



॥ सा विद्या या विमुक्तये ॥

स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

'ज्ञानतीर्थ', विष्णुपुरी, नांदेड - ४३१ ६०६ (महाराष्ट्र राज्य) भारत

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED

'Dnyanteerth', Vishnupuri, Nanded - 431 606 (Maharashtra State) INDIA

Established on 17th September, 1994, Recognized By the UGC U/s 2(f) and 12(B), NAAC Re-accerted with 'B++' grade

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आंतरविद्याशाखीय अभ्यास विद्याशाखे
अंतर्गत राष्ट्रीय शैक्षणिक धोरण २०२०च्या
अनुषंगाने शैक्षणिक वर्ष २०२३-२४
पासून पदव्युत्तर प्रथम वर्षाच्या लागू
करणेबाबत.

परिपत्रक

संदर्भ:-जा. क्र. शैक्षणिक -१/एनईपी/२०२०/आ.वि.प.अ./२०२३-२४/१४०, दि. १२/०७/२०२३.

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, उपरोक्त संदर्भीय परिपत्रकान्वये दिनांक १६ जून २०२३ रोजी संपन्न झालेल्या मा. विद्यापरिषद बैठकीतील ऐनवेळचा विषय क्र. ०८/५६-२०२३ अन्वये मान्यता दिल्यानुसार आंतरविद्याशाखीय अभ्यास विद्याशाखेअंतर्गत राष्ट्रीय शैक्षणिक धोरणानुसार पदव्युत्तर अभ्यासक्रम शैक्षणिक वर्ष २०२३-२४ पासून लागू करण्यात आले आहेत. तथापि, वरील संदर्भीय परिपत्रका अन्वये प्रकाशित केलेल्या अभ्यासक्रमामध्ये अभ्यासमंडळाने किरकोळ दुरुस्ती करून अभ्यासक्रम सादर केला आहे. त्यानुषंगाने खालील अभ्यासक्रम लागू करण्यात येत आहे.

M. A. Animation - I year (Affiliated College)

सदरील परिपत्रक व अभ्यासक्रम विद्यापीठाच्या www.srtmun.ac.in या संकेतस्थळावर उपलब्ध आहेत. तरी सदरील परिपत्रक सर्व संबंधितांच्या निदर्शनास आणावे ही, विनंती.

'ज्ञानतीर्थ' परिसर,
विष्णुपुरी, नांदेड - ४३१ ६०६.
जा.क्र.:शै-१/एनईपी २०२०/परिपत्रक/पीजी/आविशाअक्र.
२०२३-२४/४३९, दिनांक : ०५/०२/२०२३.



डॉ. सरिता लोसखार
सहा.कुलसचिव
शैक्षणिक (१-अभ्यासमंडळ) विभाग

प्रत माहितीस्त्व:

- १) मा. अधिष्ठाता, आंतर विद्याशाखीय अभ्यास, प्रस्तुत विद्यापीठ.
- २) मा. संचालक, परिक्षा व मुल्यमापन मंडळ, प्रस्तुत विद्यापीठ.
- ३) मा. प्राचार्य, सर्व संबंधित महाविद्यालय, प्रस्तुत विद्यापीठ.
- ४) सिस्टीम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ.

SWAMI RAMANAND TEERTH
MARATHWADA UNIVERSITY, NANDED - 431 606



**(Structure and Syllabus of Two Years Multidisciplinary Master
Program with Multiple Entry and Exit Option)**

TWO YEAR MASTERS PROGRAMME IN
ARTS

Subject ANIMATION

Under the Faculty of
Interdisciplinary Studies

Effective from Academic year 2023 – 2024
(As per NEP-2020)

Forward by the Dean, Faculty of Interdisciplinary Studies

From the Desk of the Dean:

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty of Technology, University of Mumbai, in one of its meeting unanimously resolved that, each Board of Studies shall prepare some Program Educational Objectives (PEO's) and give freedom to affiliated Institutes to add few (PEO's) and course objectives and course outcomes to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. It was also resolved that, maximum senior faculty from colleges and experts from industry to be involved while revising the curriculum. I am happy to state that, each Board of studies has adhered to the resolutions passed by Faculty of Technology, and developed curriculum accordingly. In addition to outcome based education, semester based credit and grading system is also introduced to ensure quality of engineering education.

Semester based Credit and Grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. University of Mumbai has taken a lead in implementing the system through its affiliated Institutes and Faculty of Technology has devised a transparent credit assignment policy and adopted ten points scale to grade learner's performance. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 12-13 weeks and remaining 3-2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

Credit and grading based system was implemented for First Year of Engineering from the academic year 2012-2013. Subsequently this system will be carried forward for Second Year Engineering in the academic year 2013-2014, for Third Year and Final Year Engineering in the academic years 2014-2015 and 2015-2016 respectively.

**Dr. Sunanda Rodge, Associate Dean, Faculty of Interdisciplinary Studies,
Swami Ramanand Teerth Marathwada University, Nanded**

***NOTE: - Need to be modified following guidelines of NEP-2020 and its outcome
and Overall improvement in Education system***

From Desk of Chairman, Board of Studies of Interdisciplinary Studies the Subject Animation

Preamble:

The engineering education in India in general is expanding in manifolds. Now, the challenge is to ensure its quality to the stakeholders along with the expansion. To meet this challenge, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education and reflects the fact that in achieving recognition, the institution or program of study is committed and open to external review to meet certain minimum specified standards. The major emphasis of this accreditation process is to measure the outcomes of the program that is being accredited. Program outcomes are essentially a range of skills and knowledge that a student will have at the time of graduation from the program. An engineering program must ensure that its graduates understand the basic concepts of science and mathematics, have gone through one engineering field in dept of appreciate and use its methodologies of analyses and design, and have acquired skills for life- long learning.

An engineering program must therefore have a mission statement which is in conformity with program objectives and program outcomes that are expected of the educational process. The outcomes of a program must be measureable and must be assessed regularly through proper feedback for improvement of the programme. There must be a quality assurance process in place within the Institute to make use of the feedback for improvement of the programme. The curriculum must be constantly refined and updated to ensure that the defined objectives and outcomes are achieved. Students must be encouraged to comment on the objectives and outcomes and the role played by the individual courses in achieving them. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

I, as Chairman, Board of Studies in Electronics and Telecommunication Engineering University of Mumbai, happy to state here that, Program Educational Objectives were finalized in a meeting where more than 20 members from different Institutes were attended, who were either Heads or their representatives of Electronics and Telecommunication Engineering Department. The Program Educational Objectives finalized for undergraduate program in Electronics and Telecommunication Engineering are listed below;

- To provide students with a strong foundation in the mathematical, scientific and engineering fundamentals necessary to formulate, solve and analyze engineering problems and to prepare them for graduate studies.
- To prepare students to demonstrate an ability to identify, formulate and solve electronics and telecommunication engineering problems.
- To prepare students to demonstrate ability to design electrical and electronics systems and conduct experiments, analyze and interpret data.
- To prepare students to demonstrate for successful career in industry to meet needs of Indian and multi-national companies.
- To develop the ability among students to synthesize data and technical concepts from applications to product design.
- To provide opportunity for students to work as part of teams on multidisciplinary projects.
- To promote awareness among students for the life-long learning and to introduce them to professional ethics and codes of professional practice.

In addition to above more program educational objectives of their own may be added by affiliated Institutes.

In addition to Program Educational Objectives, for each course of undergraduate program, objectives and expected outcomes from learner's point of view are also included in the curriculum to support the philosophy of outcome based education. I believe strongly that small step taken in right direction will definitely help in providing quality education to the stake holders.

Dr. Durga Sharma

Chairman, Board of Studies of The Animation Under The Faculty of Interdisciplinary Studies

Swami Ramanand Teerth Marathwada University, Nanded

Aims & objective of the program

Aims:

Four Year Bachelor of Arts Major in ANI and Minor in ANI eight semester full time program, to equip the students with the tools & techniques balanced with theory & practical knowledge which has today taken the shape of Multimedia industry. We focus on providing high end media and entertainment training. The Animation has seen the entry of many global majors who have tapped into India's talent pool for offshore delivery of services. The websites has become important resource and attached in many aspects to our life. Nowadays, websites becomes an interactive platform that is used for receiving information as well as providing information.

Objective:

- To develop student's aesthetic, intellectual & technological abilities through programs that integrates theory & practical.*
- To offers students a rigorous & innovative curriculum taught by faculty with outstanding academic & industry experience.*

Details of the Board of Studies Members in Animation under the faculty of Interdisciplinary Studies of S.R.T.M. University, Nanded

<i>Sr No</i>	<i>Name of the Member</i>	<i>Designation</i>	<i>Address</i>	<i>Contact No.</i>
<i>01</i>	<i>Dr. Durga Sharma</i>	<i>Chairman</i>	<i>Dayanand College of Arts, Latur</i>	<i>9545205999</i>
<i>02</i>	<i>Prof. Sachin Patange</i>	<i>Member</i>	<i>Dayanand College of Arts, Latur</i>	<i>9096463943</i>



Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies

Credit Framework for Two Year PG Program

Subject: Animation

Year & Level 1	Sem. 2	Major Subject		RM 5	OJT / FP 6	Research Project 7	Practicals 8	Credits 9	Total Credits 10
		(DSC) 3	(DSE) 4						
1	1	IANIC401 (4 Cr) IANIC402 (4 Cr) IANIC403 (4 Cr)	IDANI401 (3 Cr)	IVARM 401 <i>Research Methodology</i> (3 Cr)	--		IDANI401 (1Cr) IDANI402 (1Cr) IDSCP403 (1Cr) IDANI401(1Cr)	22	44
	2	IANIC451 (4 Cr) IANIC452 (4 Cr) IANIC453 (4 Cr)	IDANI451 (3 Cr)	---	IDSCOJ 451 (3 Cr)	--	IDANI451 (1Cr) IDANI452 (1Cr) IDANI453 (1Cr) IDANI451(1Cr)	22	
Total Credits		24	06	03	03	00	08	44	



M. A. First Year Semester I (Level 6.0)

Teaching Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs/ week)	
			Theory	Practical	Total	Theory	Practical
Major	IANIC401	Social Media Designing Theory	04	--	04	04	--
	IANIC402	3D Character Building Theory	04	--	04	04	--
	IANIC403	Advance BG Designing Theory	04	--	04	04	--
Elective (DSE)	IANIE401	E-Commerce Theory	03	--	03	03	--
Research Methodology	IVARM401	Research Methodology Theory	03	--	03	03	
DSC Practical	IDANI401	Social Media Designing Practical	--	01	01	--	01
	IDANI402	3D Character Building Practical	--	01	01	--	01
	IDANI403	Advance BG Designing Practical	--	01	01	--	01
DSE Practical	IDANI401	E-Commerce Practical	--	01	01	--	01
Total Credits			18	04	22	18	04



M. A. First Year Semester I (Level 6.0)

Examination Scheme

[20% Continuous Assessment (CA) and 80% End Semester Assessment (ESA)]

(For illustration we have considered a paper of 02 credits, 50 marks, need to be modified depending on credits of individual paper)

Subject (1)	Course Code (2)	Course Name (3)	Theory				Practical		Total Col (6+7) / Col (8+9) (10)
			Continuous Assessment (CA)			ESA			
			Test I (4)	Test II (5)	Avg of (T1+T2)/2 (6)	Total (7)	CA (8)	ESA (9)	
Major	IANIC401	Social Media Designing Theory	20	20	20	80	--	--	100
	IANIC402	3D Character Building Theory	20	20	20	80	--	--	100
	IANIC403	Advance BG Designing Theory	20	20	20	80	--	--	100
Elective (DSE)	IANIE401	E-Commerce Theory	15	15	15	60	--	--	75
Research Methodology	IVARM401	Research Methodology Theory	15	15	15	60	--	--	75
DSE Practical	IANIP401	Social Media Designing Practical	--	--	--	--	05	20	25
	IANIP402	3D Character Building Practical	--	--	--	--	05	20	25
	IANIP403	Advance BG Designing	--	--	--	--	05	20	25

		Practical							
DSE Practical	IANIP401	E-Commerce Practical	--	--	--	--	05	20	25



M. A. First Year Semester II (Level 6.0)

Teaching Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs/ week)	
			Theory	Practical	Total	Theory	Practical
Major	IANIC451	Advance Photo Editing Theory	04	--	04	04	--
	IANIC452	Advance Character Animation Theory	04	--	04	04	--
	IANIC453	Roto Art Theory	04	--	04	04	--
Elective (DSE)	IANIE451	UI/UX Design Theory	03	--	03	03	--
On Job Training	IDSCO451	ON Job Training	--	03	03	--	03
DSC Practical	IDANI451	Advance Photo Editing Practical	--	01	01	--	01
	IDANI452	Advance Character	--	01	01	--	01

		Animation Practical					
	IDANI453	Roto Art Practical	--	01	01	--	01
DSE Practical	IDANI451	UI/UX Design Practical	--	01	01	--	01
Total Credits			18	04	22	18	04



M. A. First Year Semester II (Level 6.0)

Examination Scheme

[20% Continuous Assessment (CA) and 80% End Semester Assessment (ESA)]

(For illustration we have considered a paper of 02 credits, 50 marks, need to be modified depending on credits of individual paper)

Subject (1)	Course Code (2)	Course Name (3)	Theory				Practical		Total Col (6+7) Col (8+9) (10)
			Continuous Assessment (CA)			ESA			
			Test I (4)	Test II (5)	Avg of (T1+T2)/2 (6)	Total (7)	CA (8)	ESA (9)	
Major	IANIC451	Advance Photo Editing Theory	20	20	20	80	--	--	100
	IANIC452	Advance Character Animation Theory	20	20	20	80	--	--	100
	IANIC453	Roto Art Theory	20	20	20	80	--	--	100
Elective	IANIE451	UI/UX Design Theory	15	15	15	60	--	--	75

(DSE)									
On Job Training	IDSCO451	ON Job Training	--	--	--	--	25	50	75
DSE Practical	IANIP451	Advance Photo Editing Practical	--	--	--	--	05	20	25
	IANIP452	Advance Character Animation Practical	--	--	--	--	05	20	25
	IANIP453	Roto Art Practical	--	--	--	--	05	20	25
DSE Practical	IANIP451	UI/UX Design Practical	--	--	--	--	05	20	25

Course Structure: *Major 1 - Teaching Scheme*

Course Code	Course Name (Paper Title)	Teaching Scheme (Hrs.)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
IANIC451	Advance Photo Editing Theory	04	--	04	--	04

Major 1 - Assessment Scheme

Course Code (2)	Course Name (3)	Theory				Practical		Total [Col (6+7) / Col (8+9)] (10)
		CA			ESA (7)			
		Test I (4)	Test II (5)	Avg of (T1+T2)/2 (6)				
IANIC451	Advance Photo Editing Theory	20	20	20	80	--	--	100

M. A. First Year Semester I Syllabus

IANIC401: *Social Media Designing Theory, Curriculum Details*

Course pre-requisite:

- Basics of Computer Knowledge

Course objectives:

- Explain social media design and planning
- Identify primary social media channels used by corporations and analyze the function of each channel in order to participate in channel decisions and discussions

Course outcomes:

- Develop both proactive and reactive brand strategies to manage corporate messaging in a social media environment.
- Identify and respond to significant legal and ethical issues related to social media including laws and voluntary agreements covering protection of individual information protection.
- Explain the value of branding across different social media platforms.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
Design Process	1.1	Create idea for Graphic Design Project, Photos for Graphic Design Project, Decide Title and Copy Matter for Graphic Design, Draw Composition and Layout Sketches, Select and Use Color Themes for Graphic Design, Paper Sizes	16
2.0			10

Principles of Design	2.1	Alignment, Hierarchy, Contrast, Repetition, Proximity, Balance, Color, Space, Basic Elements of Graphic Design - Line, Shape, Repetition, Color, Texture, Size, Emphasis, Space, Negative Space , Value	
3.0			
Understanding Image	3.1	Understanding Vector Graphics, Draw and Edit Line and Shapes, Understanding Object, Understanding Colors, Basic Transformations, Create Perfect	10
4.0			
Study Projects	4.1	Study of different Campaign Designing	12
		Total	48

Text Books:

- Digital Marketing –Kamat and Kamat-Himalaya
- Marketing Strategies for Engaging the Digital Generation, D. Ryan,
- Digital Marketing, V. Ahuja, Oxford University Press
- Digital Marketing, S.Gupta, McGraw-Hill
- Quick win Digital Marketing, H. Annmarie , A. Joanna, Paperback edition

IANIC402: *3D Character Building Theory, Curriculum Details*

Course pre-requisite:

- Autodesk Maya
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Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating 3D art assets in a modern game engine. Students will gain understanding of techniques and technical specifications of common high quality Model used in Film and Games today

Course outcomes:

- 3D modeling is a technique in computer graphics for producing a 3D digital representation of any object or surface. 2. An artist uses special software to manipulate points in virtual space (called vertices) to form a mesh: a collection of vertices that form an object.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction : 3D interface,	10
	1.2	Basic skills for handling the selected software like transforming objects,	
	1.3	Object properties,	
	1.4	Hierarchies, Pivots Etc.	
2.0			
	2.1	Interface: Creating a New Project,	10
	2.2	Editing and Changing Projects, File References.	
	2.3		
3.0			
	3.1	Tools Of Modelling : Polygon Vertices, Polygon Edges,	16
	3.2	Polygon Faces, Working with Smooth Polygons,	
	3.3	Understanding NURBS, Understanding Curves, Understanding NURBS Surfaces Surface Seams, NURBS Display Controls.	
4.0			
	4.1	The Process Of 3D Character Creation: Male or female anatomy.	12
	4.2	Body Structure - Proportion and construction of body parts (Torso, Face, Eyes, Nose, Ears, Mouth, Hand, Feet etc.	
	4.3	: Sculpting Polygons : Soft Select Tool,	
	4.4	Sculpting Polygons.	
		Total	48

Text Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner..**

Reference Books:

- Name Authors (as appeared on book), “Title of reference Book”, Vol..., Edition, Name of Publisher, Year of Publications
- **.. How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner**

IANIC403: *Advance BG Designing Theory, Curriculum Details*

Course pre-requisite:

- Basic Autodesk Maya

Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating 3D Background art assets in a modern game engine. Students will gain understanding of techniques and technical specifications of common high quality Background Model used in Film and Games today

Course outcomes:

- To be a good 3D BG Prop Modeler
- . Doing freelance projects of Background Models etc.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction to 3D graphics, 3D Object's Coordinate System: X, Y and Z axis. How to identify the X, Y and Z axis by its color (Red, Green, Blue),	12
	1.2	3D software's available, What is 3D Animation? 3D production pipeline,	
	1.3	3D animation and their applications in animation movies, visual effects, advertisements,	
	1.4	3D visualization, simulation, training videos Etc.	
2.0			
	2.1	3Dimensions –viewports–standard primitives –transformations – file formats and operations –selection –cloning–group –	16
	2.2	ungroup –alignment –basic rendering -Array –Array Transformations –Splines –Common Rollouts -editing splines –s	
	2.3	architectural tools –max scene files –modifiers-World space modifiers –object space modifiers –modifier stack – instanced	

		modifier -Compound Objects –type	
3.0			
	3.1	Modeling –Nurbs–converting objects to NURBS-Mesh Modeling –converting objects to editable mesh –sub objects –Vertex, Edge, Face, Polygon, Element-Edit Mesh	10
	3.2	Modifier – Editable Poly Modeling -Material Editor –toolbar buttons-assigning materials to objects – material editor options-material properties –	
	3.3	material types -Concepts of Light –Omni Lights , spotlight , Target Lights, Free Lights , Directional Light, Area Lights – Mental Ray –Skylight, Creating Max Basic Lights –Lights Parameters-Positioning Lights, Creating Max light in exterior and Interior Environment	
4.0			
	4.1	Exterior Modeling: Buildings, Street, House, children’s park Etc. Interior Modeling: Room and furniture’s.	10
	4.2	Exterior lighting, Interior Lighting: Global illumination,	
	4.3	Final Gather. Rendering:	
	4.4	Render settings, Batch rendering, Rendering image sequences	
		Total	48

Text Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner..**

Reference Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner..**

IANIE401: *E-Commerce Theory, Curriculum Details*

Course pre-requisite:

- This course is designed for the student that already understands the fundamentals of WordPress and familiar with themes and plugins and has taken the E-Commerce-Basic course.

Course objectives:

- This course covers the fundamentals of building a WordPress ecommerce website with an emphasis on WooCommerce. In this course, you will learn the basics of the WooCommerce plugin for WordPress.

Course outcomes:

- After the end of this course, you will be able to:
 - Identify multiple ways in which WooCommerce satisfies the needs of an ecommerce retailer.
 - Add and modify products, review orders, and change your store settings.
 - Manage orders including providing a refund

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the contents
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1.0		Introduction: What is E-Commerce, WordPress and WooCommerce	
	1.1	E-Commerce Overview	12
	1.2	WordPress Overview	
	1.3	WooCommerce Overview	
	1.4	Installing and Activating a Theme	
2.0		Changing the Product Organization	
	2.1	Changing Product per Page, columns on Shop Page	16
	2.2	Adding Filtered Nav with Layered Nav Widget	
	2.3	Allowing users to search by SKU	
3.0		Running a Membership Site	
	3.1	Adding Subscription Product	10
	3.2	Creating Pricing Tables	
	3.3	Creating Members-only Store	
4.0		Managing Orders and Taxes	
	4.1	Refunding an Order	10
	4.2	Advance Notification Plugins	
	4.3	Installing WordPress WooCommerce Plugin	
	4.4	Installing and Activating a Theme	
		Total	48

Text Books:

- Beginners guide to Building E-commerce Website with WordPress (2020 Edition): A Step-by-Step Guide with Screenshots Kindle Edition..

Reference Books:

- Beginners Guide to Building Ecommerce Websites With WordPress and Elementor (English, Paperback, Humphrey Ted)..

IVARM401: *Research Methodology*

IDANI401: *Social Media Designing Practical, Curriculum*

Course pre-requisite:

- Basics of Computer Knowledge

Course objectives:

- Explain social media design and planning
- Identify primary social media channels used by corporations and analyze the function of each channel in order to participate in channel decisions and discussions

Course outcomes:

- Develop both proactive and reactive brand strategies to manage corporate messaging in a social media environment.
- Identify and respond to significant legal and ethical issues related to social media including laws and voluntary agreements covering protection of individual information protection.
- Explain the value of branding across different social media platforms.

Details Curriculum Details: (There shall be FOUR Modules in each course)

ModuleNo.	Unit No.	Topic	Hrs. Required to cover the contents
1. 0			10
Introduction		Fundamentals of Social Media Designing & its significance, Necessity of Social media Designing, Building a Successful strategy: Goal Setting, Implementation.	
2.0			10
Facebook Designing		Facebook for Business, Facebook Insight, Different types of Ad	

		Designing Facebook Advertising campaigns, Facebook Avatar, Apps, Live, Hashtags	
3.0			
Photoshop	3.1	Understanding Raster Graphics, Understanding Pixels, Understanding Image, Understanding Layers, Image Size and Resolution, Brushes, Styles and Textures, Using Filters for effects, Color Adjustment, Image Editing for Print Projects, Image Editing for Web	10
4.0			
Principles of Design	4.1	Alignment, Hierarchy, Contrast, Repetition, Proximity, Balance, Color, Space, Basic Elements of Graphic Design - Line, Shape, Repetition, Color, Texture, Size, Emphasis, Space, Negative Space , Value	10
5.0			
Live Study Projects		Add Designing on Live Products	08
		Total	48

Text Books:

- Graphic Design Visionaries
- Grid Systems in Graphic Design Page
- The Graphic Design Idea Book o Paula Scher: Works Editors: Tony Brook & Adrian Shaughnessy
The Visual History of Type Author: Paul McNeilHow To Author: Michael Bierut o Draplin Design Co: Pretty Much Everything Author: Aaron Draplin
- Logo: The Reference Guide to Symbols and Logotypes (mini)
- New Perspectives in Typography
- Designing Brand Identity: An Essential Guide for the Whole Branding Team
- The Elements of Typographic Style (v4)
- How to do great work without being an asshole
- 50 Best Logos Ever

IDANI402: *3D Character Building Practical, Curriculum Details*

Course pre-requisite:

- Autodesk Maya

Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating 3D art assets in a modern game engine. Students will gain understanding of techniques and technical specifications of common high quality Model used in Film and Games today

Course outcomes:

- 3D modeling is a technique in computer graphics for producing a 3D digital representation of any object or surface. 2. An artist uses special software to manipulate points in virtual space (called vertices) to form a mesh: a collection of vertices that form an object.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction : 3D interface,	12
	1.2	Basic skills for handling the selected software like transforming objects,	
	1.3	Object properties,	
	1.4	Hierarchies, Pivots Etc.	
2.0			
	2.1	Interface: Creating a New Project,	10
	2.2	Editing and Changing Projects, File References.	
	2.3		
3.0			
	3.1	Tools Of Modelling : Polygon Vertices, Polygon Edges,	16
	3.2	Polygon Faces, Working with Smooth Polygons,	
	3.3	Understanding NURBS, Understanding Curves, Understanding NURBS Surfaces Surface Seams, NURBS Display Controls.	
4.0			
	4.1	The Process Of 3D Character Creation: Male or female anatomy.	

	4.2	Body Structure - Proportion and construction of body parts (Torso, Face, Eyes, Nose, Ears, Mouth, Hand, Feet etc.	10
	4.3	: Sculpting Polygons : Soft Select Tool,	
	4.4	Sculpting Polygons.	
	Total		48

Text Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner..**

Reference Books:

- **Name Authors (as appeared on book), “Title of reference Book”, Vol..., Edition, Name of Publisher, Year of Publications**
- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner**

IDANI403: *Advance BG Designing Practical, Curriculum Details*

Course pre-requisite:

- Basic Autodesk Maya

Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating 3D Background art assets in a modern game engine. Students will gain understanding of techniques and technical specifications of common high quality Background Model used in Film and Games today.

Course outcomes:

- To be a good 3D BG Prop Modeler 4. Doing freelance projects of Background Models etc.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction to 3D graphics, 3D Object's Coordinate System: X, Y and Z axis. How to identify the X, Y and Z axis by its color (Red, Green, Blue),	12
	1.2	3D software's available, What is 3D Animation? 3D production pipeline,	
	1.3	3D animation and their applications in animation movies, visual effects, advertisements,	
	1.4	3D visualization, simulation, training videos etc.	
2.0			
	2.1	3Dimensions –viewports–standard primitives –transformations – file formats and operations –selection –cloning–group –	10
	2.2	ungroup –alignment –basic rendering -Array –Array Transformations –Splines –Common Rollouts -editing splines –s	
	2.3	architectural tools –max scene files –modifiers-World space modifiers –object space modifiers –modifier stack – instanced modifier -Compound Objects –type	
3.0			
	3.1	Modeling –Nurbs–converting objects to NURBS-Mesh Modeling –converting objects to editable mesh –sub objects –Vertex, Edge, Face, Polygon, Element-Edit Mesh	16
	3.2	Modifier – Editable Poly Modeling -Material Editor –toolbar buttons-assigning materials to objects – material editor options-material properties –	
	3.3	material types -Concepts of Light –Omni Lights , spotlight , Target Lights, Free Lights , Directional Light, Area Lights – Mental Ray –Skylight, Creating Max Basic Lights –Lights Parameters-Positioning Lights, Creating Max light in exterior and Interior Environment	
4.0			
	4.1	Exterior Modeling: Buildings, Street, House, children's park Etc. Interior Modeling: Room and furniture's.	10
	4.2	Exterior lighting, Interior Lighting: Global illumination,	
	4.3	Final Gather. Rendering:	
	4.4	Render settings, Batch rendering, Rendering image sequences	
		Total	48

Text Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner..**

Reference Books:

- **How to Draw What You See: Rudy De Reyna Figure Study Made Easy: Aditya Chari Figure Drawing Without a Model: Ron Tiner.**

IDANI401: *E-Commerce Practical, Curriculum Details*

Course pre-requisite:

- This course is designed for the student that already understands the fundamentals of WordPress and familiar with themes and plugins and has taken the E-Commerce-Basic course.

Course objectives:

- This course covers the fundamentals of building a WordPress ecommerce website with an emphasis on WooCommerce. In this course, you will learn the basics of the WooCommerce plugin for WordPress.

Course outcomes:

- After the end of this course, you will be able to:
 - Identify multiple ways in which WooCommerce satisfies the needs of an ecommerce retailer.
 - Add and modify products, review orders, and change your store settings.
 - Manage orders including providing a refund

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the
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			contents
1.0		Introduction: What is E-Commerce, WordPress and WooCommerce	
	1.1	E-Commerce Overview	12
	1.2	WordPress Overview	
	1.3	WooCommerce Overview	
	1.4	Installing and Activating a Theme	
2.0		Changing the Product Organization	
	2.1	Changing Product per Page, columns on Shop Page	16
	2.2	Adding Filtered Nav with Layered Nav Widget	
	2.3	Allowing users to search by SKU	
3.0		Running a Membership Site	
	3.1	Adding Subscription Product	10
	3.2	Creating Pricing Tables	
	3.3	Creating Members-only Store	
4.0		Managing Orders and Taxes	
	4.1	Refunding an Order	10
	4.2	Advance Notification Plugins	
	4.3	Installing WordPress WooCommerce Plugin	
	4.4	Installing and Activating a Theme	
		Total	48

Text Books:

- Beginners guide to Building E-commerce Website with WordPress (2020 Edition): A Step-by-Step Guide with Screenshots Kindle Edition.

Reference Books:

- Beginners Guide to Building Ecommerce Websites With WordPress and Elementor (English, Paperback, Humphrey Ted).

M. A. First Year Semester II Syllabus

IANIC451: *Advance Photo Editing Theory, Curriculum Details*

Course pre-requisite:

- Fundamentals of Computing or Digital Multimedia and/or any digital literacy course

Course objectives:

Image editing tools are used by industry professional to edit and enhance most images presented in magazines, newspapers and other media. This course is designed to provide students with the knowledge and skills needed to master image manipulation and photographic retouching. Students will explore the technical and artistic aspects of image editing by creating images to be used in various types of media. Successful completion of this course will prepare the student for industry certification

Course outcomes:

- Given the necessary equipment, supplies, and facilities, the student will be able to successfully complete all of the Image Editing state standards.

Curriculum Details:(There shall be *FOUR* Modules in each course)

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Basics of Computer Define a computer –	12
	1.2	Types of computers – Difference between normal computer and High-ended computer -	
	1.3	Types of Operating systems. -	
	1.4	To transfer digital images from camera to computer.	
2.0			
	2.1	Digital Photo Editing	10
	2.2	(Photoshop, Light room & Re-touching)	
	2.3	Understanding different file formats - RAW, TIFF, JPEG, Printing resolution.	
3.0			
	3.1	Practical Photoshop Change Background -	10
	3.2	Apply many digital effects - Photo retouching and restoration of an old photo –	
	3.3	color correction – Make necessary corrections in a photograph	

		and RAW processing etc.	
4.0			
	4.1	Working with text layers. Repairing and retouching tools and techniques.●	
	4.2	The Smart Brush and adjustment layers.● Understanding color spaces, color management, and printing.● ●	
	4.3	Understanding resolution and pixels for printing, the web, etc.● Working with old photos. Scanning, colorizing, black● & white.	
	4.4	Slide shows. Adding music and titles.● Using the Photo merge tools to combine the best parts of photos.● More creations and projects. Online options.	16
		Total	48

Text Books:

- Barbara Brundage, Photoshop Elements 7: The Missing Manual Adobe Creative Team, Adobe Photoshop Elements 7 Classroom in a Book (Book & CDROM) Scott Kelby & Matt Kloskowski, The Photoshop Elements 7 Book for Digital Photographers (Voices That Matter) Philip Andrews, Advanced Photoshop Elements 7 for Digital Photographers.

Reference Books:

Barbara Brundage, Photoshop Elements 7: The Missing Manual Adobe Creative Team, Adobe Photoshop Elements 7 Classroom in a Book (Book & CDROM) Scott Kelby & Matt Kloskowski, The Photoshop Elements 7 Book for Digital Photographers (Voices That Matter) Philip Andrews, Advanced Photoshop Elements 7 for Digital Photographers.

IANIC452: *Advance Character Animation Theory, Curriculum Details*

Course pre-requisite:

- Autodesk Maya

Course objectives:

- This paper covers larger details of character animation process and wherein student would be learning more techniques of animation to be incorporated in a film. They shall also learn the lip sync and acting process that adds life to the film.

Course outcomes:

- Classroom & Lab Training in Vital features of animation, covering stages from Storyboarding to creation of the final movie.
- Be able to make Smooth 3d Animation in short films and animated films.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction : Timeline, Key frame, Frame rate, Poses, Line of action,	12
	1.2	Working with 3d Rigs: Importance of poses, Creation of poses from reference images,	
	1.3	Importance of familiarizing with the rig's controllers,	
	1.4	Understanding the body mechanic	
2.0			
	2.1	Bouncing ball with (spacing, Timing and distance),	16
	2.2	Different materials bouncing balls together with Concept,	
	2.3	Understanding the usage of Graph Editor, Progressive Bouncing Ball with (timing, spacing & distance), Progressive Bouncing Ball with (Stretch and Squash	
3.0			
	3.1	Pendulum with Settlement,	10
	3.2	Box with antenna Introduction to Character Studio	
	3.3	Motion Mixer,	
4.0			
	4.1	: Jump, Lip Sync and Facial Animation, Camera Animation.	10
	4.2	Posing for understanding the body balance	
	4.3	and arc, Walk Cycle,	
	4.4	Run Cycle.	
		Total	48

Text Books:

- Name Authors (as appeared on book), “Title of text Book”, Vol..., Edition, Name of Publisher, Year of Publications.

Reference Books:

- Name Authors (as appeared on book), “Title of reference Book”, Vol..., Edition, Name of Publisher, Year of Publications

IANIC453: *Roto Art Theory, Curriculum Details*

Course pre-requisite:

Knowledge of Photoshop, After Effects, Nuke

Course objectives:

- Read and understand the user and technical specifications of equipment and software.
- Gather and watch raw footage/material.

Course outcomes:

- Understanding rotoscoping objectives, which could include Tracing live action images
- for Animation Creating depth maps for Stereo conversion Removing faults/wires in live
- action footage
- Rotoscoping -Uses and advantages of rotoscoping, Creating rotos with splines,
- Hierarchical parent and child roto shapes, Interpolation technique, Keyframe rotos,
- Final inspection, Rotoscope motion blur and semi transparency
-

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Understanding rotoscoping objectives, which could include Tracing live action images	16
	1.2	for Animation Creating depth maps for Stereo conversion Removing faults/wires in live action footage	
	1.3	Understanding rotoscoping objectives, which could include Tracing live action images	
	1.4	for Animation Creating depth maps for Stereo conversion Removing faults/wires in live	
2.0			
	2.1	Rotoscoping -Uses and advantages of rotoscoping	10

	2.2	Hierarchical parent and child roto shapes	
	2.3	Final inspection	
3.0			
	3.1	Creating mask	10
	3.2	Mask feather tool	
	3.3	Animation Mask	
4.0			
	4.1	Uses of pre composition	12
	4.2	And nesting	
	4.3	Puppet tool	
	4.4	And presets	
		Total	48

Text Books:

- Name Authors (as appeared on book), “Title of text Book”, Vol..., Edition, Name of Publisher, Year of Publications
- Rotoscoping: Techniques and Tools for the Aspiring Artist Paperback..
- Inside VFX: An Insider's View Into The Visual Effects And Film Business (Kindle

Reference Books:

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IANIE451: *UI/UX design Theory, Curriculum Details*

Course pre-requisite:

- To understand the concept of UX design and how it has evolved
Able

Course objectives:

- Able to understand how UX industry work
- To know the job, roles and responsibilities in UX industry
- To understand the importance of UX in digitalization and different types of industries

Course outcomes:

- To understand the concept of UX design and how it has evolved
Able to understand UX design process and methodology

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the contents
1.0		Evolution of UX Design	
	1.1	Understand the evolution of UX design as an industry practice and learning about UX industry experts	12
	1.2	Design around us	
	1.3	Job roles and responsibilities in the UX industry	
	1.4		
2.0		Processes and Methodologies	
	2.1	Understanding UX design processes and methodologies	16
	2.2	user centred design	
	2.3	5S model	
3.0		Tools and Technology in UX Design	
	3.1	Tools	10
	3.2	prototype	
	3.3	Industry standards	
4.0		Multiple Domains and Trends in UX Design	
	4.1	UX industry trends in various sectors	10
	4.2		
	4.3		
	4.4		
		Total	48

Text Books:

- Designing for Digital Age: How to create human-centered products and services - Kim Goodwin..
- Sketching the User experiences - Bill Buxton

Reference Books:

- The design of everyday things - Don Norman..
- The elements of user experience - Jesse James Garrett

IDSCO451: *On job Training, Practical*

IDANI451: *Advance Photo Editing Practical, Curriculum Details*

Course pre-requisite:

- Fundamentals of Computing or Digital Multimedia and/or any digital literacy course.

Course objectives:

Image editing tools are used by industry professional to edit and enhance most images presented in magazines, newspapers and other media. This course is designed to provide students with the knowledge and skills needed to master image manipulation and photographic retouching. Students will explore the technical and artistic aspects of image editing by creating images to be used in various types of media. Successful completion of this course will prepare the student for industry certification

Course outcomes:

- Given the necessary equipment, supplies, and facilities, the student will be able to successfully complete all of the Image Editing state standards

Curriculum Details:(There shall be *FOUR* Modules in each course)

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Basics of Computer Define a computer –	12
	1.2	Types of computers – Difference between normal computer and High-ended computer -	
	1.3	Types of Operating systems. -	
	1.4	To transfer digital images from camera to computer.	
2.0			
	2.1	Digital Photo Editing	10
	2.2	(Photoshop, Light room & Re-touching)	
	2.3	Understanding different file formats - RAW, TIFF, JPEG, Printing resolution.	
3.0			
	3.1	Practical Photoshop Change Background -	10
	3.2	Apply many digital effects - Photo retouching and restoration of an old photo –	
	3.3	color correction – Make necessary corrections in a photograph	

		and RAW processing etc.	
4.0			
	4.1	Working with text layers. Repairing and retouching tools and techniques.●	16
	4.2	The Smart Brush and adjustment layers.● Understanding color spaces, color management, and printing.● ●	
	4.3	Understanding resolution and pixels for printing, the web, etc.● Working with old photos. Scanning, colorizing, black● & white.	
	4.4	Slide shows. Adding music and titles.● Using the Photo merge tools to combine the best parts of photos.● More creations and projects. Online options.	
		Total	48

Text Books:

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Reference Books:

Barbara Brundage, Photoshop Elements 7: The Missing Manual Adobe Creative Team, Adobe Photoshop Elements 7 Classroom in a Book (Book & CDROM) Scott Kelby & Matt Kloskowski, The Photoshop Elements 7 Book for Digital Photographers (Voices That Matter) Philip Andrews, Advanced Photoshop Elements 7 for Digital Photographers

IDANI452: *Advance Character Animation Practical, Curriculum Details*

Course pre-requisite:

- Autodesk Maya

Course objectives:

- This paper covers larger details of character animation process and wherein student would be learning more techniques of animation to be incorporated in a film. They shall also learn the lip sync and acting process that adds life to the film.

Course outcomes:

- Classroom & Lab Training in Vital features of animation, covering stages from Storyboarding to creation of the final movie.
- Be able to make Smooth 3d Animation in short films and animated films.

Curriculum Details:*(There shall be FOUR Modules in each course)*

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Introduction : Timeline, Key frame, Frame rate, Poses, Line of action,	12
	1.2	Working with 3d Rigs: Importance of poses, Creation of poses from reference images,	
	1.3	Importance of familiarizing with the rig's controllers,	
	1.4	Understanding the body mechanic	
2.0			
	2.1	Bouncing ball with (spacing, Timing and distance),	16
	2.2	Different materials bouncing balls together with Concept,	
	2.3	Understanding the usage of Graph Editor, Progressive Bouncing Ball with (timing, spacing & distance), Progressive Bouncing Ball with (Stretch and Squash	
3.0			
	3.1	Pendulum with Settlement,	10
	3.2	Box with antenna Introduction to Character Studio	
	3.3	Motion Mixer,	
4.0			
	4.1	: Jump, Lip Sync and Facial Animation, Camera Animation.	10
	4.2	Posing for understanding the body balance	
	4.3	and arc, Walk Cycle,	
	4.4	Run Cycle.	
		Total	48

Text Books:

- Name Authors (as appeared on book), “Title of text Book”, Vol..., Edition, Name of Publisher, Year of Publications.

Reference Books:

- Name Authors (as appeared on book), “Title of reference Book”, Vol..., Edition, Name of Publisher, Year of Publications

IDANI453: *Roto Art Practical, Curriculum Details*

Course pre-requisite:

Knowledge of Photoshop, After Effects, Nuke

Course objectives:

- Read and understand the user and technical specifications of equipment and software.
- Gather and watch raw footage/material.

Course outcomes:

- Understanding rotoscoping objectives, which could include Tracing live action images
- for Animation Creating depth maps for Stereo conversion Removing faults/wires in live action footage
- Rotoscoping -Uses and advantages of rotoscoping, Creating rotos with splines,
- Hierarchical parent and child roto shapes, Interpolation technique, Keyframe rotos,
- Final inspection, Rotoscope motion blur and semi transparency
-

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the contents
1.0			
	1.1	Understanding rotoscoping objectives, which could include Tracing live action images	16
	1.2	for Animation Creating depth maps for Stereo conversion Removing faults/wires in live action footage	
	1.3	Understanding rotoscoping objectives, which could include Tracing live action images	
	1.4	for Animation Creating depth maps for Stereo conversion Removing faults/wires in live	
2.0			
	2.1	Rotoscoping -Uses and advantages of rotoscoping	10
	2.2	Hierarchical parent and child roto shapes	

	2.3	Final inspection	
3.0			
	3.1	Creating mask	10
	3.2	Mask feather tool	
	3.3	Animation Mask	
4.0			
	4.1	Uses of pre composition	12
	4.2	And nesting	
	4.3	Puppet tool	
	4.4	And presets	
		Total	48

Text Books:

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IDANI451: *UI/UX design Practical, Curriculum Details*

Course pre-requisite:

- To understand the concept of UX design and how it has evolved
Able

Course objectives:

- Able to understand how UX industry work
- To know the job, roles and responsibilities in UX industry
- To understand the importance of UX in digitalization and different types of industries

Course outcomes:

- To understand the concept of UX design and how it has evolved
Able to understand UX design process and methodology

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	UnitNo.	Topic	Hrs. Required to cover the contents
1.0		Evolution of UX Design	
	1.1	Understand the evolution of UX design as an industry practice and learning about UX industry experts	12
	1.2	Design around us	
	1.3	Job roles and responsibilities in the UX industry	
	1.4		
2.0		Processes and Methodologies	
	2.1	Understanding UX design processes and methodologies	16
	2.2	user centred design	
	2.3	5S model	
3.0		Tools and Technology in UX Design	
	3.1	Tools	10
	3.2	prototype	
	3.3	Industry standards	
4.0		Multiple Domains and Trends in UX Design	
	4.1	UX industry trends in various sectors	10
	4.2		
	4.3		
	4.4		
		Total	48

Text Books:

- Designing for Digital Age: How to create human-centered products and services - Kim Goodwin..
- Sketching the User experiences - Bill Buxton

Reference Books:

- The design of everyday things - Don Norman..
- The elements of user experience - Jesse James Garrett

Guidelines for Course Assessment:

A. Continuous Assessment (CA) (20% of the Maximum Marks):

This will form 20% of the Maximum Marks and will be carried out throughout the semester. It may be done by conducting **Two Tests** (Test I on 40% curriculum) and **Test II** (remaining 40% syllabus). Average of the marks scored by a student in these two tests of the theory paper will make his **CA** score (col 6).

B. End Semester Assessment (80% of the Maximum Marks):

(For illustration we have considered a paper of 04 credits, 100 marks and need to be modified depending upon credits of an individual paper)

1. **ESA Question paper will consists of 6 questions, each of 20 marks.**
2. **Students are required to solve a total of 4 Questions.**
3. **Question No.1 will be compulsory and shall be based on entire syllabus.**
4. **Students need to solve ANY THREE of the remaining Five Questions (Q.2 to Q.6) and shall be based on entire syllabus.**

Note: Number of lectures required to cover syllabus of a course depends on the number of credits assigned to a particular course. One credit of theory corresponds to 15 Hours lecturing and for practical course one credit corresponds to 30 Hours. For example, for a course of two credits 30 lectures of one hour duration are assigned, while that for a three credit course 45lectures.

%%%

