CBCS – MAKAUT UG degree (Hons) 140 Credit FRAMEWORK (Revised)

Subject Type	Semester I	Semester II	Semester III	Semester IV	Semester V	Semester VI
СС	CC1, CC2	CC3,CC4	CC5,CC6,CC 7	CC8,CC9,CC1 0	CC11,CC12	C13,C14
DSE					DSE1, DSE2	DSE3, DSE4
GE	GE1	GE2	GE3	GE4		
AECC	AECC 1	AECC 2				
SEC			SEC 1	SEC 2		
	4 (20)	5 (20)	5 (26)	4(26)	4 (24)	4 (24)

1st Semester

			Cred	it Distribu	ution		Mod			
Subject Type	Course Name The Practi		Credit Points	Offlin e	Onli ne	Blend ed	Proposed Moocs			
CC 1	Design fundamentals	BMAGD(T) 101	4	0	0	6	1			
	and Visual literacy	BMAGD 191	0	2	0	D				
CC 2	Fundamentals of Graphical	BMAGD(T) 102	4	0	0	6	1			As per
	representation	BMAGD 192	0	2	0	0				MAKAUT Notificati
GE 1	Students have to select from the GE Basket					6			1	on
AECC 1	English Communication	BMAGD 164	2	0	0	2	1			
	Seme	ster Credits			•	20				

2nd Semester

Subject Type				Credit tributio	n	Credit Points	Mod	Proposed Moocs		
J 1 -			Theor	Pract	Tut		Offlin	Onli	Blend	
			у	ical	ori		e	ne	ed	
					al					
CC 3	Graphic Design	BMAGD(T)	4	0	0	6	\checkmark			As per
		201								MAKAU
		BMAGD 291	0	2	0					Т
~~ (Notificati
CC 4	Web Design	BMAGD(T) 202	4	0	0	6	√			on
		BMAGD 292	0	2	0					
GE 2	Students have to select from the GE Basket					6			~	
AECC 2	Environmental Science	BMAGD 265	2	0	0	2	\checkmark			
	Seme	ster Credits		•		20				

3rd Semester

Subject	Subject Course Course Code		Credit	Cre	dit Distribu	ition	Мо	de of Deli	very	Proposed
Туре	Course Name	Code	Points	Theory	Practical	Tutorial	Offline#	Online	Blended	Moocs
CC 5	Materials and process for	BMAGD(T) 301	6	4	0	0	1			
	design production	BMAGD 391	D	0	2	0				
CC 6	Visual narratives	BMAGD(T) 302	302 6	4	0	0	1			
	and sequential structure	BMAGD 392		0	2	0				As per
CC 7	Animation	BMAGD(T) 303	6	4	0	0	1			MAKAUT
	Fundamentals	BMAGD 393	0	0	2	0	V			Notification
GE 3	Students have to select from the GE Basket		6						1	
SEC 1	Basics of Assessment in Psychology	BMAGD 354	2	0	2	0	1			
Seme	ester Credits		26							

4th Semester

Subject	Course Norse	Course	Credit	Cre	dit Distribu	tion	Мо	de of Deli	very	Proposed
Туре	Course Name	Code	Points	Theory	Practical	Tutorial	Offline#	Online	Blended	Moocs
CC 8	2D Animation	BMAGD(T) 401	6	4	0	0				
	Production	BMAGD 491	0	0	2	0	v			
CC 9	3D Animation	BMAGD(T) 402	6	4	0	0				
	Production	BMAGD 492	0	0	2	0	v			As per
CC 10	Digital post	BMAGD(T) 403	6	4	0	0				MAKAUT
CC 10	production	BMAGD 493	0	0	2	0				
GE 4	Students have to select from the GE Basket		6						1	
SEC 2	New Media Skills	BMAGD 455	2	0	2	0	1			
Seme	ster Credits		26							

			5 ^t	^h Semeste	r				
	Course	Credit	Credit Credit Distribution Mode of Delive				ry	_	
Course Name	se Name Code	Points	Theory	Practical	Tutorial	Offline#	Online	Blended	Proposed Moocs
Advance experiment in	BMAGD(T) 501	6	4	0	0	1			
visual storytelling	BMAGD 591	0	0	2	0	v			
Advertising & 502	6	4	0	0					
Branding Design	BMAGD 592	0	0	2	0	v			
Acting for Animation	BMAGD 503(A)	6	5	0	1			1	As per
Stop Motion Animation	BMAGD 503(B)	6	5	0	1				MAKAUT Notification
Minor project	BMAGD 581(A)	6	1	5	0			1	
Internship-I	BMAGD 581(B)	6	1	5	0				
		24							
	experiment in visual storytelling Advertising & Branding Design Acting for Animation Stop Motion Animation Minor project	Course NameCodeAdvanceBMAGD(T)experiment in visual501visualBMAGDstorytelling591Advertising & Branding DesignBMAGD(T)Acting for AnimationBMAGDStop Motion AnimationBMAGDStop Motion AnimationBMAGDMinor projectBMAGDInternship-IBMAGD	Course NameCodeCredit PointsAdvance experiment in visual storytellingBMAGD(T) 501 BMAGD 591 6Advertising & Branding DesignBMAGD(T) 502 592 6Acting for AnimationBMAGD 503(A) 6Stop Motion AnimationBMAGD 503(B) 6Stop Motion AnimationBMAGD 503(B) 6Minor projectBMAGD 581(A) 6Internship-IBMAGD 581(B)	Course NameCourse CodeCredit PointsCredit PointsAdvance experiment in visual storytellingBMAGD(T) 501 $$	Course NameCourse CodeCredit PointsCredit TheoryCredit DistributAdvance experiment in visual storytellingBMAGD(T) 501 -4 0MAGD storytellingBMAGD 591 -6 -4 0Advertising & Branding DesignBMAGD 502 -6 -4 0Acting for AnimationBMAGD 503(A) -6 -6 -6 -2 Stop Motion AnimationBMAGD 503(B) -6 -5 0 Stop Motion AnimationBMAGD 503(B) -6 -5 0 Minor projectBMAGD 581(A) -6 -1 -5 Internship-IBMAGD 581(B) -6 -1 -5	Course NameCourse CodeCredit Points $CreditPointsCreditPointsCreditPointsTheoryPracticalTutorialAdvanceexperiment invisualstorytellingBMAGD(T)591A000Advertising &Branding DesignBMAGD(T)502AA00Acting forAnimationBMAGD503(A)AA00Stop MotionAnimationBMAGD503(B)BA501Stop MotionAnimationBMAGD503(B)BA501Internship-IBMAGD581(B)61501$	Course NameCourse CodeCredit PointsCredit PointsCredit TheoryCredit PracticalIutorialMode Offline#Advance experiment in visual storytellingBMAGD 591 -4 00 -4 -4 00Advertising & BMAGD(T) 592BMAGD(T) 592 -4 00 -4 </td <td>Course NameCourse CodeCredit PointsCredit TheoryPracticalTutorialMode \rightarrow Delive OnlineAdvance experiment in visual storytellingBMAGD 591\rightarrow400$\checkmark$$\checkmark$Advertising & Branding DesignBMAGD 592$\rightarrow$$\rightarrow$$\rightarrow$$\rightarrow$$\checkmark$$\frown$$\frown$$\frown$Acting for AnimationBMAGD 503(A)$\rightarrow$$\rightarrow$$\rightarrow$$\checkmark$$\rightarrow$$\checkmark$$\frown$$\frown$$\frown$Stop Motion AnimationBMAGD 503(B)$\rightarrow$$\rightarrow$$\frown$$\frown$$\frown$$\frown$$\frown$$\frown$$\frown$$\frown$$\frown$Internship-IBMAGD 581(B)$\frown$</td> <td>Course NameCourse Code CodeCredit PointsCredit TheoryPracticalTutorialOffline#OnlineBlendedAdvance experiment in visual storytellingBMAGD(T) 501 BMAGD 591$-4$00-1</td>	Course NameCourse CodeCredit PointsCredit TheoryPracticalTutorialMode \rightarrow Delive OnlineAdvance experiment in visual storytellingBMAGD 591 \rightarrow 400 \checkmark \checkmark Advertising & Branding DesignBMAGD 592 \rightarrow \rightarrow \rightarrow \rightarrow \checkmark \frown \frown \frown Acting for AnimationBMAGD 503(A) \rightarrow \rightarrow \rightarrow \checkmark \rightarrow \checkmark \frown \frown \frown Stop Motion AnimationBMAGD 503(B) \rightarrow \rightarrow \frown \frown \frown \frown \frown \frown \frown \frown \frown Internship-IBMAGD 581(B) $ \frown$ \frown	Course NameCourse Code CodeCredit PointsCredit TheoryPracticalTutorialOffline#OnlineBlendedAdvance experiment in visual storytellingBMAGD(T) 501 BMAGD 591 -4 00 -1

Note:

Minor Project/Internship- (Students have to engage in a specialised project with a pre-specified Internal Guide (faculty member) throughout the semester). Industry collaboration is highly encouraged in case of Internship.

(At least two-three times progress needs to be checked and evaluation needs to be done through PCA.) It will be followed by a report submission and viva as part of University examination.

6th Semester

Subject		Course	Credit	Cre	dit Distribu	tion	Мо	de of Deli	very	
Туре	Course Name	Code	Points	Theory	Practical	Tutorial	Offline#	Online	Blended	Proposed Moocs
66.13	BMAGD(1 Communication 601	BMAGD(T) 601	6	4	0	0	1			
CC 13	Design	BMAGD 691	6	0	2	0				
CC 14	Animation Film	BMAGD 602	6	4	0	0	1			
CC 14	Making	BMAGD 692	Б	0	2	0				
DSE 3 (Any	Digital Photography	BMAGD 603(A)	6	5	0	1			1	As per
One)	Writing and Presentation Skills	BMAGD 603(B)	6	5	0	1				MAKAUT Notification
DSE 4 (Any	Major Project	BMAGD 681(A)	6	1	5	0			1	
One)	Internship	BMAGD 681(B)	6	1	5	0				
Semester Credits			24							

Note:

Major Project/Internship- (Students have to engage in a full length/capstone project with a pre-specified Internal Guide (faculty member) throughout the semester). Industry collaboration is highly encouraged in case of Internship.

(At least two-three times progress needs to be checked and evaluation needs to be done through PCA.) It will be followed by a report submission and viva as part of University examination.

Program Outcomes or Graduate Attributes of B.Sc Multimedia, Animation & Graphic Design Program under MAKAUT :

Graduates will be able to demonstrate the following program outcomes:

PO1- Design Knowledge: To understand the Fundamentals, element and process of design.

PO2-Finding, Development and Solutions: Identifying the problems, researches and reviews for designing graphics and Animation.

PO3-Design Application and Society: Application of tools and techniques to create design projects.

PO4- Individual and teamwork: Apply ethical principles and commit to professional ethics and responsibilities of design practice as an individual, and as a member or leader in diverse teams and in multidisciplinary settings.

PO5- Communication: Communicate effectively through design documentation, make effective presentations, and give and receive clear instructions.

PO6- Lifelong Learning: Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the design process and social delivery.

PO #	Program Outcome	Mapped courses
1	Design knowledge	BMAGD101, BMAGD 102, BMAGD 201, BMAGD 301, BMAGD 302, BMAGD 303, BMAGD 401, BMAGD
		402, BMAGD 501, BMAGD 502, BMAGD 601, BMAGD 602
2	Finding,	BMAGD101, BMAGD 102, BMAGD 201, BMAG 202, BMAGD 301, BMAGD 302, BMAGD 303,
	Development	BMAGD402, BMAGD 501, BMAGD 502, BMAGD 601, BMAGD 602, BMAGD544
	and Solutions	
3	Design Application	BMAGD101, BMAGD 102, BMAGD 201, BMAG 202, BMAGD 301, BMAGD 302, BMAGD 303,
	andSociety	BMAGD401, BMAGD 402,BMAGD 403, BMAGD 501, BMAGD 502, BMAGD 601, BMAGD
		602,BMAGD265, BMAGD544, BMAGD644
4	Individual and	BMAGD101, BMAGD 102, BMAGD 201, BMAG 202, BMAGD 301, BMAGD 303, BMAGD 401,
	Team Work	BMAGD402, BMAGD 501BMAGD 402, BMAGD 502, BMAGD 601, BMAGD 602, BMAGD544,
		BMAGD643, BMAGD644
5	Communication	BMAGD101, BMAGD 102, BMAGD 201, BMAG 202, BMAGD 302, BMAGD 303, BMAGD 401,
		BMAGD402, BMAGD 501, BMAGD 502, BMAGD 601, BMAGD 602, BMAGD 164, BMAGD 35
6	Life-Long Learning	BMAGD101, BMAGD 301, BMAGD 303, BMAGD 401, BMAGD 501, BMAGD 502, BMAGD
		601,BMAGD 354

Program Outcomes (PO) Mapping

*GE Courses are not in the above mapped list. Based on the choice of the learner that would necessarily be part of PO6 and the relevant PO's