DEPARTMENT OF B. VOC

Programme Specific Outcomes (PSOs) – B.Voc Multimedia Programme

	Programme specific outcomes
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PSO1	The programme is a suitable option for students to develop higher levels of creativity, when it comes to image editing, video editing, animation, advanced modelling, and a lot more
PSO2	With the increasing variety and range of hardware and software used for Multimedia and Web-Site Design, the demand for the manpower in these fields has escalated. This training program has been envisaged with an objective to develop specialized manpower required for these activities.
PSO3	Student will develop multimedia skills understanding the principal players of individual players in multimedia teams in developing projects.
PSO4	Students will understand the hardware and software needed to create projects using creativity and organization to create them.
PSO5	Students will learn copyright laws associated with multimedia.
PSO6	To learn all aspects of film production from the perspective of a film producer and also the film director, To provide knowledge of all legal aspects of film production, to impart knowledge on budgeting, to help understand all business models for cinema and television for distribution and revenue generation

Course Outcomes

SEM	Course Code	Course Name	Course outcomes
I	GEC1FC02	Fundamentals of Computer	• CO1:Understanding the concept of input and output devices of Computers and how it works and recognize the basic terminology used in computer programming
			• CO2:describe the organization and operation of a computer processor, primary and secondary memory, peripheral devices and to give computer specifications
			• CO3:Describe various types of networks network standards and communication software.
			• CO4:Identify categories of programs, system software and applications. Organize and work with files and folders.
			• CO5:Describe the usage of computers and why computers are essential components in business and society
I	SDC1MM01	Office Automation & Malayalam Computing	• CO1: 0ffice tools course would enable the students in crafting professional word documents, excel spread sheets, power point presentations using the Microsoft suite of office tools.

			• CO2:To familiarize the students in preparation of documents and presentations with office automation tools.
			• CO3:The students will be able to perform documentation, to perform accounting operations, to perform presentation skills
			• CO4:Strengthen local language; Malayalam, using the possibilities provided by Information and Communication Technologies.
I	SDC1MM02	Internet Programming	• CO1: The course will give you a grounding in the nuts and bolts of the tags, script, and code that create web pages. It will not turn you into a programmer, but it will help you understand how the web and web pages work.
			• CO2:This knowledge will allow you to build on the skills you will have and to understand the potentials and limitations placed on writing for web pages.
			• CO3:Explain how the client-server model of Internet programming works
			• CO4:Understand how CSS will affect web page creation.
I	SDC1MM03 (P)	Office Automation & Malayalam Computing(Lab)	• CO1: To familiarize the students in preparation of documents and presentations with office automation tools.
			• CO2:Students would be able to documents, spreadsheets, make small presentations and would be acquainted with internet.
			• CO3:Students in crafting professional word documents, excel spread sheets, power point presentations using the Microsoft suite of office tools. To familiarize the students in preparation of documents and presentations with office automation tools.
			• CO4:the students will be able to perform documentation, to perform accounting operations, to perform presentation skills
I	SDC1MM04 (P)	Internet Programming Lab	• CO1: Analyze a web page and identify its elements and attributes.
			• CO2:Create web pages using HTML and Cascading Style Sheets
			• CO3: Create a web page multiple types of style sheet used in a single page
			• CO4:Skill in Design and development of web-pages
II	GEC2NM06	Basic Numeric Skills	• CO1:Develops the students ability to deal with numerical and quantitative issue in business

			• CO2:Conduct basic statistical analysis of data
			• CO3:Solve problems linear equations, metrics and progressions
			• CO4:Solve statistical problems and analyze data.
II	SDC2MM05	Multimedia Tools & Techniques	• CO1:Provide an understanding of the fundamental elements in multimedia. The emphasis will be on learning the representations, perceptions and applications of multimedia.
			• CO2:Software skills and hands on work on digital media will also be emphasized
			• CO3:The students will understand the technologies behind multimedia applications and master the skills for developing multimedia projects.
			• CO4:To demonstrate how still images, sound, and video can be digitized on the computer.
II	SDC2MM06	Photography & Visual Effects	• CO1:Understanding of the industrial and commercial applications of photographic techniques
			• CO2:Create photographic images utilizing a variety of technologies and workflow processes (image capture, manipulation, output, and distribution) in alignment with conceptual/visual objectives.
			• CO3:Understand different camera modes, shots, angles, lighting, visual effects and paint effects.
			• CO4:Work as a professional, maintaining high standards of practice and apply principles of composition to produce professional images.
II	SDC2MM07 (P)	Multimedia Tools & Techniques Lab	• CO1: Students will work with all aspects of images.
			• CO2:Improving design skill for students by learning different designing softwares.
			• CO3:Develop skills for creating images, brochures, logos etc.
			• CO4:Understanding color correction, compositing, manipulation and can create their own ideas.
III	GEC3CW08	Creative writing TV and Film	• CO1: Focuses on writing and submitting both drama and screen scripts for class discussion and analysis
			• CO2:Demonstrate familiarity with the elements of drama—such as plot, character, diction, theme, and spectacle—as well as an understanding of how these elements combine to create a theatrical experience.
			• CO3:To train students with the practical skills for writing scripts

			• CO4:Students will learn how to write scene description, to describe characters and locations, and to develop dramatic conflict, climax, romance and humor.
III	GEC3ES09	Environmental Science	• CO1:Get a basic idea of environment, environmental resources and their importance.
			• CO2: Learn the interrelationship between man, society & environment.
			• CO3: Learn about ecosystem and biodiversity.
			• CO4: Learn the impact of pollution and role of mankind to eradicate pollution.
III	SDC3MM09	Digital Video Production	• CO1:Learn how to combine basic design principles in video editing, cuts and transitions.
			• CO2: Develop knowledge of established field video genres and techniques, camera angles and movements.
			• CO3: Develop project ideas, treatments, and other pre-production materials, and produce an idea as a high quality finished video product
			• CO4: Master the basics of operating video field equipment (camera, audio, lighting).
III	SDC3MM10	Introduction to Animation	• CO1: Develop the knowledge of basic Animation and Introducing Adobe Flash 2D animation Software.
			• CO2: Understand more details about the working Environment of Adobe Flash.
			• CO3: Develop the knowledge of creating interactive Animation using Flash Action Script.
			• CO4: Understand more about Action script with basic programming.
			• CO5: Develop the knowledge of creating Flash Animation in Advance.
III	SDC3MM11 (P)	Animation Lab	• CO1:Understand the concept of animation and drawing perspective.
			• CO2:Understand the animation software; Adobe Flash
			• CO3: Develop the skill to create Flash Animation using Action Script.
			• CO4:Able to create Motion Animation combined with Action script using Adobe Flash.
III	SDC3MM12 (P)	Digital Video Production Lab	• CO1: Understand the video editing software; Adobe Premiere Pro

			• CO2: Understand the interface and workflow, titling, masking and exporting.
			• CO3: Edit and compress video for use in various delivery modes of digital media using standard digital video editing software.
			• CO4: Understand the conceptual and aesthetic styles, as well as their practical and technical skills.
IV	GEC4PP11	Pre-Production	• CO1:Familiarize the student with the script development and production process
			• CO2:Explain different shot types, story board, budgeting, audition and location planning
			• CO3:Describe different roles of a production crew appropriately to produce a documentary video.
			• CO4:Explain the camera angles, movements and composition principles.
IV	GEC4ED12	Entrepreneurship Development	• CO1:Familiarize the students with the concept of entrepreneurship
			• CO2:Identify and develop the entrepreneurial talents of students
			• CO3:Generate innovative business ideas in emerging industrial scenario
IV	SDC4MM13	Production and Post Production	• CO1: Analyze and discuss films of various genres and formal approaches in a range of theoretical and historical contexts.
			• CO2: Approach filmmaking practice as a means of storytelling, non-fiction narrative, and formal, technical and stylistic experimentation. Understand the professional requirements of all technical and creative roles involved in film production and post-production.
			• CO3: Demonstrate understanding of common post production techniques, standards and workflows. Student will be able to apply technical knowledge to capture, edit, monitor and compress digital video footage
			• CO4: Post-production provides the filmmaker in the following areas: picture editing, sound editing, sound mixing, music, and colour correction.
IV	SDC4MM14	Advanced Techniques In Graphics and Animation	• CO1:Familiarize the student with the Concept of 3D modeling
			• CO2:Understand 3D Animation Software Autodesk Maya in base level

			• CO3: Familiarize the student with the types and Principles of Animation
			• CO4: Understanding basic knowledge about the Animation tools in Autodesk Maya and Modeling tools.
IV	SDC4MM15 (P)	Graphics and Animation	• CO1: Familiarize the student with the Autodesk Maya Interface.
			• CO2: Familiarize them the most commonly used modeling tools in Maya.
			• CO3: Understand how to model anything in Maya.
			• CO4:Make the students familiar with camera movement, lighting and basic Rigging in Maya
V	GEC5HR13	Human Resource Management	• CO1:Understand about the role and managerial functions of a HR Manager and to learn about recruitment, training, performance appraisal and grievance system in an organization.
			• CO2:Familiarize the students with the different aspects of managing Human Resource in the Organization
			• CO3:Equip the students with appropriate knowledge and skills required for acquisition, development and retention of Human Resources.
V	SDC5MM17	Media Laws and Ethics	• CO1:Understand the basic legal concepts and press laws.
			• CO2:Understand ethical issues in the current media scenario
			• CO3: Demonstrate an understanding of the nature of ethics and moral discourse
V	GEC5LS15	Life Skill Education & Presentation Skill	• CO1:Develop intrapersonal, interersonal, critical thinking, and decision making and communication skills.
			• CO2: Establish self management and help to maintain work life balance.
			• CO3: Get an insight to career planning and development
V	SDC5MM18	Graphics and Animation in Advertising	• CO1: Demonstrate an understanding of the overall role advertising plays in the business world
			• CO2: Identify and understand the various advertising media.
			• CO3: Demonstrate an understanding of how an advertising agency operates.
			• CO4:Understand types of advertising, media and marketing mix.
V	SDC5MM19	3D, Scripting and Game Development	• CO1: Recap Animation Principles and understand the concept of Character Modeling.

			• CO2: Make them understand different type of Animation and some most common Animation softwares.
			• CO3: Familiarize the students with the most common post production Softwares.
			• CO4:Understand them about Game Development, its process and Software used.
V	SDC5MM20 (P)	Graphics and Animation in Advertising Lab	• CO1:To learn different type of graphics like vector and raster graphics
			• CO2:To apply tools and information to create graphics for digital and print media.
			• CO3:Understand the software's Adobe Photoshop, Adobe Illustrator, Adobe Flash and Adobe In Design
			• CO4:To apply the animation principles to create animated ads.
V	SDC5MM21 (P)	3D Scripting and Game Development Lab	• CO1: Familiarize the student with some advanced modeling Techniques.
			• CO2:Understand the students to Rig and Animate a Character using Maya.
			• CO3:Understand the software's After Effects, Adobe Premier Pro and sound editing software like Adobe Audition.
			• CO4:Understand about the Game Engine and Game Development and its Process.
VI	**INTERNSHIP**		