

**COURSE  
OUTCOMES (COs)**

**BA Multimedia**

<b>SI No</b>	<b>Semester</b>	<b>Course Name</b>	<b>Nature of the Course ( Core, Complementary , Elective, Open etc.)</b>	<b>Course Code</b>	<b>Course Outcomes</b>
<b>1</b>	<b>1st</b>	Introduction to Digital Media	<b>Core</b>	BMM1B01	<ol style="list-style-type: none"> <li>1. To recall the basic concepts and history of computer</li> <li>2. To analyze latest trends in new media and computer aided communication</li> </ol>
<b>2</b>	<b>2nd</b>	Artivity and Design Skills	<b>Core</b>	BMM2B02	<ol style="list-style-type: none"> <li>1. To Develop basic drawing skills of students</li> <li>2. To recognize elements of drawing</li> <li>3. To Provide practical experience in drawing</li> </ol>
<b>3</b>	<b>3rd</b>	Media Publishing	<b>Core</b>	BMM3B03	<ol style="list-style-type: none"> <li>1. Provide students with practical experience in pagination</li> <li>2. To illustrate the need for layouting</li> </ol>
<b>4</b>	<b>3rd</b>	M3B04Computer Graphics	<b>Core</b>	BMM3B04	<ol style="list-style-type: none"> <li>1. To provide practical experience in graphic designing</li> <li>2. To introduce graphic designing software- Adobe Photoshop</li> <li>3.To execute designing elements in graphic designing</li> </ol>

<b>5</b>	<b>3rd</b>	Digital Photography	<b>Core</b>	BMM3B05	<ol style="list-style-type: none"> <li>1. To practice photography</li> <li>2. To understand the science and art of photographing</li> <li>3. To define elements of photography</li> <li>4. To memorize the history of photography</li> </ol>
<b>6</b>	<b>4th</b>	Introduction to Cinematography	<b>Core</b>	BMM4B08	<ol style="list-style-type: none"> <li>1. To practice videography</li> <li>2. To identify the science of videography To select proper lighting</li> </ol>

					technique, camera operations
<b>7</b>	<b>4th</b>	Fundamentals of Web Designing	<b>Core</b>	BMM4B09	<ol style="list-style-type: none"> <li>1. To memorize the history of internet</li> <li>2. To relate internet and various web pages</li> <li>3. To practice basics of designing web page</li> <li>4. To understand basics of web designing.</li> </ol>
<b>8</b>	<b>5th</b>	Techniques of Post Production – Visual Editing	<b>Core</b>	BMM5B12	<ol style="list-style-type: none"> <li>1. To introduce various video editing softwares- Adobe Premiere, FCP</li> <li>2. To introduce the history of film editing</li> <li>3. To understand the basic video terminologies</li> <li>4. To practice Video editing</li> </ol>

<b>9</b>	<b>5th</b>	Techniques of Post Production –Sound Recording, Editing and Mastering	<b>Core</b>		<ol style="list-style-type: none"> <li>1. To introduce various Audio editing softwares- Nuendo,Protools</li> <li>2. To understand the basic audio terminologies</li> <li>3. To practice audio editing. 4.To practice audio recording</li> </ol>
<b>10</b>	<b>5th</b>	Introduction to 3D Modeling and Texturing	<b>Core</b>	BMM5B14	<ol style="list-style-type: none"> <li>1. To practice 3D modeling and texturing</li> <li>2. To introduce 3D modeling tools software – Maya</li> <li>3. To understand the basics to modeling and texturing</li> </ol>
<b>11</b>	<b>5th</b>	Advanced Web Designing	<b>Core</b>	BMM5B15	<ol style="list-style-type: none"> <li>1. To introduce web designing software – Dreamweaver</li> <li>2. To construct a website</li> <li>3. To understand and apply JQuery</li> </ol>

<b>12</b>	<b>6th</b>	Advanced 3D Animation, Vfx and Compositing	<b>Core</b>	BMM6B18& BMM6B22	<ol style="list-style-type: none"> <li>1. To describe the principles of animation</li> <li>2. To apply light properly in animation</li> <li>3. To practice 3D animation, Vfx To design character models</li> </ol>
<b>13</b>	<b>6th</b>	Introduction to Motion Graphics	<b>Core</b>	BMM6B19& BMM6B23	<ol style="list-style-type: none"> <li>1. To introduce motion graphics software – Adobe after effects</li> <li>2. To practice motion graphics</li> <li>3.To design motion graphics contents</li> </ol>

14	6th	Multimedia Designing & Authoring	Core	BMM6B20	<ol style="list-style-type: none"> <li>1. To identify applications of multimedia</li> <li>2. To interpret the stages of multimedia production</li> <li>3. To introduce authoring tool - flash</li> </ol>
15	6th	Television & Multi Camera Production	Core	BMM6B21	<ol style="list-style-type: none"> <li>1. To design multi camera production</li> <li>2. To create multi camera shooting script</li> <li>3. To practice multi camera shooting</li> </ol>
16	6th	Multimedia Project	Core	BMM6B24	<ol style="list-style-type: none"> <li>1. To plan a multimedia production</li> <li>2. To create a multimedia content</li> </ol>
17	1st	Introduction to Mass media	complementary		<ol style="list-style-type: none"> <li>1. To list mass medium</li> <li>2. To describe types of communication</li> <li>3. To recognize various communication medium</li> </ol>
18	1st	Introduction to Visual Communication	complementary		<ol style="list-style-type: none"> <li>1. To describe the elements of visual designing</li> <li>2. To identify elements of a visual image.</li> <li>3. To list basic visual communication models and</li> </ol>

					types
19	2nd	Newspaper Journalism	complementary		<ol style="list-style-type: none"> <li>1. To describe the stages of producing a newspaper</li> <li>2. To define news</li> <li>3. To list news determinants</li> </ol>

20	2nd	Introduction to Cinema		<ol style="list-style-type: none"> <li>1. To list major film movements</li> <li>2. To describe basic components of a film</li> <li>3. To restate film narratives</li> </ol>
21	3rd	Television Journalism	complementary	<ol style="list-style-type: none"> <li>1. To explain the process of TV production</li> <li>2. To restate TV related terminologies</li> <li>3. To analyze various TV programs</li> </ol>
22	3rd	Scripting and Storyboarding		<ol style="list-style-type: none"> <li>1. To define elements of script and storyboard</li> <li>2. To create storyboards for productions</li> <li>3. To prepare scripts for productions</li> </ol>
23	4th	Digital Journalism	Complementary	<ol style="list-style-type: none"> <li>1. To Define New media and its features</li> <li>2. To restate new media terms</li> <li>3. To analyze new media content</li> </ol>
26	4th	E content Development	Complementary	<ol style="list-style-type: none"> <li>1. To list the elements of e content</li> <li>2. To explain the stages of e content production</li> <li>3. To describe basic learning theories</li> </ol>
21	5th	Fundamentals of Multimedia	Open	<ol style="list-style-type: none"> <li>1. To list the elements of multimedia</li> <li>2. To describe multimedia elements</li> </ol>