



**UNIVERSITY OF CALICUT**

**Abstract**

B.Voc Programme in Multimedia Under Modified B.Voc Regulations 2014- Scheme & Syllabus-Implemented w.e.f. 2014 admission on wards - Orders issued.

---

**G & A - IV - B**

U.O.No. 9226/2015/Admn

Dated, Calicut University.P.O, 01.09.2015

---

- Read:-*1. Minutes of the Combined Meeting of Board of Studies under the Faculty of Journalism held on 10.07.2014 (item no.5)  
2. B.Voc Regulations implemented as per U.O.No. 9809/2014/Admn Dtd 23.10.2014  
3. Modified BVoc Regulaitons U.O.No. 2650/2015/Admn Dtd :17.03.2015  
4. B.Voc Programme in Multimedia syllabus forwarded by the Chairman, BOS in Multimedia.  
5. Minutes of the meeting of Academic Council held on 11.07.2015 Vide item No.I 17  
6. Orders of Vice Chancellor in the File No. 53986/GA - I - F 1/2015/Admn dt.31.08.2015

**ORDER**

Vide paper read first above the Combined meeting of the Board of Studies under the Faculty of Journalism resolved to approve the Syllabi of B.Voc in Multimedia.

Vide paper read second & third B.Voc Regulations have been implemented.

Vide paper read fourth the Chairman, BOS in Multimedia has forwarded the Syllabus B.Voc Programme in Multimedia.

Vide paper read fifth the Academic council has approved the minutes of the Combined meeting of the Board of Studies held on 10.07.2014 under the Faculty of Journalism.

Vide paper read sixth above, the Vice Chancellor has accorded sanction to implement the syllabi of B.Voc Programme in Multimedia w.e.f 2014 Admission .

Sanction has therefore been accorded to implement the syllabi of B.Voc Programme in Multimedia w.e.f 2014 Admission.

Orders are issued accordingly.

(The syllabus is available in the website: University of Calicut.info)

Usha K  
Deputy Registrar

To

The Principals Colleges offering the B.Voc Programme in Multimedia of UGC  
Copy to:

CE/ Ex Section/ EG Section/ DR and AR BA Branch/ EX IV/Director, SDE/SDE Exam Wing/  
Tabulation Section / System Administrator with a request to upload the Syllabus in the  
University website/ GA I F Section/ Library/ SF/ FC/DF

Forwarded / By Order

Section Officer

**UNIVERSITY OF CALICUT**  
**THENHIPALAM, CALICUT UNIVERSITY P.O**



**DEGREE OF**  
**BACHELOR OF VOCATION (B.VOC)**  
**IN**  
**MULTIMEIDA**

**UNDER THE**

**FACULTY OF JOURNALISM**

**SYLLABUS**

**(FOR THE STUDENTS ADMITTED FROM THE ACADEMIC YEAR 2014 – 15 ONWARDS)**

*BOARD OF STUDIES IN MULTIMEIDA (Single Board)*

THENHIPALAM, CALICUT UNIVERSITY P.O

**KERALA, 673 635, INDIA**

## **REGULATIONS FOR THE DEGREE OF**

## **BACHELOR OF VOCATION (MULTIMEDIA)**

**EFFECTIVE FROM THE ACADEMIC YEAR 2014-15**

### **1. PROGRAMME OBJECTIVES**

The B. Voc courses are designed with the following objectives,

- a) To provide judicious mix of skills relating to a profession and appropriate content of General Education.
- b) To ensure that the students have adequate knowledge and skills, so that they are work ready at each exit point of the programme.
- c) To provide flexibility to the students by means of pre-defined entry and multiple exit points.
- d) To integrate NSQF within the undergraduate level of higher education in order to enhance employability of the graduates and meet industry requirements. Such graduates apart from meeting the needs of local and national industry are also expected to be equipped to become part of the global workforce.
- e) To provide vertical mobility to students coming out of 10+2 with vocational subjects

### **2. GENERAL PROGRAMME STRUCTURE**

The B. Voc Programme is designed to bridge the potential skill gap identified. The curriculum in each of the years of the programme would be a suitable mix of general education and skill development components.

#### **GENERAL EDUCATION COMPONENTS**

- a) The general education component provides emphasis to Communication skill, Presentation skill, Health and Safety, Industrial Psychology, Environmental awareness, Entrepreneurship development and other relevant subjects in the field.

- b An option for additional language should be provided which enhances the employability outside the state.
- c General Education Components should not exceed 40% of the curriculum
- d All B.Voc Programme should follow the General education component pattern listed below (Common English Courses and Additional language courses of LRP programmes of CUCBCSSUG 2014)

| No | Semester | Course No | Course Code                      | Paper  |
|----|----------|-----------|----------------------------------|--|
| 1  | 1        | 1.1       | GEC1EG01                         | A01 The Four Skills for Communication  |
| 2  | 1        | 1.2       | GEC1ML02<br>GEC1AR02<br>GEC1HD02 | MAL1A01(2) Malayalam-Bhashayum Sahithyavum-I<br>ARB1A07(1) Arabic-Communication Skills in Arabic(Muvasalath wa Murasarath; Dr. Mohammed Haneefa P) |
| 3  | 2        | 2.1       | GEC2EG04                         | A02 Modern Prose & Drama   |
| 4  | 2        | 2.2       | GEC2ML05<br>GEC2AR05             | MAL2A02(2)- Malayalam-Bhashayum Sahithyavum-II<br>ARB2A08(1)-Literature In Arabic  |
| 5  | 3        | 3.1       | GEC3EG07                         | A03 Inspiring Expressions  |
| 6  | 4        | 4.1       | GEC4EG10                         | A04 Readings on Society  |

### SKILL DEVELOPMENT COMPONENTS:

- a) This component should match the skill gap identified.
- b) At least 50% of Skill Development Component should be allotted to practical and can grow up to 60% based on the nature of the course. The practical component can be carried out in the college and/or the industry partner premises.

### 3. LEVELS OF AWARDS

B. Voc is programme with multiple exits. Following table shows the various certificates and their duration.

| Awards | Duration |
|--------|----------|
|--------|----------|

|                 |            |
|-----------------|------------|
| Diploma         | 2 Semester |
| Advance Diploma | 4 Semester |
| B. Voc Degree   | 6 Semester |

1. Students are free to exit at any point in the duration of the programme.
2. Only those students who successfully complete the courses and clear the examination are eligible for the certificate.
3. Separate certificate will be awarded for each year for successful candidates.
4. Students who fail in any course may be allowed to move the higher level but won't be eligible for any certificates until he/she clears previous courses.
5. B. Voc degree will confer to those whose successfully complete the diploma, higher diploma and internship.

## **5. CONDITIONS FOR ADMISSIONS**

### **ELIGIBILITY**

- The admission to B Voc programme will be as per the rules and regulations of the University for UG admissions.
- **Basic eligibility for B.Voc is 10+2 and above in any stream (No age limit)**
- The eligibility criteria for admission shall be as announced by the University from time to time.
- Separate rank lists shall be drawn up for reserved seats as per the existing rules.
- Grace Marks may be awarded to a student for meritorious achievements in co-curricular activities such as Sports/Arts/ NSS/NCC/ Student Entrepreneurship.
- Preferred subjects and index mark calculations will be decided by the respective Board of Studies.

### **DIPLOMA HOLDERS**

Diploma holders (after 10+2) in the parent courses, approved by the University, who satisfies eligibility criteria can be admitted to the higher diploma( 3 rd semester) based on the availability of the seats and is under the sole discretion of the principal of the college/ B. Voc consortium.

### **RESERVATION/QUOTA**

A maximum of 50 students can be admitted to one B. Voc programme. The students can be admitted only to the first semester (except for diploma holders). No students are admitted directly to the

Third and Fifth semester in any circumstance except for diploma holders. Diploma holders may be permitted to third semester directly as mentioned above.

The reservation rules for Government/Aided Colleges are as same as that of the regular UG programmes conducted in colleges affiliated to this university.

## **FEES STRUCTURE**

1. The course fee and examination fee for the first three years will be decided by the University. The details of the fee structure for various courses are attached in the annexure 2.
2. The college can collect Caution deposit, PTA fund, special fees, university fees, sports fee etc according to the norms provided by the university at the time of admission.
3. After third year, with the consent of university/UGC, the college can conduct the same programme in self-financing mode (provided UGC not granting further funds). The course fee and examination fee (Regular/improvement/supplementary) structure in self financing mode will be decided by the University.

## **6. REGISTRATION/RE-REGISTRATION**

Every candidate should register for all subjects of the Semester-End examinations of each semester. A candidate who does not register will not be permitted to attend the Semester-End examinations; he/she shall not be permitted to attend the next semester. A candidate shall be eligible to register for any higher semester, if he/she has satisfactorily completed the course of study and registered for the examination. He/she should register for the semester at the start of the semester before the stipulated date. University will notify the starting and closing dates for each semester.

### **RE-JOINING THE PROGRAMME**

1. Rejoining the course will be allowed to only if the candidate has secured a minimum CGPA of 2.5.
2. The candidate should remit the fees prevailing that time.
3. B. Voc governing council will take the decision regarding the rejoining.

## **7. COURSE CALENDAR**

The B. Voc programme conducted by the affiliated institutions follows a separate calendar from the conversational degree/ PG programme. The programme is distributed over six semesters and each semester constitute 90 working days inclusive of examination.

**Note:** Within a week after the commencement of classes of each semester, Head of each Institution should forward the list of students, details of faculty members allotted from the college and from industry partners along with their qualification and year of experience, to the University. Also, Head of each Institution shall ensure the availability of sufficient number of faculty members having experience and qualifications in the institution.

## **8. ASSESSMENT OF STUDENTS**

Assessment of students for each subject will be done by internal continuous assessment and Semester-End examinations. This dual mode assessment will be applicable to both Theory and Practical courses except for internship and project. Total marks in theory course reflect 80 marks external and 20 marks internal assessments. The mark division for practical courses are 20 marks internal and 80 marks external. For internship and project, there is no internal assessment. (Except for Broadcasting and Journalism, annexure attached).

| <b>Sl No</b> | <b>Courses</b>     | <b>Internal</b> | <b>External</b> |
|--------------|--------------------|-----------------|-----------------|
| 1            | Theory             | 20              | 80              |
| 2.           | Practical          | 20              | 80              |
| 3.           | Internship/Project | 0               | 100             |

### **INTERNAL**

Internal assessment shall be conducted throughout the semester. It shall be based on internal examinations, assignments (such as homework, problem solving, group discussions, quiz, literature survey, seminar, team project, software exercises, etc.) as decided by the faculty handling the course, and regularity in the class. Assignments of every semester shall preferably be submitted in Assignment Book, which is a bound book similar to laboratory record.

The mark distribution to award internal continuous assessment marks for theory subject should be as follows:

| <b>Assessment</b>   | <b>Mark</b> |
|---|-------------|
| Test papers (minimum two, best two out of three is preferred)   | 10          |
| Assignments (minimum two) such as home work, problem solving, group discussions, quiz, literature survey, seminar, term-project, software exercises, etc. | 5           |
| Regularity in the class   | 5           |

The mark distribution to award internal continuous assessment marks for practical subject should be as follows:

| <b>Assessment Type</b>                 | <b>Mark</b> |
|--|-------------|
| Evaluation in the lab and Rough Record | 10          |
| End-semester Test                      | 4           |
| Viva                                   | 1           |
| Regularity                             | 5           |

**Note:**

1. No candidate will be permitted to attend the end-semester practical examination unless he/she produces certified record of the laboratory.
2. Full credit for regularity in the class can be given only if the candidate has secured minimum 90% attendance in the subject. Attendance evaluation for each course is as follows

| <b>Attendance</b> | <b>Marks</b> |
|-------------------|--------------|
| 90% and Above     | 5            |
| 85 to 89.9%       | 4            |
| 80 to 84.9%       | 3            |
| 76 to 79.9%       | 2            |
| 75 to 75.9 %      | 1            |

**External**

- Semester-End examinations for theory and practical courses will be conducted by the University. There shall be University examinations at the end of each semester for both theory and practical. Failed or improvement candidates will have to appear for the Semester-End examinations along with regular students.
- At the starting of each semester, Colleges should prepare question bank (containing maximum questions from each module of various types mentioned in section 13 pattern of question paper.) for the external theory/practical examinations for all courses during that semester and will be sent



to the university. University will prepare the question papers and answer keys for each course and will sent back to the college for conducting the examination.

- University will appoint a Chairman for each B.Voc Programme. Chairman will monitor the University Practical Examinations and Evaluation of Theory and Practical papers.
- For the evaluation of theory papers, Chairman should form a team consisting of a chief and required additional Examiners for each course.
- At the starting of each semester, Colleges should prepare a panel of External examiners for conducting Practical examinations. Chairman/University will appoint examiners from the panel proposed by colleges.
- Practical Examinations can be conducted and evaluated from the college or the industry partner premises. The team for conducting and evaluating practical exams should include an examiner appointed from the approved panel of faculties, and an internal examiner.
- Head of Institution/ Chief of Examination of the college should take necessary steps to prevent any malpractices in the Semester-End examinations. If any such instances are detected, they should be reported to the University without any delay.
- University will be issuing mark list, provisional/original certificates to the candidates.

### **INTERNSHIP AND PROJECT**

Internship and the major project should be carried out in the industry, not necessarily with industry partner. The major idea for internship is to implement the things learned and to get a real life experience. The Evaluation process follows 100% external assessment (Except for Broadcasting and Journalism).

1. There will be internship/project at the end of 2<sup>nd</sup> and 4<sup>th</sup> semesters and an internship for the whole sixth semester.
2. Every student will be assigned an internal guide, allotted from the parent department concerned or an expert available in the college appointed by the principal or the head of the department.
3. The student has to make regular discussions with the guide while choosing the subject/area and throughout the life time of the project.
4. At least three reviews should be conducted to evaluate the progress of work.
5. An evaluation team is constituted for conducting the evaluation. The team consist of external examiner, allotted by the university from the approved examination panel, representative from the industry and a faculty.

6. Students should submit a report of their work. A valid certificate from the organization should be produced as a proof that the work is carried out in the respective organization.
7. Students are required to demonstrate the working model of their work (if possible) to the panel of examiners. A viva will be conducted based on the report and students are supposed to clarify the queries regarding their work.
8. Mark distribution for internship assessment.(Except for Broadcasting and Journalism).

| <b>Distribution</b>                   | <b>Marks</b> |
|---------------------------------------|--------------|
| Content and relevance of Dissertation | 60           |
| Viva                                  | 20           |
| Presentation                          | 10           |

### **MINIMUM FOR PASS**

The successful completion of all the courses prescribed for the diploma/degree programme with E grade (40 %) shall be the minimum requirement for the award of diploma/degree.

#### **Notes:**

1. For Project/internship, the minimum for a pass shall be 50% of the total marks assigned to the respective examination.
2. A student who does not secure this pass marks in a subject will have to repeat the respective subject.
3. If a candidate has passed all examinations of B.Voc. Course (at the time of publication of results of last semester) except project/internship in the last semester, a re-examination for the same should be conducted within one month after the publication of results. Each candidate should apply for this Save-A-Year examination within one week after the publication of last semester results.

### **IMPROVEMENT/SUPPLEMENTARY**

Candidates shall be allowed to improve the grade of any two theory courses in a semester. This can be done only in the immediate subsequent chance. If the candidate gets more than 10% mark variations in the improvement chance, marks scored in the improvement chance will be considered for grading of the course; otherwise marks scored in the first attempt will be retained. No candidate shall be permitted to improve the marks scored in practical examinations and internal continuous assessment.

## 9. ATTENDANCE

A candidate shall be permitted to appear for the Semester-End examinations only if he/she satisfies the following requirements:

- (a) He/she must secure not less than 75% attendance in the total number of working hours in each semester.
- (b) He/she must earn a progress certificate from the head of the institution stating that he/she has satisfactorily completed the course of study prescribed in the semester as required by these regulations.
- (c) His/her conduct must be satisfactory

It shall be open to the Vice Chancellor to grant condonation of shortage of attendance on the recommendation of the head of the institution in accordance with the following norms.

- The shortage shall not be more than 10%
- Shortage up to 20% shall be condoned once during the entire course provided such shortage is caused by continuous absence on genuine medical grounds.
- Shortage shall not be condoned more than twice during the entire course.

Candidate who is not eligible for condonation of shortage of attendance shall repeat the semester as per university norms.

## 10. PATTERN OF QUESTION PAPERS

The question papers of Semester-End examinations of theory subjects shall be able to perform achievement testing of the students in an effective manner. The question paper shall be prepared

- (a) Covering all sections of the course syllabus and total marks from each module should be approximately same.
- (b) Unambiguous and free from any defects/errors
- (c) Emphasizing knowledge testing, problem solving & quantitative methods
- (d) Containing adequate data/other information on the problems assigned
- (e) having clear and complete instructions to the candidates.

Duration of Semester-End examinations will be 3 hours. The pattern of questions for theory subjects shall be as follows:

| Section | Total No of | No. of | Marks for | Total |
|---------|-------------|--------|-----------|-------|
|---------|-------------|--------|-----------|-------|

|   | Questions | Questions to be answered | each question | marks |
|---|-----------|--------------------------|---------------|-------|
| <b>A: Very Short/Objective answer questions</b> | 10        | 10                       | 1             | 10    |
| <b>B: Short answer questions</b>                | 12        | 8                        | 2             | 16    |
| <b>C: Short Essays</b>                          | 9         | 6                        | 4             | 24    |
| <b>D: Essays</b>                                | 4         | 2                        | 15            | 30    |
| <b>Total</b>                                    |           |                          |               | 80    |

And for Practical

| Marks Distribution             | Total marks |
|--------------------------------|-------------|
| Theory/ Algorithm/Flow diagram | 20          |
| Implementation                 | 30          |
| Result/Output                  | 10          |
| Record                         | 10          |
| Viva                           | 10          |
| Total                          | 80          |

## 11. CREDIT SYSTEM

Each subject shall have a certain number of credits assigned to it depending upon the academic load and the nature and importance of the subject. The credit associated with each subject will be shown in the prescribed scheme and syllabi. Each course shall have an integer number of credits, which reflects its weightage.

- One Credit would mean equivalent of 15 periods of 60 minutes each, for theory, workshops/IT and tutorials;
- For internship/field work, the credit weightage for equivalent hours shall be 50% of that for lectures/workshops;
- For self-learning, based on e-content or otherwise, the credit weightage for equivalent hours of study should be 50% or less of that for lectures/workshops.

## 12. INDIRECT GRADING SYSTEM

- Indirect Grading System based on a 7 -point scale is used to evaluate the performance of students.
- Each course is evaluated by assigning marks with a letter grade (A+, A, B, C, D, E or F) to that course by the method of indirect grading.
- An aggregate of E grade with 40 % of marks (after external and internal put together) is required in each course for a pass and also for awarding a degree/diploma.
- Appearance for Internal Assessment and End Semester Evaluation are compulsory and no grade shall be awarded to a candidate if she/he is absent for Internal Assessment / End Semester Evaluation or both.
- For a pass in each course 40% marks or E grade is necessary.
- A student who fails to secure a minimum grade for a pass in a course is permitted to write the examination along with the next batch.
- After the successful completion of a semester, Semester Grade Point Average (SGPA) of a student in that semester is calculated using the formula given below. For the successful completion of a semester, a student should pass all courses. However, a student is permitted to move to the next semester irrespective of SGPA obtained.
- SGPA of the student in that semester is calculated using the formula

$$\text{SGPA} = \frac{\text{Sum of the credit points of all courses in a semester}}{\text{Total credits in that semester}}$$

- The Cumulative Grade Point Average (CGPA) of the student is calculated at the end of a programme. The CGPA of a student determines the overall academic level of the student in a programme and is the criterion for ranking the students. CGPA can be calculated by the following

$$\text{CGPA} = \frac{\text{Total credit points obtained in six semesters}}{\text{Total credits acquired (180)}}$$

- SGPA and CGPA shall be rounded off to two decimal places. CGPA determines the broad academic level of the student in a programme and is the index for ranking students (in terms of grade points).
- An overall letter grade (Cumulative Grade) for the entire programme shall be awarded to a student depending on her/his CGPA (See Annexure 4 )

| <b>Marks scored</b> | <b>Grade</b> | <b>Remarks</b> |
|---------------------|--------------|----------------|
| 90 and Above        | A+           | Outstanding    |
| 80 to 89            | A            | Excellent      |
| 70 to 79            | B            | Very Good      |
| 60 to 69            | C            | Good           |
| 50 to 59            | D            | Satisfactory   |
| 40 to 49            | E            | Adequate       |
| Below 40            | F            | Failure        |

### **13. GRADE CARDS**

The University shall issue to the students grade/marks card (by online) on completion of each semester, which shall contain the following information:

- Name of University
- Title of B.Voc Programme
- Semester concerned
- Name and Register Number of student
- Code number, Title and Credits of each course opted in the semester
- Internal marks, External marks, total marks, Grade point (G) and Letter grade in each course in the semester
- The total credits, total credit points and SGPA in the semester (corrected to two decimal places)
- Percentage of total marks

The final Grade/mark Card issued at the end of the final semester shall contain the details of all courses taken during the entire programme including those taken over and above the prescribed minimum credits for obtaining the degree. However, as already mentioned, for the computation of CGPA only the best performed courses with maximum grade points alone shall be taken subject to the minimum credits requirements (180) for passing a specific degree. The final grade card shall show the percentage of marks, CGPA (corrected to two decimal places) and the overall letter grade of a student for the entire

programme. The final grade/mark card shall also include the grade points and letter grade of general course and skill developmental courses separately. This is to be done in a seven point indirect scale.

## **14. MONITORING CELLS/COMMITTEES**

### **EXAMINATION MONITORING CELL**

Head of the each institution should formulate an Examination Monitoring Cell at the institution for conducting and supervising all examinations including the internal examinations. The structure and their collective responsibilities will be as per the university norms.

### **GRIEVANCE CELL**

Each college should setup a Grievance Cell with at least four faculty members to look into grievances of the students, if any.

### **ANTI-RAGGING CELL**

Head of Institution shall take necessary steps to constitute anti-ragging committee and squad at the commencement of each academic year. The committee and the squad shall take effective steps as specified by the Honorable Supreme Court of India, to prevent ragging.

### **CLASS COMMITTEE**

Head of institution shall take necessary steps to form a class committee for each class at the start of classes of each semester. This class committee shall be in existence for the semester concerned. The class committee shall consist of the Head of Department, Staff Advisor of the class, a senior faculty member of the department, a faculty member from another department, and three student representatives (one of them should be a girl).

There should be at least two meetings of the class committee every semester; it shall be the responsibility of the Head of Department to convene these meetings. The decisions of the Class Committee shall be recorded in a register for further reference. Each class committee will communicate its recommendations to the Head of Institution.

The responsibilities of the class committee are:

- a) To review periodically the progress and conduct of students in the class.
- b) To discuss any problems concerning any courses in the semester concerned.
- c) To identify weaker students of the class and suggest remedial measures.

- d) To review teaching effectiveness and coverage of syllabus.
- e) Discuss any other issue related to the students of the class.

## 15. COLLEGE TRANSFER

College transfer is not allowed in any circumstances.

B.Voc degree is equal to any degree approved by University of Calicut

## 16. TRANSITORY PROVISION

Notwithstanding anything contained in these regulations, the Vice-Chancellor has the power to provide by order that these regulations shall be applied to any program with such necessary modification.

| SEMESTER I |              |  |        |       |     |     |        |   |     |
|------------|--------------|--|--------|-------|-----|-----|--------|---|-----|
| C. No      | Course Code  | Course Name  | Credit | Marks |     |     | Hrs/wk |   |     |
|            |              |  |        | Int   | Ext | Tot | T      | P | Tot |
| 1.1        | GEC1EG01     | A01 The Four Skills of Communication                 | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 1.2        | GEC1ML02     | MAL1A01(2)<br>Malayalam - Bhashayum<br>Sahithyavum-I | 4      | 20    | 80  | 100 | 4      |   | 4   |
|            | GEC1HD02     | (A07) – Communication skills in Hindi.               |        |       |     |     |        |   |     |
| 1.3        | GEC1FC03     | Fundamentals of Computer                             | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 1.4        | SDC1MM01     | Office Automation & Malayalam Computing              | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 1.5        | SDC1MM02     | New Media,Internet and Programming Web               | 5      | 20    | 80  | 100 | 5      |   | 5   |
| 1.6        | SDC1MM03 (P) | Office Automation & Malayalam Computing Lab          | 4      | 20    | 80  | 100 |        | 5 | 5   |
| 1.7        | SDC1MM04 (P) | Internet Programming Lab                             | 5      | 20    | 80  | 100 |        | 4 | 4   |



| Semester I Total    |               |   |        |       |     |     |        |   |     | 30 |  |  | 700 | 21 | 9 | 30 |
|---------------------|---------------|---|--------|-------|-----|-----|--------|---|-----|----|--|--|-----|----|---|----|
| <b>SEMESTER II</b>  |               |   |        |       |     |     |        |   |     |    |  |  |     |    |   |    |
| C. No               | Course Code   | Course Name                                   | Credit | Marks |     |     | Hrs/wk |   |     |    |  |  |     |    |   |    |
|                     |               |   |        | Int   | Ext | Tot | T      | P | Tot |    |  |  |     |    |   |    |
| 2.1                 | GEC2EG04      | A02 Modern Prose & Drama                      | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 2.2                 | GEC2ML05      | MAL2A02(2) Malayalam-Bhashayum Sahithyavum-II | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
|                     | GEC2HD05      | (A09) – Literature in Hindi                   |        |       |     |     |        |   |     |    |  |  |     |    |   |    |
| 2.3                 | GEC2NM06      | A09(3) Basic Numeric Skills                   | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 2.4                 | SDC2MM05      | Multimedia Tools & Techniques                 | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 2.5                 | SDC2MM06      | Photography & Visual Effects                  | 5      | 20    | 80  | 100 | 5      |   | 5   |    |  |  |     |    |   |    |
| 2.6                 | SDC2MM07 (P)  | Multimedia Tools & Techniques Lab             | 5      | 20    | 80  | 100 |        | 5 | 5   |    |  |  |     |    |   |    |
| 2.7                 | SDC2MM08 (Pr) | Mini Project                                  | 4      | 0     | 100 | 100 |        | 4 | 4   |    |  |  |     |    |   |    |
| Semester II Total   |               |   |        |       |     |     |        |   |     | 30 |  |  | 700 | 21 | 9 | 30 |
| <b>SEMESTER III</b> |               |   |        |       |     |     |        |   |     |    |  |  |     |    |   |    |
| C. No               | Course Code   | Course Name                                   | Credit | Marks |     |     | Hrs/wk |   |     |    |  |  |     |    |   |    |
|                     |               |   |        | Int   | Ext | Tot | T      | P | Tot |    |  |  |     |    |   |    |
| 3.1                 | GEC3EG07      | (A03) Inspiring Expressions                   | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 3.2                 | GEC3CW08      | Creative writing TV and Film                  | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 3.3                 | GEC3ES09      | (EWM1B01 ) Environmental Science              | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 3.4                 | SDC3MM09      | Digital Video Production                      | 4      | 20    | 80  | 100 | 4      |   | 4   |    |  |  |     |    |   |    |
| 3.5                 | SDC3MM10      | Introduction to Animation                     | 5      | 20    | 80  | 100 | 5      |   | 5   |    |  |  |     |    |   |    |
| 3.6                 | SDC3MM11 (P)  | Animation Lab                                 | 4      | 20    | 80  | 100 |        | 4 | 4   |    |  |  |     |    |   |    |
| 3.7                 | SDC3MM12 (P)  | Digital Video Production Lab                  | 5      | 20    | 80  | 100 |        | 5 | 5   |    |  |  |     |    |   |    |
| Semester III Total  |               |   |        |       |     |     |        |   |     | 30 |  |  | 700 | 21 | 9 | 30 |
| <b>SEMESTER IV</b>  |               |   |        |       |     |     |        |   |     |    |  |  |     |    |   |    |

| C. No                    | Course Code   | Course Name                                   | Credit    | Marks |     |            | Hrs/wk    |          |           |
|--------------------------|---------------|---|-----------|-------|-----|------------|-----------|----------|-----------|
|                          |               |   |           | Int   | Ext | Tot        | T         | P        | Tot       |
| 4.1                      | GEC4EG10      | (AO4) Readings on Society                     | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 4.2                      | GEC4PP11      | Pre-Production                                | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 4.3                      | GEC4ED12      | (A14) Entrepreneurship Development            | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 4.4                      | SDC4MM13      | Production and Post-Production                | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 4.5                      | SDC4MM14      | Advanced Techniques In Graphics and Animation | 5         | 20    | 80  | 100        | 5         |          | 5         |
| 4.6                      | SDC4MM15 (P)  | Graphics and Animation                        | 5         | 20    | 80  | 100        |           | 5        | 5         |
| 4.7                      | SDC4MM16 (Pr) | Project                                       | 4         | 0     | 100 | 100        |           | 4        | 4         |
| <b>Semester IV Total</b> |               |   | <b>30</b> |       |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |
| <b>SEMESTER V</b>        |               |   |           |       |     |            |           |          |           |
| C. No                    | Course Code   | Course Name                                   | Credit    | Marks |     |            | Hrs/wk    |          |           |
|                          |               |   |           | Int   | Ext | Tot        | T         | P        | Tot       |
| 5.1                      | GEC5HR13      | BC5B09 Human Resource Management              | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.2                      | SDC5MM17      | Media Laws and Ethics                         | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.3                      | GEC5LS15      | (SO4 B.06) Life Skill Development             | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.5                      | SDC5MM18      | Graphics and Animation in Advertising         | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.6                      | SDC5MM19      | 3D, Scripting and Game Development            | 5         | 20    | 80  | 100        | 5         |          | 5         |
| 5.7                      | SDC5MM20 (P)  | Graphics and Animation in Advertising Lab     | 4         | 20    | 80  | 100        |           | 4        | 4         |
| 5.8                      | SDC5MM21 (P)  | 3D Scripting and Game Development Lab         | 5         | 20    | 80  | 100        |           | 5        | 5         |
| <b>Semester V Total</b>  |               |   | <b>30</b> |       |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |
| <b>SEMESTER VI</b>       |               |   |           |       |     |            |           |          |           |
| C. No                    | Course Code   | Course Name                                   | Credit    | Marks |     |            | Hrs       |          |           |

|                          |               |                                 |            | Int | Ext | Tot         | T | P   | Tot        |
|--------------------------|---------------|---------------------------------|------------|-----|-----|-------------|---|-----|------------|
| 6.1                      | SDC6MM22 (Pr) | Internship & Project (900 hrs.) | 30         | 0   | 100 | 100         |   | 900 | 900        |
| <b>Semester VI Total</b> |               |                                 | <b>30</b>  |     |     | <b>100</b>  |   |     | <b>900</b> |
| <b>Grant Total</b>       |               |                                 | <b>180</b> |     |     | <b>3600</b> |   |     |            |

## Semester 1

| SEMESTER I              |              |  |           |       |     |            |           |          |           |
|-------------------------|--------------|--|-----------|-------|-----|------------|-----------|----------|-----------|
| C. No                   | Course Code  | Course Name  | Credit    | Marks |     |            | Hrs/wk    |          |           |
|                         |              |  |           | Int   | Ext | Tot        | T         | P        | Tot       |
| 1.1                     | GEC1EG01     | A01 The Four Skills of Communication                 | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 1.2                     | GEC1ML02     | MAL1A01(2)<br>Malayalam - Bhashayum<br>Sahithyavum-I | 4         | 20    | 80  | 100        | 4         |          | 4         |
|                         | GEC1HD02     | (A07) – Communication skills in Hindi.               |           |       |     |            |           |          |           |
| 1.3                     | GEC1FC03     | Fundamentals of Computer                             | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 1.4                     | SDC1MM01     | Office Automation & Malayalam Computing              | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 1.5                     | SDC1MM02     | New Media, Internet and Programming Web              | 5         | 20    | 80  | 100        | 5         |          | 5         |
| 1.6                     | SDC1MM03 (P) | Office Automation & Malayalam Computing Lab          | 4         | 20    | 80  | 100        |           | 5        | 5         |
| 1.7                     | SDC1MM04 (P) | Internet Programming Lab                             | 5         | 20    | 80  | 100        |           | 4        | 4         |
| <b>Semester I Total</b> |              |  | <b>30</b> |       |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |

### GEC1EG01 (A01): The Four Skills for Communication

**Course No: 1.1**

**Course Code: GEC1EG01**

**Course Name: A01-The Four Skills for Communication**

**Credits: 4**

**Hours: 60**

**1. OBJECTIVES OF THE COURSE**

To train learners in the Basic English Language Skills, word building, soft skills and effective communication

**2. COURSE DESCRIPTION**

|                                     |          |
|-------------------------------------|----------|
| Module 1: English for Communication | 10 hours |
| Module 2: Primary Skills            | 15 hours |
| Module 3: Secondary Skills          | 15 hours |
| Module 4: Grammar                   | 12 hours |
| Evaluation                          | 8 hours  |
| Total                               | 60 hours |

**COURSE CODE A01**

|   |  |
|---|--|
| COURSE CODE                               | A01                                      |
| TITLE OF THE COURSE                       | <i>THE FOUR SKILLS FOR COMMUNICATION</i> |
| SEMESTER IN WHICH THE COURSE TO BE TAUGHT | 1  |
| NO. OF CREDITS                            | 4  |
| NO. OF CONTACT HOURS                      | 60 (4 hours/ week)                       |

**Core Text**

**Module 1. English for Communication**

1. Communication and Language
2. English as a Global Language

**Module 2. Primary Skills**

**1. Listening**

1. Listening to a conversation
2. Listening to a speech
3. Listening to a lecture

**2. Speaking**

1. Greeting
2. Thanking
3. Requesting
4. Enquiring
5. Explaining

6. Reporting
7. Permission
8. Pronunciations of English
  - i. Introduction to phonetics
  - ii. Received Pronunciation
  - iii. Vowels and Consonants
  - iv. Syllables and Word Stress

### **Module 3. Secondary Skills**

#### **1. Reading**

1. News reports
2. Charts
3. Advertisements
4. Official Letters/Documents
5. Online Content
6. Reading Poem” An October morning”
7. Reading Poem” Hawk Roosting”
8. Reading the essay,” How to escape from intellectual rubbish”
9. Reading the essay “On the need for a quiet college ”

#### **2. Writing**

1. Sentence
2. Paragraphs
3. Reports
4. Letters
5. Resumes and Cover Letters
6. Emails
7. Making Notes
8. Blogs
9. Punctuations

### **Module 4. Grammar**

1. Word Class
2. Subject – Verb Agreement
3. Tenses
4. Articles
5. Phrases ,Clauses and Sentences
6. Voices
7. Idioms

| <b>Code</b> | <b>Title</b> | <b>Author</b> | <b>Publisher &amp; Year</b> |
|-------------|--------------|---------------|-----------------------------|
|-------------|--------------|---------------|-----------------------------|

|     |  |                    |                    |
|-----|--|--------------------|--------------------|
| A01 | <i>The Four Skills for Communication</i> | Dr.Josh Sreedharan | Cambridge UP, 2014 |
|-----|--|--------------------|--------------------|

## **GEC1ML/-----02 (Malayalam/Hindi)**

### **GEC1ML02 Malayalam – MAL1A01 (2) Malayalam Bhashayum Sahithyavum-I**

**Course No: 1.2**

**Course Code: GEC1ML03- MAL1A07(3)**

**Course Name: Malayalam – Bhashayum Sahithyavum-I**

**Credits: 4**

**Hours: 60**

### **GEC1HD02-07 COMMUNICATION SKILLS IN HINDI**

## **LRP PROGRAMME (BSC COMPUTER SCIENCE, BCA, BMMC, BSC ELECTRONICS ETC.)**

### **FIRST SEMESTER**

#### **Common Course in Hindi (Course No. 07)**

**Course No: 1.2**

**Course Code: GEC1HD02**

**Course Name: A07 – Communication skills in Hindi**

**Hours: 60**

**No. of Credits: 1**

**No. of contact Hours: 60**

#### **Aim of the Course:**

To make the subjects well versed in Hindi so that they can speak Hindi fluently and use Hindi as a medium of communication in the fields of Commerce, Administration etc.

#### **Objectives of the Course:**

1. Learn Hindi for effective communication in different spheres of life – education, governance, media, business of mass communication etc. 2) Investigate problems and challenges of

effective communication in Hindi 3) Correspondence in Hindi as a tool of communication 4) Translation as a tool of communication 5) Conversationalisation as a communication technique. .

### **Course Outline**

**Module-I.** : Hindi as link language, national language, official language, Hindi in administration law and business, Hindi and mass communication.

**Module-II.:** Correspondence in , Technical terminology.

**Module-III.** : Communicative skills in different spheres of life, interviews

**Module-IV.** : Conversation as a communication technique.

### **Prescribed text books**

1. Bolchal ki Hindi aur sanchar – Dr. Madhu Dhawan; Vani Prakashan, 21-A, Dariyaganj, New Delhi.
2. Ekanki sapthak – Ed. Champa Srivasthav, Iokhbharathy Prakashan, Allahabad.

For Module-I- Hindi Bhasha : Sampark bhasha, Rashtra bhasha aur Rajbhasha, Karyalayi bhasha, Vidhik cyaparik aur vanijyaik bhasha – Jansanchar ki bhasha (All from Bolchal ki Hindi aur Sanchar)

For Module-II : Paribhashik sabdavali – karyalayi aur Prasasanik prayukthiyam (1 to 50 wordds only)

Correspondence : Letter for Job

For Module-III- Baatcheet – khar mein, Pryatan mein, Rail yathra mein, Bank mein, Aspathal mein, Police station mein on telephone and Sakshatkar.

For Module IV – 1) Naye mehman by Uday Sankar Bhatt 2) Sookhi daal by Upendranath Ask 3)

Seema Rekha by Vishnu Prabhakar ( all from Ekank Sapthak)

## **GEC1FC02 – Fundamentals of Computer**

**Course No: 1.3**

**Course Code: GEC1FC02**

**Course Name: Fundamentals of Computer**

**Credits: 4**

**Hours: 60**

### **COURSE OUTLINE**

#### **Unit 1 (12 Hours)**

Computer system concepts, Computer system characteristics, Capabilities and limitations, Evolution of Computers, Generations, Personal Computer (PCs) Functional Components & their Interconnections, evolution of PCs. Computer Languages - Machine Language, Assembly language, High Level Language.

## **Unit 2 (12 Hours)**

Computer basics – CPU, memory and storage devices; operating systems – DOS, Windows, Linux, UNIX; Types of Computers, Networks; Types networks

## **Unit 3 (12 Hours)**

Input/Output - Keyboard, Mouse, Trackball, Joystick, Digitizing tablet, Scanners, Digital Camera, MICR, OCR, OMR, Bar-code Reader, Voice Recognition, Light pen, Touch Screen, Monitors - characteristics and types of monitor -Digital, Analog, Size, Resolution, Refresh Rate, Interlaced / Non-Interlaced, Dot Pitch, Video Standard - VGA, SVGA, XGA etc, Printers& types – Daisy wheel, Dot Matrix, Inkjet, Laser, Line Printer, Plotter, Sound Card and Speakers.

## **Unit 4 (12 Hours)**

Introduction: The problem solving aspect, Top-down design, Algorithms and flowcharts, Implementation of algorithms, Program verification, efficiency of algorithms.

## **Unit 5(12 Hours)**

Application of multimedia in education, commerce, advertising, e-governance and entertainment.

## **Reference:**

1. Fundamentals of Computer, V. Rajaraman

## **SDC1MM01 - OFFICE AUTOMATION & MALAYALAM COMPUTING**

**Course No: 1.4**

**Course Code: SDC1MM01**

**Course Name: Office Automation & Malayalam Computing**

**Credits: 4**

**Hours: 60**

## **COURSE OUTLINE**

### **Unit 1 (12 Hours)**

Word processing basics, Opening and closing documents, Text creation and manipulation, Editing and formatting documents, Paragraphs: spacing, indents and tabs, Table manipulation: creating, moving, editing tables, adding/deleting rows and columns, Sorting in tables and paragraphs, calculations in tables, Border and shading, Margins, Paper size and page orientation, Printing options.

### **Unit 2 (12 Hours)**



Using Tools : Spell checker, help, Use of macros, Thesaurus, word count and statistics, printing envelopes and labels, Page numbering, page breaks, column break Inserting footnotes and endnotes, Import text and graphics, Mail merge.

### **Unit 3 (12 Hours)**

Basics of presentation software, Preparation and presentation of slides, Using slide layouts, Using slide masters and working with colour schemes, Formatting slides : Bullet points, Setting tabs and indents, Paragraph spacing, Organizing charts/graphs, Adding objects, Movies and sounds, Speaker notes, Using drawing tools, Slide show, Taking printouts of presentation / handouts.

### **Unit 4 (12 Hours)**

Elements of electronic spread sheet, Opening of spread sheet, addressing of cells, Manipulation of cells, Entering text, Number and date series, Editing worksheet data, Inserting and deleting Rows, Column, Changing cell height and width, Formulas and function, Saving workbooks, Printing of spread sheets

### **Unit 5 (12 Hours)**

Multilingual word processing, Fonts (True Type Font & Open Type Font) for regional Languages, Multilingual data processing tools, E-mail: Getting an e-mail account, Sending and receiving e-mails, Accessing sent e-mails, Document collaboration, Instant Messaging, Forum, Blog, and Newsgroups, Malayalam Computing

### **REFECENCES:**

1. Professional Office Procedure by Susan H Cooperman, Printice Hall
2. MS-Office 2000 for Everyone by Sanjay Saxena; Vikas Publishing House Pvt. Ltd., New Delhi
3. Absolute Beginner's Guide to Computer Basics, Michael Miller, Prentice Hall.
4. Learn Microsoft Office - Russell A.Stultz - BPB Publication.
5. Internet &World Wide Web - How to program, H.M.Deitel, P.J.Deitel, et al., Prentice Hall

## **SDC1MM02 – INTERNET PROGRAMMING**

**Course No: 1.5**

**Course Code: SDC1MM02**

**Course Name: Internet Programming**

**Credits: 5**

**Hours: 75**

### **COURSE OUTLINE**

### **Unit 1 (15 Hours)**

Introduction to Internet: What is Internet –Services provided by internet, HTTP-FTP Email (POP, IMAP, SMTP) - TELNET-USENET-GOPHER-Search Engine- HTML – URL Domain Names- Browsers- WWW. HTML: Introduction to HTML-Essential Tags-Adding Images-Color and Background of Web Pages-Lists and their Types- Linking to External Documents- Creating Table-Frames- Forms.

### **Unit 2 (15 Hours)**

Tables: Introduction to Header, Data rows, Caption Tag. Width, Border, Cell, color, span attributes. Linking Documents. Links (External Document References, Internal Document References); Images as Hyperlinks (Image Maps). Frames and their usage. Methods of creating web pages – in-line frames, handling of media elements in web pages. web page markers and editors.

### **Unit 3 (15 Hours)**

Introduction to DHTML: CSS, JavaScript: Introduction to JavaScript –Basics-Writing JavaScript – Running JavaScript- Alert boxes-Accepting input from user-Creating Dynamic web pages using JavaScript- Relating JavaScript to DHTML.

### **Unit 4 (15 Hours)**

Features and characteristics of web authoring tools; interfaces; images; website creation process; working with text-formatting, importing, editing text; links-adding; modifying, layers, forms; working with templates, shock waves

### **Unit 5 (15 Hours)**

Testing a website, site launch, validating web pages; trouble shooting; moving website in internet, understanding server models; creating dynamic pages; passwords and protection of web pages.

### **Reference:**

1. HTML Black Book – Steven Holzner – Dreamtech Press
2. HTML, Java Script, DHTML, PERL, CGI – Evan Bayross – BPB
3. Internet and World wide Web How to Program- Deitel & Nieto, Pearson Education.
4. Web Technologies – TCP/IP to internet application architectures- Achyut s. Godbole & Atul Kahate, Tata McGraw Hill, 2003.
5. Jon Duckett, Web Programming with HTML, XHTML, CSS, Wrox Beginning
6. HTML 4.0 IN SIMPLE STEPS Author : Kogent Solutions Publishers : Wiley

7. HTML 4 FOR DUMMIES Author : ED TITTEL & MARY BURMEISTER Publishers: Wiley

### SDC1MM03 (P) – Office Automation & Malayalam Computing Lab

Course No: 1.6

Course Code: SDC1MM03 (P)

Course Name: Office Automation & Malayalam Computing (Lab)

Credits: 4

Hours: 60

#### COURSE OUTLINE

Exercises on:

Formatting - Mail merge - Creating documents – Tables - Charts - Mark List - Accounting - Calculations - Smart Arts - Presentations - Malayalam Computing

### SDC1MM04 (P) – Internet Programming (Lab)

Course No: 1.7

Course Code: SDC1MM04 (P)

Course Name: Internet Programming Lab

Credits: 5

Hours: 75

#### COURSE OUTLINE

1. Programs involving features of Html, JavaScript, Dreamweaver

## Semester 2

| SEMESTER II |             |  |        |       |     |     |        |   |     |
|-------------|-------------|--|--------|-------|-----|-----|--------|---|-----|
| C. No       | Course Code | Course Name                                    | Credit | Marks |     |     | Hrs/wk |   |     |
|             |             |  |        | Int   | Ext | Tot | T      | P | Tot |
| 2.1         | GEC2EG04    | A02 Modern Prose & Drama                       | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 2.2         | GEC2ML05    | MAL2A02(2) Malayalam- Bhashayum Sahithyavum-II | 4      | 20    | 80  | 100 | 4      |   | 4   |
|             | GEC2HD05    | (A09) – Literature in Hindi                    |        |       |     |     |        |   |     |

|                          |               |                                   |           |    |     |            |           |          |           |
|--------------------------|---------------|-----------------------------------|-----------|----|-----|------------|-----------|----------|-----------|
| 2.3                      | GEC2NM06      | A09(3) Basic Numeric Skills       | 4         | 20 | 80  | 100        | 4         |          | 4         |
| 2.4                      | SDC2MM05      | Multimedia Tools & Techniques     | 4         | 20 | 80  | 100        | 4         |          | 4         |
| 2.5                      | SDC2MM06      | Photography & Visual Effects      | 5         | 20 | 80  | 100        | 5         |          | 5         |
| 2.6                      | SDC2MM07 (P)  | Multimedia Tools & Techniques Lab | 5         | 20 | 80  | 100        |           | 5        | 5         |
| 2.7                      | SDC2MM08 (Pr) | Mini Project                      | 4         | 0  | 100 | 100        |           | 4        | 4         |
| <b>Semester II Total</b> |               |                                   | <b>30</b> |    |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |

## GEC2EG04 – MODERN PROSE AND DRAMA

**Course No: 2.1**

**Course Code: GEC2EG04**

**Course Name: Modern Prose and Drama**

**Credits: 4**

**Hours: 60 (4 hrs. per week)**

On completion of this course, the student,

### . OBJECTIVE OF THE COURSE

- a. To introduce learners to representative English prose from different Cultural and geographical backgrounds
- b. To cultivate their tastes in drama
- c. To expose to logical and imaginative writing

### 3. COURSE DESCRIPTION

Module 1: Prose     30hours  
 Module 2: Drama   20 hours  
 Evaluation:        10 hours  
 Total: 60 hours

|   |                               |
|---|-------------------------------|
| COURSE CODE                               | A02                           |
| TITLE OF THE COURSE                       | <b>MODERN PROSE AND DRAMA</b> |
| SEMESTER IN WHICH THE COURSE TO BE TAUGHT | 1                             |
| NO. OF CREDITS                            | 4                             |
| NO. OF CONTACT HOURS                      | 60 (4hrs/wk)                  |

### **COURSE CODE A02**

## A. Core Text

### Module 1. Prose

1. Gandhiji as a School Master : M.K.Gandhi
2. Women's Role in the National Movement : Subhash Chandra Bose
3. Martin Luther King and Africa: Chinua Achbe
4. Ambedkar's Constituent Assembly Speech: Dr.B.R.Ambedkar
5. Why I Want a Wife : Judy Brady
6. In Search of Sweet Peas: Ruskin Bond

### Module 2. Drama

1. *Never Never Nest*: Cedric Mount
2. *Refund*: Fritz Karinthy
3. *Soul Gone Home* : Langston Hughes

| Code | Title                         | Author                | Publisher & Year |
|------|-------------------------------|-----------------------|------------------|
| A02  | <i>Modern Prose and Drama</i> | Dr. Zainul Abid Kotta | Oxford UP, 2014  |

## GEC2ML/-----02 (Malayalam/Hindi)

### GEC2ML02 Malayalam – MAL2A01 (4) Malayalam Bhashayum Sahithyavum-II

Course No: 2.2  
Course Code: GEC2ML03- MAL2A01(4)  
Course Name: Malayalam – Bhashayum Sahithyavum-II  
Credits: 4  
Hours: 60

**LRP PROGRAMME (BSC COMPUTER SCIENCE, BCA, BMMC, BSC ELECTRONICS ETC.)**

### SECOND SEMESTER

#### Common Course in Hindi (Course No. 09)

Course No: 2.2  
Course Code: GEC1HD05  
Course Name: A07 – Communication skills in Hindi  
Hours: 60

## **LITERATURE IN HINDI**

**No. of Credits: 4**

**No. of contact Hours: 60**

**Aim of the Course:**

The aim of the course is to sensitize the students in the aesthetic, cultural and social aspects of literary appreciation and analysis.

**Objectives of the Course:**

3. Appreciation of literature using the best specimens provided as a reading list or anthology.
4. Practicing literary analysis and literary criticism using the best specimens.
5. Understanding Literary works as cultural and communicative events – different periods, genres and movements; Literature and Society.

**Course Outline**

**Module-I :** Ancient hindi Poetry – A collection of selected ancient poems.

**Module-II.:** Modern Hindi poetry – A collection of poems of different poets of different periods representing different themes and styles.

**Module-III. : Hindi short stories** - A collection of short stories

**Prescribed text books**

1. Kavya Sargam – Ed: Santhosh Kumar Chaturvedi; Lokabharathi Prakashan Allahabad
2. Kahani Kunj – Ed: Dr. V. P. Amitabh; Govind Prakashan, Sardar Bazar, Mathura, U. P..

**Reading List - Required Reading.**

For Module-I- 1) First five dohas of Kabir 2) First two padas of Surdas

For Module-II : Manushyatha – Maithilisanan Gupta 2) Taj – Sumitranandan pant 3) Fazal – Sarveswar Dayal Saxena 4) Bees Sall Baad -Dhoomil 5) naye ilake Mein –Arun Kamal 6) Aurathem – Uday Prakash 7) Sok Geeth – Kathyayani (all from Kavya Sargam)

For Module-III- 1) Apna Paraya – Jainendra Kumar 2) Aadmi ka Bacha – Yashpal 3) Bholaram ka jeev -Harisankar Parsai 4) Mavali – Mohan Rakesh 5) Dilli Mein Ek Mouth kamaleswar (all from Kahani Kunj)

### **GEC2NM06–A09 (3) Basic Numerical Skills**

**Course No: 2.3**

**Course Code: GEC2NM06**

**Course Name: A09 (3) Basic Numerical Skills**

**Credits: 4**

**Hours: 60**

## Objectives

On completion of this course, the student should be able to:

- Solve problems linear equations, metrics and progressions.
- Solve statistical problems and analyze data.

## Prerequisites

- Background of Mathematics in +2 level

## Course Outline

### Unit 1 (15 hours)

Sets and set operation - Venn Diagrams - Elements of Co-ordinate system.

Matrices, Fundamental ideas about matrices and their operational rules – Matrix multiplication - Inversion of square matrices of not more than 3rd order- solving system of simultaneous linear equations.

### Unit 2 (15 hours)

Theory of equations: meaning, types of equations –simple linear and simultaneous equations (only two variables) eliminations and substitution method only. Quadratic equation factorization and formula method ( $ax^2 + bx + c = 0$  form only) problems on business application.

### Unit 3 (10 hours)

Progressions: Arithmetic progressions finding the 'n'th term of an AP and also sum to 'n' terms of an AP. Insertion of Arithmetic means in given terms of AP and representation of AP. Geometric progression: finding nth term of GP. Insertion of GMs in given GP and also representation of GP - Mathematics of Finance - simple and compound interest. (Simple problems only).

### Unit 4 (10 hours)

Meaning and Definitions of Statistics - Scope and Limitations – Statistical enquiries - Scope of the problem - Methods to be employed - types of enquiries - Presentation of data by Diagrammatic and Graphical Method - Formation of Frequency Distribution.

### Unit 5 (10 hours)

Measures of Central tendency - Arithmetic Mean, Median, Mode, Geometric and Harmonic mean, Measures of variation and standard, mean and quartile deviations – Skew ness and Kurtosis and Lorenz curve. Analysis of Time Series: Methods of Measuring - Trend and

Seasonal variations - Index number - Unweighted indices - Consumers price and cost of living indices.

## References

1. Sundaresan and Jayaseelan, *An Introduction to Business Mathematics and Statistical Methods*
2. Dr. A K Arte & R V Prabhakar, *A textbook of Business Mathematics.*
3. Sanchethi and Kapoor, *Business Mathematics.*
4. Gupta S.P., *Statistical Methods*
5. Navaneethan P., *Business Mathematics*
6. R.S.N. Pillai, Mrs. Bhagavathi, *Statistics*
7. P.R. Vittal, *Business Mathematics and Statistics*

## SDC2MM05 - Multimedia Tools & Techniques

**Course No: 2.4**

**Course Code: SDC2MM05**

**Course Name: Multimedia Tools & Techniques**

**Credits: 4**

**Hours: 60**

### COURSE OUTLINE

#### Unit 1(12 Hours)

Features and application of photo editing software; image sizes and resolutions; creating new images; placing images; file browser; tool selections; colour models and modes; adjusting colour display for cross platform variations; working with layers; features of layer masks and clipping path; blending modes; adjustment layers; 3D editor.

#### Unit 2(12 Hours)

Features and applications of illustrator; vector and raster images: resolution in images: illustrator environment; documents; working with colours.

#### Unit 3(12 Hours)

Features and applications of drawing software; interface and toolbox; common tasks; creating basic shapes: reshaping objects; applying colour fills and outlines; text tools; text formatting; embedding objects into text; text wraps; text object links.



### **Unit 4(12 Hours)**

Applying effects – distortion effects, contour effects, transparency and lens effects; depth effects; working with bitmaps; editing and applying bitmaps.

### **Unit 5(12 Hours)**

Audio- Advance Audio Concepts, Audio compression and Audio MPEG.

### **REFECENCES:**

- 1 The GraphicCommunication Russell N. Barid Holt, Rinehart and Winston, Canada, 1987
- 2 Design and Aesthetics Jerry Palmer & MacDodson Routledge, London, 1995
- 3 Design Methods John Christopher Jones Wiley, 1992

## **SDC2MM06 - Photography & Visual Effects**

**Course No: 2.5**

**Course Code: SDC2MM06**

**Course Name: Photography & Visual Effects**

**Credits: 5**

**Hours: 75**

### **COURSE OUTLINE**

#### **Unit 1 (12 Hours)**

Various Camera Modes and their uses, Flash Modes, ISO settings, White Balance, Drive Modes, Lens Focal Length, Exposure Compensation, Focusing Options, Depth of Field (Depth of Focus), Macro Photography, Portraiture, Landscape, Action Photography, Still Life, Candid Photography, Indoor photography, Fine Art Photography, Black and White (Monochrome)

#### **Unit 2 (15 Hours)**

Basic Techniques of Lighting (Including: Front, Side, Back, Defused, etc.), Basic Photo Composition (Including: Rule of 3rds, Leading Lines, Framing Subjects, etc.), Basic Photo Editing (Using Photoshop and Picasa), Special Photoshop Creative Ideas involving use of layers, High Dynamic Range (H.D.R.) Photography, Knowledge of Pixels, Mega Pixels, DPI, PPI

#### **Unit 3 (16 Hours)**

Visual Effects- Description- Types- Particles – Analysis- Size- Sand Effects – Smoke Effects- Fire Effects – Cloud Effects – Snow Effects Fluid Effects-Coloring- designing Clouds Background – Designing Fog Effects – Explosion Effects– Fire Effects with flames - Space Effects and designs- Designing Thick Smoke

#### **Unit 4 (16 Hours)**

Designing Paint Effects – Coloring paints- Designing Trees and green effects –Designing Weather and seasons –Effects on seasons- Designing Glass image – Designing Different glass reflection- Designing Glow Effects – Liquid Effects and reflection design

#### **Unit 5 (16 Hours)**

Designing Special Effects – Designing effects of Hair and shape – Designing Fur Effects- Designing Clothes and effects Visual Effects Tool and advanced functions– Converting images from 2D to 3D Pictures. Creating 3D Effects- Differentiation 2D effects and 3D effects.

#### **References:**

- 1 Basic Photography Michael Longford London, Focal Press, 2005
- 2 Advanced Photography Michael Longford London, Focal Press, 2008
- 3 Ways of Seeing John Berger London, Penguin, 2009
- 4 The 5 C's of Cinematography Joseph Mascelli Los Angeles, Silman James Press, 2007
- 5 Digital Camera Technique Jon Tarrant Focal Press, 2002
- 6 Basics of Video Lighting Des Lyver& Graham Swainson Focal Press, 1995

### **SDC2MM07 (P) – Multimedia Tools & Techniques Lab**

**Course No: 2.6**

**Course Code: SDC2MM07 (P)**

**Course Name: Multimedia Tools & Techniques (Lab)**

**Credits: 5**

**Hours: 75**

#### **COURSE OUTLINE**

1. Exercises involving improve quality of images
2. Exercises involving creating composite images
3. Exercises involving Audio Compression and editing

### **SDC2MM08 (Pr) – Mini Project**

**Course No: 2.7**  
**Course Code: SDC2MM08 (Pr)**  
**Course Name: Mini Project**  
**Credits: 4**

## Semester 3

| SEMESTER III              |              |                                  |           |       |     |            |           |          |           |
|---------------------------|--------------|----------------------------------|-----------|-------|-----|------------|-----------|----------|-----------|
| C. No                     | Course Code  | Course Name                      | Credit    | Marks |     |            | Hrs/ wk   |          |           |
|                           |              |                                  |           | Int   | Ext | Tot        | T         | P        | Tot       |
| 3.1                       | GEC3EG07     | (A03) Inspiring Expressions      | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 3.2                       | GEC3CW08     | Creative writing TV and Film     | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 3.3                       | GEC3ES09     | (EWM1B01 ) Environmental Science | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 3.4                       | SDC3MM09     | Digital Video Production         | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 3.5                       | SDC3MM10     | Introduction to Animation        | 5         | 20    | 80  | 100        | 5         |          | 5         |
| 3.6                       | SDC3MM11 (P) | Animation Lab                    | 4         | 20    | 80  | 100        |           | 4        | 4         |
| 3.7                       | SDC3MM12 (P) | Digital Video Production Lab     | 5         | 20    | 80  | 100        |           | 5        | 5         |
| <b>Semester III Total</b> |              |                                  | <b>30</b> |       |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |

### GEC3EG07– (A03) INSPIRING EXPRESSIONS

**Course No: 3.1**  
**Course Code: GEC3EG07**  
**Course Name: A03 Inspiring Expressions**  
**Credits: 4**  
**Hours: 60**

|   |                              |
|---|------------------------------|
| COURSE CODE                               | A03                          |
| TITLE OF THE COURSE                       | <b>INSPIRING EXPRESSIONS</b> |
| SEMESTER IN WHICH THE COURSE TO BE TAUGHT | 2                            |
| NO. OF CREDITS                            | 4                            |
| NO. OF CONTACT HOURS                      | 60 (4hrs/wk.)                |

1. OBJECTIVES OF THE COURSE
  - a. To acquaint the students with Short Stories

- b. To cultivate their tastes in English Poetry
- c. To expose to imaginative writing

2. COURSE OUTLINE

|                            |            |
|----------------------------|------------|
| 1. Module 1. Poems         | : 30Hrs    |
| 2. Module 2 .Short Stories | : 20Hours  |
| 3. Evaluation              | : 10 hours |
| Total                      | : 60 Hours |

**COURSE CODE A03**

**A. Core Text**

**Module 1. Poetry**

1. "On his Blindness" : John Milton
2. "To his Coy Mistress" : Andrew Marvel
3. "Ulysses": Lord Tennyson
4. "Ode to Nightingale": John Keats
5. "My Last Duchess": Robert Browning
6. "Indian Summer": Jayanth Mahapatra
7. "Journey of the Magi": T.S.Eliot

**Module 2. Short Stories**

1. The Luncheon : Somerset Maugham
  2. Karma: Kushwant Singh
  3. The Model Millionaire: Oscar Wilde
- The Night the Ghost Got in : James

|      |       |  |                                      |
|------|-------|--|--------------------------------------|
| Code | Title | Author<br>Prof. Muhammed<br>Ayub Kallingal | Publisher & Year<br>Black Swan, 2014 |
|------|-------|--|--------------------------------------|

Black Swan, 2014

1. Alan Evans, ITL ESL, Leslie Lamportetal, Informatics Technology in action,

**GEC3CW08 – Creative Writing for TV and Film**

**Course No: 3.2**

**Course Code: GEC3CW08**

**Course Name: Creative Writing for TV and Film**

**Credits: 4**

**Hours: 60**

**COURSE OUTLINE**

**Unit 1**

Creative skills, creativity factors, imagination, and visualization, ability to create, information and creativity, creative thinking, clarity and precision, coherence and logical sequence in writing, the nature and role of intuition. Universalizing the personal experience. Importance of research. Adaptation from literary works, the elements of visual story telling.

### Unit 2

The Elements of Scriptwriting: Action, Character, Setting, Theme, Structure. structure, clarity, coherence, flow of ideas: stages of scripting ideas: proposal, treatment, script development, revision of the script.

### Unit 3

Choosing the genre: Event/, Drama, Action Adventure, Suspense thriller, Romance, Comedy, Crime/Detective Mystery, Road Movie, Film noir, etc. Logistics: Form, Format, Software, Text, Dialogue, Parentheticals, Plots, exposition, storyline, themes, character, conflict setting, developing characters, character casting, dialogues, storyboard, point of view, setting and pacing, lyrics, music.

### Unit 4

Writing for operas –short films, fiction. Docu-fiction. dramas, cinema script, music albums.

1. Danny Dover, Erik Dafforn, *Search Engine Optimization (SEO) Secrets*.

## GEC3ES09- (EWM1B01) Environmental Science

**Course No: 3.3**

**Course Code: GEC3ES09**

**Course Name: (EWM1B01) Environmental Science**

**Credits: 4**

**Hours: 60**

### Objectives

On completion of this course, the student should be able to:

- Get a basic idea of environment, environmental resources and their importance.
- Learn the interrelationship between man, society & environment.
- Learn about ecosystem and biodiversity.
- Learn the impact of pollution and role of mankind to eradicate pollution.

### Prerequisites

Nil

### Course Outline

#### Unit 1 (6 Hours)

Multidisciplinary nature of environmental studies, Definition, scope and importance, Need for public awareness.

### **Unit 2 (15 Hours)**

Natural Resources: Renewable and non-renewable resources: Natural resources and associated problems. Forest resources: Use and over-exploitation, deforestation, case studies. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies. Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. Case studies. Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. Role of an individual in conservation of natural resources.

### **Unit 3 (12 Hours)**

Ecosystems: Concept of an ecosystem. Structure and function of an ecosystem. Producers, consumers and decomposers. Energy flow in the ecosystem. Ecological succession. Food chains, food webs and ecological pyramids. Introduction, types, characteristic features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

### **Unit 4 (15 Hours)**

Biodiversity and its conservation: Introduction – Definition: genetic, species and ecosystem diversity. Biogeographical classification of India. Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values. Biodiversity at global, National and local levels. India as a mega-diversity nation, Hot-spots of biodiversity. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts. Endangered and endemic species of India, Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

### **Unit 5 (12 Hours)**

Environmental Pollution: Definition, Cause, effects and control measures of various pollutions. Solid waste Management: Causes, effects and control measures of urban and industrial wastes. Role of an individual in prevention of pollution. Social Issues and the environment. Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Environment Protection Act. Public awareness, Human Population and the Environment, Role of Information Technology in Environment and human health.

### **References:**

1. R Rajagopalan, *Environmental Studies*
2. B. B. Singh, *Objective Environmental Sciences*

## **SDC3MM09 - Digital Video Production**

**Course No: 3.4**

**Course Code: SDC3MM09**

**Course Name: Digital Video Production**

**Credits: 4**

**Hours: 60**

### **COURSE OUTLINE**

#### **Unit I (12 Hours)**

Moving pictures, Terminology, Shot selection, Storyboards, Shot lists

#### **Unit II (12 Hours)**

Overview of Premiere, File formats and other settings, The interface, Video and audio tracks, Basic timeline editing, In and Out points, The Trim monitor, Markers, Lift and Extract, Linking and unlinking footage

#### **Unit III (12 Hours)**

Output, Camera operation, Transitions, Opacity control, Volume control, Titles and text tools Slates, Movie promos

#### **Unit IV (12 Hours)**

Specialized editing tools, Sunc lock and lock track, Changing speed, Freeze frames & frame holds, Subclips ,Using still images, Putting clips into motion, Keyframes, Keyframe Interpolation, Effects basics

#### **Unit V (12 Hours)**

Time remapping, Concept development for original video, Multicamera editing, Nested sequences

### **REFERENCES**

1. Digital Cinematography: Fundamentals, Tools, Techniques, and Workflows By Stump, David Focul Press
2. Adobe Premiere Pro CS6 Classroom in a Book by Adobe Creative Team
3. Visual Storytelling, (2nd ed.). by Osgood, R.J. & Hishaw, M.J. (2013).

## **SDC3MM10 - Introduction to Animation**

**Course No: 3.5**

**Course Code: SDC3MM10**

**Course Name: Introduction to Animation**

**Credits: 5**

**Hours: 75**

### **COURSE OUTLINE**

#### **Unit 1 (15 Hours)**

Flash Environment and Tools Fundamentals , Exploring The Flash Interface , Working with images , Basic drawing and Selections , Shapes , Colour , Text.

#### **Unit 2 (15 Hours)**

Symbols, Animation and Organizing Projects Layers , Scenes and Frame Labels , Symbols and Instances , Animation

#### **Unit 3 (15 Hours)**

Action Scripting and Interactivity Introduction to ActionScript, Creating ActionScript Movies, Controlling the Timeline with ActionScript , Controlling Movie Content with Action script,

#### **Unit 4 (15 Hours)**

Creating Action Script Loops , Working With Variables and Arrays, Modifying an Object with Action Script , Flash UI Components

#### **Unit 5 (15 Hours)**

Adding Media and Publishing Flash Movies Working with Sound, Embedding Video building user defined functions , creating and calling a scalar function , implementing triggers, creating triggers , multiple trigger interaction.

### **REFERENCES**



1. Adobe Flash Professional CS5 Classroom in a Book by Adobe Creative Team
2. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash by Maureen Furniss

### SDC3MM11 (P) –Animation Lab

**Course No: 3.6**

**Course Code: SDC3MM11 (P)**

**Course Name: Animation Lab**

**Credits: 4**

**Hours: 60**

#### COURSE OUTLINE

1. Exercises involving drawing shapes, working with images
2. Exercises involving animation and organizing Layers
3. Exercises involving Scripting and interactivity

### SDC3MM12 (P) - Digital Video Production Lab

**Course No: 3.7**

**Course Code: SDC3MM12 (P)**

**Course Name: Digital Video Production Lab**

**Credits: 5**

**Hours: 75**

#### COURSE OUTLINE

Exercises involving Story Boards, Timeline editing, adding effects, compression, changing speed

## Semester 4

| SEMESTER IV |             |                                    |        |       |     |     |        |   |     |
|-------------|-------------|------------------------------------|--------|-------|-----|-----|--------|---|-----|
| C. No       | Course Code | Course Name                        | Credit | Marks |     |     | Hrs/wk |   |     |
|             |             |                                    |        | Int   | Ext | Tot | T      | P | Tot |
| 4.1         | GEC4EG10    | (AO4) Readings on Society          | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 4.2         | GEC4PP11    | Pre-Production                     | 4      | 20    | 80  | 100 | 4      |   | 4   |
| 4.3         | GEC4ED12    | (A14) Entrepreneurship Development | 4      | 20    | 80  | 100 | 4      |   | 4   |

|                          |               |   |           |    |     |            |           |          |           |
|--------------------------|---------------|---|-----------|----|-----|------------|-----------|----------|-----------|
| 4.4                      | SDC4MM13      | Production and Post-Production                | 4         | 20 | 80  | 100        | 4         |          | 4         |
| 4.5                      | SDC4MM14      | Advanced Techniques In Graphics and Animation | 5         | 20 | 80  | 100        | 5         |          | 5         |
| 4.6                      | SDC4MM15 (P)  | Graphics and Animation                        | 5         | 20 | 80  | 100        |           | 5        | 5         |
| 4.7                      | SDC4MM16 (Pr) | Project                                       | 4         | 0  | 100 | 100        |           | 4        | 4         |
| <b>Semester IV Total</b> |               |   | <b>30</b> |    |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |

## GEC4EG10 – (A04) Readings on Society

**Course No: 4.1**

**Course Code: GEC4PP10**

**Course Name: A04 Readings on Society**

**Credits: 4**

**Hours: 60**

|   |                            |
|---|----------------------------|
| COURSE CODE                               | A04                        |
| TITLE OF THE COURSE                       | <b>READINGS ON SOCIETY</b> |
| SEMESTER IN WHICH THE COURSE TO BE TAUGHT | 4                          |
| NO. OF CREDITS                            | 4                          |
| NO. OF CONTACT HOURS                      | 60 (4hrs/wk)               |

### 1. Objectives of the Course

- a. To introduce learners to various issues in the contemporary society
- b. To create an awareness of preservation of the environment and nature
- c. To inculcate the spirit of social life, values, duties and rights

### 2. COURSE DESCRIPTION

Module 1: Social Issues 15 hours  
 Module 2: Environment 15 hours  
 Module 3: Gender 15 hours  
 Module 4: Human Rights 10 hours  
 Evaluation 5 hours  
 Total 60 hours

## COURSE CODE A04

### A. Core Text

### Module 1. Social Issues

1. The Social Cause of Economic Globalization : Vandana Siva
2. Unity Amidst Diversity: Dr. Rajendra Prasad

### Module 2. Environment

1. Man and Nature in India: Dr. Salim Ali
2. Climatic Change in Human Strategy: E.K.Federov

### Module 3. Gender

1. Widow: G. Venkat Chalam
2. More than 100 million Women Missing : Amartya Sen

### Module 4. Human Rights

1. Stigma, Shame and Silence: Kalpana Jain
2. I am Happy, Don't you believe :Santhosh John Thooval

| Code | Title                      | Author              | Publisher &Year |
|------|----------------------------|---------------------|-----------------|
| A04  | <i>Readings on Society</i> | Dr. K.P. Nandakumar | Cosmo, 2014     |

## GEC4PP11 – Pre Production

**Course No: 4.2**

**Course Code: GEC4PP11**

**Course Name: Pre Production**

**Credits: 4**

**Hours: 60**

### AIMS

- Translate ideas and concepts into a cohesive and well-planned project.
- Develop a student's creative, technical, planning and presentation abilities.
- Familiarise the student with the (art) production process.

### COURSE OUTLINE

#### Unit 1

Conceiving the idea; theme and story, screenplay, dialogue; script development

## **Unit 2**

Budgeting; choosing the right equipment, schedule and location planning; audition for actors/actresses, casting and scheduling; role of production crew – director, assistant director, producer, production controller, cinematographer/videographer; camera assistant(s)

## **Unit 3**

From script to story board; objectives and structure of story board; story board styles; story board exercises. shot division of script; shot types – extreme long shots(ELS); long shots(LS); medium long shots(MLS); medium closeup( MCU); big close-up(BCU); extreme close-up(ECU); low angle shots; high angle shots; extreme wide shot.

## **REFERENCES**

- 1 Script Analysis for Actors, Directors, and Designers, 3<sup>rd</sup> edition James Thomas Focal Press, 1992
- 2 Producing and Directing the Short Film and Video Peter W. Rea & David K. Irving Focal Press, 2001
- 3 Directing the Documentary Michael Rabiger Focal Press, 1998
- 4 Film as Art Rudolf Arnheim Los Angeles, University of California Press, 1957
- 5 Movies and Methods Bill Nichols Los Angeles, University of California Press, 1976
- 6 Video Production Handbook Gerald Millerson New Delhi, Focal Press, 1992
- 7 Video Production Gerald Millerson New Delhi, Focal Press, 1999

## **GEC4ED12 – A14 Entrepreneurship Development**

**Course No:** 4.3

**Course Code:** GEC4ED12

**Course Name:** A14 Entrepreneurship Development

**Credits:** 4

**Hours:** 60

### **Objectives**

On completion of this course the student should be able to

- Familiarize the students with the concept of entrepreneurship
- Identify and develop the entrepreneurial talents of students
- Generate innovative business ideas in emerging industrial scenario

### **Prerequisites**

Nil

### **Course Outline**

### Unit 1 (12 Hours)

Entrepreneur and fundamentals of entrepreneurship: - entrepreneurial competencies characteristics of entrepreneurship – barriers to entrepreneurship, factors affecting entrepreneurial growth – role of entrepreneur in economic development – challenges of women entrepreneurs.

### Unit 2 (12 Hours)

Micro small and medium enterprises – legal framework – licenses – role of promotional institutions with special reference to kinfra, kitco. msme & dics – concessions – incentives and subsidies.

### Unit 3 (10 Hours)

Project management – feasibility and viability analysis – technical – financial – network – appraisal and evaluation – project report preparation

### Unit 4 (12 Hours)

Identification of business opportunities in the context of Kerala – rate of Ed clubs – industrial policies – skill development for entrepreneurs. Business incubation – meaning – setting up of business incubation centres.

### Unit 5 (14 Hours)

Strategic importance HRM; objectives of HRM; challenges to HR professionals; role, Responsibilities and competencies of HR professionals; HR department operations; Human Resource Planning - objectives and process; human resource information system. Talent acquisition, recruitment and selection strategies, career planning and management, training and development, investment in training programme; executive development.

### References

1. S. L. Gupta, Arun Mittal, *Entrepreneurship Development*
2. K Ramachandran, *Entrepreneurship Development*

## SDC4MM13 - Production and Post-Production

**Course No: 4.4**

**Course Code: SDC4MM13**

**Course Name: Production and Post-Production**

**Credits: 4**

**Hours: 60**

## **COURSE OUTLINE**

### **Unit 1**

Exporting, uploading, Embedding video, Editing Principles, Editing Taxonomy, Codecs/compression/ Transcoding, Compressor, Color Correction, Compositing in Motion, DVD design and build

### **Unit 2**

Language of Cinema: visual composition and visual space, balance, contrast, depth of field; narrative structure, three-act structure, dramatic aspects, acting, costumes, make up; cinematic aspects, camera, lighting and sound, mise-scene, shots, scene and sequence, editing-formal and stylistic techniques, generic organization of film.

### **Unit 3**

The art of writing for films; fundamentals of screen writing; script formats; stages of script and screenplay – idea, research, treatment, draft script, revision of script; Scripts for film/TV fiction and non-fiction, educational documentaries, docudramas and advertisement, scripts and story board.

## **References:**

1. The Conversations: Walter Murch and the Art of Editing Film by Michael Ondaatje by Sergei Eisenstein
2. Producing Great Sound for Digital Video by Jay Rose
3. Avid Editing, A Guide for Beginning and Intermediate Users by Sam Kauffmann
4. The Focal Easy Guide to Final Cut Pro 5, by Rick Young
5. Creative Postproduction: Editing Sound, Visual Effects, and Music for Film and Video, by Robert Benedetti, Michael Brown, Bernie Laramie, and Patrick Williams

## **SDC4MM14 - Advanced Techniques in Graphics and Animation**

**Course No: 4.5**

**Course Code: SDC4MM14**

**Course Name: Advanced Techniques in Graphics and Animation**

**Credits: 5**

**Hours: 75**

## **COURSE OUTLINE**

**Unit 1(15 Hours)** Concept of dimensionality of objects/ images; 2D/ 3D graphic software; 2D object/ image creation methods; using primitives and mapping on-line cameras and lights

**Unit 2(15 Hours)** Basics of 3 D modelling: use of primitives - Polygons, curves and surface; 3D objects creation methods; Boolean operations; lofting: 3D transformation and projection; rendering.

**Unit 3(15 Hours)** Principles of animation- cell animation and computer animation, Key frame animation, Non linier animation, Path Animation, Motion capture.

**Unit 4(15 Hours)** Animation tools, Animation Menus, Animation windows and editors, Character animation

**Unit 5(15 Hours)** Story board and Animation, animation software; basic animation techniques; kinematics; using cameras and lights, basics of animal animation, live Action, rendering

#### **REFECENCES:**

- 1 The Animator's survival kit Richard Williams faber and faber, 2009
- 2 The animation book: A complete guide to Animated filmmaking Kit Laybourne and John canemaker Flip book to Sound Cartoons to 3D Animation, 1998
- 3 Blender Foundation: The Essentials Guide to Learning Blender 2.6 Roberts Charles Blender Foundati

### **SDC4MM15 (P) – Graphics and Animation**

**Course No: 4.6**

**Course Code: SDC4MM15 (P)**

**Course Name: 3D Graphics and Animation**

**Credits: 5**

**Hours: 75**

#### **COURSE OUTLINE**

Exercises based on Graphics and Animation – acquaintance of Advanced Graphic and Animation softwares.

### **SDC4MM16 (Pr) - Project**

**Course No: 4.7**

**Course Code: SDC4MM16 (Pr)**

**Course Name: Project**

**Credits: 4**

**Hours: 60**

The main aim of this project is to implement the theoretical knowledge gained from various areas to develop effective solutions to various real life computing problems. The course Project is one that involves practical work for understanding and solving problems in the field of computing. Students will select individually Commercial/Technical/Research Project based on Application Development Technologies learnt in previous semesters.

## Semester 5

| SEMESTER V              |              |   |           |       |     |            |           |          |           |
|-------------------------|--------------|---|-----------|-------|-----|------------|-----------|----------|-----------|
| C. No                   | Course Code  | Course Name                               | Credit    | Marks |     |            | Hrs/ wk   |          |           |
|                         |              |   |           | Int   | Ext | Tot        | T         | P        | Tot       |
| 5.1                     | GEC5HR13     | BC5B09 Human Resource Management          | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.2                     | SDC5MM17     | Media Laws and Ethics                     | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.3                     | GEC5LS15     | (SO4 B.06) Life Skill Development         | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.5                     | SDC5MM18     | Graphics and Animation in Advertising     | 4         | 20    | 80  | 100        | 4         |          | 4         |
| 5.6                     | SDC5MM19     | 3D, Scripting and Game Development        | 5         | 20    | 80  | 100        | 5         |          | 5         |
| 5.7                     | SDC5MM20 (P) | Graphics and Animation in Advertising Lab | 4         | 20    | 80  | 100        |           | 4        | 4         |
| 5.8                     | SDC5MM21 (P) | 3D Scripting and Game Development Lab     | 5         | 20    | 80  | 100        |           | 5        | 5         |
| <b>Semester V Total</b> |              |   | <b>30</b> |       |     | <b>700</b> | <b>21</b> | <b>9</b> | <b>30</b> |

### GEC5HR13 – BC5B09 HUMAN RESOURCE MANAGEMENT



**Course No: 5.1**

**Course Code: GEC5HR13**

**Course Name: BC5B09- Human Resource Management**

**Credits: 4**

**Hours: 60**

**Lecture Hours per week: 4      Credits: 4**

Objectives:

To familiarize the students with the different aspects of managing Human Resource in the Organization and

To equip the students with appropriate knowledge and skills required for acquisition, development and retention of Human Resources.

### **Module I**

Introduction – Human Resource Management (HRM) – Concept, Scope, Importance, Objectives & functions of HRM. Personal Management Vs. Human Resource Management: - HR Planning, Recruitment and selection: Manpower planning – concept and objectives, process of manpower planning, methods of manpower planning, conventional vs. strategic planning – Recruitment : meaning, Sources of Recruitment, Modern trends in Recruitment. Selection: – Meaning and Importance- Steps in selection procedure. Interviews – Types of Interviews – Test – types of test, induction, Job changes – transfer, promotions, demotions, separations

20 Hours

### **Module II**

Human Resource Development:- Training – Concept – Need for Training – objectives – Approaches - Methods of Training. – Training Environment – Areas of training – Training Evaluation - Executive Developments – Process and Techniques.

15Hours

### **Module III**

Performance Appraisal and Career planning: – need and importance – objectives – process – methods and problems of Performance appraisal, concept of career planning - features – methods – uses – career development

15 Hours

### **Module IV**

Compensation Management: Compensation Planning – objectives – wage systems – Factors influencing wage system – components of employee remuneration – Basic wage – Dearness Allowance – Bonus - Fringe benefits and incentives.

15 Hours

### **Module V**

Grievance Redressal: Grievance – meaning and causes of grievances, Procedure of grievances handling – Absenteeism -- Discipline –Essentials of good discipline system

10 Hours

### **Reference Books:**

1. Bernardin, John H: Human Resource Management, Tata McGraw Hill, New Delhi 2004.
2. Arthur M, Career Theory Handbook, Prentice Hall Inc, Englewood Cliff.
3. Belkaoui, A.R. and Belkaoui ,JM, Human Resource Valuation: A Guide to Strategies and Techniques, Quarum Books, Greenwood, 1995.
4. Dale, B, Total Quality and Human Resources: An Executive Guide, Blackwell, Oxford.
5. Greenhaus, J.H., Career Management, Dryden, New York.
6. Mabey, C and Salama, G., Strategic Human Resource Management, Blackwell, Oxford.
7. Aswathappa. K, Human Resource Management
8. Subba Rao, Human Resources Management.
9. Michael Porter, HRM and Human Relations.
10. Garry Dessler and Biju Varkkey, Human Resource Management, Pearson 2012
11. Amstrong's Hand book of Human Resource Management, Kogan-Page, 2012

## **SDC5MM17 - Media Laws and Ethics**

**Course No: 5.2**

**Course Code: SDC5MM17**

**Course Name: Media Laws and Ethics**

**Credits: 4**

**Hours: 60**

### **AIMS**

1. To provide students with an understanding of the basic legal concepts and press laws.
2. To give an over view of the ethical issues in the current media scenario.

### **COURSE OUTLINE**

## **Unit 1**

Basic Legal concepts - Judicial system in India, fundamental rights; directive principles.

## **Unit 2**

Freedom of the press - evolution of the concept of freedom of the press – freedom of speech and expression in Indian Constitution: article 19 (1) (a) and reasonable restrictions.

## **Unit 3**

Defamation –libel, slander and defenses of media professional;

## **Unit 4**

Press Laws: Official Secrets Act, Press & Registration of Books Act, Copyright Act, Contempt of Court Act, Young Person's Harmful Publication Act, Indecent Representation of Women's Act, Drug & Magic Remedies Act, Working Journalists Act, Wage Boards, Film Certification Rules, Intellectual Property Rights, Privacy and Cyber laws. Right to Information Act.

## **Unit 5**

Media Ethics and Issues - code of ethics for media personnel; Press Council of India; censorship versus self-regulation; privacy versus public good; embedded journalism and sting journalism.

## **TEXT BOOKS**

### **Books for Reference**

1. Naresh Rao & Suparna Naresh, 'Media Laws, an appraisal', Premier Publishing Company, Bangalore.
2. Kundra.S, 'Media Laws & Indian Constitution', Anmol Publications Ltd, New Delhi.
3. Vakul Sharma, 'Handbook of Cyber Laws', Macmillan, 2002.
4. Nirmala Lakshman, 'Writing a Nation, an Anthology of Indian Journalism'
5. Nalinin Rajan, 'Practising Journalism', Sage Publications,
6. Hamid Moulana, 'International Information Flow',
7. Karen Sandars, 'Ethics & Journalism', Sage Publications, Books for Further Reading
8. Aravind Singhal & Everett M. Rogers, 'India's Communication Revolution', Sage Publications
9. Edward S. Herman & Noam Chomsky, 'Manufacturing Consent', Vintage Publications
10. Dr. Jan R. Hakemuldar et.al, 'Principles & Ethics of Journalism', Anmol Publications. 4. Patrick Lee Plaisance, 'Media Ethics', Sage Publications

## **GEC5LS15 - (S04 B.06) Life Skill Education & Presentation Skill**

**Course No: 5.3**

**Course Code: GEC5LS15**

**Course Name: (S04B.06) Life Skill Education & Presentation Skill**

**Credits: 4**

**Hours: 60**

### **Objectives**

On completion of this course, the student should be able to:

Develop intra-personal, inter-personal, critical thinking, decision making and communication skills.

Establish self-management and help to maintain work life balance.

Get an insight to career planning and development

### **Prerequisites**

Nil

### **Course Outline**

#### **Unit 1 (12 Hours)**

Introduction to life skill education, definition, components, pillars of learning, need for life skill training, approaches - critical thinking skills/decision making skills, interpersonal/communication skills, criteria for using life skills.

#### **Unit 2 (12 Hours)**

Communication skills, communication, definition, components- sender, message, channel, receiver, feedback, types of communication, effective interpersonal communication, barriers, communication noise, listening, ways to improve interpersonal communication, effective public speaking interview, group discussion etc

#### **Unit 3 (12 Hours)**

Career planning, career planning steps, choosing a career, career development, career guidance and career guidance centre, need and importance of career guidance, career guidance centre and sources, making a career decision, preparing a resume and tips

### Unit 4 (12 Hours)

Self management, self esteem, definitions, practice self acceptance, practice self acceptance characteristics of people with high self-esteem, low self esteem, characteristics and causes, self-esteem building, self awareness importance, develop self awareness, self control, developing self control, emotional intelligence or emotional quotient, emotional quotient , two aspects of emotional intelligence, five domains of emotional eq or ei, social intelligence, coping with emotions, emotional intelligence,

### Unit 5 (12 Hours)

Stress and strain: concept of stress, meaning and definition of stress, types of stress, major symptoms of stress, manage everyday stress. strain-mental strain, causes of strain, conflict, conflict resolution, understanding conflict in relationships, emotional awareness, managing and resolving conflict, stages of healthy conflict resolution, styles of conflict resolution, styles of dealing with conflict, developing positive thinking, positive and negative self-talk, better selftalk, impacts , assertiveness, behaviour , importance of assertive behaviour.

### References:

1. E Wachira, *Essential Life Skills*

## SDC5MM18 – Graphics and Animation in Advertising

**Course No: 5.5**

**Course Code: SDC5MM18**

**Course Name: Graphics and Animation in Advertising**

**Credits: 5**

**Hours: 75**

### COURSE OUTLINE

#### Unit 1 (15 Hours)

Advertising, definitions, functions, types of advertising, ad agencies, world famous advertising agencies, marketing, marketing mix, media mix. social and ethical issues

#### Unit 2 (15 Hours)

Online advertising, web banner ad, expanded ad, polite ad, wallpaper ad, trick banner, pop up, pop under, video ad, map ad, mobile ad, interstitial ad, contextual advertising.

### **Unit 3 (15 Hours)**

Outdoor publicity, point of purchase ads, hoardings, banner, wall posters, flex, sky writing, balloon ads, illuminated hoardings.

### **Unit 4 (15 Hours)**

New trends in advertising, environmental conscious ads, talking babies, interactive tablet advertising, animated ads, cartoon ads. Episodes, viral videos, convergent advertising cultural icons, cultural jamming, universal advertising, creative ads

### **Unit 5 (15 Hours)**

Writing & creating advertising for TV & new media

### **References:**

1. Online Multimedia Advertising: Techniques and Technologies by Xian-Sheng Hua, IGI Global ISBN-10: 1609601890 , ISBN-13: 978-1609601898
2. Vaughan, Tay, 1993, Multimedia: Making It Work (first edition, ISBN 0-07-881869-9), Osborne/McGraw-Hill, Berkeley

## **SDC5MM19– 3D, Scripting and Game Development**

**Course No: 5.6**

**Course Code: SDC5MM19**

**Course Name: 3D, Scripting and Game Development**

**Credits: 4**

**Hours: 60**

### **COURSE OUTLINE**

#### **Unit 1**

Character Design, Animation Principles & Fundamentals, Drawing the Key Tool, 3D Max (Interior Designing + AutoCAD),

#### **Unit 2**

Animation Layout, Advanced 2D Animation, Stop motion Animation, 3D- MAYA, 3D (Modelling and Texturing / Animation / Lighting), 2D (2D Classical Animation/2D Flash Animation)

**Unit 3:** Editing (Post Production), EDIUS Software, Adobe Premier, Adobe AfterEffects, Motion Graphics, Music and Sound Effects

**Unit 4:** Adobe Directory, Compositing and Visual Effects, Visual and Sound Editing, Advanced Production Tools and Technique

### **Unit 5**

Course Overview and C/Win32 game-full circle games introduction -Game Building and Modeling Introduction, Modeling and Animations, Interiors - More complex UV mapping, Programmatic movement, Advance C++ techniques -Intro to DirectX 3D -Camera -Meshes - Geometry, Vertices & Indices -Texture and Lighting -Particles -Intro to Networking, Direct play, Multiplayer gaming, Introduction to Torque Game engine -Focus on final projects, installers, triggers -Torque internals, physics, Pathing-Torque Script, Data blocks, Agile Programming - Camera Pathing, Camera Control.

## **SDC5MM20 (P) – Graphics and Animation in Advertising**

**Course No: 5.7**

**Course Code: SDC5MM20 (P)**

**Course Name: Animation in Ads & Game Development Lab**

**Credits: 4**

**Hours: 60**

### **COURSE OUTLINE**

Create Animated Banners, wall Posters, Balloon Ads, Illuminated Boards,

#### **Graphics Section**

- 1 Design a Magazine cover page
2. Design a Magazine special page
- 3 Display advertisement for a product
- 4 Institutional advertisement
- 5 Public service advertisement
- 6 A brochure for a company

## **SDC5MM21 (P) – 3D, Scripting and Game Development Lab**

**Course No: 5.8**

**Course Code: SDC5MM21 (P)**

**Course Name: Animation in Ads & Game Development Lab**

**Credits: 5**

**Hours: 75**

## **COURSE OUTLINE**

1. Animate a 2D object using Flash.
2. Create a cell animation using Flash.
3. Animate a 3D object using Maya
4. Create a 3D animation using 3D Studio Max
5. Create a title with special effects in 3D animation
6. Creating an Action –Adventure 3<sup>rd</sup> Person Puzzle
7. Blend sound to create moods.
8. Produce program in different formats (Talk, compeering, announcement, anchoring, interviews etc.)
9. Add vocals to previously recorded rhythm tracks and correct errors and add new parts.
10. Create a Rigid Body simulation in Blender
11. Create a SCI- FI Gun in Blender
12. Create a Project Using Motion Builder
13. Mini Project: Talking Babies

## **Presentation Skill/Seminar**

### **COURSE OUTLINE**

Each student shall present a seminar on any topic of interest related to the branch-specific courses offered in previous semester of the programme. He / she shall select the topic based on the references: from reputed International Journals, preferably IEEE journals. They should get the paper approved by the Programme Coordinator / Faculty member in charge of the seminar and shall present it in the class. Proper presentation aid can be used. Every student shall participate in the seminar. The students should undertake a detailed study on the topic and submit a report prior to the presentation. Marks will be awarded based on the topic, presentation, participation in the seminar and the report submitted.

## **Social Service**

### **COURSE OUTLINE**

The Social Work programme aims to develop competency among students in critical thinking, knowledge building and a set of practice skills in the area of conceiving, designing and managing social enterprises with a view to create wealth for the poor. The objective of the course is to nurture entrepreneurial attributes of young professionals and equip them to build entrepreneurial ventures in emerging social sectors. The programme seeks to create a cadre of professionals equipped to visualize economic opportunities, conceive and design plans, raise resources, develop products and services, and evaluate and change existing systems of operation. In addition, the students will develop competency in designing and redesigning appropriate and efficient service delivery systems, and creating and strengthening an effective organizational mechanism in social enterprises.



## Semester 6

| C. No                    | Course Code   | Course Name                    | Credit    | Marks |     |            | Hrs |         |            |
|--------------------------|---------------|--------------------------------|-----------|-------|-----|------------|-----|---------|------------|
|                          |               |                                |           | Int   | Ext | Tot        | T   | P       | Tot        |
| 6.1                      | SDC6MM22 (Pr) | Internship & Project (900 hrs) | 30        | 0     | 100 | 100        |     | 90<br>0 | 900        |
| <b>Semester VI Total</b> |               |                                | <b>30</b> |       |     | <b>100</b> |     |         | <b>900</b> |

### SDCIT20 (Pr) - Industrial Training and Project

**Course No: 6.1**

**Course Code: SDCMM20 (Pr)**

**Course Name: Industrial Training and Project**

**Credits: 30**

**Hours: 900 Hours**

#### COURSE OUTLINE

The student shall undergo Industrial training and a project of four month duration. Industrial training should be carried out in an industry / company approved by the institution and under the guidance of a staff member in the concerned field. At the end of the training he / she have to submit a report on the work being carried out.

The project is designed to develop practical ability and knowledge about practical tools/techniques in order to solve real life problems related to the industry, academic institutions and computer science research. The project should strictly stick to the software engineering principles. Students can take up any application level/system level project pertaining to a relevant domain. Projects can be chosen either from the list provided by the faculty or in the field of interest of the student. For external projects, students should obtain prior permission after submitting the details of the external guide, institution and synopsis of the work.

At the end of each phase, presentation and demonstration of the project should be conducted, which will be evaluated by a panel of examiners. A detailed project report duly approved by the guide in the prescribed format should be submitted for end semester assessment. Marks will be awarded based on the report and their performance during presentations and demonstrations. Publishing the work in Conference Proceedings/ Journals with National/ International status with the consent of the guide will carry an additional weightage in the review process.