MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

BSc MULTIMEDIA & ANIMATION COURSE OUTCOME MAPPING

COURSE TITLE: PRINCIPLES OF VISUAL DESIGN

COURSE CODE: MA18101

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
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- **PO5. Environment and sustainability:** Understand the impact of professional science and technological solutions in societal and environmental contexts and for sustainable development.
- **PO6.Individual and team work:** Function objectively as an individual and as a member in diverse teams.
- **PO7. Communication:** Communicate effectively on complex science & technology activities with society at large and able to write effective reports and documentation.
- **PO8. Life-long learning:** Recognise the need and ability to engage in independent and lifelong learning in the context of technological change.

PROGRAMME SPECIFIC OUTCOMES (DEPARTMENTAL): B.Sc Multimedia & Animation is an undergraduate 3 years degree programme, affiliated to Osmania University, Telangana. B.Sc Multimedia & Animation programme prepares student to produce well-trained Animation professionals to meet global Animation production industry standards. To this end we strive to realize the following set of program outcomes for all our undergraduate B.Sc Multimedia & Animation students.

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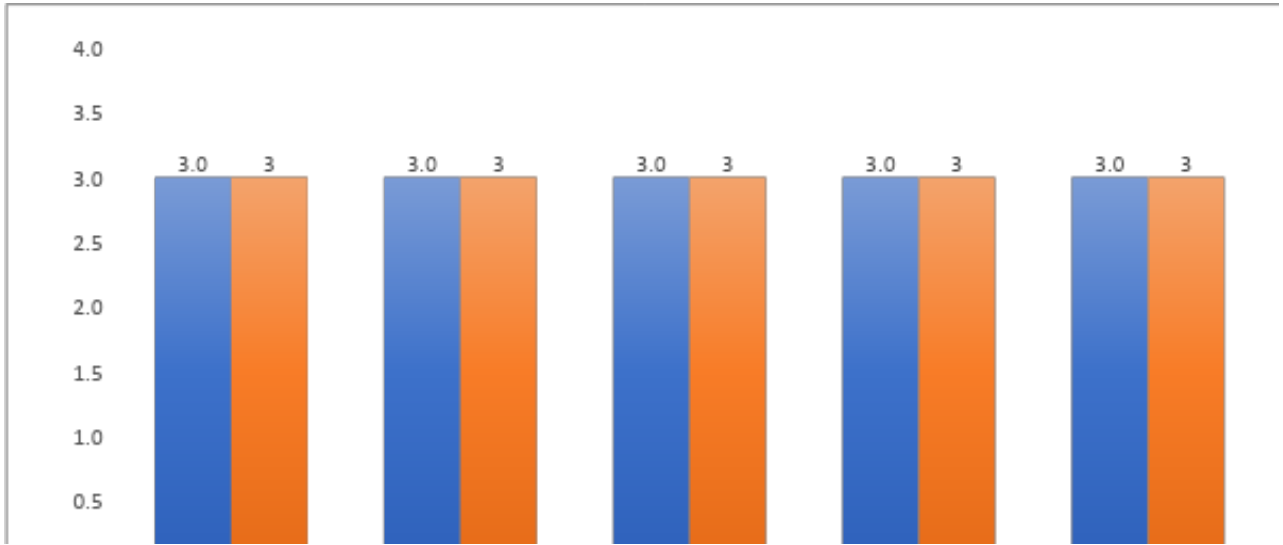
- **PSO1:** Identify and memorize the concepts of (2d/3d) pipeline for preproduction, production & post production.
- **PSO2:** Recognise the principles of visual art & design, advertising, gaming, theatre arts & its elements with illustration, perspective & composition.
- **PSO3:** Identify user interface of autodesk maya, adobe compositing, web design and adword.
- **PSO4:** Apply the elements of visual language of dots, lines, shapes, forms, contour & texture for preproduction of animation films & game designing concepts.
- **PSO5:** Analyse, distinguish & identify the figurative reading of picturesque relationship among elements like perception, verbalization & creativity.
- **PSO6:** Apply the software skills of maya for the production, compositing and editing for post production of demo reels.
- **PSO7:** Develop creative thinking while producing different animation films required for production houses.
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES :Principles of Visual Design	BLOOM'S TAXONOMY LEVEL
CO 1	Recognise the principles of Visual Design	I REMEMBER
CO 2	Tell the importance of visual language in daily life	II UNDERSTAND
CO 3	Apply, organize, sketch& paint using the elements of visual language of Dots, Lines, and Shapes, Forms, Contour& texture.	III APPLY
CO 4	Analyse, distinguish & identify the figurative reading of picturesque relationship among elements like perception, verbalization& creativity	IV ANALYSE
CO 5	Compare visual building by exaggeration ,distortion,stylization & abstraction.	V EVALUATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01		H					H			H		H
C02			H				H					H
C03				H		H			H	H		
C04	H						H	H				H
C05		H			H					H		S

H: Highly Supportive
S:
Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass %	0	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average
CO 1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO 2	100.0	3.0			100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

CO 3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO 4			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO 5			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1		H 3					H 3	
CO2			H 3				H 3	
CO3				H 3		H 3		
CO4	H 3						H 3	H 3

CO5		H 3			H 3			
AVERAGE OF COS FOR POS	3	3	3	3	3	3	3	3
AVERAGE OF POS	3	3	3	3	3	3	3	3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **BASIC CONCEPTS OF ARTS** **COURSE CODE:** MA18103 **CREDITS:** **4**
DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION
PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES : Basic Concepts of Arts	**BLOOM'S TAXONOMY LEVEL**
CO 1	Describe, define & recognize the Variety of art media & Art careers.	I REMEMBER
CO 2	Explain and interrelate the different modes of art.	II UNDERSTAND
CO 3	Describe & memorize the evolution and history of art.	I REMEMBER
CO 4	Demonstrating of artists knowledge , art style and movement.	II UNDERSTAND
CO 5	Judge, criticize Visual Art and compare fine arts and commercial art.	V EVALUATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H				S	H			H
C02	H			H			S		H	H		
C03		H	H		H					H		
C04		H						H			S	H
C05	S			H		H		H	S			

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Supportive

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass %	0	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO2	100.0	3.0			100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

CO 3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO 4			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO 5			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3			H 3				
CO2	H 3			H 3				
CO3		H 3	H 3		H 3			
CO4		H 3						H 3
CO5				H 3		H 3		H 3

AVERAGE OF COS FOR POS	3	3	3	3	3	3		3
AVERAGE OF POS	3	3	3	3	3	3		3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **GRAPHIC DESIGNING**

COURSE CODE: MA18102

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES : Graphic Designing	**BLOOM'S TAXONOMY LEVEL**
CO 1	Memorize & recognises, History, Generations, introduction to Hardware and software.	I REMEMBER
CO 2	Analyse & compare raster graphic, vector graphic.	IV ANALYSE

CO 3	Apply the Photoshop software for editing images, doing 2Danimation.	III APPLY
CO 4	Apply the software Corel Draw in order to add pages, transforming objects, styles, templets, and advanced effects	III APPLY
CO 5	Apply the software Illustrator to blend shapes,colours,text & transforming objects.	III APPLY

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H					S		H	
C02						S				H		
C03	H	S		H			H		H		H	
C04		H				H						S

C05		H		H	H					H		

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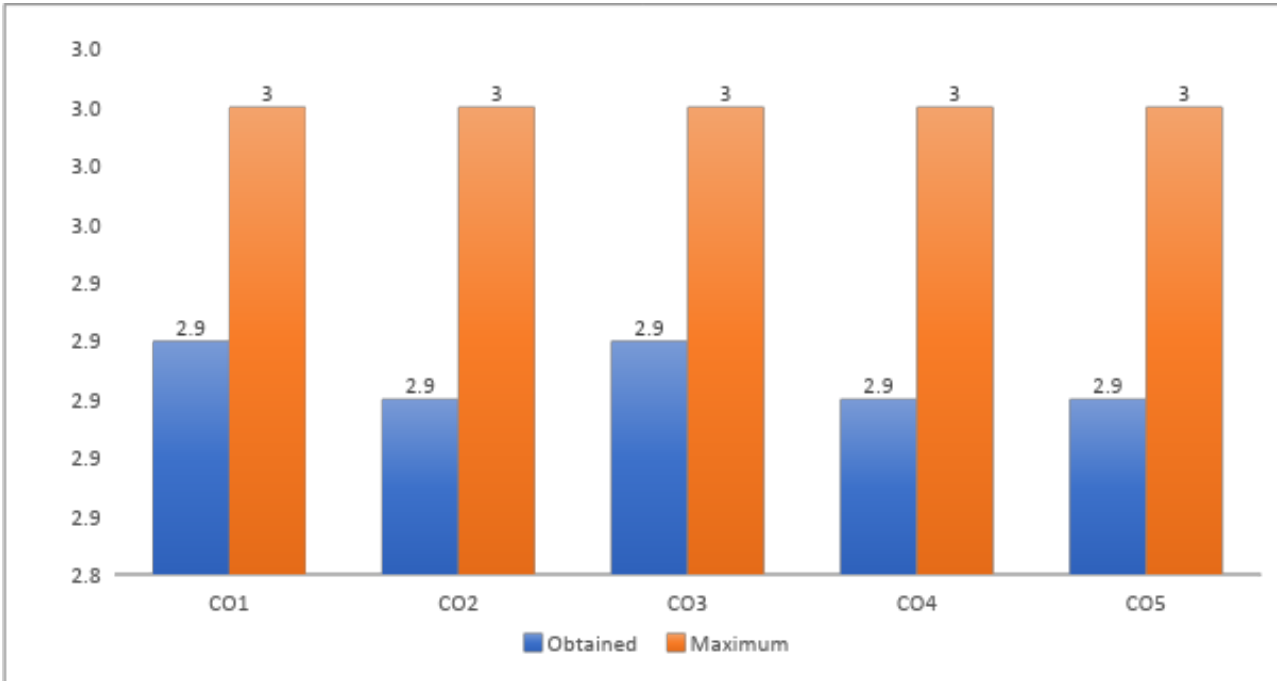

0	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
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CO2	100.0	3.0			100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9
CO3	100.0	3.0	90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9

CO4			90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9
CO5			90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9

AVERAGE	AVERAGE
3	2.908

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.92			H 2.92				
CO2								
CO3	H 2.92			H 2.92			H 2.92	
CO4		H 2.9				H 2.9		
CO5		H 2.9		H 2.9	H 2.9			

AVERAGE OF COS FOR POS	2.92	2.9		2.913333333	2.9	2.9	2.92	
AVERAGE OF POS	2.92	2.9		2.911111	2.9	2.9	2.92	
AVERAGE	2.908518519							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **PROGRAMMING THROUGH C**

COURSE CODE: MA18104

CREDITS: **3**

DEPARTMENT: **B.SC MULTIMEDIA AND ANIMATION**

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	COURSE OUTCOMES : Programming through 'C'	**BLOOM'S TAXONOMY LEVEL**
CO 1	Memorize & recognize the basic C program, work flow and Compiling a C programme.	I REMEMBER
CO 2	Explain the different types of variables,data types,output formats.	II UNDERSTAND
CO 3	Show how conditional statements work.	III APPLY

CO 4	Analyze Array Basics & functions in C language.	IV ANALYSE
CO 5	Compose Random numbers, strand fractions, using strings in a programme.	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H		H						H		H	
C02		S		H		H						
C03	H		H						S	H		
C04	H	S					H	H				
C05				H					S		H	

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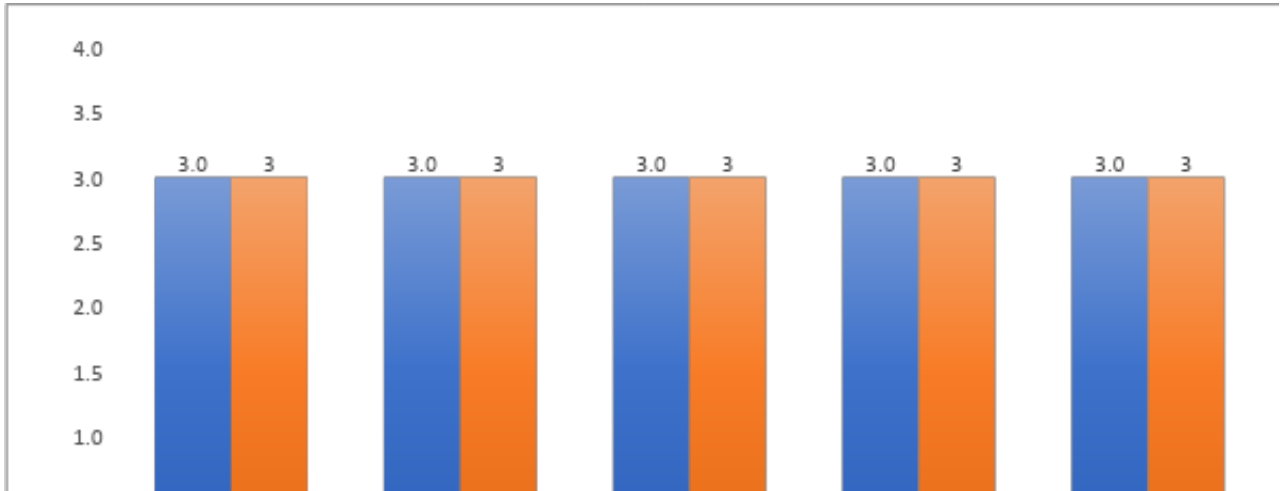

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CO 2	97.7	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	88.6	3.0	3.0	3.0
CO 3	97.7	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	88.6	3.0	3.0	3.0
CO 4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	88.6	3.0	3.0	3.0
CO 5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	88.6	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3		H 3					
CO2				H 3		H 3		
CO3	H 3		H 3					
CO4	H 3						H 3	H 3
CO5				H 3				
AVERAGE OF COS FOR POS	3		3	3		3	3	3
AVERAGE OF POS	3		3	3		3	3	3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: INDIAN HERITAGE&CULTURE

COURSE CODE: VE18001
CREDITS: 2

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	COURSE OUTCOMES :INDIAN HERITAGE&CULTURE	BLOOM'S TAXONOMY LEVEL
CO1	This unit makes the student to *Understand* better about the origin of ancient Indian culture the contributions of great rulers from both north and south India for Indian culture in ancient days	11(Understand)
CO2	Students will *Analyse* how Persian culture entered into India and it influence the Fine Arts of Indian society like Classical Music, Dance and Architecture.	IV(Analyse)
CO3	Student is able to *Assess* how the Indian orthodox society turn into modern and western society in the 19th century .It also edifies the students with spiritual doctrines of various Religions.	IV(Asses)
CO4	Students will *Evaluat*e various challenges face by the youth and the evils affects of terrorism on society	V(Evaluate)
CO5	The topics in the unit Create belongingness among the students by bringing awareness of the rights and duties to make the world a better place and it throw light on gender sensitization issues of women, Children and LGBT.	VI(Create)

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04

C01	**S**	**H**			**H**				**H**			
C02			**H**				**H**			**H**	**H**	
C03	**S**	**H**			**H**		**H**					**H**
C04	**H**	**H**							**H**	**H**		
C05	**H**							**H**	**S**	**H**		

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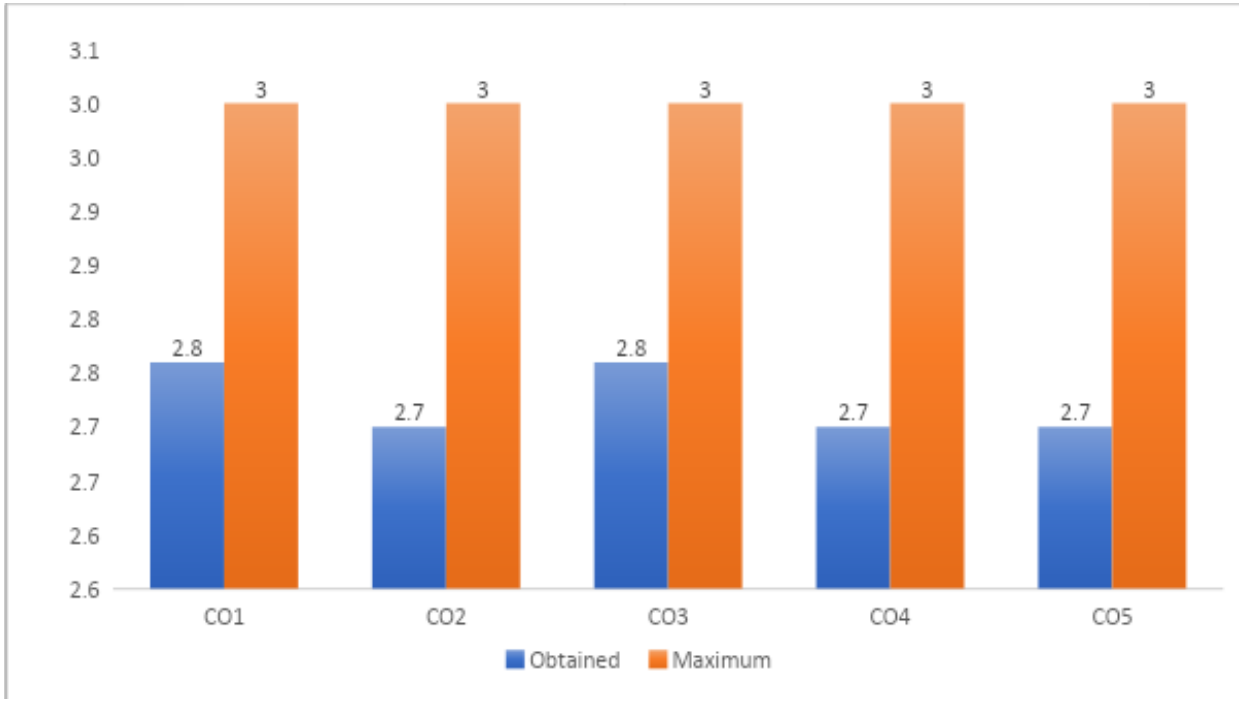
S: Supportive



co	WEEKLY TEST	MID SEM	PREFINAL	ASSIGNMENT	VIVA-VOCE	ATTENDENCE		External Exam	

	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	56.8	0.0	2.4	100.0	3.0	3.0	2.8
CO2	100.0	3.0			100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.4	100.0	3.0	3.0	2.8
CO4			100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7
CO5			100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7

AVERAGE	AVERAGE
3	2.724

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1		H 2.76			H 2.76			
CO2			H 2.7				H 2.7	
CO3		H 2.76			H 2.76		H 2.76	
CO4	H 2.7	H 2.7						
CO5	H 2.7							H 2.7
AVERAGE OF COS FOR POS	2.7	2.74	2.7		2.76		2.73	2.7
AVERAGE OF POS	2.7	2.733333333	2.7		2.76		2.73	2.7
AVERAGE	2.720555556							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: GENERAL ENGLISH - II

COURSE CODE: EN18201

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
- **PO2**. **Design/development of solutions**: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
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- **PO4.Modern tool usage:** Create, select and apply appropriate techniques, resources, modern technology and IT tools to complex science and technological activities.
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- **PSO5:** Analyse, distinguish & identify the figurative reading of picturesque relationship among elements like perception, verbalization & creativity.
- **PSO6:** Apply the software skills of maya for the production, compositing and editing for post production of demo reels.
- **PSO7:** Develop creative thinking while producing different animation films required for production houses.

- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : GENERAL ENGLISH - II	**BLOOM'S TAXONOMY LEVEL**
CO 1	Identify a sound understanding on the formation of words	I REMEMBER
CO 2	utilize the writing skills for sound writing propagandas.	IV ANALYSE
CO 3	To create an understanding on Indian Literature, alongside to develop and chisel their communication skills. .	II UNDERSTAND
CO 4	To recognize the moral element which underlies in the short story; an exposure to informal language.	III APPLY
CO 5	To develop listening and speaking skills through effective sentence constructions and efficient delivery.	II UNDERSTAND

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03
C01	H		H	S			S	S		S	
C02		H		H			H	S		H	
C03	H		H		H	H	H		S	S	
C04	H	S		H	S		H	S		H	
C05	H		H		S		S	H		H	

co	WEEKLY TEST	MID SEM	PREFINAL	ASSIGNMENT	VIVA-VOCE	ATTENDENCE		External

	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	pas s%	Attainment level	pass%	Attainment level	pass %	Attainment level	co wis e inte rnal ave rag e	pas s%	Atta mer leve
CO 1	98.0	3.0			96.0	3.0	100 .0	3.0	100.0	3.0	86.0	3.0	3.0	100 .0	3.0
CO 2	98.0	3.0			96.0	3.0			100.0	3.0	86.0	3.0	3.0	100 .0	3.0
CO 3	98.0	3.0	100.0	3.0	96.0	3.0			100.0	3.0	86.0	3.0	3.0	100 .0	3.0
CO 4			100.0	3.0	96.0	3.0			100.0	3.0	86.0	3.0	3.0	100 .0	3.0
CO 5			100.0	3.0	96.0	3.0			100.0	3.0	86.0	3.0	3.0	100 .0	3.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3		H 3					
CO2		H 3		H 3			H 3	
CO3	H 3		H 3		H 3	H 3	H 3	
CO4	H 3			H 3			H 3	
CO5	H 3		H 3					H 3
AVERAGE OF COS FOR POS	3	3	3	3	3	3	3	3
AVERAGE OF POS	3	3	3	3	3	3	3	3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: CONCEPT DEVELOPMENT

COURSE CODE: MA18203

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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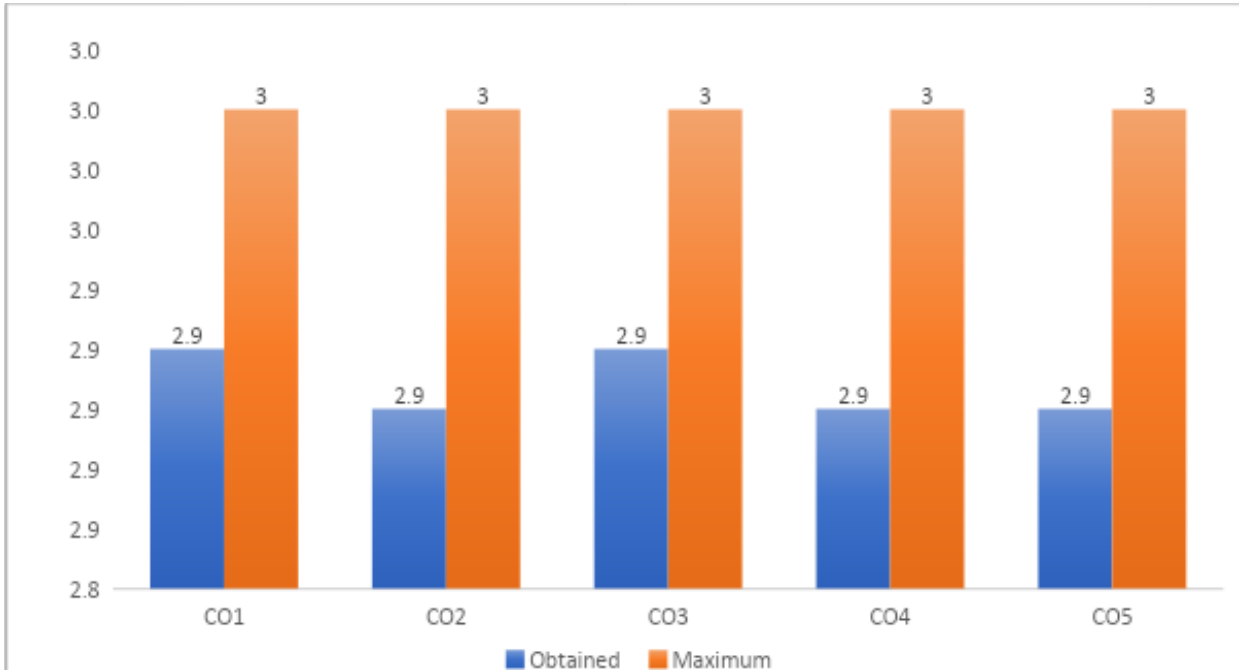
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : CONCEPT DEVELOPMENT	BLOOM'S TAXONOMY LEVEL
CO 1	Identify, list & memorize basic story of idea & organize ideas into concepts.	I REMEMBER
CO 2	Explains, differentiates & distinguish about narrative structure & Case study of Animation Films.	III APPLY
CO 3	Define & explain the Visual elements in concept development.	I REMEMBER
CO 4	Demonstrate, distinguish & explain about Illustration, Perspective & Composition.	II UNDERSTAND
CO 5	Difine,Classify & explains, the Framing, Movement and Meaning	II UNDERSTAND

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H		S				H		H			H
C02			H			H				H		
C03		H		S				H		H		H
C04	H		H				S			H		H
C05	H			H		S			H		H	

H: Highly Supportive
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9

CO2	100.0	3.0			100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9
CO3	100.0	3.0	90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9
CO4			90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9
CO5			90.9	3.0	100.0	3.0			100.0	3.0	79.5	2.0	2.8	100.0	3.0	3.0	2.9

AVERAGE	AVERAGE
3	2.908

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.92						H 2.92	

CO2			H 2.9			H 2.9		
CO3		H 2.92						H 2.92
CO4	H 2.9		H 2.9					
CO5	H 2.9			H 2.9				
AVERAGE OF COS FOR POS	2.906666667	2.92	2.9	2.9		2.9	2.92	2.92
AVERAGE OF POS	2.902222222	2.92	2.9	2.9		2.9	2.92	2.92
AVERAGE	2.908888889							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **CAMERA TECHNIQUES**

COURSE CODE: MA18202

CREDITS: **3**

DEPARTMENT: **B.SC MULTIMEDIA AND ANIMATION**

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES : Camera Techniques	**BLOOM'S TAXONOMY LEVEL**
CO 1	Describe Early experiments in photography, history of camera.	I REMEMBER
CO 2	Categorize various types of lens & characteristics of lens,focal length etc.	IV ANALYSE

CO 3	Generalize the importance of light, properties of light &basic lighting techniques.	III APPLY
CO 4	Explain colour theory, colour psychology, camera angles and movements.	II UNDERSTAND
CO 5	Demonstrate video camera operation.	II UNDERSTAND

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	**H**									**S**		
C02			**H**							**H**		
C03		**H**		**H**				**H**			**H**	

C04	**H**							**H**				**H**
C05				**H**					**S**		**H**	

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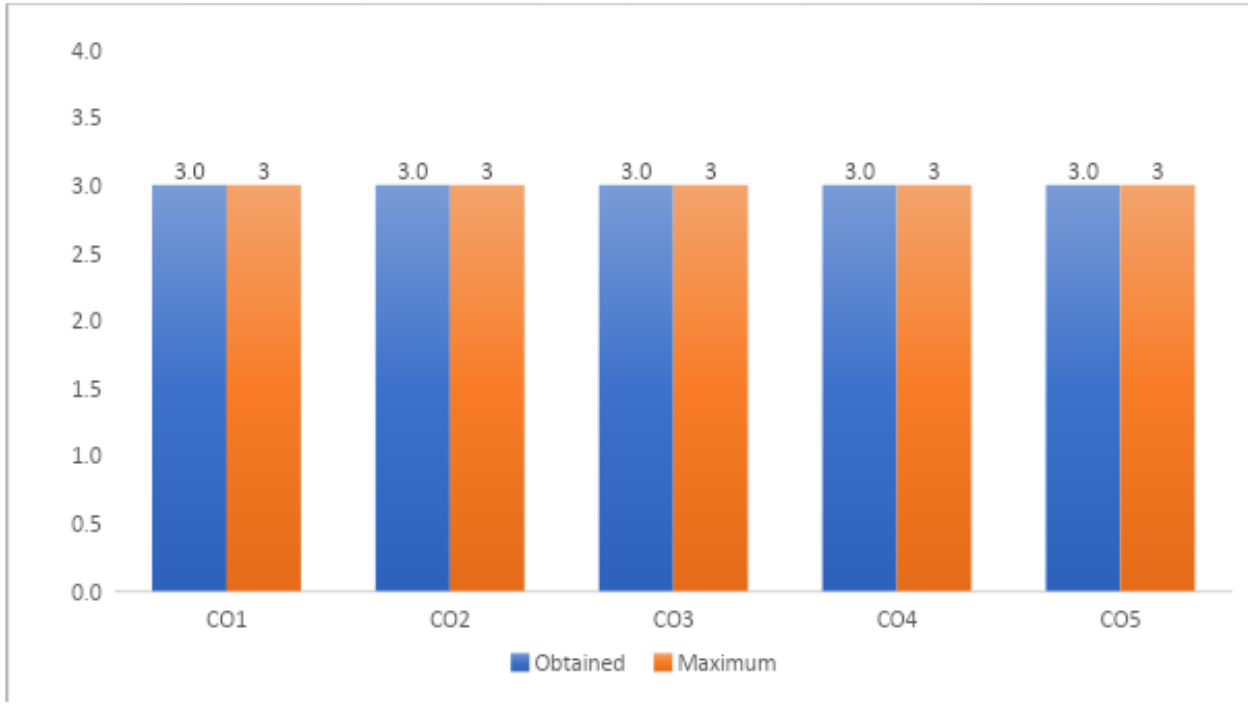
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass %	Attainment level	pass %	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	cowise internal average	pass %	Attainment level	cowise external average	cowise total ave

																	rage
CO1	97.7	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	93.2	3.0	3.0	3.0
CO2	97.7	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	93.2	3.0	3.0	3.0
CO3	97.7	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	93.2	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	93.2	3.0	3.0	3.0
CO5			100.0		100.0	3.0			100.0	3.0	100.0	3.0	3.0	93.2	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO 5	PO 6	PO 7	PO8
CO1	H 3							
CO2			H 3					
CO3		H 3		H 3				H 3
CO4	H 3							H 3
CO5				H 3				
AVERAGE OF COS FOR POS	3	3	3	3				3
AVERAGE OF POS	3	3	3	3				3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: INTRODUCTION TO ANIMATION

COURSE CODE: MA18201

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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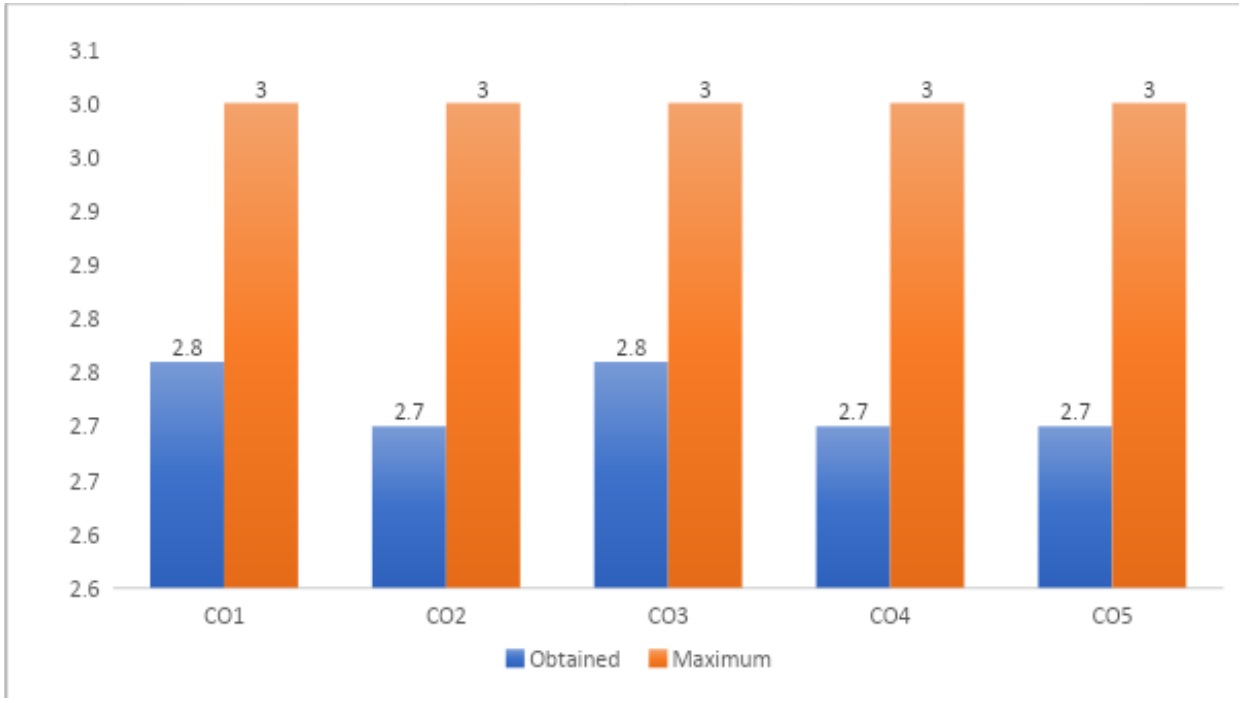
	COURSE OUTCOMES : Introduction to Animation	**BLOOM'S TAXONOMY LEVEL**
CO 1	Identify the history of Animation	I REMEMBER
CO 2	Compare the Traditional and Computer generated Animation.	IV ANALYSE
CO 3	Compare in which way the 2D,3D Animation pipe line works.	IV ANALYSE
CO 4	Describes the History of Disney &Pixar Animation studios.	I REMEMBER

CO 5	Creates advance flip card animation, building models, lighting.	VI CREATE

TABLE 1: CO, PO, PSO MAPPINz

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H						H		H		S	H
C02	S	H		H					H	H		
C03		H			H			H		H	S	
C04	H						H		H			H
C05		H		H				H		H		H

H: Highly Supportive
S: Supportive


3.1
3.0
3.0
2.9
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3
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2.8
2.7
2.8
2.7
2.7
CO1
CO2
CO3
CO4
CO5
Obtained
Maximum

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	90.9	3.0	63.6	0.0	2.4	100.0	3.0	3.0	2.8

CO2	100.0	3.0			100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7
CO3	100.0	3.0	100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.4	100.0	3.0	3.0	2.8
CO4			100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7
CO5			100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7

AVERAGE	AVERAGE
3	2.724

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.76						H 2.76	
CO2		H 2.7		H 2.7				

CO3		H 2.76			H 2.76			H 2.76
CO4	H 2.7						H 2.7	
CO5		H 2.7		H 2.7				H 2.7
AVERAGE OF COS FOR POS	2.73	2.72		2.7	2.76		2.73	2.73
AVERAGE OF POS	2.715	2.72		2.7	2.76		2.715	2.73
AVERAGE	2.723333333							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: VALUE EDUCATION & PERSONALITY DEVELOPMENT

COURSE CODE: VE18001
CREDITS: 2

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- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES :Value Education And Personality Development	
CO 1	Students will be able to identify Accepted norms and Counter values. They will be able to differentiate the various Dimensions of Human Development.	I REMEMBER
CO 2	Students will be able to demonstrate Love and Experience of God. They will be able to identify the Basic Issues of Life and Happiness as a life goal.	II UNDERSTAND

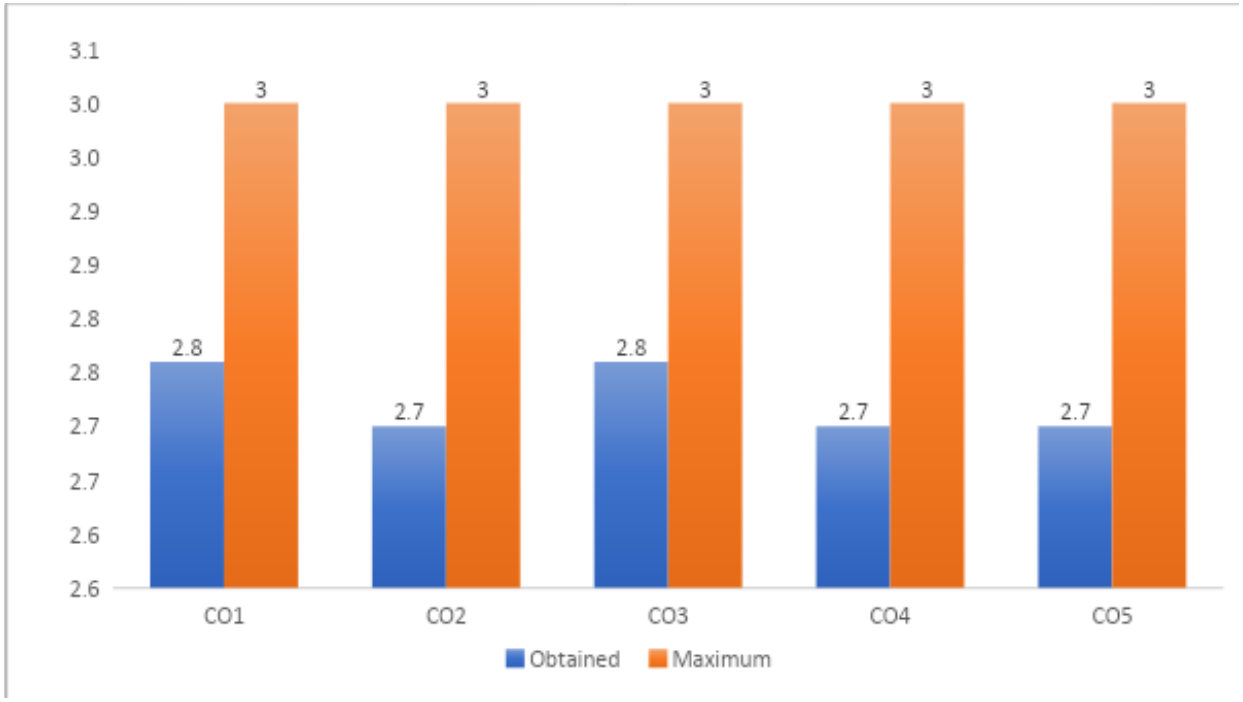
CO 3	They will able to understand the importance of Concern for others. They will able to critique the various problems thatdeter the growth of the society.	II UNDERSTAND
CO 4	The students will be able to recognize the traits of a good personality. They will be able identify their personality by Self-Exploration.	I REMEMBER
CO 5	Students will be able to interpret the Purpose of Life and Goal Setting. They will be able to learn Self-Management.	

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	**H**								**H**			
C02	**H**	**H**								**H**		
C03	**S**	**H**			**S**		**H**			**H**		
C04	**H**						**H**		**H**			
C05	**H**				**H**			**H**	**S**			**H**

H: Highly Supportive

S: Supportive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2.7
2.7
CO1
CO2
CO3
CO4
CO5
Obtained
Maximum

co	WEEKLY TEST	MID SEM	PREFINAL	ASSIGNMENT	VIVA-VOCE	ATTENDENCE		External Exam	

	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	56.8	0.0	2.4	100.0	3.0	3.0	2.8
CO2	100.0	3.0			100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.4	100.0	3.0	3.0	2.8
CO4			100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7
CO5			100.0	3.0	100.0	3.0			100.0	3.0	56.8	0.0	2.3	100.0	3.0	3.0	2.7

AVERAGE	AVERAGE
3	2.724

OUTCOME	PO1	PO2	PO 3	PO 4	PO5	PO 6	PO7	PO8
CO1	H 2.76							
CO2	H 2.7	H 2.7						
CO3		H 2.76					H 2.76	
CO4	H 2.7						H 2.7	
CO5	H 2.7				H 2.7			H 2.7
AVERAGE OF COS FOR POS	2.715	2.73			2.7		2.73	2.7
AVERAGE OF POS	2.70375	2.73			2.7		2.73	2.7
AVERAGE	2.71275							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: WEB DESIGN

COURSE CODE: MA18204

CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES : Web Design	**BLOOM'S TAXONOMY LEVEL**
CO 1	Define & identify the user interface for web design.	I REMEMBER
CO 2	Explain basic tags &advanced tags,elements,heading,links,forms,images,tables,formats,frame settings etc.	II UNDERSTAND
CO 3	Design front page, layout design, background etc. using Photoshop.	VI CREATE
CO 4	Design banners, animation, twining types, button creation, linking text types etc. using Flash.	VI CREATE
CO 5	Develop the technical skills to create the site with link page, image importing HTML conversion.	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H				S	H			H
C02	H			H			S		H	H		
C03		H	H		H					H		
C04		H						H			S	H
C05	S			H		H		H	S			

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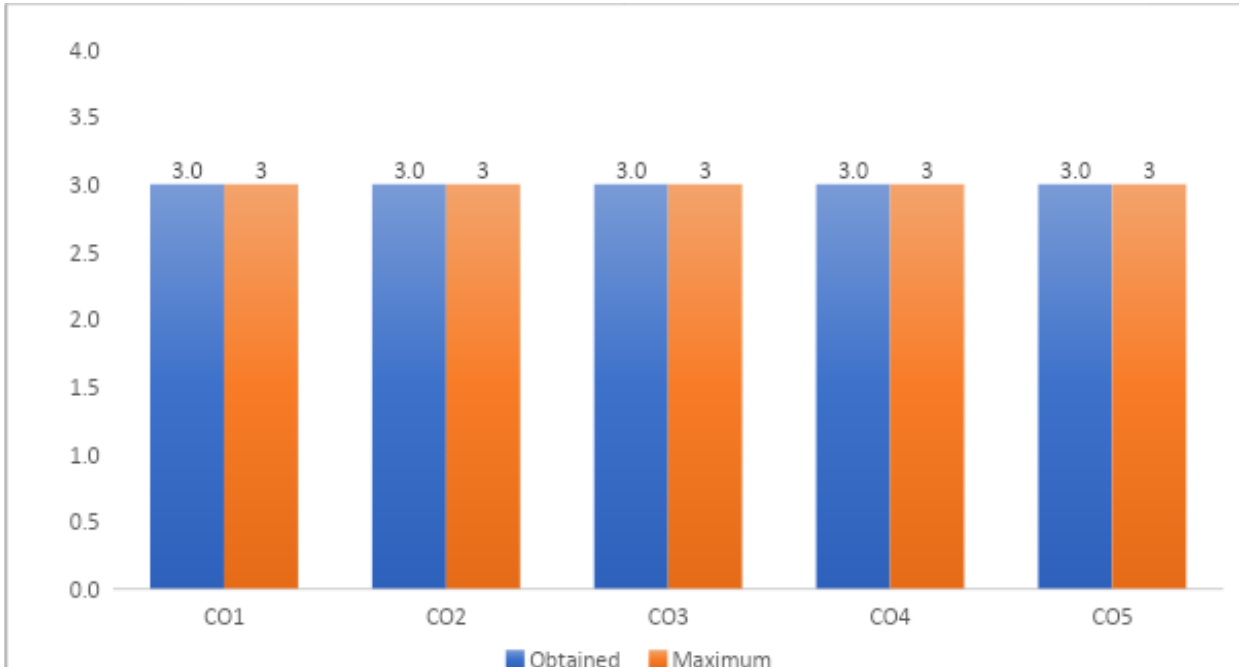
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

CO2	100.0	3.0			100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	88.6	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8

CO1	H 3			H 3				
CO2	H 3			H 3				
CO3		H 3	H 3		H 3			
CO4		H 3						H 3
CO5				H 3		H 3		H 3
AVERAGE OF COS FOR POS	3	3	3	3	3	3		3
AVERAGE OF POS	3	3	3	3	3	3		3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **MEDIA EDUCATION**

COURSE CODE: MA18303

CREDITS: 2

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES : Media education	**BLOOM'S TAXONOMY LEVEL**
CO 1	DescribeMedia, new media literacy, media message.	I REMEMBER
CO 2	Recognize community, society, democracy and there role in media.	I REMEMBER

CO 3	Generalize the thinking about behaviour & consequences in media.	III APPLY
CO 4	Analyse the thinking about the health issues(tobacco ,alcohol & drugs) portrayed by media.	IV ANALYSE
CO 5	Develop teaching methodologies of project based learning as projected by media.	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	**H**			**H**			**S**		**H**			
C02	**H**	**S**			**H**					**H**		
C03			**H**		**H**			**S**				**H**
C04				**H**	**H**					**S**		
C05	**S**					**H**						**H**

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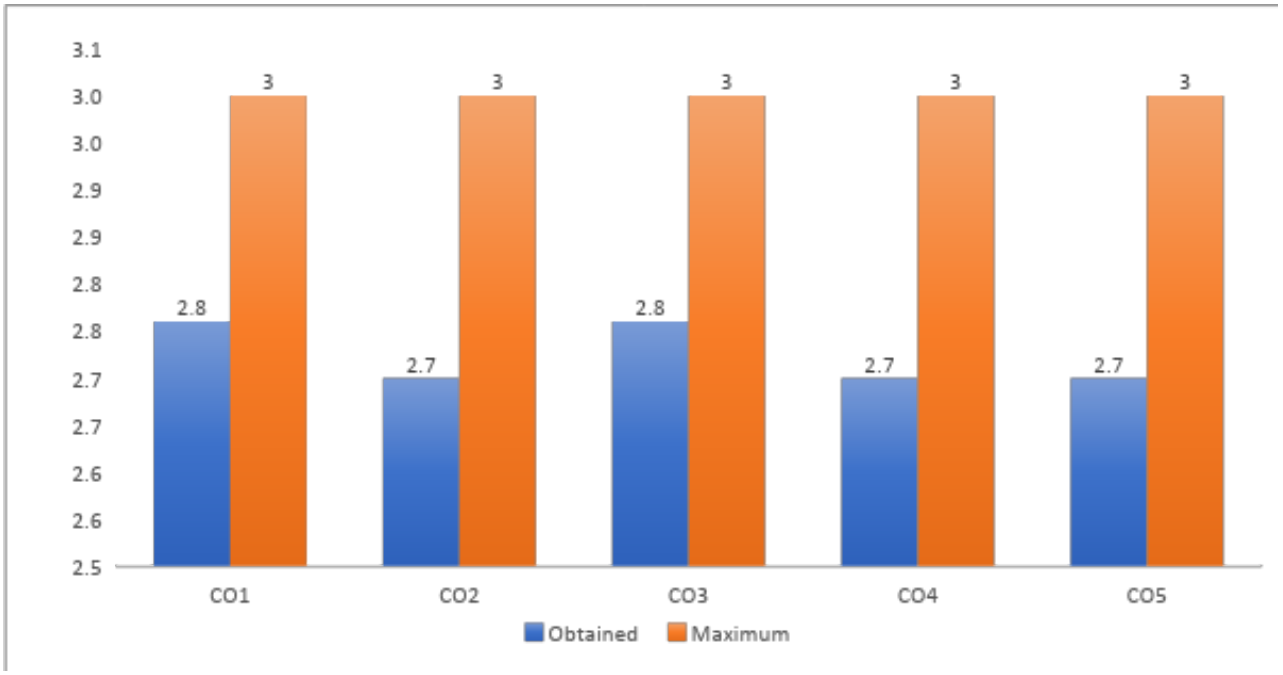
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2.8
2.7
2.7
CO1
CO2
CO3
CO4
CO5
Obtained
Maximum

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	90.9	3.0	63.6	0.0	2.4	100.0	3.0	3.0	2.8
CO2	100.0	3.0			100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7
CO3	100.0	3.0	100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.4	100.0	3.0	3.0	2.8

CO4			100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7
CO5			100.0	3.0	100.0	3.0			90.9	3.0	63.6	0.0	2.3	100.0	3.0	3.0	2.7

AVERAGE	AVERAGE
3	2.724

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.76			H 2.76				
CO2	H 2.7				H 2.7			
CO3			H 2.76		H 2.76			
CO4				H 2.7	H 2.7			
CO5						H 2.7		

AVERAGE OF COS FOR POS	2.73		2.76	2.73	2.72	2.7		
AVERAGE OF POS	2.715		2.76	2.715	2.72	2.7		
AVERAGE	2.722							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **INTRORODUCTION TO MAYA**

COURSE CODE: MA18301

CREDITS: **3**

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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	COURSE OUTCOMES : Introduction to Maya	**BLOOM'S TAXONOMY LEVEL**
CO 1	Identify Maya user interface.	I REMEMBER

CO 2	Analyse the Animation & Rigging module of Maya interface & identify the different tools & settings, to animate characters & props etc.	IV ANALYSE VI CREATE
CO 3	Analyse the Modelling & texturing module of Maya interface & identify the different tools & settings, to do character modelling, props & set modelling etc.	IV ANALYSE VI CREATE
CO 4	Analyse the Lighting &Rendering module of Maya interface & identify the different tools & settings, to creat a realistic environment & quality output.	IV ANALYSE VI CREATE
CO 5	Analyse Dynamics a module in Maya interface & identify the different tools & settings, to create VFX , special effects etc.to the scene.	IV ANALYSE VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H				H	H		H	
C02			H	H				H		H	H	H
C03			H	H				H			H	H

C04			H	H				H			H	
C05			H	H				H			H	H

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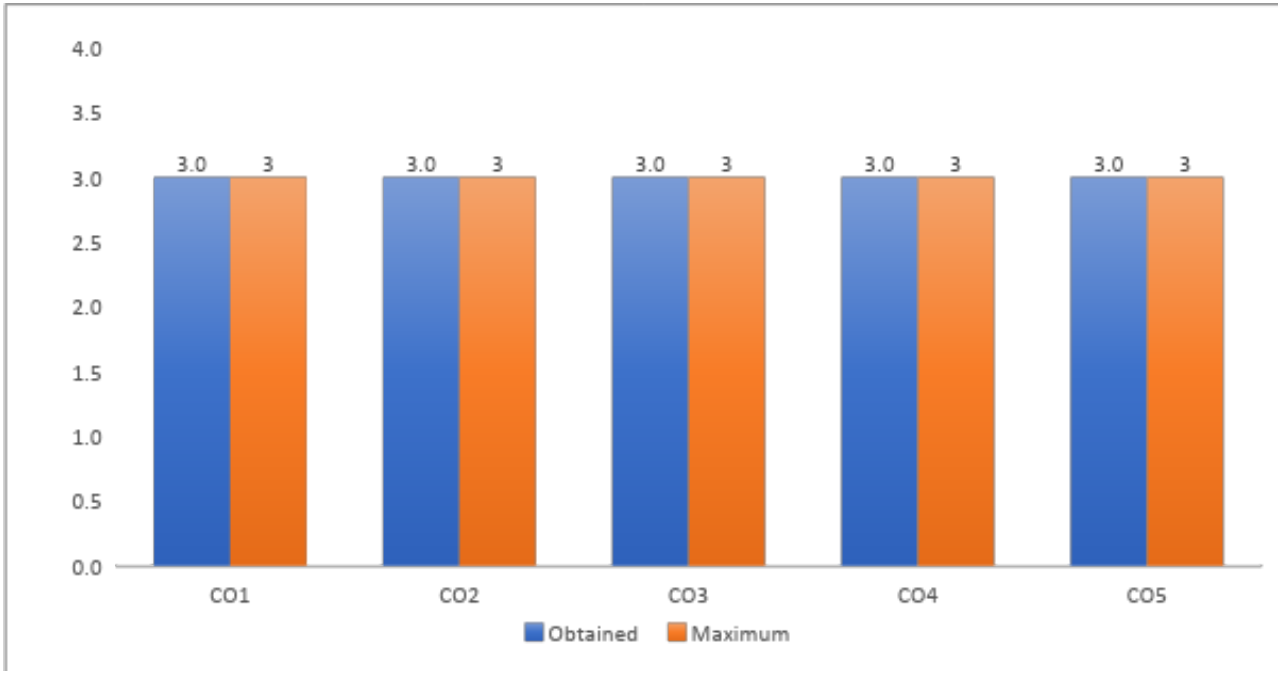

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average
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CO2	100.0	3.0			100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0

CO4			100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3			H 3				H 3
CO2			H 3	H 3				H 3
CO3			H 3	H 3				H 3
CO4			H 3	H 3				H 3
CO5			H 3	H 3				H 3

AVERAGE OF COS FOR POS	3		3	3				3
AVERAGE OF POS	3		3	3				3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: NARRATIVE TECHNIQUES

COURSE CODE: MA18302

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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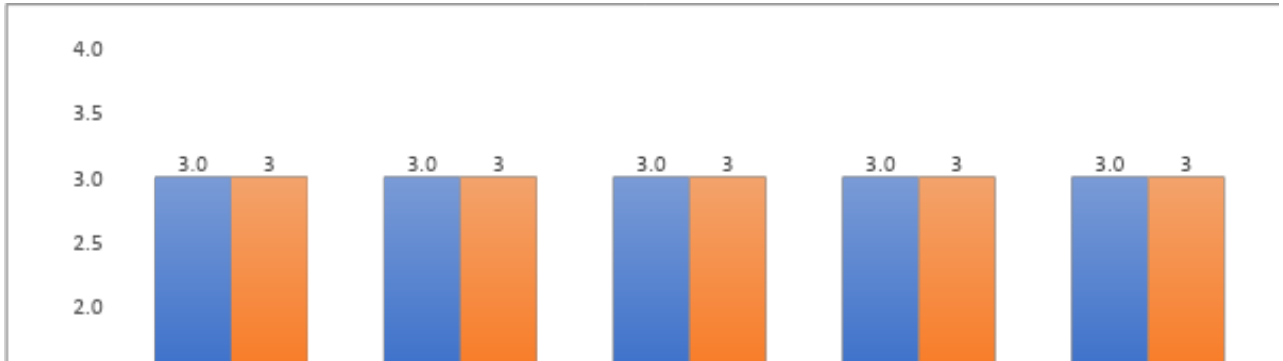
	COURSE OUTCOMES : Narrative Techniques	**BLOOM'S TAXONOMY LEVEL**
CO 1	Recognize narrative elements & elements of script format.	I REMEMBER
CO 2	Explain the content, plane of discourse,poin of View etc.	II UNDERSTAND

CO 3	Identify narrative functions & means of expression on plane of discourse &event.	IV ANALYSE
CO 4	Differentiate narrative fiction and documentary, narrative approach image and sound.	IV ANALYSE
CO 5	Appraise the narrative efficiency & richness with the use of metonym & metaphor.	V EVALUATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	**H**					**H**						
C02	**H**		**H**					**H**		**H**		
C03				**H**		**H**	**H**					**H**
C04				**H**			**H**			**H**		
C05					**H**		**H**					**H**

H: Highly Supportive
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE				External Exam		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average

CO1	100.0	3.0			100.0	3.0	97.6	3.0	100.0	3.0	95.1	3.0	3.0	100.0	3.0	3.0	3.0
CO2	100.0	3.0			100.0	3.0			100.0	3.0	95.1	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	95.1	3.0	3.0	100.0	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	95.1	3.0	3.0	100.0	3.0	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	95.1	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

CO2	H 3		H 3					H 3

CO3				H	3		H	3	H	3	
CO4				H	3			H	3	
CO5						H	3		H	3	
AVERAGE OF COS FOR POS	3		3	3		3		3		3	3
AVERAGE OF POS	3		3	3		3		3		3	3
AVERAGE	3										

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **ENVIRONMENTAL STUDIES & GENDER SENSITIZATION**

COURSE CODE: ES18001
CREDITS: **3**

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
- **PO2**. **Design/development of solutions**: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
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- **PO7. Communication:** Communicate effectively on complex science & technology activities with society at large and able to write effective reports and documentation.

- **PO8. Life-long learning:** Recognise the need and ability to engage in independent and lifelong learning in the context of technological change.

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- **PSO6:** Apply the software skills of maya for the production, compositing and editing for post production of demo reels.
- **PSO7:** Develop creative thinking while producing different animation films required for production houses.
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

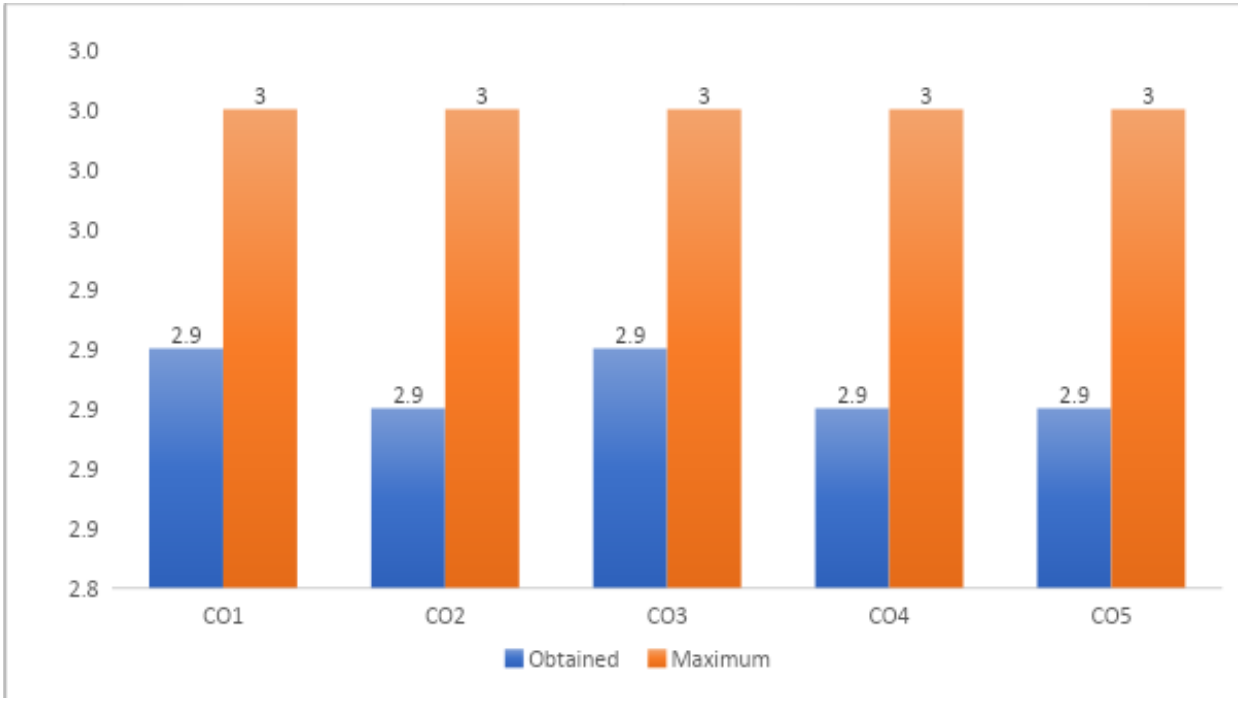
	COURSE OUTCOMES : Environmental Studies and Gender sensitization	**BLOOM'S TAXONOMY LEVEL**
CO1	**Understand** the importance of Environmental education, conservation of natural resources & Understand the importance of ecosystems and biodiversity	(II) Understand

CO2	**Understand** the pollution problems and Apply the environmental science knowledge on solid waste management, disaster management	(II) Understand
CO3	**Apply** the environmental science knowledge to Improve the resources and Evaluate and understand the sustainable environmental conditions and control methods	(III) Apply
CO4	**Identify** the interactions and intersections of identities (e.g., gender, race, ethnicity, class, sexuality, and so on) and assess the ways in which they contribute to instances of privilege and power dynamics across cultures, space, and time. And their problems	(IV)Analysis
CO5	**Understand** the gender problems and ways of addressing them, including interactions across local to global scales in communities and overcome inequalities with legislations	(II) Understand

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
CO1	H	H							H			
CO2	H	H				H				H		
CO3	H			H					H			H
CO4			H		H						H	H
CO5	H							H	H			

H: Highly Supportive
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			97.5	3.0	100.0	3.0	100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9

CO2	100.0	3.0			97.5	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO3	100.0	3.0	100.0	3.0	97.5	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO4			100.0	3.0	97.5	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO5			100.0	3.0	97.5	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9

AVERAGE	AVERAGE
3	2.908

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8

CO1	H 2.92	H 2.92						
CO2	H 2.9	H 2.9				H 2.9		
CO3	H 2.92			H 2.92				
CO4			H 2.9		H 2.9			
CO5	H 2.9							H 2.9
AVERAGE OF COS FOR POS	2.91	2.91	2.9	2.92	2.9	2.9		2.9
AVERAGE OF POS	2.9075	2.905	2.9	2.92	2.9	2.9		2.9
AVERAGE	2.904642857							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: ADVANCED MAYA

COURSE CODE: MA19402

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : ADVANCED MAYA	**BLOOM'S TAXONOMY LEVEL**

CO 1	Identify Maya user interface.	I REMEMBER
CO 2	Analyse the Animation & Rigging module of Maya interface & identify the different tools & settings, to animate characters & props etc.	IV ANALYSE VI CREATE
CO 3	Analyse the Modelling & texturing module of Maya interface & identify the different tools & settings, to do character modelling, props & set modelling etc.	IV ANALYSE VI CREATE
CO 4	Analyse the Lighting &Rendering module of Maya interface & identify the different tools & settings, to creat a realistic environment & quality output.	IV ANALYSE VI CREATE
CO 5	Analyse Dynamics a module in Maya interface & identify the different tools & settings, to create VFX , special effects etc.to the scene.	IV ANALYSE VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H				H	H		H	
C02			H	H				H		H	H	H
C03			H	H				H			H	H
C04			H	H				H			H	
C05			H	H				H			H	H

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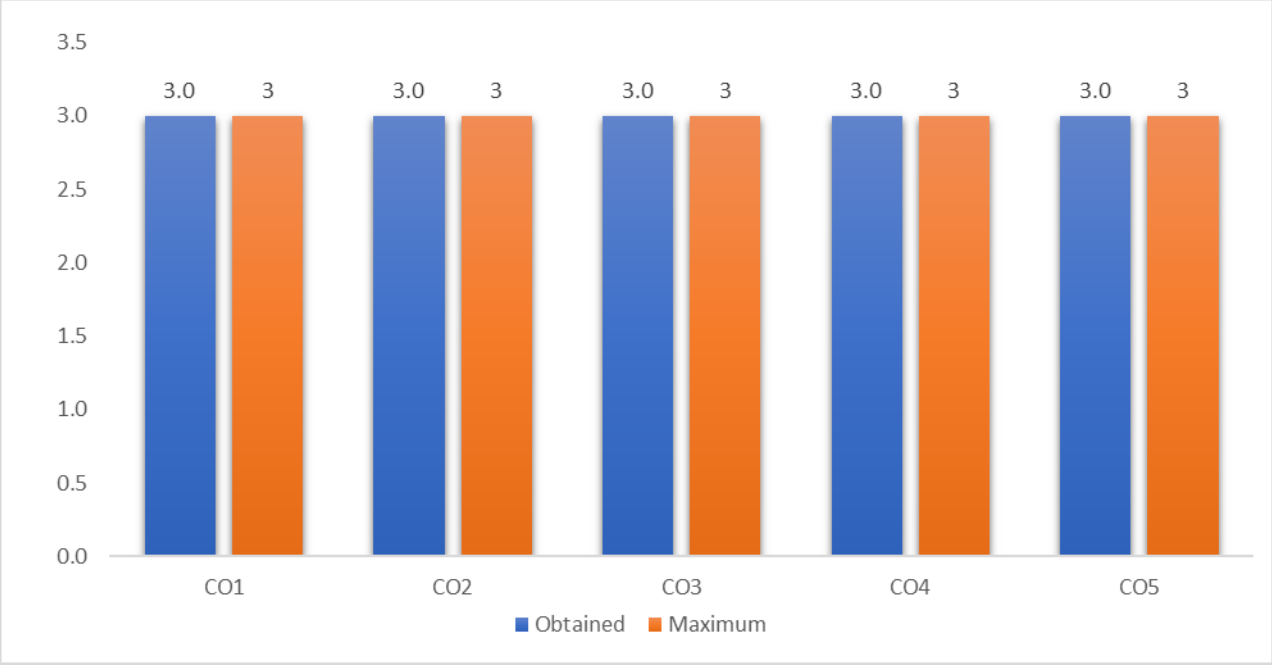
S:
Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass %	Attainment level	pass %	Attainment level	co wise internal average	pass %	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0

CO2	100.0	3.0			100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	92.7	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3			H 3				H 3

CO2			H 3	H 3				H 3
CO3			H 3	H 3				H 3
CO4			H 3	H 3				H 3
CO5			H 3	H 3				H 3
AVERAGE OF COS FOR POS	3		3	3				3
AVERAGE OF POS	3		3	3				3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **VIDEO EDITING(Premier & Sound forge)**

COURSE CODE: MA18401

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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	COURSE OUTCOMES :Video editing (premier & Sound forge)	**BLOOM'S TAXONOMY LEVEL**

CO 1	Describe the Historical development of editing.	I REMEMBER
CO 2	Explain stages of editing, selection of shots, assembly & fine cut, principles of continuity editing.	III APPLY
CO 3	Create basic transitions like cut, dissolve, fade in, fade out, and intercut, cross cut, jump cut.	VI CREATE
CO 4	Do the titles and credits using linear, onlinear, offline, online editing through final cut pro and avid.	VI CREATE
CO 5	Do the sound editing using nonlinear editing techniques, capturing & importing footage.	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	**H**								**H**			**S**
C02	**H**		**H**					**H**	**H**	**H**		
C03	**S**			**H**		**H**		**H**	**S**		**H**	**H**

C04	**S**			**H**							**H**	**H**
C05						**H**		**H**		**S**		**H**

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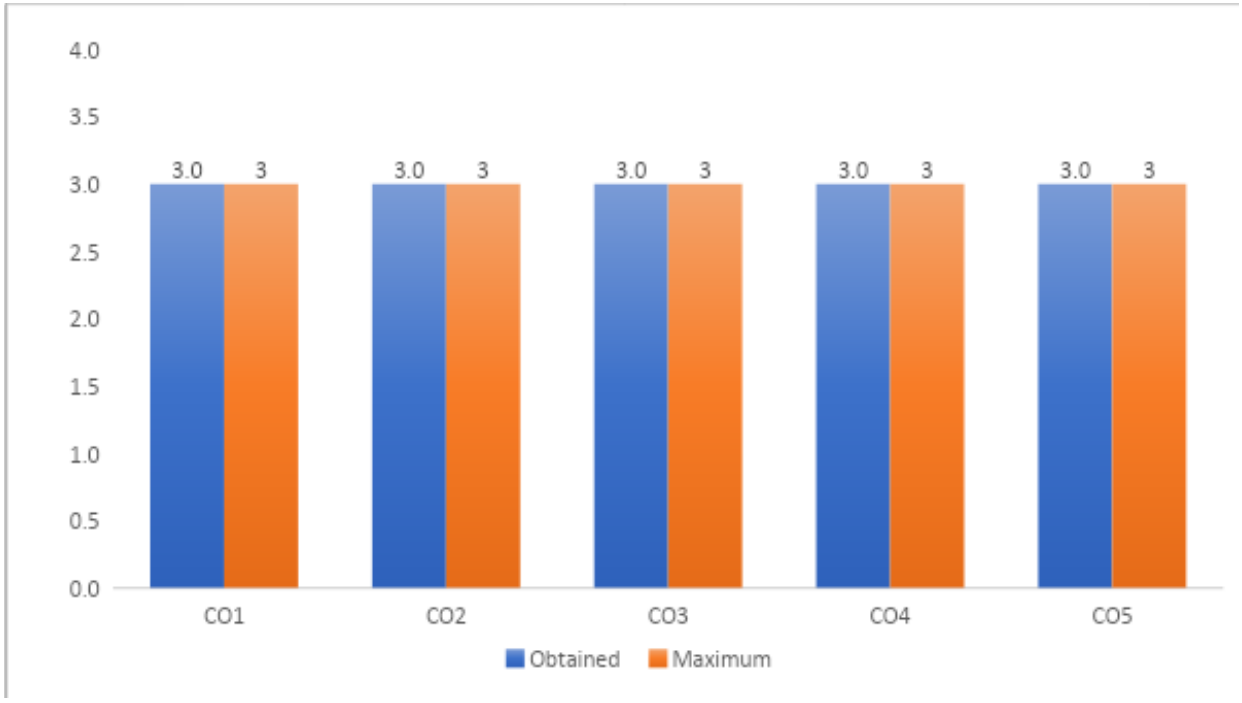

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
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CO1	100.0	3.0			95.0	3.0	100.0	3.0	100.0	3.0	95.0	3.0	3.0	100.0	3.0	3.0	3.0
CO2	100.0	3.0			95.0	3.0			100.0	3.0	95.0	3.0	3.0	100.0	3.0	3.0	3.0

CO3	100.0	3.0	100.0	3.0	95.0	3.0			100.0	3.0	95.0	3.0	3.0	100.0	3.0	3.0	3.0
CO4			100.0	3.0	95.0	3.0			100.0	3.0	95.0	3.0	3.0	100.0	3.0	3.0	3.0
CO5			100.0	3.0	95.0	3.0			100.0	3.0	95.0	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3							
CO2	H 3		H 3					H 3
CO3				H 3		H 3		H 3
CO4				H 3				
CO5						H 3		H 3

AVERAGE OF COS FOR POS	3		3	3		3		3
AVERAGE OF POS	3		3	3		3		3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: Visual aesthetics & Analysis

COURSE CODE: MA18403

CREDITS: 2

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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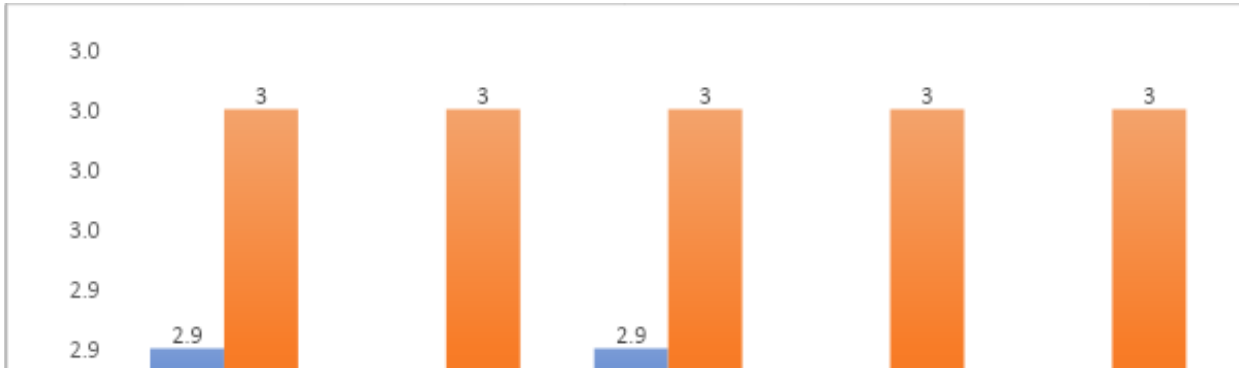
	COURSE OUTCOMES : Visual aesthetics & Analysis	**BLOOM'S TAXONOMY LEVEL**
CO 1	Define & describes Visual message and meanings different perceptions of visual messages.	I REMEMBER
CO 2	Classify, explain& interpret the Navarrese theories and principles of Art.	IV ANALYSE, II UNDERSTAND

CO 3	Explain & defend The major art movement in India and in the Western countries.	II UNDERSTAND
CO 4	Analyse & compare Signs codes, connotations, image, semiotic, syntagmatic and paradigmatic approach.	IV ANALYSE
CO 5	Compare, criticize & judge the Gender issues along the Psychoanalytic & Feministic approach.	V EVALUATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H	H					H		H	H		S
C02	H		H					H	S		H	
C03	H			H			H			H		S
C04		H			H				S	H		H
C05	H		H			S		H			H	

H: Highly Supportive
S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise inter	pass%	Attainment level	co wise extern	co wise total

													nal average			al average	average
CO1	100.0	3.0			95.0	3.0	100.0	3.0	100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO2	100.0	3.0			95.0	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO3	100.0	3.0	97.5	3.0	95.0	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO4			97.5	3.0	95.0	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9
CO5			97.5	3.0	95.0	3.0			100.0	3.0	77.5	2.0	2.8	100.0	3.0	3.0	2.9

AVERAGE	AVERAGE
3	2.908

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO 6	PO7	PO8
CO1	H 2.92	H 2.92					H 2.92	
CO2	H 2.9		H 2.9					H 2.9
CO3	H 2.92			H 2.92			H 2.92	
CO4		H 2.9			H 2.9			
CO5	H 2.9		H 2.9					H 2.9
AVERAGE OF COS FOR POS	2.91	2.91	2.9	2.92	2.9		2.92	2.9
AVERAGE OF POS	2.9075	2.905	2.9	2.92	2.9		2.92	2.9
AVERAGE	2.9075							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: PRODUCTION MANAGEMENT

COURSE CODE: MA19503

CREDITS: 3

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PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

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- **PSO5:** Analyse, distinguish & identify the figurative reading of picturesque relationship among elements like perception, verbalization & creativity.
- **PSO6:** Apply the software skills of maya for the production, compositing and editing for post production of demo reels.
- **PSO7:** Develop creative thinking while producing different animation films required for production houses.
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

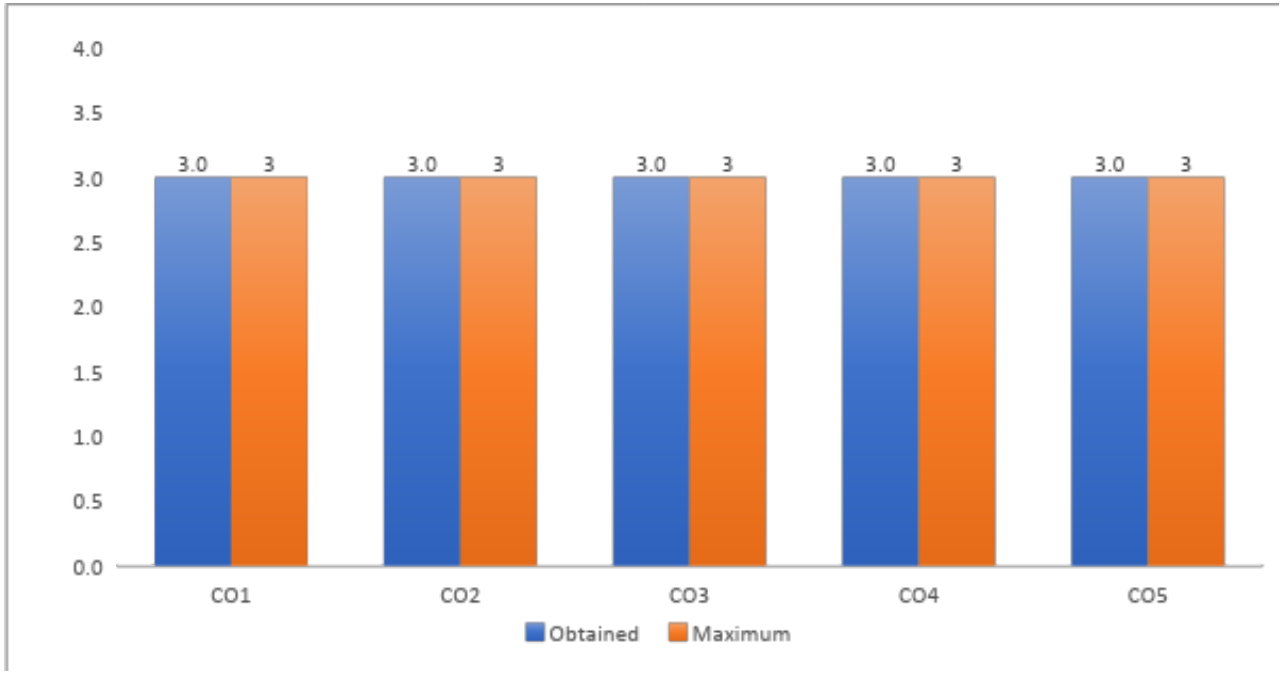
	COURSE OUTCOMES : Production Management	BLOOM'S TAXONOMY LEVEL
CO 1	Explain, express demonstrate the work flow in 2D/3D production houses.	II UNDERSTAND
CO 2	Shows & interrelate the basic preparation for modelling demo reel	II UNDERSTAND
CO 3	Plan how to make a scene for animation	VI CREATE
CO 4	Plan how to combine hardware particles for a scene.	VI CREATE
CO 5	Formulate Dynamic related visual Effects	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H					H			H	S		
C02											H	H
C03		S	H			H		H		H	H	H

C04	**H**		**H**	**H**		**H**					**H**	**H**
C05		**H**		**H**		**H**					**H**	**H**

H: Highly Supportive
S:
Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average

CO1	97.6	3.0			100.0	3.0	95.1	3.0	100.0	3.0	90.2	3.0	3.0	100.0	3.0	3.0	3.0
CO2	97.6	3.0			100.0	3.0			100.0	3.0	90.2	3.0	3.0	100.0	3.0	3.0	3.0
CO3	97.6	3.0	97.6	3.0	100.0	3.0			100.0	3.0	90.2	3.0	3.0	100.0	3.0	3.0	3.0
CO4			97.6	3.0	100.0	3.0			100.0	3.0	90.2	3.0	3.0	100.0	3.0	3.0	3.0
CO5			97.6	3.0	100.0	3.0			100.0	3.0	90.2	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

CO2								

CO3			H 3			H 3		H 3
CO4	H 3		H 3	H 3		H 3		
CO5		H 3		H 3		H 3		
AVERAGE OF COS FOR POS	3	3	3	3		3		3
AVERAGE OF POS	3	3	3	3		3		3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **INTRODUCTION TO ADVERTISING**

COURSE CODE: MA18501-A
CREDITS: **4**

DEPARTMENT: **B.SC MULTIMEDIA AND ANIMATION**

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	COURSE OUTCOMES : Introduction to Advertising	**BLOOM'S TAXONOMY LEVEL**

CO 1	Describe evolution of advertising in India & World. Define advertising meaning, objective, need & role.	I REMEMBER
CO 2	Classify the different types of advertising media, product, and service, institutional/corporate, PSA, financial, global industrial.	IV ANALYSE
CO 3	Compare AAAI,ASCI,IMRB,ABC,NRS,TRP, Pre-test and post- test methods, digital media, communication technology.	IV ANALYSE
CO 4	Identify creativity in advertising, needs of research in advertising.	IV ANALYSE
CO 5	Appraise Copy right Act, National symbols and emblems act, Ambiguous advertising, Vulgarity in advertising, Ethics and Codes of advertising.	V EVALUATE

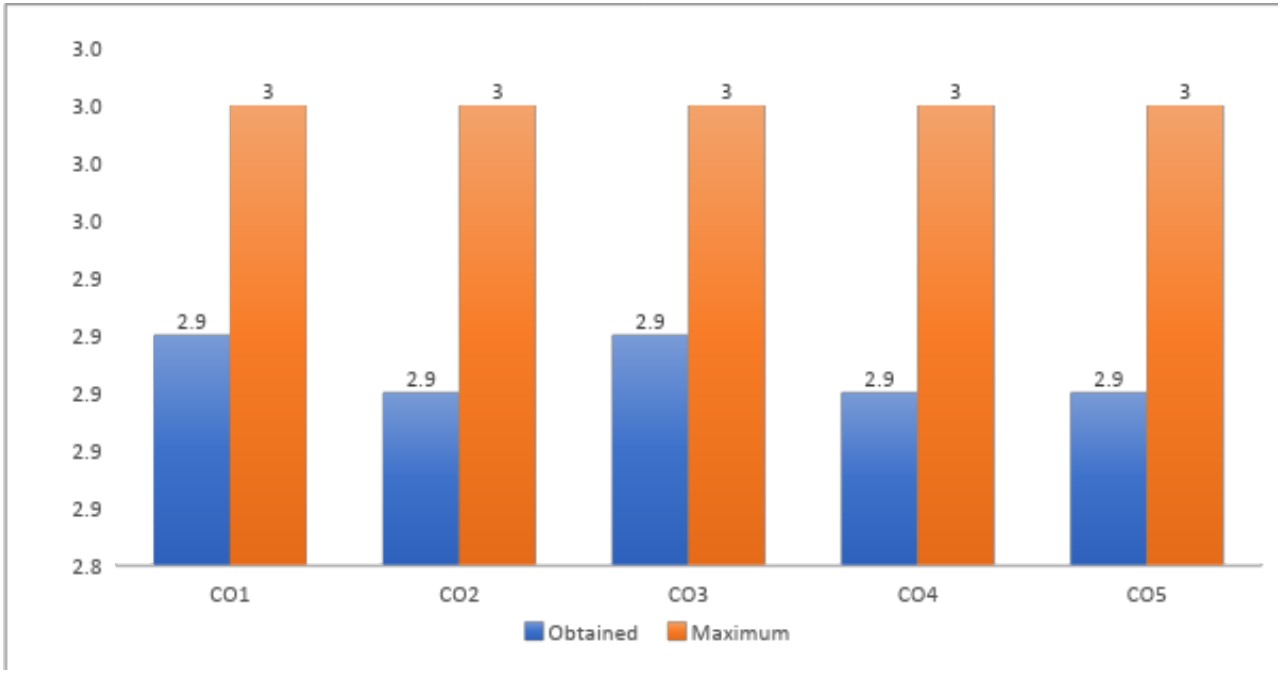
TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04

C01	**H**				**S**			**H**	**H**	**H**		
C02		**H**	**H**				**S**		**S**		**H**	
C03			**H**						**S**	**H**		**H**
C04			**H**	**H**			**H**			**H**		**H**
C05	**H**				**H**		**H**		**H**	**S**		**S**

H: Highly Supportive

S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	95.8	3.0	100.0	3.0	83.3	2.0	2.8	100.0	3.0	3.0	2.9
CO2	100.0	3.0			100.0	3.0			100.0	3.0	83.3	2.0	2.8	100.0	3.0	3.0	2.9

CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	83.3	2.0	2.8	100.0	3.0	3.0	2.9
CO4			100.0	3.0	100.0	3.0			100.0	3.0	83.3	2.0	2.8	100.0	3.0	3.0	2.9
CO5			100.0	3.0	100.0	3.0			100.0	3.0	83.3	2.0	2.8	100.0	3.0	3.0	2.9

AVERAGE	AVERAGE
3	2.908

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.92							H 2.92
CO2		H 2.9	H 2.9					
CO3			H 2.92					
CO4			H 2.9	H 2.9			H 2.9	

CO5	H 2.9				H 2.9		H 2.9	
AVERAGE OF COS FOR POS	2.91	2.9	2.906666667	2.9	2.9		2.9	2.92
AVERAGE OF POS	2.905	2.9	2.906667	2.9	2.9		2.9	2.92
AVERAGE	2.90452381							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **INTRODUCTION TO GAMING**

COURSE CODE: MA18501-B
CREDITS: **4**

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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	COURSE OUTCOMES : Introduction to Gaming	**BLOOM'S TAXONOMY LEVEL**
CO 1	Identify History of Gaming industry, introduction to different types of consoles/platforms.	I REMEMBER

CO 2	Explain the Design document, types of design document, Game play mechanics, platforms and its limitations.	II UNDERSTAND
CO 3	Differentiate isometric view, side scrolling and open world games, types of game generes.VR, AR and MR.	IV ANALYSE
CO 4	Interpret Maya LT & Unity 3D basic user interface,role of lighting & VFX for gaming	II UNDERSTAND
CO 5	Explain spine animation,sprite sheet,texture atlas,openGI.	III APPLY

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C01	H						H	S	H			S
C02	H	H						H		H		
C03	S		H	H				S	S		H	
C04	S	H		H				H	S	H		H

C05		H	H				S				H	

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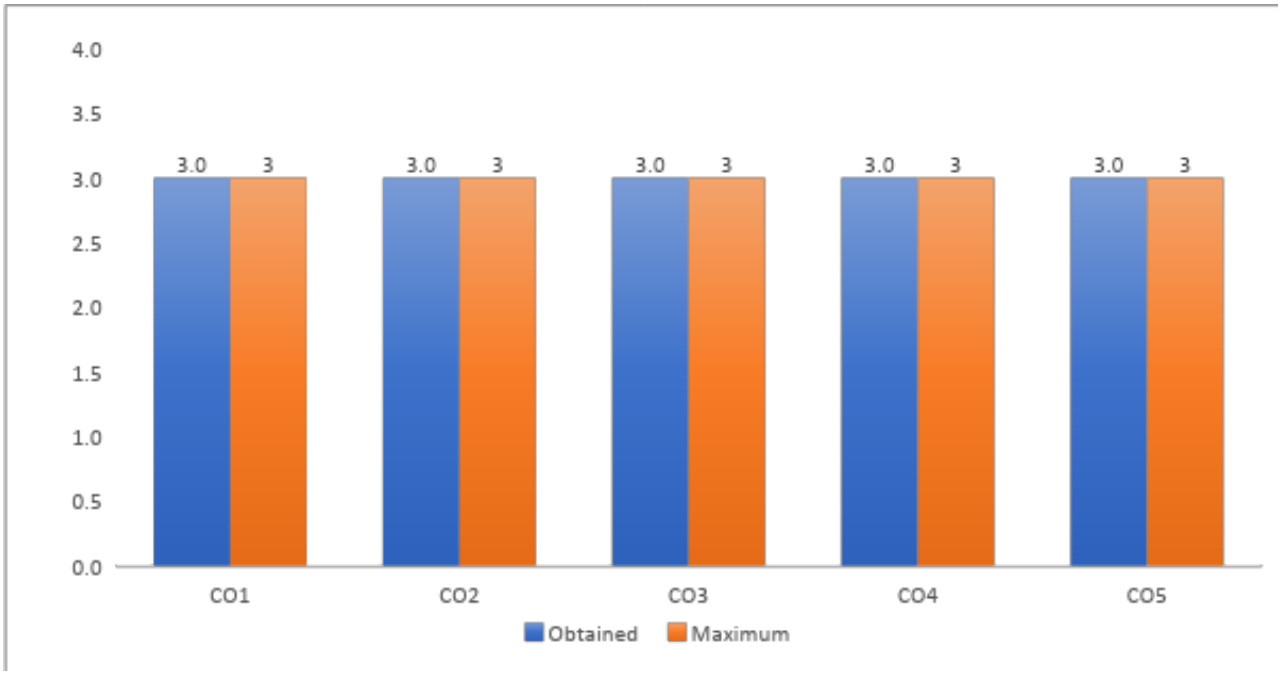

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
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CO2	100.0	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0	3.0	3.0

CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 3						H 3	
CO2	H 3	H 3						H 3
CO3			H 3	H 3				
CO4		H 3		H 3				H 3
CO5		H 3	H 3					
AVERAGE OF COS FOR POS	3	3	3	3			3	3
AVERAGE OF POS	3	3	3	3			3	3

AVERAGE	3

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: COMPOSITING(After Effects)

COURSE CODE: MA18502-A
CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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	COURSE OUTCOMES : Compositing (After Effects)	**BLOOM'S TAXONOMY LEVEL**
CO 1	Identify user interfacefor compositing , Views and Previews, Layers and Properties & Animation, Colors, Masks, Transparency and Keying, Text, Drawing and Painting, Motion Tracking, Effects and Animation, Presets, Rendering and Exporting.	I REMEMBER
CO 2	Differentiate Image Based Motion Graphics & Video Based Motion Graphics	IV ANALYSE
CO 3	Create Effects & Title effects.	VI CREATE
CO 4	Do coller correction & Keying after effects tools.	VI CREATE

CO 5	Use Match mover, Motion tracking Overview, Motion Tracking, Workflow and Controls, Rotoscoping , Wire Removal.	III APPLY

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H	H				S			H	S		
C02			H					H	S	H	H	
C03	S			H				H		S		H
C04				H								H
C05	S		H	H		S		H	S		H	H

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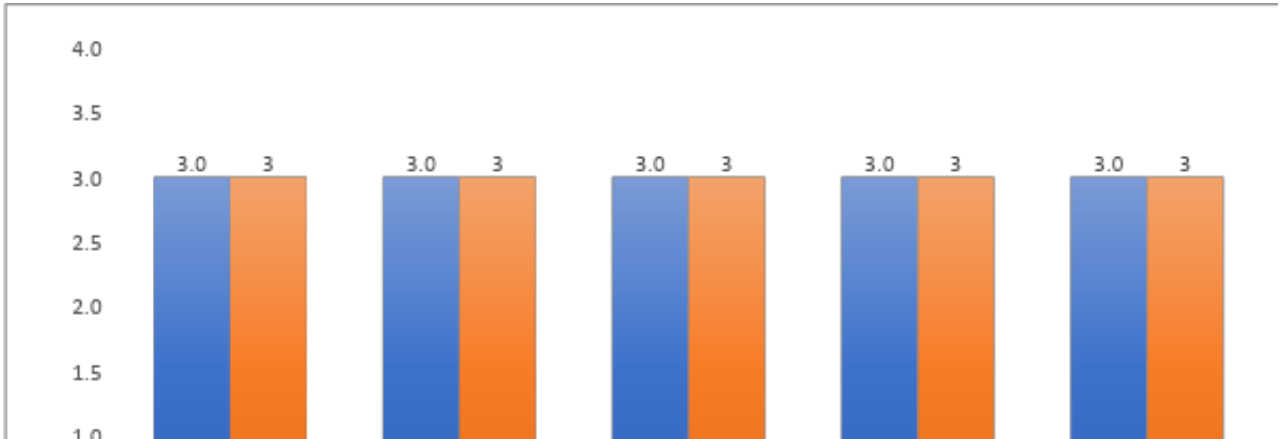

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CO2	100.0	3.0			100.0	3.0			100.0	3.0	96.3	3.0	3.0	96.3	3.0	3.0	3.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	96.3	3.0	3.0	96.3	3.0	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	96.3	3.0	3.0	96.3	3.0	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	96.3	3.0	3.0	96.3	3.0	3.0	3.0

AVERAGE	AVERAGE
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OUTCOME	PO1	PO2	PO3	PO4	PO 5	PO 6	PO 7	PO8
CO1	H 3	H 3						
CO2			H 3					H 3
CO3				H 3				H 3
CO4				H 3				
CO5			H 3	H 3				H 3
AVERAGE OF COS FOR POS	3	3	3	3				3
AVERAGE OF POS	3	3	3	3				3
AVERAGE	3							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: DIGITAL ADVERTISING

COURSE CODE: MA18502-B
CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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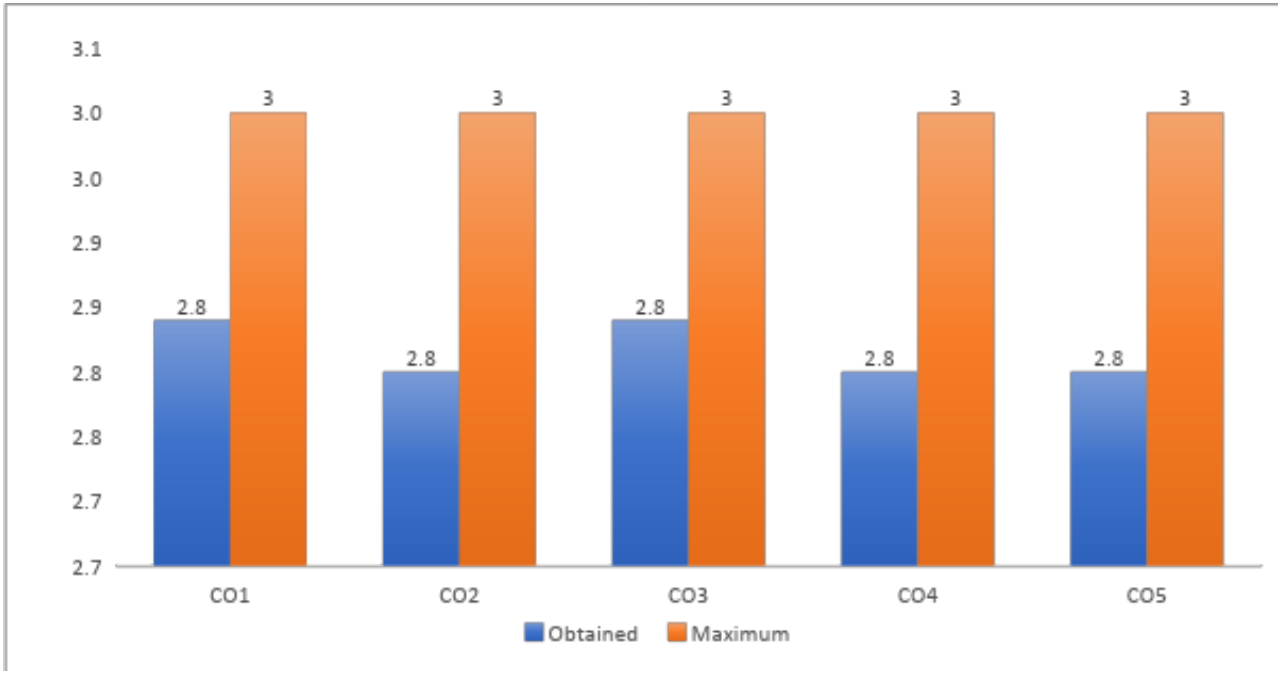
	COURSE OUTCOMES :Digital Advertising	BLOOM'S TAXONOMY LEVEL
CO 1	Identify Digital advertising Fundamentals , Adwords User Interface , Strategic flow for Ad activities.	I REMEMBER
CO 2	Explain Facebook advertising Fundamentals. Profiles and pages, business categories, getting assetsready. Creating Facebook pages,Page info and settings. Pinpost and highlights, Schedulingposts. Facebook events, Reply and messages, Facebook insights reports.	II UNDERSTAND
CO 3	Explain Video Flow, Google Pages for YouTube Channel. Channel ART, Channel Links, Channel Keywords. Branding Watermark.	II UNDERSTAND
CO 4	Produce Videos for YouTube with the knowledge of Camera Angles, Setting up Lightings, Shooting Techniques. Editing Videos, Editing Audio, Background Music. White Board Animation, Publishing HD Videos	VI CREATE
CO 5	Creating Animated Contents, Designing Image Ads. Creating Animated Ads, Examples on Animated Ads , Creating Video Ads. Hi-Jack Competitor's Video Audience Practical Examples.	VI CREATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H								H			
C02	H	H						H	H	H		S
C03		H		H		H		H	S		H	H
C04				H	H	H		H			H	H
C05	S				H				S			H

H: Highly Supportive

S: Supportive



co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	70.6	1.0	2.6	100.0	3.0	3.0	2.8

CO2	100.0	3.0			100.0	3.0			100.0	3.0	70.6	1.0	2.5	100.0	3.0	3.0	2.8
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	70.6	1.0	2.6	100.0	3.0	3.0	2.8
CO4			100.0	3.0	100.0	3.0			100.0	3.0	70.6	1.0	2.5	100.0	3.0	3.0	2.8
CO5			100.0	3.0	100.0	3.0			100.0	3.0	70.6	1.0	2.5	100.0	3.0	3.0	2.8

AVERAGE	AVERAGE
3	2.816

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.84							
CO2	H 2.8	H 2.8						H 2.8

CO3		H	2.84		H	2.84		H	2.84		H	2.84
CO4					H	2.8	H	2.8	H	2.8		H 2.8
CO5							H	2.8				
AVERAGE OF COS FOR POS	2.82		2.82			2.82		2.8		2.82		2.813333333
AVERAGE OF POS	2.81		2.82			2.82		2.8		2.82		2.813333
AVERAGE	2.813888889											

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **CORPORATE COMMUNICATION**

COURSE CODE: MA18601-A
CREDITS: **4**

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
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- **PO8. Life-long learning:** Recognise the need and ability to engage in independent and lifelong learning in the context of technological change.

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- **PSO7:** Develop creative thinking while producing different animation films required for production houses.
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : Corpoarate communication	**BLOOM'S TAXONOMY LEVEL**
CO 1	Describe Concept, Definition, Nature, Scope,Functions of PR Role of PR , Historical perspective of PR ,Corporate Communication and Publicity,Propaganda, Advertising and Lobbying.	I REMEMBER

CO 2	Explain Corporate Communication Publics; Internal and External, Corporate Communication Process; Four stages of Corporate Communication Corporate Communication Consultancy and Counseling	II UNDERSTAND
CO 3	Explain Tools of Corporate Communication; House Journals, Press Release, Press Conference, Planned Tours, Brochures, Posters, Open House Exhibitions, AudioVisual Aid,TV, Film, Radio, Video and Demonstrations	II UNDERSTAND
CO 4	Apply Corporate Communication and Management Employee Relations, Financial Relations, Consumer Relations Media Relations, Corporate Communication in Crisis Management, Case Studies.	III APPLY
CO 5	Evaluate Corporate Communication Programmes ,Event Management Process & Techniques,Broadcasting; Genesis and Growth of media units in Central Govt. Corporate Communication Research.	V EVALUATE

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H					S			H			
C02	H	H			S		H		H	H		S
C03	H	H		H				S	S		H	
C04			H	H			H	S	S	H		H
C05	S			S	H		S	H				

H: Highly Supportive
S: Supportive

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
	pass%	Attainment level	pass %	Attainment level	pass %	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainment level	co wise external average	co wise total average
CO1	68.2	1.0			100.0	3.0	100.0	3.0	100.0	3.0	95.5	3.0	2.6	100.0	3.0	3.0	2.8
CO2	68.2	1.0			100.0	3.0			100.0	3.0	95.5	3.0	2.5	100.0	3.0	3.0	2.8
CO3	68.2	1.0	90.9	3.0	100.0	3.0			100.0	3.0	95.5	3.0	2.6	100.0	3.0	3.0	2.8
CO4			90.9	3.0	100.0	3.0			100.0	3.0	95.5	3.0	3.0	100.0	3.0	3.0	3.0
CO5			90.9	3.0	100.0	3.0			100.0	3.0	95.5	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	2.896

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO 6	PO7	PO8
CO1	H 2.84							
CO2	H 2.8	H 2.8					H 2. 8	
CO3	H 2.84	H 2.8 4		H 2.8 4				
CO4			H 3	H 3			H 3	
CO5					H 3			H 3
AVERAGE OF COS FOR POS	2.826666667	2.82	3	2.92	3		2.9	3
AVERAGE OF POS	2.822222222	2.8 2	3	2.9 2	3		2. 9	3
AVERAGE	2.923174603							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: Digital Painting

COURSE CODE: MA18601-B

CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
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	COURSE OUTCOMES : Digital Painting	BLOOM'S TAXONOMY LEVEL
CO 1	Describe Digital painting.Photoshop Basics with Workspace using photoshop and Photoshop Vector Tools.	I REMEMBER
CO 2	Explain Role of color in digital painting and color theory. Create an original vehicle concept Drawing utilizing the techniques learned in the previous exercises	III APPLY
CO 3	Explain Advanced Painting Techniques. Creating the illusion of volume and space with light and shadow.	III APPLY
CO 4	Paint Digitally a Fantasy or Science Fiction City in Perspective.	III APPLY
CO 5	Explain blend & shading . Layers, touch up, detail, blending, filters. Custom Brushes for Rock, Metal, Stone Textures, Trees, leaves and Branches	I REMEMBER

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H			H				H		H	H	
C02	H		S			H		S	S			H
C03		H			H				H		S	
C04	H		S				H			S	S	
C05			H		H			H		S		H

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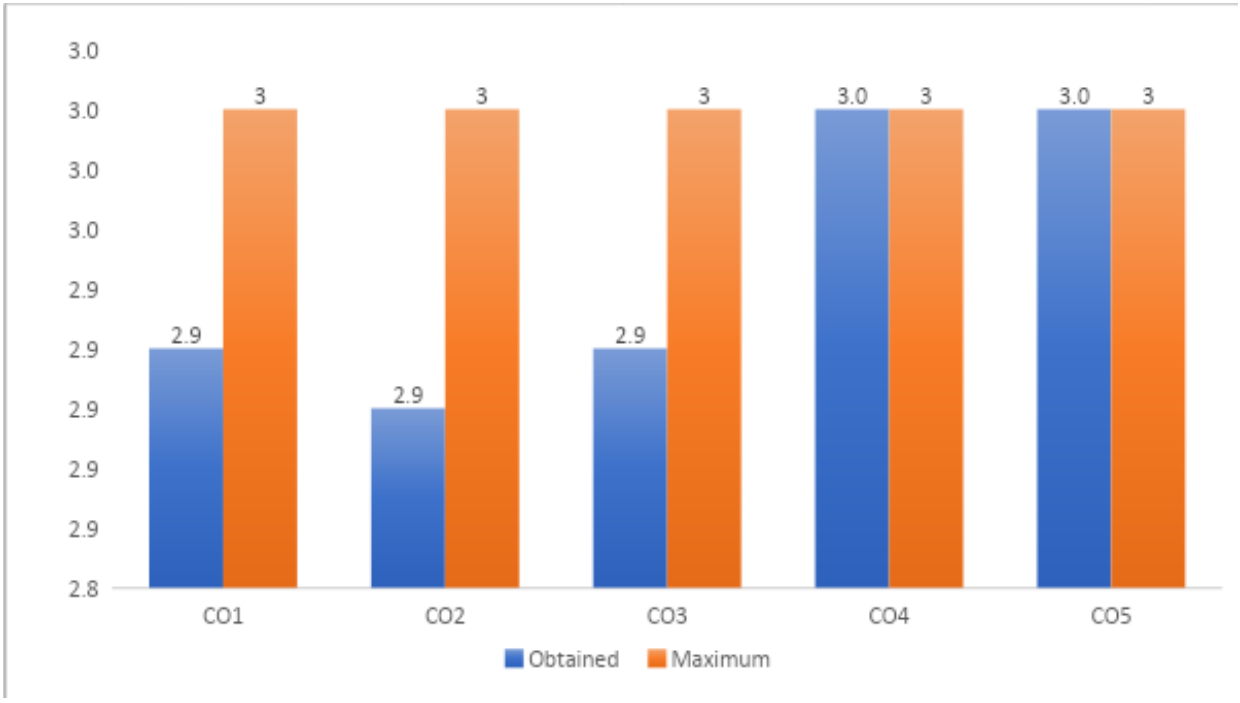

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External	
	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass %	Attainment level	pass%	Attainment level	co wise internal average	pass %	Attainm t level
CO 1	81.8	2.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	2.8	100.0	3.0
CO 2	81.8	2.0			100.0	3.0			100.0	3.0	100.0	3.0	2.8	100.0	3.0
CO 3	81.8	2.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	2.8	100.0	3.0
CO 4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0
CO 5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	3.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
CO1	H 2.92			H 2.92				H 2.92
CO2	H 2.9					H 2.9		
CO3		H 2.92			H 2.92			
CO4	H 3						H 3	
CO5			H 3		H 3			H 3
AVERAGE OF COS FOR POS	2.94	2.92	3	2.92	2.96	2.9	3	2.96
AVERAGE OF POS	2.946666667	2.92	3	2.92	2.96	2.9	3	2.98
AVERAGE	2.953333333							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: CONCEPT ART **COURSE CODE:** MA21602B **CREDITS:** 3
DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION
PROGRAMME OUTCOMES(BA/BSC/BCOM and BBA): BSc ● **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**

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	COURSE OUTCOMES : CONCEPT ART	**BLOOM'S TAXONOMY LEVEL**
CO 1	able identify & plan concept art.	I REMEMBER
CO 2	Explains, differentiates & distinguish Concept art	III APPLY
CO 3	Define & explain the Clear and fruitful communication between the artist, the design team	I REMEMBER
CO 4	Demonstrate, distinguish & explain about Illustration, Perspective & Composition.	II UNDERSTAND

CO 5	Difine,Classify & explains, the Framing, Movement and Meaning	II UNDERSTAND

TABLE 1: CO, PO, PSO MAPPING

outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PS01	PS02	PS03	PS04
C01	H		S		H		H		H			H
C02			H			H				H		
C03		H		H				H		H		H
C04	H	H	H				S			H		H
C05	H			H		S			H		H	

H: Highly Supportive
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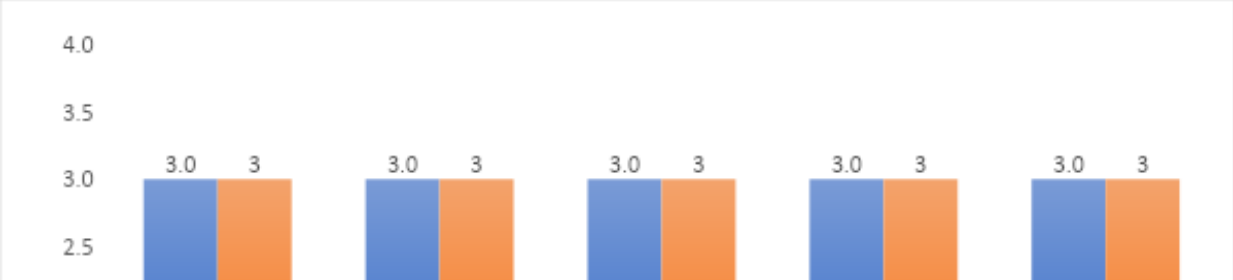

co	WEEKLY TEST		MID SEM		PREFINAL		ASSIGNMENT		VIVA-VOCE		ATTENDENCE			External Exam			
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CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	90.9	3.0	3.0	100.0	3.0	3.0	3.0
CO2	100.0	3.0			100.0	3.0			100.0	3.0	90.9	3.0	3.0	100.0	3.0	3.0	3.0
CO3	100.0	3.0	95.5	3.0	100.0	3.0			100.0	3.0	90.9	3.0	3.0	100.0	3.0	3.0	3.0
CO4			95.5	3.0	100.0	3.0			100.0	3.0	90.9	3.0	3.0	100.0	3.0	3.0	3.0
CO5			95.5	3.0	100.0	3.0			100.0	3.0	90.9	3.0	3.0	100.0	3.0	3.0	3.0

AVERAGE	AVERAGE
3	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8
CO1	H 3				H 3		H 3	
CO2			H 3			H 3		
CO3		H 3		H 3				H 3
CO4	H 3	H 3	H 3					
CO5	H 3			H 3				
AVERAGE OF COS FOR POS	3	3	3	3	3	3	3	3
AVERAGE OF POS	3	3	3	3	3	3	3	3
AVERAGE	3							