and evaluate the relative merits and demerits of laws and ethical questions pertaining to media.
	➢ Creating an understanding among students about the importance of responsible Journalism which works within the framework of laws and ethics.

Life Skill & Personality Development	➢ Students gain an understanding of laws pertaining to media. ➢ Students gain an analytical knowledge into ethical issues related to media. ➢ Students learn to apply media laws to case studies and evaluate the relative merits and demerits of laws and ethical questions pertaining to media. ➢ Creating an understanding among students about the importance of responsible Journalism which works within the framework of laws and ethics.
Graphics & Animation in Advertising	➢ To helps improve your communication with prospective Audience. ➢ Able to pre-sell your products using animation, before you actually have a physical product available. ➢ Animation allows you to demonstrate a product without actually having it. ➢ Animated advertisement to give a feeling of reality and aliveness
3D Visualisation, VFX and Compositing	➢ To get an Understanding of how 3D animations are made. ➢ LearnVFX Tools and Techniques for making a VFX film. ➢ Acquire 3D Animation & Vfx Knowledge.
VFX and Compositing Lab	➢ Implement the Visual Effects & Compositing process. ➢ Become an expert in VFX & Compositing.

	➤ Be able to work in Rotoscopy, Tracking, Matte painting Departments. ➤ Create an excellent Live action VFX Content.
Graphics & Animation in Advertising Lab	➤ To helps improve your communication with prospective Audience ➤ Able to pre-sell your products using animation, before you actually have a physical product available. ➤ Animation allows you to demonstrate a product without actually having it. ➤ Animated advertisement to give a feeling of reality and aliveness
3D Visualisation Lab	➤ Become an expert in 3D Visualization Tools. ➤ Be able Produce 3D Walkthroughs and Animations of Products, Architecture etc. ➤ Acquire 3D Visualization Skill.
Film Studies	➤ Observe with knowledge and reflect upon the articulation of a film's content, form and structure. ➤ Demonstrate familiarity with diverse forms of the moving image, including, for example, the feature film, experimental and avant-garde cinema, video art and moving image installation, television and digital media. ➤ Gain a basic understanding of film theory and global film history, to be able to identify significant movements and articulate key concepts.

SEMESTER-6

Term Paper	➢ Acquire the knowledge of doing research in specialized areas in different media. ➢ Develop the skill to write and present the process of presenting work.
Internship & Project	➢ Acquire the knowledge of the concept about Multimedia production and development. ➢ Apply attained skill to develop products based on Graphic Design, Audio & Video Production, 2d & 3d Animation. ➢ Apply knowledge to make a synopsis of the project work for approval. ➢ Apply knowledge and skill in scientific research, critical thinking, reasoning, product development and final documentation. ➢ Acquire skill and knowledge to present their products in the best way possible.