

Kurukshetra University, Kurukshetra

(Established by the State Legislature Act-XII of 1956)

("A++" Grade, NAAC Accredited)



Syllabus for Post Graduate Programme M.Sc. Graphic Animation and Multimedia

as per NEP 2020

Curriculum and Credit Framework for Postgraduate Programme

With Multiple Entry-Exit, Internship and CBCS-LOCF

With effect from the session 2025-26 (in phased manner)

**Institute of Mass Communication and Media Technology
FACULTY OF COMMERCE AND MANAGEMENT**

**KURUKSHETRA UNIVERSITY, KURUKSHETRA-136119
HARYANA, INDIA**

Programme Learning Outcomes (PLOs) for PG Programmes as per NEP-2020

PLOs	M.Sc. Graphic Animation and Multimedia
	After the completion of Master degree in Graphic Animation and Multimedia the student will be able to:
PLO-1: Knowledge and Understanding	Demonstrate the fundamental and advanced knowledge of the subject and understanding of recent developments and issues, including methods and techniques, related to Graphic animation and Multimedia.
PLO-2: General Skills	Acquire the general skills required for performing and accomplishing the tasks as expected to be done by as Skilled professional in the fields of Graphic animation and Multimedia.
PLO-3: Technical/Professional Skills	Demonstrate the learning of advanced cognitive technical/professional skills required for completing the specialized tasks related to the Profession and for conducting and analyzing the relevant research tasks in different domains of Graphic animation and Multimedia.
PLO-4: Communication Skills	Effectively communicate the attained skills of Graphic animation and Multimedia in well-structured and productive manner to the society At large.
PLO-5: Application of Knowledge and Skills	Apply the acquired knowledge and skills to the problems in the subject area, and to identify and analyze the issues where the attained knowledge and skills can be applied by carrying out research investigations to formulate evidence-based solutions to complex and unpredictable problems associated with the field of Graphic animation and Multimedia or otherwise.
PLO-6: Critical thinking and Research Aptitude	Attain the capability of critical thinking in intra/inter-disciplinary areas of Graphic animation and Multimedia enabling to formulate, synthesize, and articulate issues for designing of research proposals, testing hypotheses, and drawing inferences based on the analysis.
PLO-7: Constitutional, Humanistic, Moral Values and Ethics	Know constitutional, humanistic, moral and ethical values, and intellectual property rights to become a scholar/professional within grained values in expanding knowledge for the society, and to avoid unethical practices such as fabrication, falsification or misrepresentation of data or committing plagiarism.
PLO-8: Capabilities/qualities and mindset	To exercise personal responsibility for the outputs of own work as well as of group/team and for managing complex and challenging work(s) that requires new/strategic approaches.
PLO-9: Employability and job-ready skills	Attain the knowledge and skills required for increasing employment potential, adapting to the future work and responding to the rapidly changing demands of the employers/industry/society with time.

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Gaming Concepts		
Course Code	M24-GAM-301		
Course Type	CC-7		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understanding the basis of Game Design CLO 2: Students will know about the technical knowledge of game design process CLO 3: Explore different stages of 3D game Design CLO 4: Understanding the different types of game and game design techniques.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Introduction to 3D Game Design Production Pipeline of Game Design The history of games and game design Elements of Game Design 3D game design concepts and terminology		15
II	Game design principles Understanding different game genres and their characteristics Environmental storytelling Character development and interaction The role of dialogue and exposition		15
III	User experience (UX) in game design Creating visual mood boards and concept art Developing game themes and aesthetic Writing game narrative concepts and scripts Game concept documents and presentations Understanding player motivations and behaviours		15
IV	Concept of Game Engine Game engines (Unity, Unreal Engine) Game Engine for VR		15

	Game engine resources Overview of Game Industry			
Total Contact Hours			60	
Suggested Evaluation Methods				
Internal Assessment: 30			End Term Examination: 70	
➤ Theory		30	➤ Theory:	70
•Class Participation:		5	Written Examination	
•Seminar/presentation/assignment/quiz/class test etc.:		10		
•Mid-Term Exam:		15		
Part C-Learning Resources				
Recommended Books/e-resources/LMS:				
○ The Art of Game Design: A Book of Lenses" by Jesse Schell ○ Game Design Workshop: A Playcentric Approach to Creating Innovative Games" by Tracy Fullerton ○ A Theory of Fun for Game Design" by Raph Koster ○ Rules of Play: Game Design Fundamentals" by Katie Salen and Eric Zimmerman ○ Game Engine Architecture" by Jason Gregory				

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	3D Rigging and Lighting		
Course Code	M24-GAM-302		
Course Type	CC-8		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understanding the basis of Rigging CLO 2: Students will be able to rig different objects CLO 3: Explore how to assemble the whole setup into a master rig and skinning. CLO 4: Understanding the different types of Lighting techniques		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Overview of 3D rigging Importance of rigging in character animation Forward Kinematics (FK) vs. Inverse Kinematics (IK) Constraints (Point, Orient, Parent, Scale) Creating custom attributes for animation controls Spline IK and Ribbon setups		15
II	Set Driven Key, Setting up IK/FK switches Connection Editor, Expression Editor, Reference Editor IK Handle Tool, IK Solvers (Rotate Plane, Single Chain, Spline), IK Controls, IK Preferred Angle, Pole Vector Constraint Mechanical Rig Setup: Props, Robots etc. Biped Rig Setup Quadruped Rig Setup		15
III	Introduction to skinning and weight painting Skinning: Smooth Binding, Interactive Binding Editing Skin Weights: Weight Painting, Mirror Skin Weights, Copy Skin Weights, Hammer Skin Weights, Component Editor, Export/Import Skin Weights Advanced skinning techniques		15

IV	Basics of lighting in 3D environments Types of 3D lights (Point, Directional, Spot, Area) Three-point lighting system (Key, Fill, Rim) Shadows and their types (Ray-traced vs. Shadow maps) Colour temperature and mood setting with lights Volumetric lighting and fog effects Global Illumination (GI) and Ambient Occlusion (AO) HDRI lighting for realistic rendering	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.:	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS:		
○ Animation Methods-Rigging Made Easy: Rig Your First Character in Maya: David Rodriguez ○ Maya Character Rigging: Cheryl Cabrera ○ Rig IS Right! Maya Animation Rigging Concepts by Tina ○ Essential Skills in Character Rigging by Nicholas B. Zeman		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Film Appreciation		
Course Code	M24-GAM-303		
Course Type	DEC-1		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Introduce to the narrative and stylistic techniques used in film making. CLO 2: Understand the fundamentals of cinematic storytelling, including plot structure, character development, and visual composition. CLO 3: Recognize different filmmaking styles (e.g., realism, expressionism, neorealism) and their impact on cinematic expression. CLO 4: Identify the key concepts, model and tools in film criticism.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Introduction to Cinema: Origin and evolution Characteristics of the film medium and comparison with other art forms (theatre, painting, photography) Language and grammar of cinema Difference between fiction and non-fiction films		15
II	Film interpretation: Analysis of theme, characters, and narrative structure Impact of visual and sound elements Social, cultural, and political interpretations of films Analysis of classic and contemporary films		15
III	Movie Genres: Westerns and Gangster Films, Mysteries and Horror, Fantasy and Science Fiction (Sci-fi), Thrillers, Romantic Comedy Musicals and Documentaries, Drama Noir and Neo-Noir Cinema Contemporary World Cinema: Characteristics of Hollywood, European, Asian, and Latin American cinema Contributions of significant filmmakers (e.g., Alfred Hitchcock, James Cameroon, Stanley Kubrick, Akira Kurosawa, Quentin Tarantino, Christopher Nolan)		15

IV	Indian and South Asian Cinema Indian Parallel Cinema Bollywood and Regional Cinema: Contributions of Indian filmmakers like Satyajit Ray, Ritwik Ghatak, Mrinal Sen, and Shyam Benegal Contemporary independent cinema and changes in the digital era How to review a film Role of a film critic	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
- Allen, Robert & Douglas Gomery. Film History: Theory and Practice. New York: McGraw- Hill, Inc., 1987. - Carroll, Noel. Mystifying Movies: Fads and Fallacies in Contemporary Film Theory. New York: Columbia University Press, 1988. - Gledhill, Christine & Linda Williams. Eds. Reinventing Film Studies. London: Arnold, 2000. - Stam, Robert & Toby Miller. Eds. Film and Theory: An Anthology. London: Blackwell Publishers, 2000. - Stam, Robert & Toby Miller. Eds. A Companion to Film Theory. London: Blackwell Publishers - Giannetti, L. (2017). <i>Understanding Movies</i> (14th ed.). Pearson. - Prince, S. (2010). <i>Movies and Meaning: An Introduction to Film</i> (5th ed.). Pearson. - Elsaesser, T., & Hagener, M. (2015). <i>Film Theory: An Introduction through the Senses</i> (2nd ed.). Routledge. - Corrigan, T., & White, P. (2012). <i>The Film Experience: An Introduction</i> (3rd ed.). Bedford/St. Martin's. - Buckland, W. (2015). <i>Film Theory and Contemporary Hollywood Movies</i>. Routledge. - Braudy, L., & Cohen, M. (2016). <i>Film Theory and Criticism: Introductory Readings</i> (8th ed.). Oxford University Press. - King, G. (2002). <i>New Hollywood Cinema: An Introduction</i>. Columbia University Press. - Nichols, B. (2017). <i>Introduction to Documentary</i> (3rd ed.). Indiana University Press. - McKee, R. (1997). <i>Story: Substance, Structure, Style and the Principles of Screenwriting</i>. HarperCollins. - Thompson, K., & Bordwell, D. (2010). <i>Film History: An Introduction</i> (3rd ed.). McGraw-Hill. - Rosenstone, R. A. (2006). <i>History on Film/Film on History</i>. Routledge.		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Artificial Intelligence (AI)		
Course Code	M24-GAM-304		
Course Type	DEC-1		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: helping learners to understand the world of AI and its applications CLO 2: understand the basics of intelligent agents and learning types CLO 3: learn the different components of AI such as natural language processing, expert system, neural network basics and knowledge representation CLO 4: learn about the impact, opportunities and challenges in the future of AI		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Definition of artificial intelligence (AI) Brief history and evolution of AI Applications of AI in various fields Basics of machine learning and deep learning		15
II	Intelligent agents: Types of agents Turing test in AI Knowledge based agents Knowledge representation techniques Neural Networks: ANN, RNN and CNN		15
III	Introduction to NLP Text preprocessing techniques Introduction to expert system Introduction to robotics; Applications of AI in robotics Types of robots (industrial robots, autonomous vehicles, drones, etc.)		15
IV	AI applications in healthcare Medical imaging and diagnosis AI in Finance: Algorithmic trading and financial forecasting Opportunities and challenges in the future of AI Ethical considerations and challenges in AI-driven finance Impact of AI on employment and the workforce		15

	Fraud detection and risk management		
Total Contact Hours		60	
Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Theory	30	➤ Theory:	70
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.	10		
• Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS			
- “Artificial Intelligence: A Modern Approach” by Stuart Russell and Peter Norvig - “Deep Learning” by Ian Goodfellow, Yoshua Bengio, and Aaron Courville - “Natural Language Processing with Python” by Steven Bird, Ewan Klein, and Edward Loper - “Robotics: Modelling, Planning and Control” by Bruno Siciliano and Lorenzo Sciavicco - “AI Superpowers: China, Silicon Valley, and the New World Order” by Kai-Fu Lee - “Ethics of Artificial Intelligence and Robotics” edited by Vincent C. Müller and Nick Bostrom			

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Advertisement Design		
Course Code	M24-GAM-305		
Course Type	DEC-1		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Applying the principles of design CLO 2: The creative process of Advertisement Design CLO 3: Layout Tools, Techniques, Stages and Formats CLO 4: Permanence in advertising design		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Advertising: Meaning, concept and nature, Types /Forms of Advertising Functions of Advertising The creative process Fundamentals of Design: Definition. Approaches to Design Centrality of Design, Elements of Design.	15	
II	Principles Advertising Design; Meaning Layout steps and design, Function of Layout, Types of Layouts; Layout Design Principles, Thumbnail Sketch, Story board	15	
III	Copy Writing; Types of Copy Writing Body Copy, Headlines, Subheads, Body copy, slogans, Radio and TV and Print advertisement script writing Use and importance of Animation in Advertising Tools and Techniques of Animation in Advertising	15	
IV	Conceptualization and Ideation, Translation of ideas into campaigns Visualization; Typography, Physical structure,	15	

Printing process; Process of production, color photography and color separation; Desk Top Publishing (DTP) Modern printing technologies			
Total Contact Hours		60	
Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Theory	30	➤ Theory:	70
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS:			
○ Sandage, Fryburger and Rotzoll (1996) Advertising Theory and Practice. AAITBS Publishers ○ Stansfied, Richard: Advertising Managers Handbook. UBBSPD Publications. Third Edition ○ Advertising Handbook: A Reference Annual on Press TV, Radio and Outdoor Advertising. Different Years ATLANTIS Publications Mohan: ○ Advertising Management: Concepts and Cases. Tata McGraw- Hill Jewler, E (1998): ○ Creative Strategy in Advertising. Thomon Learning ○ Advertising Management Jethwaney, Jaishri and Jain, Shruti (2012), ○ Advertising Management, OUP India Ogilvy, David. (2001). ○ Ogilvy on Advertising, Prion. Valladares, June A. (2000).			

Session: 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	UI & UX Lab		
Course Code	M24-GAM-307		
Course Type	PC-5		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO: 1. Understand the process of UI Design.		
	CLO: 2. Able to create User Interface by using digital tools.		
	CLO: 3. Know User Experience Process.		
	CLO: 4. Learn the Techniques to Create Digital Prototype Design		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		
Part B-Contents of the Course			
Practical's			Contact Hours
	Analyze existing websites/apps for UI/UX strengths and weaknesses		120
	User Persona		
	Creating user flows and scenarios		
	Information architecture (IA) and site mapping		
	Paper wireframes for a mobile app screen.		
	Low-fidelity wireframes		
	UI components		
	Typography		
	Splash Screen		
	Onboarding Screens		
	Login/Signup Screens		
	Home Screen		
	Navigation Screens/Menus		
	List Screens		
	Detail Screens		
	Forms/Input Screens		
	Confirmation/Success Screens		
	Profile Screens		
	Checkout Screens		
Prototyping			

Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Practicum	30	➤ Practicum	70
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
• Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS:			
• The Design of Everyday Things" by Don Norman • Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability" by Steve Krug • 100 Things Every Designer Needs to Know About People" by Susan Weinschenk • Designing Interfaces" by Jenifer Tidwell • UX for Beginners: A Crash Course in 100 Short Lessons" by Joel Marsh			

Session: 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Motion Design		
Course Code	M24-GAM-308		
Course Type	PC-6		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO: 1. Understand the Motion Design		
	CLO: 2. Able to create Typography Motion Design		
	CLO: 3. Learn and Apply Principals of Motion Design		
	CLO: 4. Learn the Techniques to Create Broadcasting Graphics		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		
Part B-Contents of the Course			
Practical's			Contact Hours
	Working With Different Tools		120
	Composition and layer management		
	Working With Timeline		
	Keyframing fundamentals		
	Create a simple animated logo reveal		
	Animate basic shapes using keyframes and easing		
	Animation with Path and Stroke		
	Kinetic Typography Animation		
	Working with Mask and its application		
	Logo Animation		
	Animated Titles		
	3D Composition		
	Creating Animated Icons and UI elements		
	Create animated transitions using masks		
	Using expressions for dynamic animation		
	Animate a character		
	Animated social media Ad		
	Motion Graphics for broadcasting		
	Exporting motion graphics for various platforms (web, social media, video)		
	Create a Show Reel		

Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Practicum	30	➤ Practicum	70
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
• Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS:			
• Universal Principles of Design" by William Lidwell, Kritina Holden, and Jill Butler • Design for Motion: Fundamentals and Techniques of Motion Design" by Austin Shaw • Motion Graphics in Branding • After Effects Apprentice • Creating Motion Graphics with After Effects: Essential and Advanced Techniques" by Chris Meyer and Trish Meyer			

Session: 2025-26**Part A - Introduction**

Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Third		
Name of the Course	Image Retouching & Photo Editing		
Course Code	M24-OEC-327		
Course Type	OEC		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understanding the basis of Image Retouching CLO 2: Students will know about the technical knowledge Retouching CLO 3: Explore different image formats CLO 4: Understanding the difference between vector and raster image		
Credits	Theory	Practical	Total
	2	0	2
Teaching Hours per week	2	0	2
Internal Assessment Marks	15	0	15
End Term Exam Marks	35	0	35
Max. Marks	50	0	50
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	The role of retouching in different photographic genres (portrait, fashion, commercial, etc.) Understanding the psychology of image perception Understanding the difference between "retouching" and "manipulation" Difference between raster and vector graphics	7
II	Layer Panel Layers and Types of Layers Color theory and its application in retouching Working with HSB mode, Levels and Curves	8

III	Analysis of lighting in various photographic styles Image resolution and pixel density Understanding histograms and tonal range Techniques for color correction	7
IV	Gradient and types of graident Understanding digital image formats (RAW, JPEG, TIFF, etc.) Filleters and Effects Export amd Page setup	8
Total Contact Hours		30
Suggested Evaluation Methods		
Internal Assessment: 15		End Term Examination: 35
Theory	15	➤ Theory: 35
●Class Participation:	4	Written Examination
●Seminar/presentation/assignment/quiz/class test etc.:	4	
●Mid-Term Exam:	7	
Part C-Learning Resources		
Recommended Books/e-resources/LMS:		
○ The Complete Guide to Digitally Lighting, Photographing, And Retouching Faces And Bodies" by Lee Varis ○ The Adobe Photoshop CC Book for Digital Photographers" by Scott Kelby ○ The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks, and Techniques" by Glyn Dewis		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Research Methodology		
Course Code	M24-GAM-401		
Course Type	CC-9		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the core principles, types, and ethical considerations involved in research methodology. CLO 2: Utilize suitable research designs, sampling strategies, and data collection techniques to carry out effective research. CLO 3: Interpret and evaluate data using statistical methods and apply relevant software tools for data analysis. CLO 4: Produce clear and organized research reports with accurate citations and effectively communicate findings through presentations.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Definition and Concept of Research: Meaning, nature, and purpose of research, Characteristics of good research; Types of Research: Basic vs. applied research, Qualitative vs. quantitative research, Exploratory, descriptive and explanatory research Research Process: Identifying the research problem, Review literature, Setting objectives and hypothesis formulation Ethics in Research: Importance of ethical considerations, Plagiarism and academic integrity, Informed consent and confidentiality		15
II	Research Design: Definition and importance, Components of research design, Types of research design (experimental, correlational, observational, etc.) Sampling Methods: Probability sampling (random, systematic, stratified, cluster), non-probability sampling (convenience, purposive, snowball), Sample size determination Data Collection Methods: Primary Data: Surveys, questionnaires, interviews, Observation methods; Secondary Data: Government reports, articles, journals, and online sources		15

	Measurement and Scaling: Nominal, ordinal, interval, and ratio scales, Likert scale and semantic differential scale	
III	Data Preparation: Data cleaning and coding, Tabulation and organization of data Descriptive Statistics: Measures of central tendency (mean, median, mode), Measures of dispersion (range, variance, standard deviation), Frequency distribution and graphical representation Inferential Statistics: Hypothesis testing (null and alternative hypotheses), p-value and significance testing, t-test, chi-square test, ANOVA Correlation and Regression Analysis: Pearson and Spearman correlation, Simple and multiple regression models Use of Software for Data Analysis: Introduction to SPSS, Excel, R, or Python for data interpretation	15
IV	Research Report Writing: Structure of the research report, Title page, abstract, introduction, methodology, results, and conclusion, Formatting and referencing (APA, MLA, Chicago, etc.) Citations and Referencing: In-text citations and bibliography, Reference management tools (Zotero, Mendeley, EndNote) Presentation of Research Findings: Preparing PowerPoint presentations, Data visualization (charts, graphs, and tables), Effective communication and presentation skills Plagiarism and Citation Tools: Checking plagiarism (Turnitin, Grammarly), Importance of originality in research Assessment Methods: Assignments and quizzes, Practical application of data collection and analysis methods, Research report submission, Presentation of research findings	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ Kothari, C. R. (2004). Research Methodology: Methods and Techniques (2nd ed.). New Age International. ○ Creswell, J. W. (2018). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (5th ed.). SAGE Publications. ○ Bryman, A. (2016). Social Research Methods (5th ed.). Oxford University Press. ○ Babbie, E. (2020). The Practice of Social Research (15th ed.). Cengage Learning. ○ Bhattacharyya, D. K. (2009). Research Methodology (2nd ed.). Excel Books. ○ Graziano, A. M., & Raulin, M. L. (2013). Research Methods: A Process of Inquiry (8th ed.). Pearson. ○ Singh, Y. K. (2006). Fundamentals of Research Methodology and Statistics. New Age International. ○ Cooper, D. R., & Schindler, P. S. (2014). Business Research Methods (12th ed.). McGraw-Hill Education. ○ Saunders, M., Lewis, P., & Thornhill, A. (2019). Research Methods for Business Students (8th ed.). Pearson.		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	3D Animation and Rendering		
Course Code	M24-GAM-402		
Course Type	CC-10		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1 : Understanding the basics of 3d Creature Animation CLO 2 : Students will be able to Animate different objets CLO 3 : Understanding the Setup of Animation Keys and In-betweens CLO 4 : Understanding the different types of Animation Render .		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Definition of Computer-based Animation. Basic Types of Animation . Definition of Modelling. Creation of 3D objects. Exploring the Maya Interface, Controlling & Configuring the Viewports. Working with Files-Selecting Objects & Setting Object Properties, Duplicating Objects, Creating & Editing Standard Primitive & extended Primitives objects, Transforming objects, Pivoting, aligning etc.		15
II	Quality-Custom,Anti-aliasing Quality,Preview quality, Intermediate quality and Production quality. 3D motion blur production,Motion Blur, Motion blur type, Blur by frame, Blur sharpness and Smooth Multi-pixel Filtering-Use multi pixel filter,Pixel filter type-Field Options-Both fields, interlaced,Renders odd fields only,Even fields. Raytracing Quality,Raytracing- Reflections, Refractions, and shadows . Bias- 3D motion blurred objects and raytraced shadows,If the scene does not contain 3D motion blurred objects or raytraced shadows, leave the Bias value as 0.		15

	Render Options-Post Processing, Environment fog. Render tessellations- attribute tessellation,Helps manage how Maya handles tessellation information for surfaces.	
III	Limitations of the Hardware 2.0 renderer----Render region is not supported,IPR is not supported, Render layers is not supported, Only color output is supported. Depth channel is currently not supported. File name prefix . Image format. Frame/Animation ext. Frame padding. Frame Range. Image Size.	15
IV	Batch Rendering The full path to 'Render.exe' on the command line, There are several ways of exporting a Maya scene to Maxwell's MXS format,MXS file is a Maxwell Render Scene file,What is an MX file? Exporting Scenes to MXS-Export commands in the File menu-Use active camera: the renderable camera will be the camera in the active (focused) viewport. Camera to use: camera to make renderable. Animation: export the sequence of frames defined in the Frame Range group in the render options panel. Protect geometry: sets the protection flag in the output file. Pack'n'Go: copy the dependencies (textures, IES files etc.) next to the exported MXS file. Will Use Sequence Render	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
•Class Participation:	5	Written Examination
•Seminar/presentation/assignment/quiz/class test etc.	10	
•Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ Autodesk Maya 2018 Basics Guide by Kelly L. Murdock ○ The Animator's Survival Kit ○ Understanding 3-D animation using Maya John Edgar Park ○ Essential Skills in Character Rigging by Nicholas B. Zeman ○ 3D Animation Essentials (Essentials (John Wiley) ○ Disney Animation: The Illusion of Life ○ The Animator's Survival Kit by Richard E. Williams ○ 3D Animation for the Raw Beginner Using Maya Roger King ○ 3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation by Ami Chopine ○ The Art of 3D: Computer Animation and Effects ○ Character Animation in 3D: Use Traditional Drawing Techniques to Produce Stunning CGI Animation Steve Roberts ○ Mastering Lumion 3D by Ciro Cardoso ○ Animated Performance: Bringing Imaginary Animal, Human and Fantasy Characters to Life Nancy Beiman		

Session: 2025-26			
Part A – Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Print and Publishing		
Course Code	M24-GAM-403		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand of the history, evolution, and fundamental concepts of print and publishing. CLO 2: Apply design principles, typography, and layout techniques to create visually appealing print materials. CLO 3: Utilize various printing technologies and processes, including pre-press, press, and post-press operations. CLO 4: Develop skills in publishing and distribution strategies, including marketing and promotion of print content.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Evolution of printing techniques (from letterpress to digital) Print Media vs. Digital Media: Advantages and limitations, Differences and convergence Types of Print Publications: Books, newspapers, magazines, brochures, banners, posters, and flyers Basics of Printing Processes: Pre-press, press, and post-press stages Colour theory: CMYK vs. RGB Tone, tint, hue, gradient, textures and shades		15
II	Printing Techniques and Technologies Traditional Printing Methods: Letterpress, offset, gravure, and Screen, flexography Modern Printing Techniques: Digital printing (inkjet, laser), 3D printing in publishing Pre-Press Operations: Image processing and colour correction Proofing and imposition Post-Press Operations: Binding and finishing techniques Lamination, varnishing, embossing		15

III	Elements: Line, shape, colour, texture, space Principles: Balance, contrast, alignment, proximity Page Layout and Composition: Grid systems, margins, and gutters Typography: Fonts, spacing, readability Software used for Publishing: Adobe InDesign, Photoshop, Illustrator, CorelDRAW, QuarkXPress, MS Word, and PDF formatting Print-Ready File Preparation: Resolution, colour profiles, and bleed settings	15
IV	Digital Publishing and Emerging Trends E-books, digital magazines, and online newspapers Formats and Platforms: EPUB, PDF, MOBI, and HTML5 formats Mobile publishing and Apps: Major e-newspapar apps, vblogs, podcast, Canva Distribution platforms: Kindle, Apple Books, Google Books Legal and Ethical Issues: Copyright and licensing	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
Theory	30	Theory: 70
Class Participation:	5	Written Examination
Seminar/presentation/assignment/quiz/class test etc.:	10	
Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS: ○ Pipes, A. (2007). <i>Foundations of Art and Design</i>. Laurence King Publishing. ○ Ambrose, G., & Harris, P. (2011). <i>The Layout Book</i>. Bloomsbury Publishing. ○ Landa, R. (2014). <i>Graphic Design Solutions</i> (5th ed.). Cengage Learning. ○ Lupton, E. (2014). <i>Thinking with Type: A Critical Guide for Designers, Writers, Editors, and Students</i> (2nd ed.). Princeton Architectural Press. ○ Hollis, R. (2006). <i>Swiss Graphic Design: The Origins and Growth of an International Style, 1920–1965</i>. Yale University Press.		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Information Security		
Course Code	M24-GAM-404		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Define what information is and appreciate the value of information . CLO 2: Understand the CIA triad of Confidentiality, Integrity and Availability CLO 3: Analyze and resolve security issues in networks and computer systems CLO 4: Analyze and resolve security issues in networks and computer systems		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unitand the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Introduction: Basic concepts: threats, vulnerabilities, controls; risk; confidentiality, integrity, availability; security policies, security mechanisms; assurance; prevention, detection, deterrence Basic cryptography: Basic cryptographic terms, Historical background, Symmetric crypto primitives, Modes of operation, Cryptographic hash functions, Asymmetric crypto primitives		15
II	Program security: Flaws: Malicious code: viruses, Trojan horses, worms; Program flaws: buffer overflows, time-of-check to time-of-use flaws, incomplete mediation; Defenses: Software development controls, testing techniques Security in conventional operating systems: Memory, time, file, object protection requirements and techniques, Protection in contemporary operating systems		15
III	Identification and authentication: Identification goals, Authentication requirements, Human authentication, Machine authentication Trusted operating systems: Assurance, trust, design principles, evaluation, criteria, Evaluation process Database management systems security: Database integrity, Database secrecy, Inference control, multilevel databases		15
IV	Network security: Network threats: eavesdropping, spoofing, modification, denial of service attacks; Introduction to		15

	network security techniques: firewalls, virtual private networks, intrusion detection, Management of security: Security policies, Risk analysis, Physical threats and controls Legal aspects of security, Privacy and ethics		
Total Contact Hours			60
Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Theory	30	➤ Theory:	70
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS			
○ Information Security: The Complete Reference, Second Edition; Mark Rhodes-Ousley McGraw Hill Professional, 03-Apr-2013 ○ Fundamentals of Information Security: A Complete Go-to Guide for Beginners to Understand All the Aspects of Information Security by Sanil Nadkarni ○ INFORMATION SECURITY (English, Paperback, Dr. Bhavana S. Karmore) ○ Information Security by Pankaj Sharma, S.K. Kataria & Sons			

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Audio Video Production		
Course Code	M24-GAM-405		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Gain a deep understanding of digital audio and video production principles. CLO 2: Proficiently use industry-standard digital audio and video production tools and software. CLO 3: Produce videos with proper camera settings along with various shots, angles and movements CLO 4: Work on post-production for various projects		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Introduction to Digital Audio Production – Audio Equipment and Techniques Overview of digital audio principles Introduction to industry-standard equipment and software Basic recording process Different cables, connectors and pins Microphones types and their applications Working on Mixing, Dubbing & Foley Basic audio editing tools Setting up Sound for Live events using audio consoles	15	
II	Video production: Pre-production and production Types of cameras and their features Camera operations, Exposure triangle, White balance Different types of shots, angles and movements Rule of 180-degree and 30-degree Video composition and framing	15	
III	The Importance of Lighting – Working with lights Understanding lighting principles Working with different types of lights Working with shadows & Reflectors	15	

	Multi-point lighting techniques Mood lighting (RGB)	
IV	Introduction to post-production Overview of post-production workflow Workspace of video editing software and tools Working with timeline Working with chroma key Adding video effects using software Synchronization with audio tracks and voice-overs	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.:	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ 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 ○ CLOok, 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. ○ Zettl, H. (2017). <i>Video basics</i> (8th ed.). Cengage Learning. ISBN 978-1-305-08990-3. ○ Millerson, G., & Owens, J. (2012). <i>Video production handbook</i> (5th ed.). Focal Press. ISBN 978-0-240-82415-4. ○ Kindem, G., & Musburger, R. B. (2012). <i>Introduction to media production: The path to digital media production</i> (4th ed.). Focal Press. ISBN 978-0-240-82184-9. ○ Farnham, J. (2018). <i>Video production: Disciplines and techniques</i> (12th ed.). Pearson. ISBN 978-0-13-460989-4. ○ Bowen, C. J., & Thompson, R. (2017). <i>Grammar of the shot</i> (3rd ed.). Focal Press. ISBN 978-1-138-20824-8. ○ Box, H. C. (2020). <i>Set lighting technician's handbook: Film lighting equipment, practice, and electrical distribution</i> (5th ed.). Routledge. ISBN 978-1-138-34366-6. ○ Brown, B. (2012). <i>Motion picture and video lighting</i> (3rd ed.). Focal Press. ISBN 978-0-240-82151-1.		

Session: 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	3D Design and Game Engine		
Course Code	M24-GAM-407		
Course Type	PC-7		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO: 1. Understand the 3D Game Design Process		
	CLO: 2. Able to use Game Engine Tools		
	CLO: 3. Learn and Apply Techniques to Create Gaming Assets		
	CLO: 4. Learn the Techniques to Create 3D Game Setup		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		
Part B-Contents of the Course			
Practical's			Contact Hours
	Over View of Game Engine		120
	Import and Compose in Game Engine		
	Understanding game objects, components, and transforms.		
	Library and Asset management Tool		
	Compose and Arrange Assets		
	Level creation and basic geometry		
	Physic Simulation		
	Work with Partial's		
	Applying materials to objects		
	Setting up basic lighting in a scene		
	Graphic and Material Assets		
	Model Assets		
	Low & High Polygon Modelling		
	Texture and Baking		
	Create Environment		
	Gameplay Mechanics: Create Controls		
	Game Engine Resources		
	Multi Virtual Camera Angle		
	Rendering		
Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Practicum	30	➤ Practicum	70

•Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical
•Seminar/Demonstration/Viva-voce/Lab records etc.:	10	
•Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS:		
• Game Engine Architecture" by Jason Gregory • Mathematics for 3D Game Programming and Computer Graphics" by Eric Lengyel • 3D Math Primer for Graphics and Game Development" by Fletcher Dunn • Real-Time Rendering" by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman • Graphics Shaders: Theory and Practice • Physics for Game Developers: Science, Math, and Code for Realistic Effects" by David Bourg		

Session: 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	VFX Production Lab		
Course Code	M24-GAM-408		
Course Type	PC-8		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO: 1. Understand the VFX		
	CLO: 2. Able to Create and Use Effects digital VFX		
	CLO: 3. Learn and Apply tools of VFX		
	CLO: 4. Learn the Techniques to Create 3D Visual Effects		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		
Part B-Contents of the Course			
Practical's			Contact Hours
	Masking		120
	Rotoscoped animation sequence		
	Keyed green screen composite		
	Working with mattes and alpha channels.		
	Background Change		
	Superimpose Technique		
	colour correction and grading		
	Virtual Camera		
	Object Tracking and Stabilization		
	Working with effects and presets in After Effects		
	Introduction to particle systems		
	Creating particle effects		
	Compose 3D assets for VFX		
	Introduction to fluid simulations		
	Working with Element 3D		
	Creating a sci-fi scene with 3D elements and particle effects		
	Create a short VFX sequence		
	Apply visual effects to video clips		
	Explainer video project		
	Rendering and Authoring		

Suggested Evaluation Methods			
Internal Assessment: 30		End Term Examination: 70	
➤ Practicum	30	➤ Practicum	70
•Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
•Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
•Mid-Term Exam:	15		
Part C-Learning Resources			
Recommended Books/e-resources/LMS:			
• The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures • The Art and Science of Digital Compositing" by Ron Brinkmann • Matchmoving: The Invisible Art of Camera Tracking" by Tim Dobbert • The Digital Matte Painting Handbook" by David B. Mattingly • Physics for Animators			

Session 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	4 th		
Name of the Course	Digital Marketing Entrepreneurship		
Course Code	M24-GAM-409		
Course Type	EEC		
Level of the course (As per Annexure-I)	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 411.1: Understand the concept of Digital Marketing CLO 411.2: Understand the term search engine and its techniques CLO 411.3: Do career planning and improve self-esteem. CLO 411.4: Enhance the employability skills		
Credits	Theory	Tutorial	Total
	2	0	2
Teaching Hours per week	2	0	2
Internal Assessment Marks	15	0	15
End Term Exam Marks	35	0	35
Max. Marks	50	0	50
Examination Time	3 hours	-	-
Part B- Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist of 7 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Concept and Importance of Digital Marketing, Traditional Marketing vs Digital Marketing Digital Marketing Channels and Trends, Customer Journey and Digital Consumer Behavior Website Structure and Design, Domain, Hosting, Landing Pages and Conversion Optimization	8	
II	Search Engines, Keyword Research and Content Optimization On-Page, Off-Page, and Technical SEO, Local SEO and SEO Tools, Introduction to Paid Advertising, Google Ads: Account Setup, Campaign Types, and Bidding, Ad Copywriting and Quality Score Performance Tracking and Optimization	7	

III	Concept of Entrepreneur & Entrepreneurship; Employment vs entrepreneurship; Role of employment & entrepreneurship in economic development; objectives of employment generation; Career planning: Individual’s role, values and motivation; Self-esteem; Goal setting; Institutes to promote employment and entrepreneurship; development of entrepreneurial mind set	7
IV	Employability skills: Importance, types- Reading and comprehension skills; Listening skills; Speaking skills; Writing skills; Thinking skills- critical thinking, creative thinking; Note taking system, role of IT in note taking; Preparation for test taking; Multiple intelligence; Time management.	8
Total Contact Hours		30
Suggested Evaluation Methods		
Internal Assessment: 15		End Term Examination: 35
➤ Theory	15	➤ Theory 35
•Class Participation:	4	Written Examination
•Seminar/presentation/assignment/quiz/class test etc.:	4	
•Mid-Term Exam:	7	
Part C-Learning Resources		
Recommended Books/e-resources/LMS:		
- Dixit, S. and Yadav, N.: Employability Skills, BFC Publications, Lucknow. - Janki Ram, B. and Rizwana, M.: Entrepreneurship Development, Excel Books, New Delhi. - Khanka, S.S.: Entrepreneurial Development, S. Chand and Company, New Delhi.		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Research Methodology		
Course Code	M24-GAM-401		
Course Type	CC-9		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the core principles, types, and ethical considerations involved in research methodology. CLO 2: Utilize suitable research designs, sampling strategies, and data collection techniques to carry out effective research. CLO 3: Interpret and evaluate data using statistical methods and apply relevant software tools for data analysis. CLO 4: Produce clear and organized research reports with accurate citations and effectively communicate findings through presentations.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Definition and Concept of Research: Meaning, nature, and purpose of research, Characteristics of good research; Types of Research: Basic vs. applied research, Qualitative vs. quantitative research, Exploratory, descriptive and explanatory research Research Process: Identifying the research problem, Review literature, Setting objectives and hypothesis formulation Ethics in Research: Importance of ethical considerations, Plagiarism and academic integrity, Informed consent and confidentiality	15	
II	Research Design: Definition and importance, Components of research design, Types of research design (experimental, correlational, observational, etc.) Sampling Methods: Probability sampling (random, systematic, stratified, cluster), non-probability sampling (convenience, purposive, snowball), Sample size determination Data Collection Methods: Primary Data: Surveys, questionnaires, interviews, Observation methods; Secondary Data: Government reports, articles, journals, and online sources Measurement and Scaling: Nominal, ordinal, interval, and ratio scales, Likert scale and semantic differential scale	15	

III	Data Preparation: Data cleaning and coding, Tabulation and organization of data Descriptive Statistics: Measures of central tendency (mean, median, mode), Measures of dispersion (range, variance, standard deviation), Frequency distribution and graphical representation Inferential Statistics: Hypothesis testing (null and alternative hypotheses), p-value and significance testing, t-test, chi-square test, ANOVA Correlation and Regression Analysis: Pearson and Spearman correlation, Simple and multiple regression models Use of Software for Data Analysis: Introduction to SPSS, Excel, R, or Python for data interpretation	15
IV	Research Report Writing: Structure of the research report, Title page, abstract, introduction, methodology, results, and conclusion, Formatting and referencing (APA, MLA, Chicago, etc.) Citations and Referencing: In-text citations and bibliography, Reference management tools (Zotero, Mendeley, EndNote) Presentation of Research Findings: Preparing PowerPoint presentations, Data visualization (charts, graphs, and tables), Effective communication and presentation skills Plagiarism and Citation Tools: Checking plagiarism (Turnitin, Grammarly), Importance of originality in research Assessment Methods: Assignments and quizzes, Practical application of data collection and analysis methods, Research report submission, Presentation of research findings	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
•Class Participation:	5	Written Examination
•Seminar/presentation/assignment/quiz/class test etc.	10	
•Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ Kothari, C. R. (2004). Research Methodology: Methods and Techniques (2nd ed.). New Age International. ○ Creswell, J. W. (2018). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (5th ed.). SAGE Publications. ○ Bryman, A. (2016). Social Research Methods (5th ed.). Oxford University Press. ○ Babbie, E. (2020). The Practice of Social Research (15th ed.). Cengage Learning. ○ Bhattacharyya, D. K. (2009). Research Methodology (2nd ed.). Excel Books. ○ Graziano, A. M., & Raulin, M. L. (2013). Research Methods: A Process of Inquiry (8th ed.). Pearson. ○ Singh, Y. K. (2006). Fundamentals of Research Methodology and Statistics. New Age International. ○ Cooper, D. R., & Schindler, P. S. (2014). Business Research Methods (12th ed.). McGraw-Hill Education. ○ Saunders, M., Lewis, P., & Thornhill, A. (2019). Research Methods for Business Students (8th ed.). Pearson.		

Session: 2025-26			
Part A – Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Print and Publishing		
Course Code	M24-GAM-403		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand of the history, evolution, and fundamental concepts of print and publishing. CLO 2: Apply design principles, typography, and layout techniques to create visually appealing print materials. CLO 3: Utilize various printing technologies and processes, including pre-press, press, and post-press operations. CLO 4: Develop skills in publishing and distribution strategies, including marketing and promotion of print content.		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Evolution of printing techniques (from letterpress to digital) Print Media vs. Digital Media: Advantages and limitations, Differences and convergence Types of Print Publications: Books, newspapers, magazines, brochures, banners, posters, and flyers Basics of Printing Processes: Pre-press, press, and post-press stages Colour theory: CMYK vs. RGB Tone, tint, hue, gradient, textures and shades		15
II	Printing Techniques and Technologies Traditional Printing Methods: Letterpress, offset, gravure, and Screen, flexography Modern Printing Techniques: Digital printing (inkjet, laser), 3D printing in publishing Pre-Press Operations: Image processing and colour correction Proofing and imposition Post-Press Operations: Binding and finishing techniques Lamination, varnishing, embossing		15

III	Elements: Line, shape, colour, texture, space Principles: Balance, contrast, alignment, proximity Page Layout and Composition: Grid systems, margins, and gutters Typography: Fonts, spacing, readability Software used for Publishing: Adobe InDesign, Photoshop, Illustrator, CorelDRAW, QuarkXPress, MS Word, and PDF formatting Print-Ready File Preparation: Resolution, colour profiles, and bleed settings	15
IV	Digital Publishing and Emerging Trends E-books, digital magazines, and online newspapers Formats and Platforms: EPUB, PDF, MOBI, and HTML5 formats Mobile publishing and Apps: Major e-newspapar apps, vblogs, podcast, Canva Distribution platforms: Kindle, Apple Books, Google Books Legal and Ethical Issues: Copyright and licensing	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
Theory	30	Theory: 70
Class Participation:	5	Written Examination
Seminar/presentation/assignment/quiz/class test etc.:	10	
Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS: ○ Pipes, A. (2007). <i>Foundations of Art and Design</i>. Laurence King Publishing. ○ Ambrose, G., & Harris, P. (2011). <i>The Layout Book</i>. Bloomsbury Publishing. ○ Landa, R. (2014). <i>Graphic Design Solutions</i> (5th ed.). Cengage Learning. ○ Lupton, E. (2014). <i>Thinking with Type: A Critical Guide for Designers, Writers, Editors, and Students</i> (2nd ed.). Princeton Architectural Press. ○ Hollis, R. (2006). <i>Swiss Graphic Design: The Origins and Growth of an International Style, 1920–1965</i>. Yale University Press.		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Information Security		
Course Code	M24-GAM-404		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Define what information is and appreciate the value of information . CLO 2: Understand the CIA triad of Confidentiality, Integrity and Availability CLO 3: Analyze and resolve security issues in networks and computer systems CLO 4: Analyze and resolve security issues in networks and computer systems		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unitand the compulsory question. All questions will carry equal marks.			
Unit	Topics		Contact Hours
I	Introduction: Basic concepts: threats, vulnerabilities, controls; risk; confidentiality, integrity, availability; security policies, security mechanisms; assurance; prevention, detection, deterrence Basic cryptography: Basic cryptographic terms, Historical background, Symmetric crypto primitives, Modes of operation, Cryptographic hash functions, Asymmetric crypto primitives		15
II	Program security: Flaws: Malicious code: viruses, Trojan horses, worms; Program flaws: buffer overflows, time-of-check to time-of-use flaws, incomplete mediation; Defenses: Software development controls, testing techniques Security in conventional operating systems: Memory, time, file, object protection requirements and techniques, Protection in contemporary operating systems		15
III	Identification and authentication: Identification goals, Authentication requirements, Human authentication, Machine authentication Trusted operating systems: Assurance, trust, design principles, evaluation, criteria, Evaluation process Database management systems security: Database integrity, Database secrecy, Inference control, multilevel databases		15

IV	Network security: Network threats: eavesdropping, spoofing, modification, denial of service attacks; Introduction to network security techniques: firewalls, virtual private networks, intrusion detection, Management of security: Security policies, Risk analysis, Physical threats and controls Legal aspects of security, Privacy and ethics	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.:	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ Information Security: The Complete Reference, Second Edition; Mark Rhodes-Ousley McGraw Hill Professional, 03-Apr-2013 ○ Fundamentals of Information Security: A Complete Go-to Guide for Beginners to Understand All the Aspects of Information Security by Sanil Nadkarni ○ INFORMATION SECURITY (English, Paperback, Dr. Bhavana S. Karmore) ○ Information Security by Pankaj Sharma, S.K. Kataria & Sons		

Session: 2025-26			
Part A - Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	Fourth		
Name of the Course	Audio Video Production		
Course Code	M24-GAM-405		
Course Type	DEC-2		
Level of the course	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Gain a deep understanding of digital audio and video production principles. CLO 2: Proficiently use industry-standard digital audio and video production tools and software. CLO 3: Produce videos with proper camera settings along with various shots, angles and movements CLO 4: Work on post-production for various projects		
Credits	Theory	Practical	Total
	4	0	4
Teaching Hours per week	4	0	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		
Part B-Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Introduction to Digital Audio Production – Audio Equipment and Techniques Overview of digital audio principles Introduction to industry-standard equipment and software Basic recording process Different cables, connectors and pins Microphones types and their applications Working on Mixing, Dubbing & Foley Basic audio editing tools Setting up Sound for Live events using audio consoles	15	
II	Video production: Pre-production and production Types of cameras and their features Camera operations, Exposure triangle, White balance Different types of shots, angles and movements Rule of 180-degree and 30-degree Video composition and framing	15	
III	The Importance of Lighting – Working with lights Understanding lighting principles Working with different types of lights Working with shadows & Reflectors	15	

	Multi-point lighting techniques Mood lighting (RGB)	
IV	Introduction to post-production Overview of post-production workflow Workspace of video editing software and tools Working with timeline Working with chroma key Adding video effects using software Synchronization with audio tracks and voice-overs	15
Total Contact Hours		60
Suggested Evaluation Methods		
Internal Assessment: 30		End Term Examination: 70
➤ Theory	30	➤ Theory: 70
• Class Participation:	5	Written Examination
• Seminar/presentation/assignment/quiz/class test etc.:	10	
• Mid-Term Exam:	15	
Part C-Learning Resources		
Recommended Books/e-resources/LMS		
○ 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 ○ CLOok, 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. ○ Zettl, H. (2017). <i>Video basics</i> (8th ed.). Cengage Learning. ISBN 978-1-305-08990-3. ○ Millerson, G., & Owens, J. (2012). <i>Video production handbook</i> (5th ed.). Focal Press. ISBN 978-0-240-82415-4. ○ Kindem, G., & Musburger, R. B. (2012). <i>Introduction to media production: The path to digital media production</i> (4th ed.). Focal Press. ISBN 978-0-240-82184-9. ○ Farnham, J. (2018). <i>Video production: Disciplines and techniques</i> (12th ed.). Pearson. ISBN 978-0-13-460989-4. ○ Bowen, C. J., & Thompson, R. (2017). <i>Grammar of the shot</i> (3rd ed.). Focal Press. ISBN 978-1-138-20824-8. ○ Box, H. C. (2020). <i>Set lighting technician's handbook: Film lighting equipment, practice, and electrical distribution</i> (5th ed.). Routledge. ISBN 978-1-138-34366-6. ○ Brown, B. (2012). <i>Motion picture and video lighting</i> (3rd ed.). Focal Press. ISBN 978-0-240-82151-1.		

Session 2025-26			
Part A - Introduction			
Name of the Programme	M.Sc. Graphic Animation and Multimedia		
Semester	4 th		
Name of the Course	Digital Marketing Entrepreneurship		
Course Code	M24-GAM-409		
Course Type	EEC		
Level of the course (As per Annexure-I)	500-599		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 411.1: Understand the concept of Digital Marketing CLO 411.2: Understand the term search engine and its techniques CLO 411.3: Do career planning and improve self-esteem. CLO 411.4: Enhance the employability skills		
Credits	Theory	Tutorial	Total
	2	0	2
Teaching Hours per week	2	0	2
Internal Assessment Marks	15	0	15
End Term Exam Marks	35	0	35
Max. Marks	50	0	50
Examination Time	3 hours	-	-
Part B- Contents of the Course			
Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist of 7 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.			
Unit	Topics	Contact Hours	
I	Concept and Importance of Digital Marketing, Traditional Marketing vs Digital Marketing Digital Marketing Channels and Trends, Customer Journey and Digital Consumer Behavior Website Structure and Design, Domain, Hosting, Landing Pages and Conversion Optimization	8	
II	Search Engines, Keyword Research and Content Optimization On-Page, Off-Page, and Technical SEO, Local SEO and SEO Tools, Introduction to Paid Advertising, Google Ads: Account Setup,	7	

	Campaign Types, and Bidding, Ad Copywriting and Quality Score Performance Tracking and Optimization	
III	Concept of Entrepreneur & Entrepreneurship; Employment vs entrepreneurship; Role of employment & entrepreneurship in economic development; objectives of employment generation; Career planning: Individual’s role, values and motivation; Self-esteem; Goal setting; Institutes to promote employment and entrepreneurship; development of entrepreneurial mind set	7
IV	Employability skills: Importance, types- Reading and comprehension skills; Listening skills; Speaking skills; Writing skills; Thinking skills- critical thinking, creative thinking; Note taking system, role of IT in note taking; Preparation for test taking; Multiple intelligence; Time management.	8
Total Contact Hours		30
Suggested Evaluation Methods		
Internal Assessment: 15		End Term Examination: 35
➤ Theory	15	➤ Theory 35
•Class Participation:	4	Written Examination
•Seminar/presentation/assignment/quiz/class test etc.:	4	
•Mid-Term Exam:	7	
Part C-Learning Resources		
Recommended Books/e-resources/LMS:		
- Dixit, S. and Yadav, N.: Employability Skills, BFC Publications, Lucknow. - Janki Ram, B. and Rizwana, M.: Entrepreneurship Development, Excel Books, New Delhi. - Khanka, S.S.: Entrepreneurial Development, S. Chand and Company, New Delhi.		

Session: 2025-26			
Part A – Introduction			
Name of Programme	M.Sc. Graphic Animation and Multimedia		
Semester	4 th		
Name of the Course	Dissertation/Project Work		
Course Code	M24-GAM -410		
Course Type	Dissertation/Project Work		
Level of the course	500-599		
Pre-requisite for the course (if any)	-		
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	• To understand the fundamental of media research • To understand the research methodology and research design • To understand data analysis and data coding • To understand the research thesis / report/ dissertation writing • To understand the use of computer software		
Credits	Theory	Practical	Total
	0	12	12
Teaching Hours per week	0	0	0
Internal Assessment Marks	0	0	0
End Term Exam Marks	0	0	0
Max. Marks	0	300	300
Part B- Contents of the Course			
Research Project and Guidelines			Contact Hours
Research Project and Guidelines • Identify Research Problem • Write a synopsis • Do review of Literature • Frame Research questions and Hypothesis • Frame objectives • Design Methodology • Prepare data collection tool • Collect Data • Draw conclusions • Write thesis / Dissertation • Every student has to publish and write a research paper alongwith dissertation. Evaluation of the thesis will be on the basis of Quality of Above Research. Supervisor will be allotted to each student of research honors Viva vice will be conducted in front of a three member committee constituted by the Institute. Submissions related to research Prepare a Questionnaire Prepare a code book Prepare Google form Prepare charts and tables Write review of literature Data coding with SPSS software			
Suggested Evaluation Methods			
Internal Assessment		End Term Examination : 300	

	➤ ` Practicum	0	➤ Practicum	300
	Report	0	100	100
	Viva-Voce	0	200	200
	Max. Marks	0	300	300