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

	COURSE OUTCOMES :Principles of Visual Design	BLOOM'S TAXONOMY LEVEL
CO1	Recognise the principles of Visual Design	I REMEMBER
CO2	Tell the importance of visual language in daily life	II UNDERSTAND
CO3	Apply, organize, sketch& paint using the elements of visual language of Dots, Lines, and Shapes, Forms, Contour& texture.	III APPLY
CO4	Analyse, distinguish & identify the figurative reading of picturesque relationship among elements like perception, verbalization& creativity	IV ANALYSE
CO5	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
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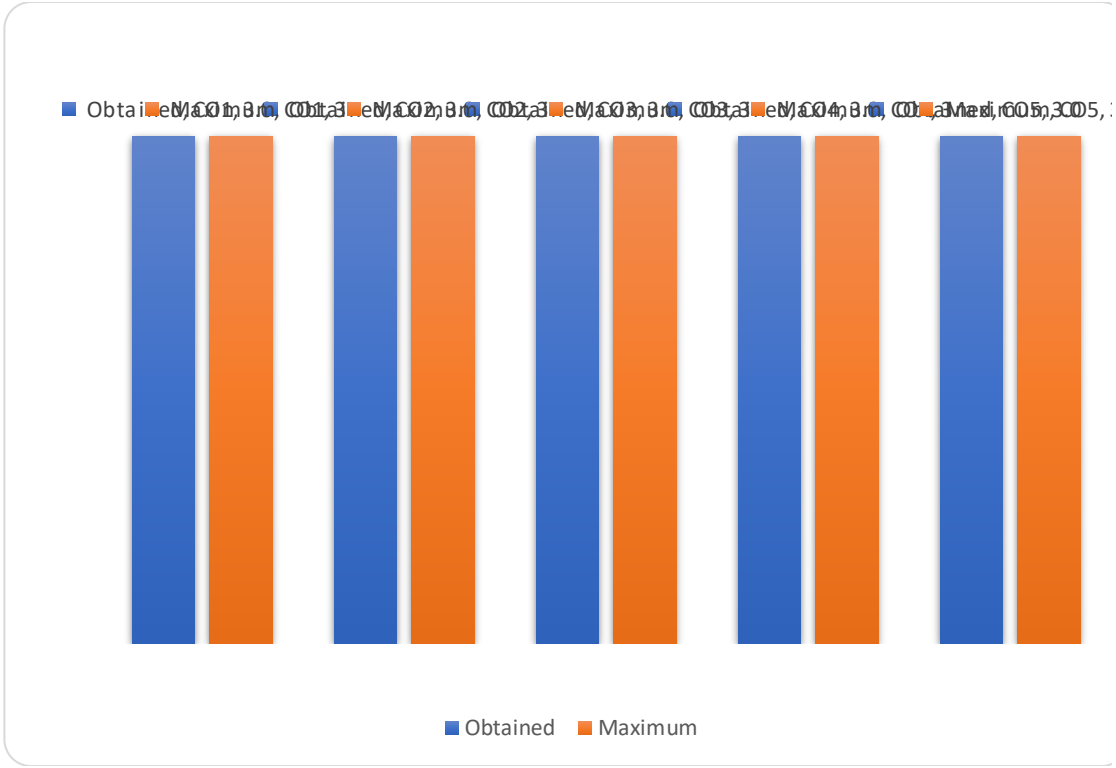
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	
CO1	97.7	3.0			100.0	3.0	100.0	3.0	
CO2	97.7	3.0			100.0	3.0			
CO3	97.7	3.0	100.0	3.0	100.0	3.0			
CO4			100.0	3.0	100.0	3.0			
CO5			100.0	3.0	100.0	3.0			

OUTCOME	PO1	PO2	PO3
CO1		H 3	
CO2			H
CO3			
CO4	H 3		
CO5		H 3	
AVERAGE OF COS FOR POS	3	3	3
AVERAGE OF POS	3	3	
AVERAGE			

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

	COURSE OUTCOMES : Basic Concepts of Arts	**BLOOM'S TAXONOMY LEVEL**

CO1	Describe, define & recognize the Variety of art media & Art careers.	I REMEMBER
CO2	Explain and interrelate the different modes of art.	II UNDERSTAND
CO3	Describe & memorize the evolution and history of art.	I REMEMBER
CO4	Demonstrating of artists knowledge , art style and movement.	II UNDERSTAND
CO5	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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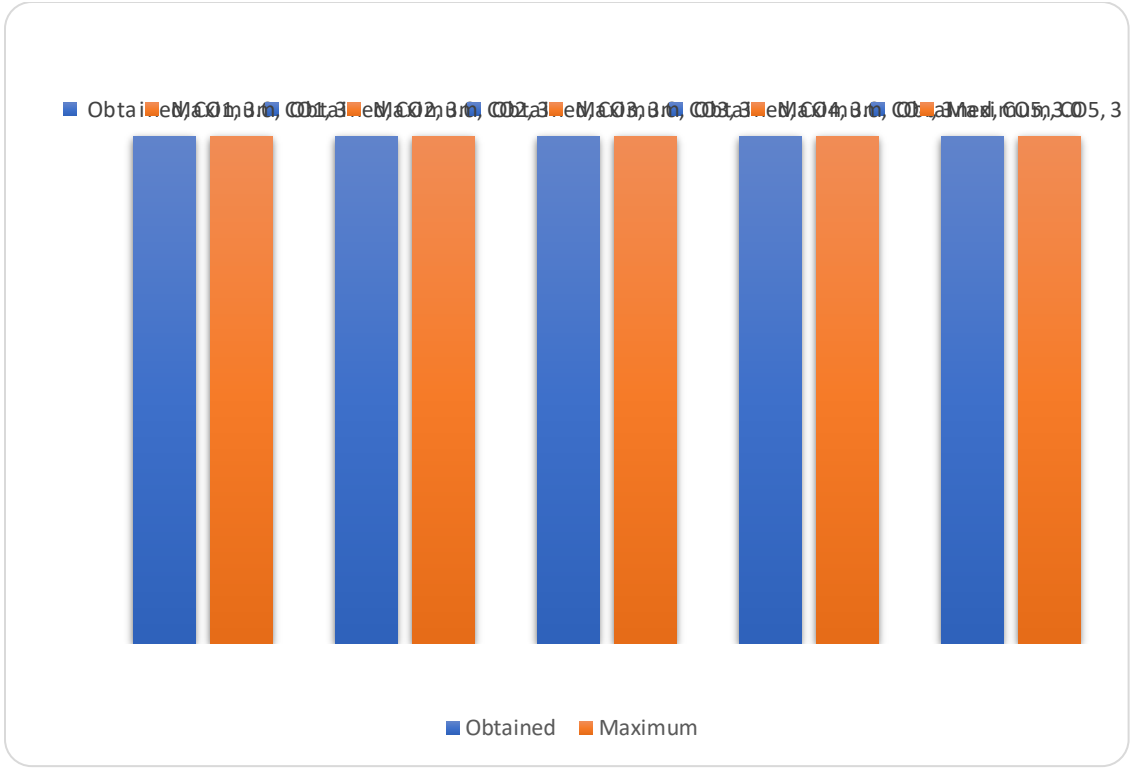
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	97.7	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	97.7	3.0			100.0	3.0			100.0	
CO3	97.7	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO
CO1	H 3			H 3				
CO2	H 3			H 3				
CO3		H 3	H 3		H 3			
CO4		H 3						H
CO5				H 3		H 3		H
AVERAGE OF COS FOR POS	3	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: 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
CO1	Memorize & recognises, History, Generations, introduction to Hardware and software.	I REMEMBER
CO2	Analyse & compare raster graphic, vector graphic.	IV ANALYSE
CO3	Apply the Photoshop software for editing images, doing 2Danimation.	III APPLY
CO4	Apply the software Corel Draw in order to add pages, transforming objects, styles, templets, and advanced effects	III APPLY
CO5	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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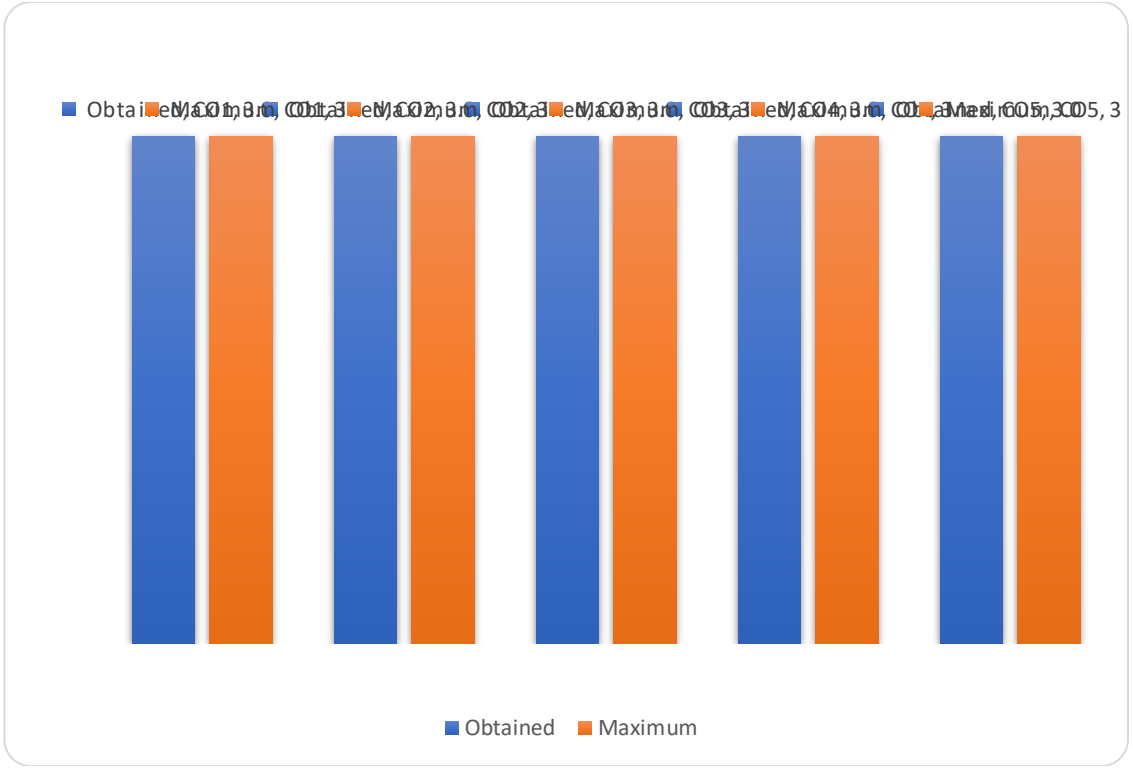
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		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
CO1	97.7	3.0			100.0	3.0	100.0	3.0	100.0	3.0	93.2	3.0	3.0	100.0	3.0
CO2	97.7	3.0			100.0	3.0			100.0	3.0	93.2	3.0	3.0	100.0	3.0
CO3	97.7	3.0	100.0	3.0	100.0	3.0			100.0	3.0	93.2	3.0	3.0	100.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	93.2	3.0	3.0	100.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	93.2	3.0	3.0	100.0	3.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO

CO1	H		3					H		3								
CO2																		
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				
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: 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
CO1	Memorize & recognize the basic C program, work flow and Compiling a C programme.	I REMEMBER
CO2	Explain the different types of variables,data types,output formats.	II UNDERSTAND
CO3	Show how conditional statements work.	III APPLY
CO4	Analyze Array Basics & functions in C language.	IV ANALYSE
CO5	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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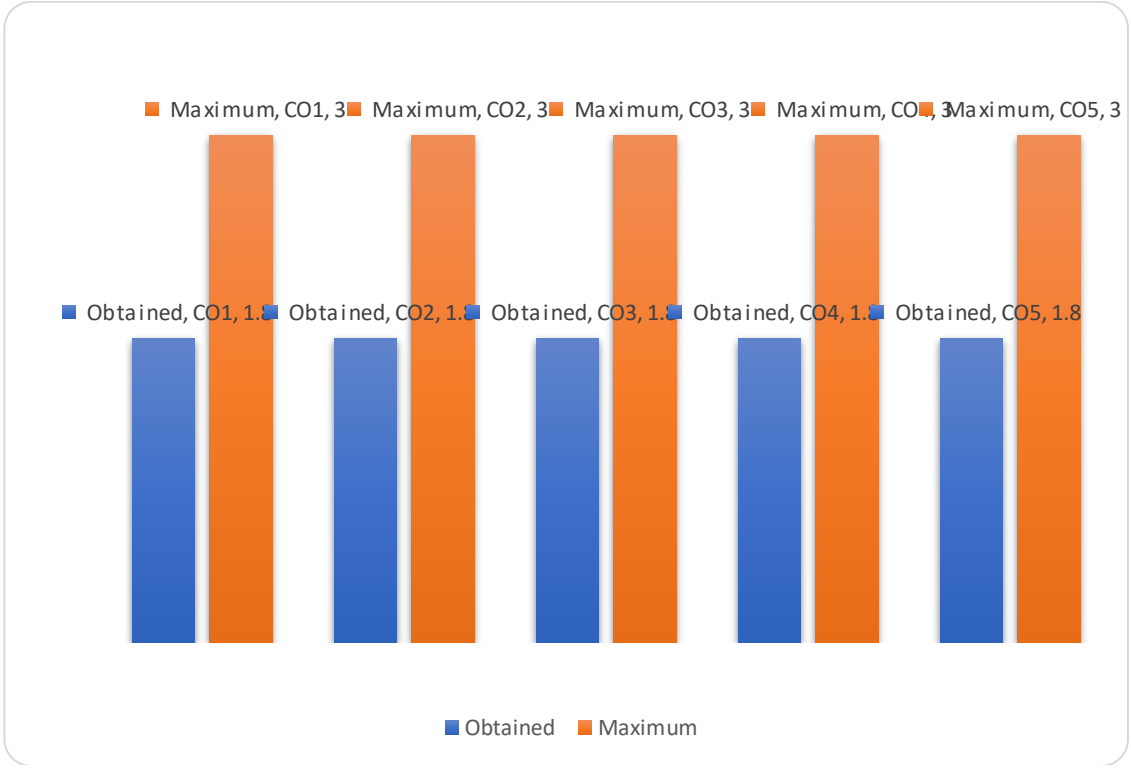
Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 1.8
Obtained, CO2, 1.8
Obtained, CO3, 1.8
Obtained, CO4, 1.8
Obtained, CO5, 1.8
Obtained
Maximum

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CO3	97.7	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0

OUTCOME	PO1		PO2	PO3		PO4	PO5	PO6	PO7	
CO1	H	1.8		H	1.8					

CO2				H 1.8		H 1.8		
CO3	H 1.8		H 1.8					
CO4	H 1.8						H 1.8	H
CO5				H 1.8				
AVERAGE OF COS FOR POS	1.8		1.8	1.8		1.8	1.8	
AVERAGE OF POS	1.8		1.8	1.8		1.8	1.8	
AVERAGE	1.8							

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: INDIAN HERITAGE&CULTURE **COURSE CODE:** VE18001 **CREDITS: 2**
DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION
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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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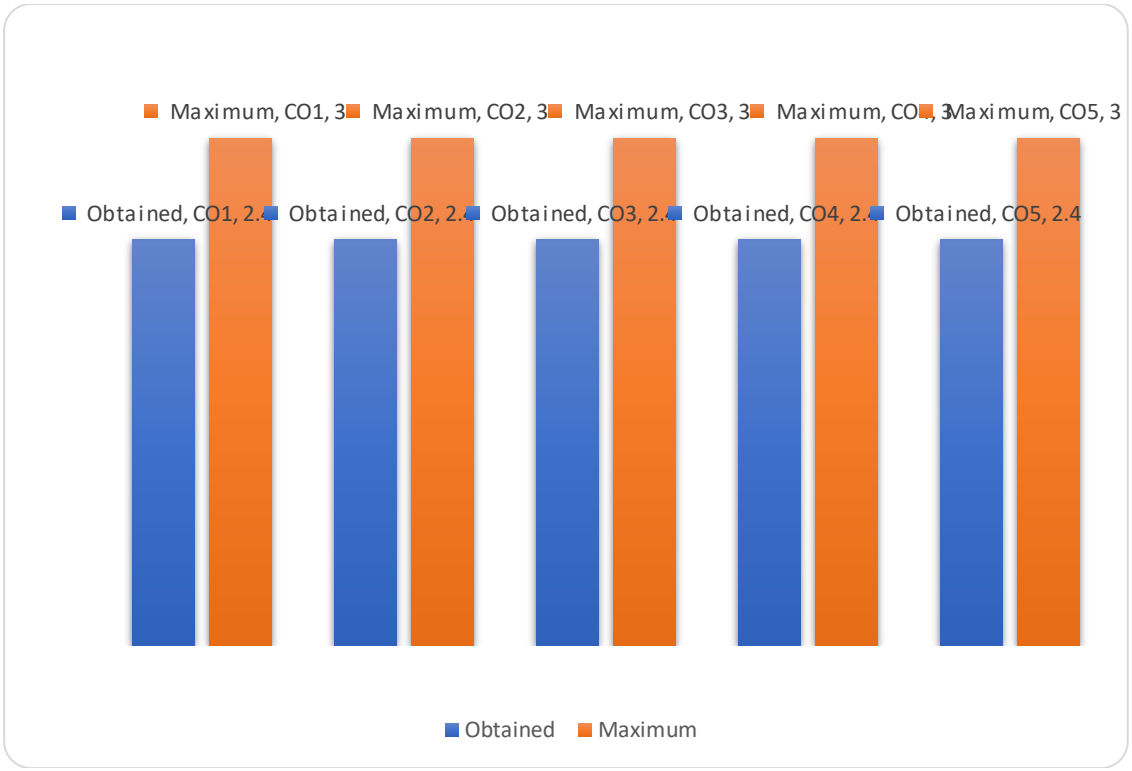

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CO1	94.0	3.0			100.0	3.0	100.0	3.0	100.0
CO2	94.0	3.0			100.0	3.0			100.0
CO3	94.0	3.0	96.0	3.0	100.0	3.0			100.0
CO4			96.0	3.0	100.0	3.0			100.0
CO5			96.0	3.0	100.0	3.0			100.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 2.4		H 2.4					
CO2	H 2.4		H 2.4	H 2.4			H 2.4	

CO3	H	2.4		H	2.4	H	2.4	H	2.4		H	2.4	
CO4	H	2.4		H	2.4	H	2.4				H	2.4	
CO5	H	2.4		H	2.4	H	2.4						H
AVERAGE OF COS FOR POS	2.4			2.4		2.4		2.4			2.4		
AVERAGE OF POS		2.4			2.4		2.4		2.4			2.4	
AVERAGE	2.4												

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

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

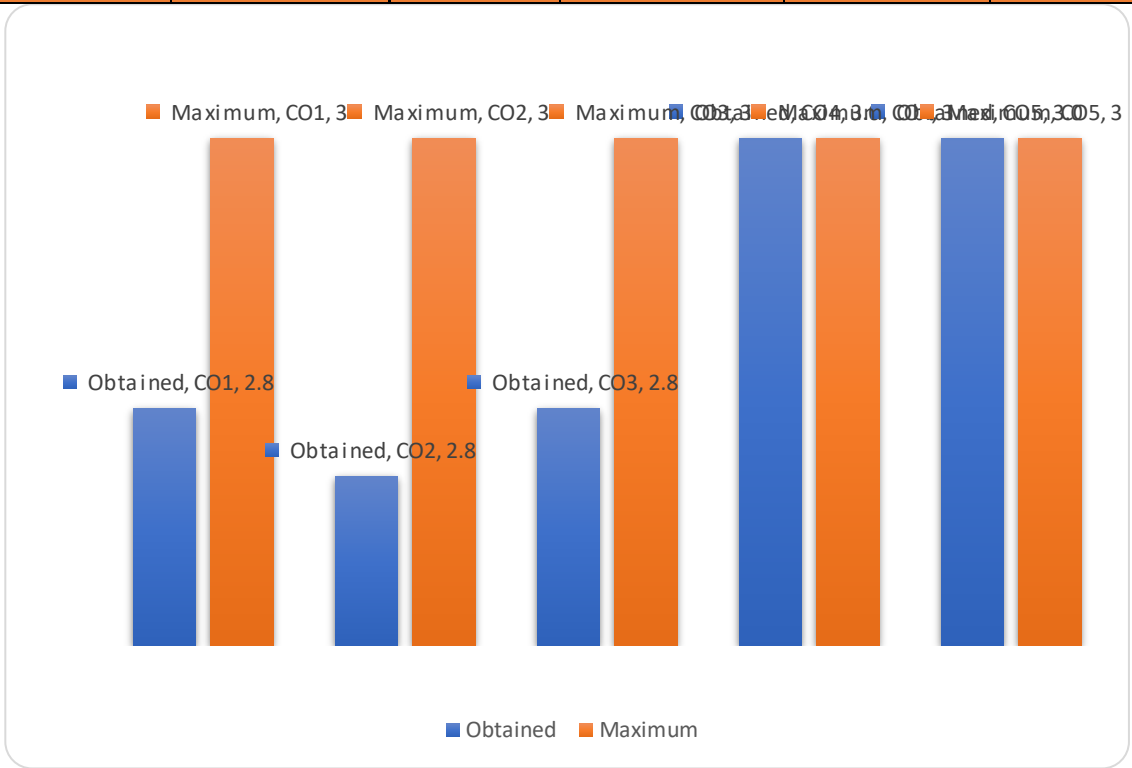
	COURSE OUTCOMES : GENERAL ENGLISH - II	**BLOOM'S TAXONOMY LEVEL**

CO1	Identify a sound understanding on the formation of words	I REMEMBER
CO2	utilize the writing skills for sound writing propagandas.	IV ANALYSE
CO3	To create an understanding on Indian Literature, alongside to develop and chisel their communication skills. .	II UNDERSTAND
CO4	To recognize the moral element which underlies in the short story; an exposure to informal language.	III APPLY
CO5	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	PS
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



#NAME?	mid exam 1		mid exam 2		group discussion		assignment		viva		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	
CO1	75.0	1.0			104.2	3.0	91.7	3.0	91.7	3.0	
CO2	75.0	1.0			104.2	3.0			91.7	3.0	
CO3	75.0	1.0	100.0	3.0	104.2	3.0			91.7	3.0	
CO4			100.0	3.0	104.2	3.0			91.7	3.0	
CO5			100.0	3.0	104.2	3.0			91.7	3.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 2.84		H 2.84					
CO2	H 2.8		H 2.8	H 2.8			H 2.8	
CO3	H 2.84		H 2.84	H 2.84	H 2.84		H 2.84	
CO4	H 3		H 3	H 3			H 3	
CO5	H 3		H 3	H 3				H
AVERAGE OF COS FOR POS	2.896		2.896	2.91	2.84		2.88	
AVERAGE OF POS	2.9072		2.9072	2.91	2.84		2.88	
AVERAGE	2.9074							

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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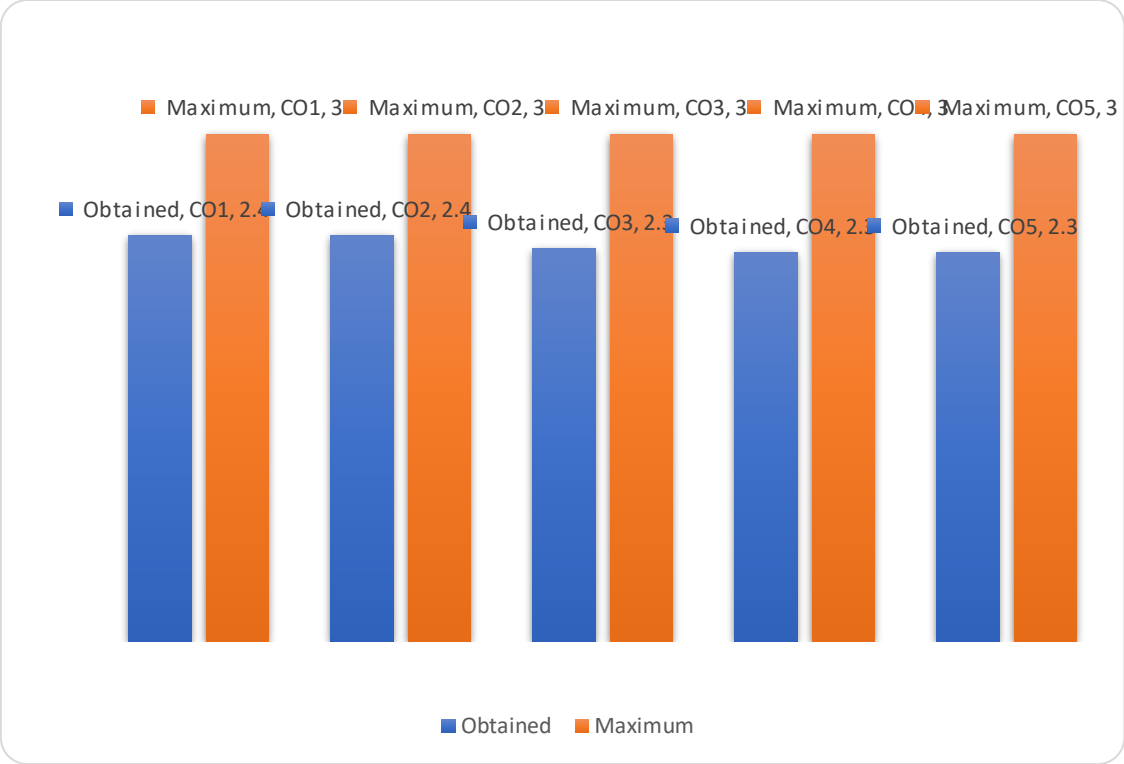
	COURSE OUTCOMES : CONCEPT DEVELOPMENT	**BLOOM'S TAXONOMY LEVEL**

CO1	Identify, list & memorize basic story of idea & organize ideas into concepts.	I REMEMBER
CO2	Explains, differentiates & distinguish about narrative structure & Case study of Animation Films.	III APPLY
CO3	Define & explain the Visual elements in concept development.	I REMEMBER
CO4	Demonstrate, distinguish & explain about Illustration, Perspective & Composition.	II UNDERSTAND
CO5	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


Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 2.4
Obtained, CO2, 2.4
Obtained, CO3, 2.3
Obtained, CO4, 2.3
Obtained, CO5, 2.3
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		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 average
CO1	87.5	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	77.1	2.0	2.0	2.4
CO2	87.5	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	77.1	2.0	2.0	2.4
CO3	87.5	3.0	77.1	2.0	100.0	3.0			100.0	3.0	100.0	3.0	2.8	77.1	2.0	2.0	2.3
CO4			77.1	2.0	100.0	3.0			100.0	3.0	100.0	3.0	2.8	77.1	2.0	2.0	2.3
CO5			77.1	2.0	100.0	3.0			100.0	3.0	100.0	3.0	2.8	77.1	2.0	2.0	2.3

AVERAGE	AVERAGE
2	2.344

OUTCOME	PO1	PO2	PO3	PO4	PO5	
CO1	H 2.4					
CO2			H 2.4			
CO3		H 2.32				
CO4	H 2.3		H 2.3			
CO5	H 2.3			H 2.3		
AVERAGE OF COS FOR POS	2.333333333	2.32	2.35	2.3		
AVERAGE OF POS	2.311111	2.32	2.35	2.3		
AVERAGE	2.343015873					

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
CO1	Describe Early experiments in photography, history of camera.	I REMEMBER
CO2	Categorize various types of lens & characteristics of lens,focal length etc.	IV ANALYSE
CO3	Generalize the importance of light, properties of light &basic lighting techniques.	III APPLY
CO4	Explain colour theory, colour psychology, camera angles and movements.	II UNDERSTAND
CO5	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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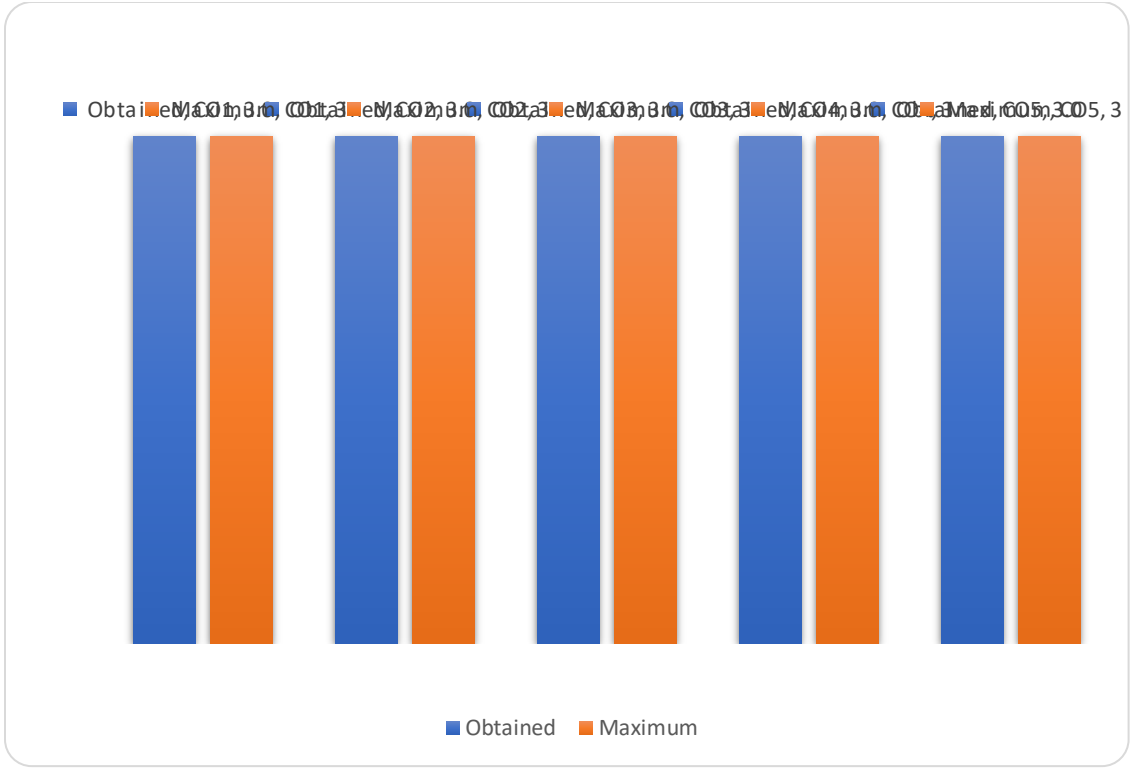
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	97.9	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	97.9	3.0			100.0	3.0			100.0	
CO3	97.9	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3							
CO2			H 3					
CO3		H 3		H 3				H
CO4	H 3							H
CO5				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: 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**
CO1	Identify the history of Animation	I REMEMBER
CO2	Compare the Traditional and Computer generated Animation.	IV ANALYSE
CO3	Compare in which way the 2D,3D Animation pipe line works.	IV ANALYSE
CO4	Describes the History of Disney &Pixar Animation studios.	I REMEMBER

CO5	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

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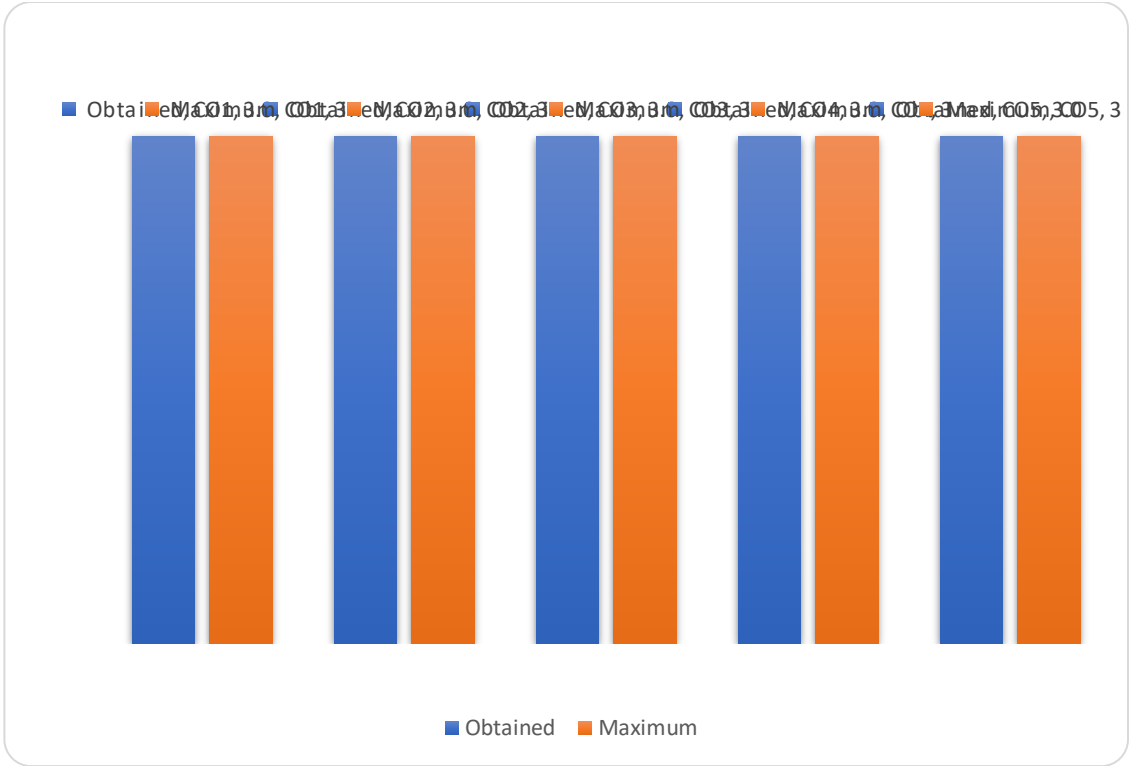
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		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
CO1	97.9	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	97.9	3.0	3.0
CO2	97.9	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	97.9	3.0	3.0
CO3	97.9	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	97.9	3.0	3.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	97.9	3.0	3.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	97.9	3.0	3.0

AVERAG
3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	H 3						H
CO2		H 3		H 3			
CO3		H 3			H 3		
CO4	H 3						H
CO5		H 3		H 3			
AVERAGE OF COS FOR POS	3	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: VALUE EDUCATION & PERSONALITY DEVELOPMENT

COURSE CODE: VE18001
CREDITS: 2

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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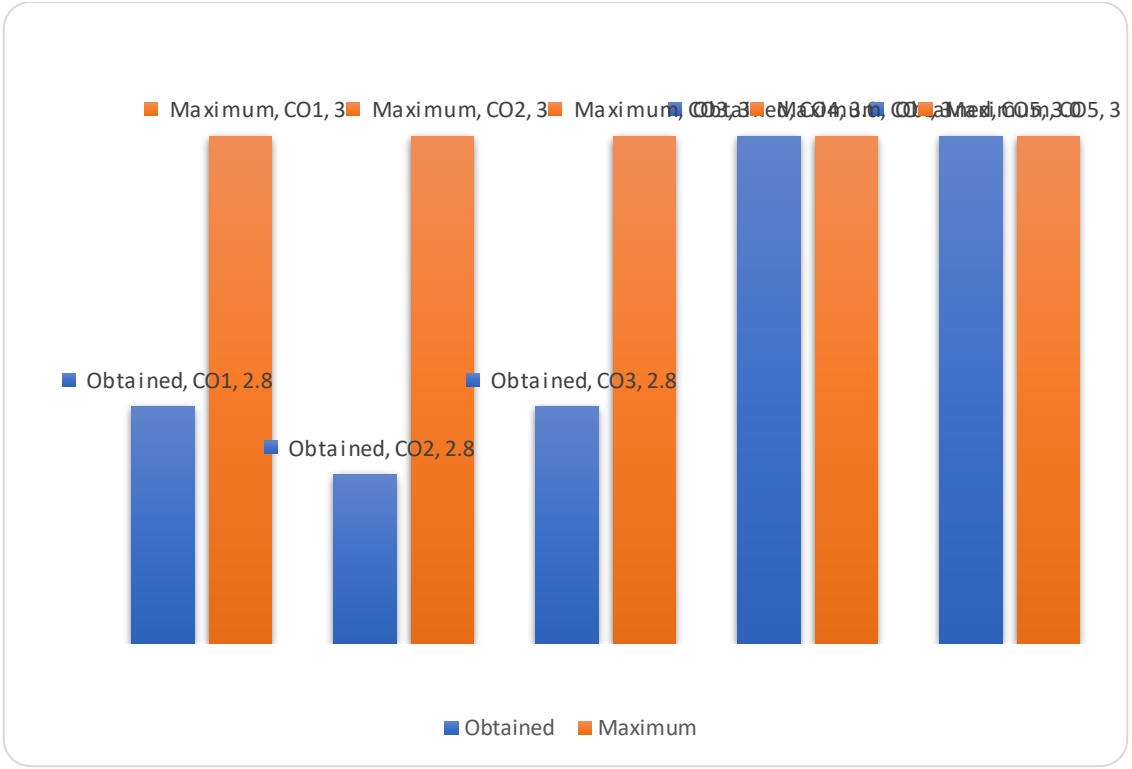
	COURSE OUTCOMES :Value Education And Personality Development	
CO1	Students will be able to identify Accepted norms and Counter values. They will be able to differentiate the various Dimensions of Human Development.	I REMEMBER
CO2	Students will be able to demonstrate Love and Experience of God. They will be able to identify the Basic Issues of Life and Happiness as a life goal.	II UNDERSTAND
CO3	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
CO4	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
CO5	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


Maximum, CO1, 3
Maximum, CO2, 3
Obtained, CO1, 2.8
Obtained, CO2, 2.8
Obtained, CO3, 2.8
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	75.0	1.0			100.0	3.0	100.0	3.0	100.0	
CO2	75.0	1.0			100.0	3.0			100.0	
CO3	75.0	1.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 2.84		H 2.84					
CO2	H 2.8		H 2.8	H 2.8			H 2.8	
CO3	H 2.84		H 2.84	H 2.84	H 2.84		H 2.84	
CO4	H 3		H 3	H 3			H 3	
CO5	H 3		H 3	H 3				H
AVERAGE OF COS FOR POS	2.896		2.896	2.91	2.84		2.88	
AVERAGE OF POS	2.9072		2.9072	2.91	2.84		2.88	
AVERAGE	2.9074							

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

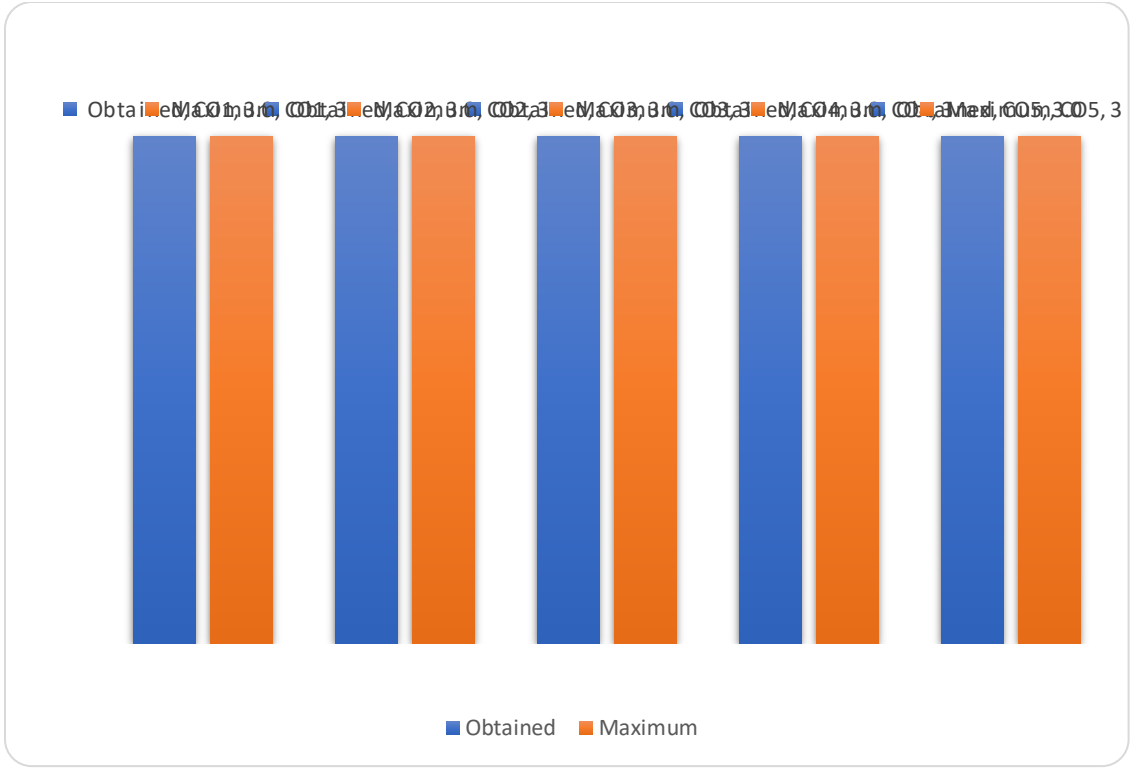
	COURSE OUTCOMES : Web Design	BLOOM'S TAXONOMY LEVEL
CO1	Define & identify the user interface for web design.	I REMEMBER
CO2	Explain basic tags &advanced tags,elements,heading,links,forms,images,tables,formats,frame settings etc.	II UNDERSTAND
CO3	Design front page, layout design, background etc. using Photoshop.	VI CREATE
CO4	Design banners, animation, twining types, button creation, linking text types etc. using Flash.	VI CREATE
CO5	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			

H: Highly Supportive

S: Supportive


Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	87.5	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	87.5	3.0			100.0	3.0			100.0	
CO3	87.5	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3			H 3				
CO2	H 3			H 3				
CO3		H 3	H 3		H 3			
CO4		H 3						H
CO5				H 3		H 3		H
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: 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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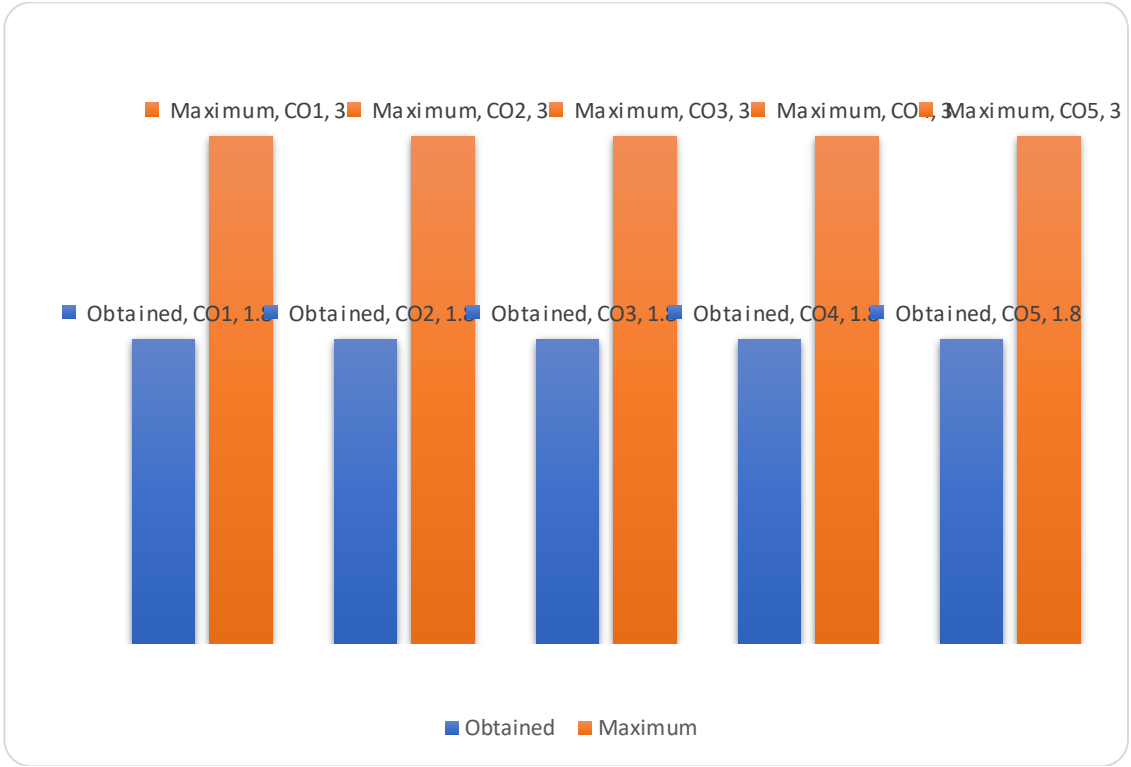
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : Media education	BLOOM'S TAXONOMY LEVEL
CO1	DescribeMedia, new media literacy, media message.	I REMEMBER
CO2	Recognize community, society, democracy and there role in media.	I REMEMBER
CO3	Generalize the thinking about behaviour & consequences in media.	III APPLY
CO4	Analyse the thinking about the health issues(tobacco ,alcohol & drugs) portrayed by media.	IV ANALYSE
CO5	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

H: Highly Supportive
S: Supportive


Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 1.8
Obtained, CO2, 1.8
Obtained, CO3, 1.8
Obtained, CO4, 1.8
Obtained, CO5, 1.8
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		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
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO2	100.0	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	75.0	1.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 1.8			H 1.8				
CO2	H 1.8				H 1.8			
CO3			H 1.8		H 1.8			
CO4				H 1.8	H 1.8			
CO5						H 1.8		
AVERAGE OF COS FOR POS	1.8		1.8	1.8	1.8	1.8		
AVERAGE OF POS	1.8		1.8	1.8	1.8	1.8		
AVERAGE	1.8							

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

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

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	COURSE OUTCOMES : Introduction to Maya	BLOOM'S TAXONOMY LEVEL
CO1	Identify Maya user interface.	I REMEMBER
CO2	Analyse the Animation & Rigging module of Maya interface & identify the different tools & settings, to animate characters & props etc.	IV ANALYSE VI CREATE
CO3	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
CO4	Analyse the Lighting &Rendering module of Maya interface & identify the different tools & settings, to creat a realistic environment & quality output.	IV ANALYSE VI CREATE
CO5	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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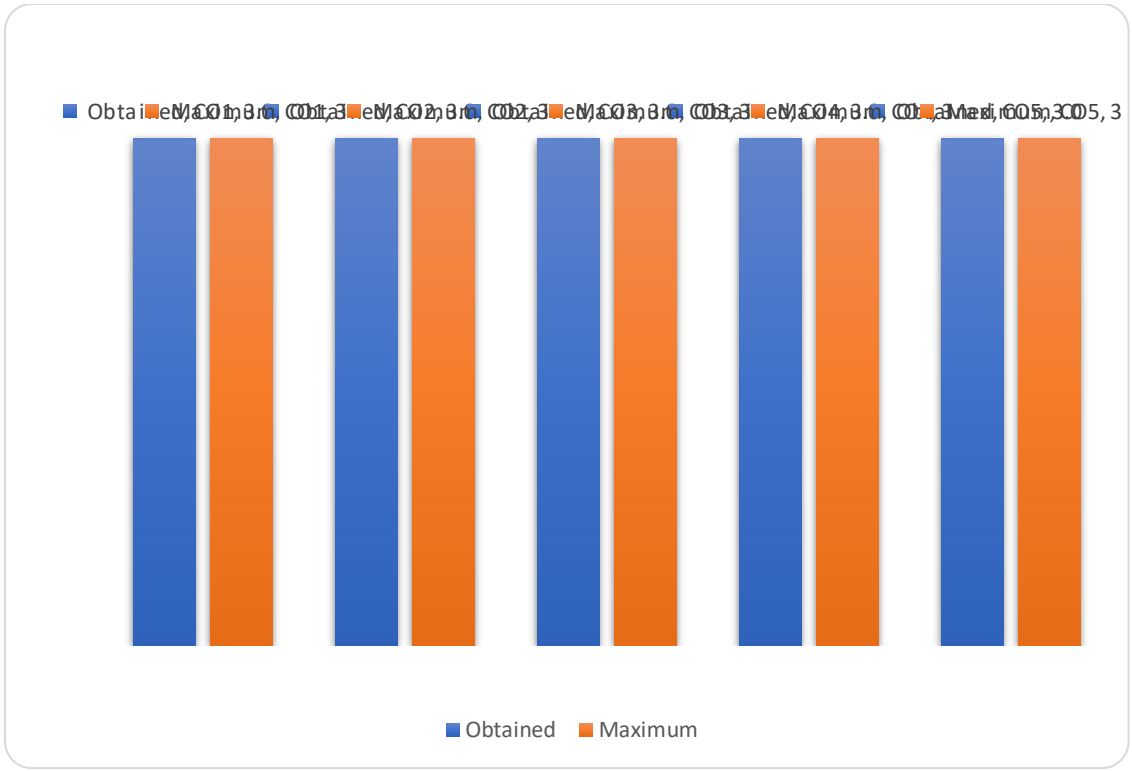
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		Attendence		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co int ave
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	
CO2	100.0	3.0			100.0	3.0			100.0	3.0	100.0	3.0	
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3			H 3				H
CO2			H 3	H 3				H
CO3			H 3	H 3				H
CO4			H 3	H 3				H
CO5			H 3	H 3				H
AVERAGE OF COS FOR POS	3		3	3				
AVERAGE OF POS	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
CO1	Recognize narrative elements & elements of script format.	I REMEMBER
CO2	Explain the content, plane of discourse,poin of View etc.	II UNDERSTAND
CO3	Identify narrative functions & means of expression on plane of discourse &event.	IV ANALYSE
CO4	Differentiate narrative fiction and documentary, narrative approach image and sound.	IV ANALYSE
CO5	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**

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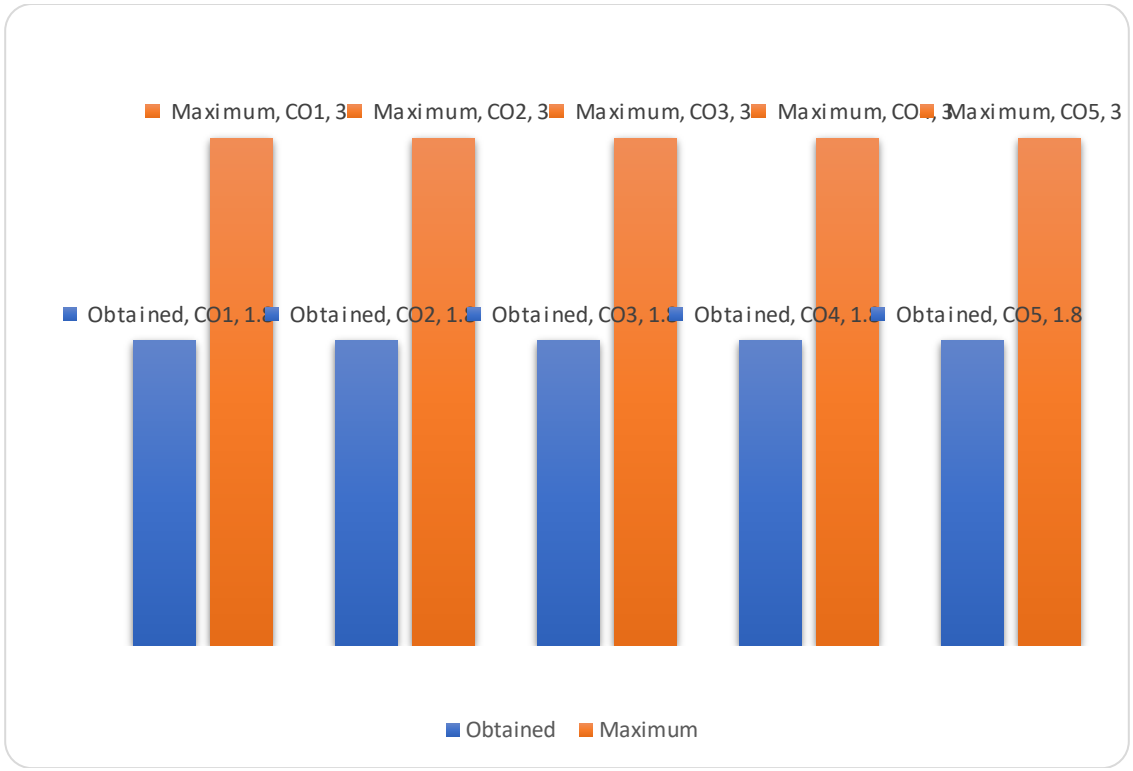
Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 1.8
Obtained, CO2, 1.8
Obtained, CO3, 1.8
Obtained, CO4, 1.8
Obtained, CO5, 1.8
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	p
CO1	100.0	3.0			100.0	3.0	100.0	3.0	1
CO2	100.0	3.0			100.0	3.0			1
CO3	100.0	3.0	100.0	3.0	100.0	3.0			1
CO4			100.0	3.0	100.0	3.0			1
CO5			100.0	3.0	100.0	3.0			1

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 1.8		H 1.8					
CO2	H 1.8		H 1.8	H 1.8			H 1.8	
CO3	H 1.8		H 1.8	H 1.8	H 1.8		H 1.8	
CO4	H 1.8		H 1.8	H 1.8			H 1.8	
CO5	H 1.8		H 1.8	H 1.8				H
AVERAGE OF COS FOR POS	1.8		1.8	1.8	1.8		1.8	
AVERAGE OF POS	1.8		1.8	1.8	1.8		1.8	
AVERAGE	1.8							

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**

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	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
C01	H	H							H			
C02	H	H				H				H		
C03	H			H					H			H
C04			H		H						H	H
C05	H							H	H			

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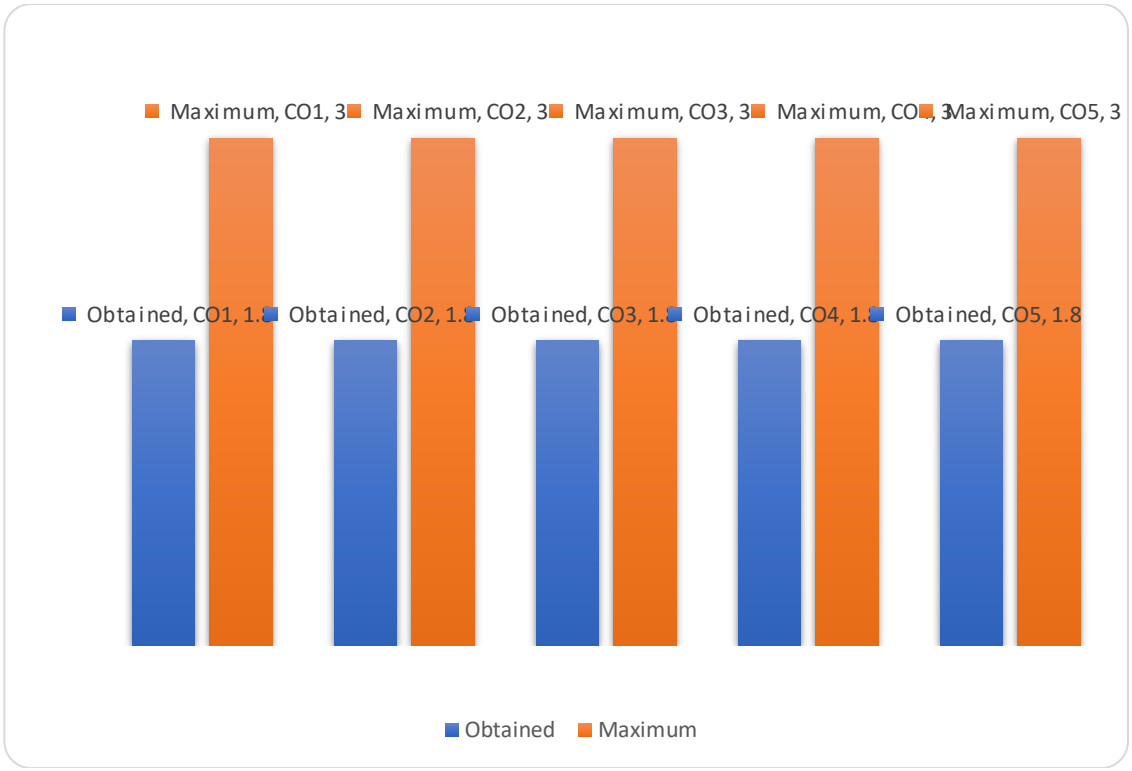
Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 1.8
Obtained, CO2, 1.8
Obtained, CO3, 1.8
Obtained, CO4, 1.8
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Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		Attendence			External E	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attainme level
CO1	95.8	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	68.8	1.0
CO2	95.8	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	68.8	1.0
CO3	95.8	3.0	100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	68.8	1.0
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	68.8	1.0
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	68.8	1.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 1.8	H 1.8						
CO2	H 1.8	H 1.8				H 1.8		
CO3	H 1.8			H 1.8				
CO4			H 1.8		H 1.8			
CO5	H 1.8							H
AVERAGE OF COS FOR POS	1.8	1.8	1.8	1.8	1.8	1.8		
AVERAGE OF POS	1.8	1.8	1.8	1.8	1.8	1.8		
AVERAGE	1.8							

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

- **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**
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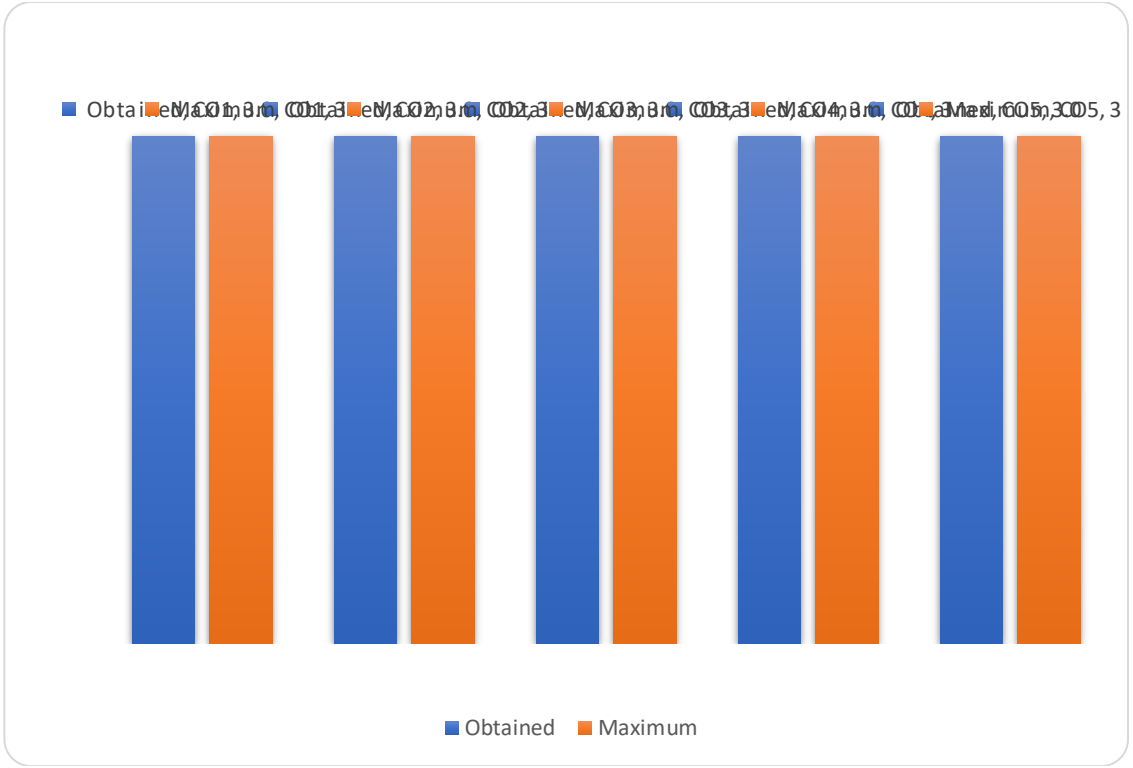
	COURSE OUTCOMES : ADVANCED MAYA	BLOOM'S TAXONOMY LEVEL
CO1	Identify Maya user interface.	I REMEMBER
CO2	Analyse the Animation & Rigging module of Maya interface & identify the different tools & settings, to animate characters & props etc.	IV ANALYSE VI CREATE
CO3	Analyse the Modelling & texturing module of Maya interface & identify the different tools & settings, to do character modelling, props & set modelling etc.	IV ANALYSE VI CREATE
CO4	Analyse the Lighting &Rendering module of Maya interface & identify the different tools & settings, to creat a realistic environment & quality output.	IV ANALYSE VI CREATE
CO5	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

H: Highly Supportive
S: Supportive


Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	95.8	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	95.8	3.0			100.0	3.0			100.0	
CO3	95.8	3.0	97.9	3.0	100.0	3.0			100.0	
CO4			97.9	3.0	100.0	3.0			100.0	
CO5			97.9	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3			H 3				H
CO2			H 3	H 3				H
CO3			H 3	H 3				H
CO4			H 3	H 3				H
CO5			H 3	H 3				H
AVERAGE OF COS FOR POS	3		3	3				
AVERAGE OF POS	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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- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES :Video editing (premier & Sound forge)	BLOOM'S TAXONOMY LEVEL
CO1	Describe the Historical development of editing.	I REMEMBER
CO2	Explain stages of editing, selection of shots, assembly & fine cut, principles of continuity editing.	III APPLY
CO3	Create basic transitions like cut, dissolve, fade in, fade out, and intercut, cross cut, jump cut.	VI CREATE
CO4	Do the titles and credits using linear, onlinear, offline, online editing through final cut pro and avid.	VI CREATE
CO5	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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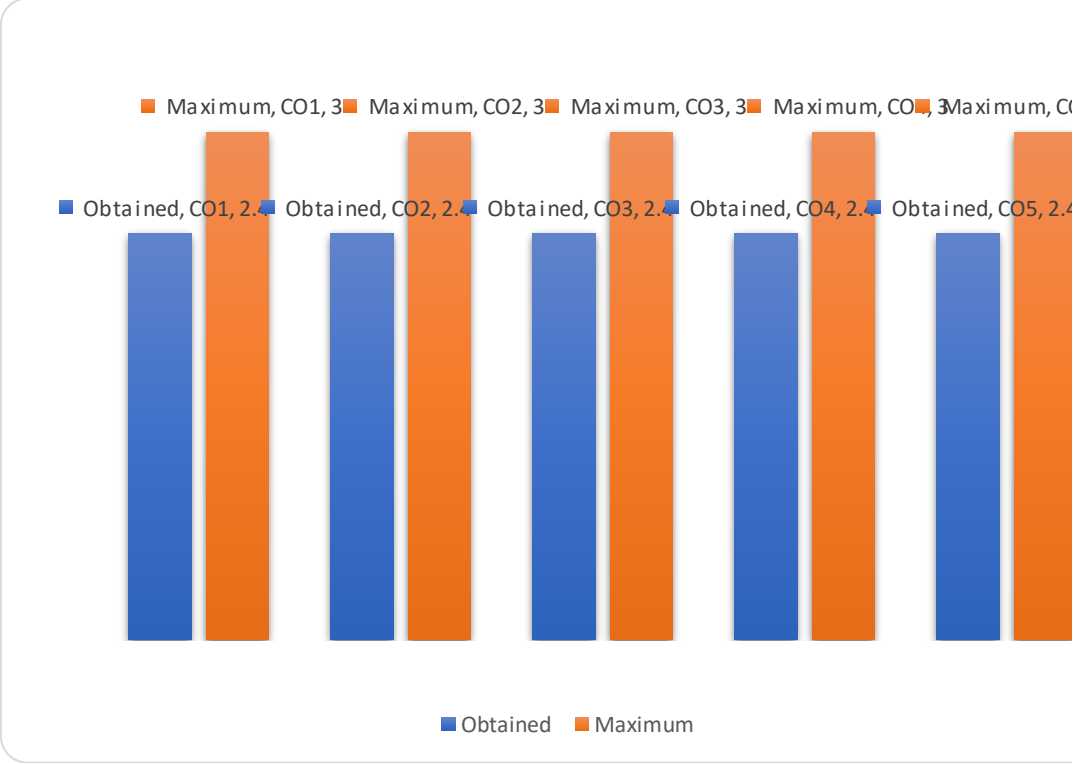
S: Supportive



co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	95.8	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	95.8	3.0			100.0	3.0			100.0	
CO3	95.8	3.0	97.9	3.0	100.0	3.0			100.0	
CO4			97.9	3.0	100.0	3.0			100.0	
CO5			97.9	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 2.4							
CO2	H 2.4		H 2.4					H
CO3				H 2.4		H 2.4		H
CO4				H 2.4				
CO5						H 2.4		H
AVERAGE OF COS FOR POS	2.4		2.4	2.4		2.4		
AVERAGE OF POS	2.4		2.4	2.4		2.4		
AVERAGE	2.4							

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 • **PO1. Scientific Knowledge.** Apply the knowledge of Science, Mathematics, Engineering& Technology fundamentals to solve the complex problems**.**

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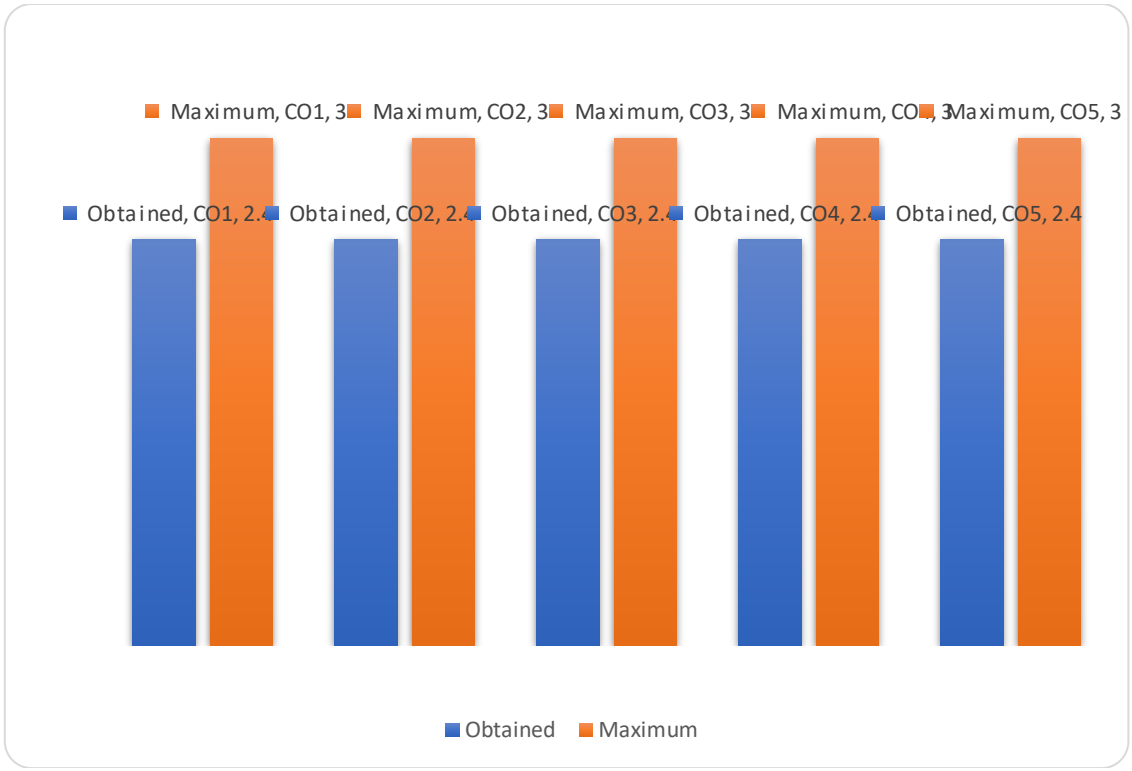
	COURSE OUTCOMES : Visual aesthetics & Analysis	**BLOOM'S TAXONOMY LEVEL**
CO1	Define & describes Visual message and meanings different perceptions of visual messages.	I REMEMBER
CO2	Classify, explain& interpret the Navarrese theories and principles of Art.	IV ANALYSE, II UNDERSTAND
CO3	Explain & defend The major art movement in India and in the Western countries.	II UNDERSTAND
CO4	Analyse & compare Signs codes, connotations, image, semiotic, syntagmatic and paradigmatic approach.	IV ANALYSE
CO5	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


Maximum, CO1, 3
Maximum, CO2, 3
Maximum, CO3, 3
Maximum, CO4, 3
Maximum, CO5, 3
Obtained, CO1, 2.4
Obtained, CO2, 2.4
Obtained, CO3, 2.4
Obtained, CO4, 2.4
Obtained, CO5, 2.4
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		Attendence			External Exa	
	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
CO1	91.7	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	81.3	2.0
CO2	91.7	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	81.3	2.0
CO3	91.7	3.0	97.9	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	81.3	2.0
CO4			97.9	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	81.3	2.0
CO5			97.9	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	81.3	2.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	

CO1	H	2.4			H	2.4											H	2.4
CO2	H	2.4							H	2.4								
CO3	H	2.4									H	2.4					H	2.4
CO4					H	2.4							H	2.4				
CO5	H	2.4							H	2.4								
AVERAGE OF COS FOR POS	2.4				2.4				2.4				2.4				2.4	
AVERAGE OF POS		2.4				2.4				2.4				2.4				2.4
AVERAGE	2.4																	

COURSE OUTCOME MAPPING

MAPPING COURSE OUTCOMES LEADING TO THE ATTAINMENT OF PROGRAM OUTCOMES:

COURSE TITLE: **PRODUCTION MANAGEMENT**

COURSE CODE: MA19503

CREDITS: **3**

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

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	COURSE OUTCOMES : Production Management	BLOOM'S TAXONOMY LEVEL
CO1	Explain, express demonstrate the work flow in 2D/3D production houses.	II UNDERSTAND
CO2	Shows & interrelate the basic preparation for modelling demo reel	II UNDERSTAND
CO3	Plan how to make a scene for animation	VI CREATE
CO4	Plan how to combine hardware particles for a scene.	VI CREATE
CO5	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

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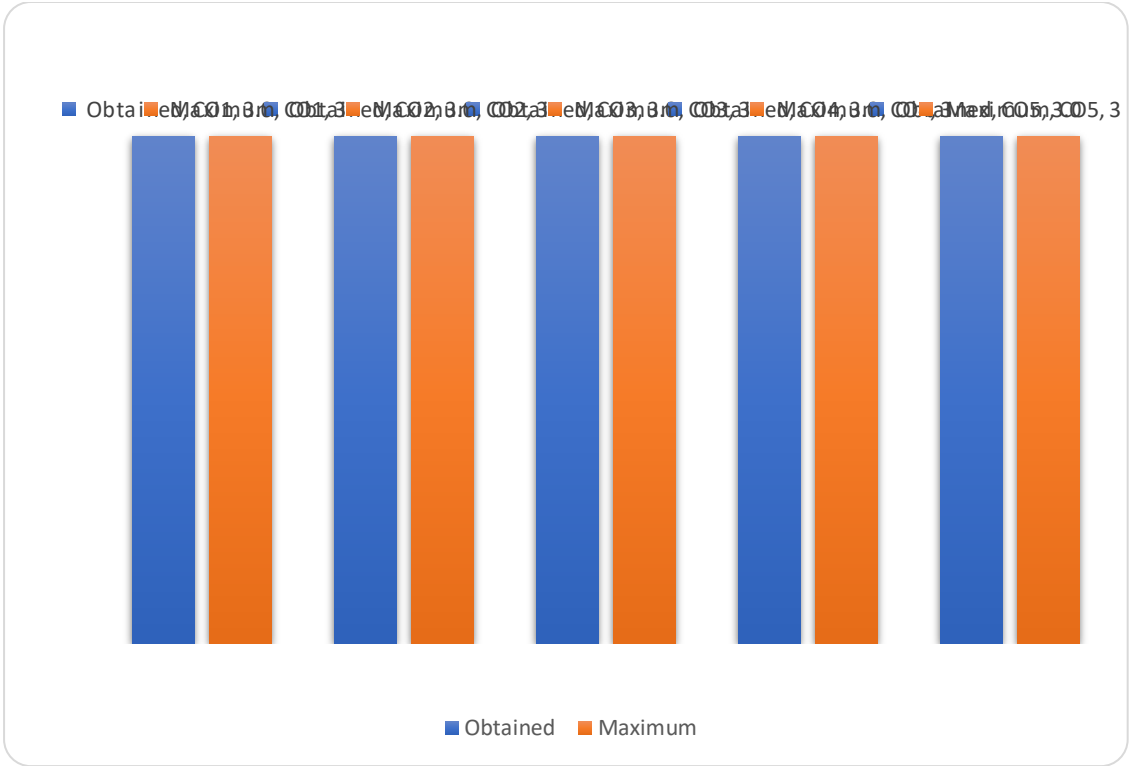
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva		Attendence			Exte	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Atta le
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	100.0	3.0	3.0	100.0	
CO2	100.0	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	
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	
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	
CO5			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	H 3					H 3	
CO2							
CO3			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	
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 ADVERTISING**

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

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

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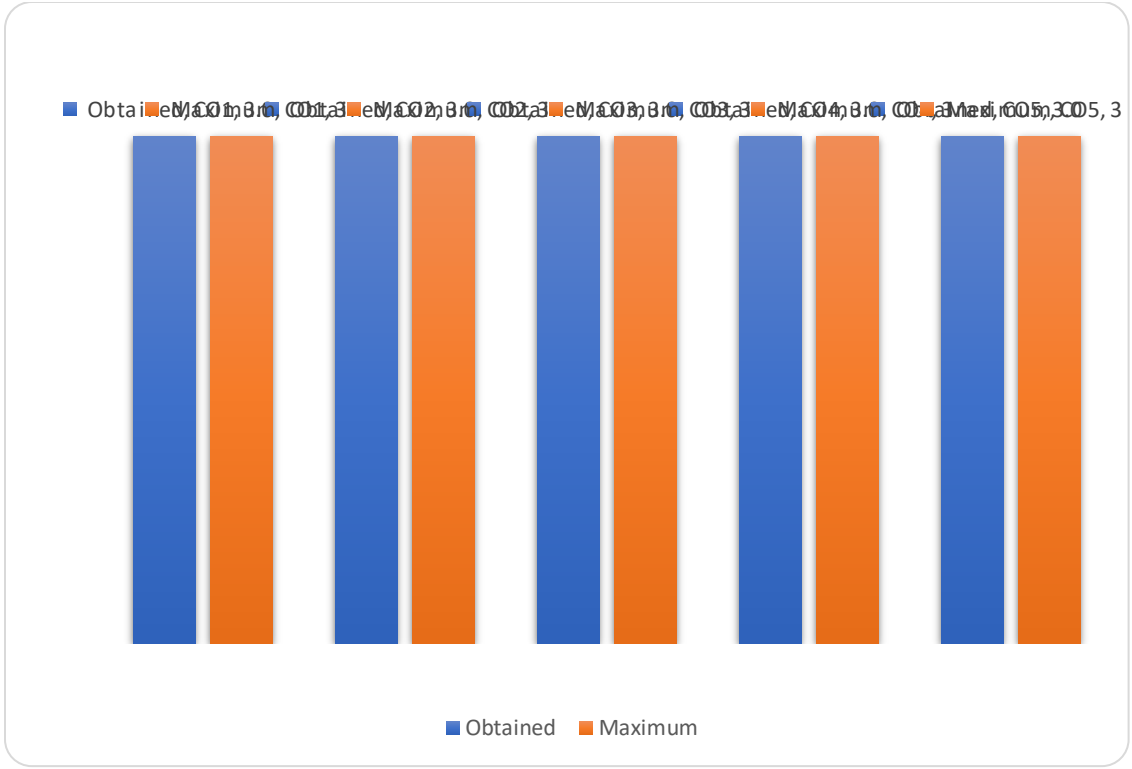
	COURSE OUTCOMES : Introduction to Advertising	BLOOM'S TAXONOMY LEVEL
CO1	Describe evolution of advertising in India & World. Define advertising meaning, objective, need & role.	I REMEMBER
CO2	Classify the different types of advertising media, product, and service, institutional/corporate, PSA, financial, global industrial.	IV ANALYSE
CO3	Compare AAAI,ASCI,IMRB,ABC,NRS,TRP, Pre-test and post- test methods, digital media, communication technology.	IV ANALYSE
CO4	Identify creativity in advertising, needs of research in advertising.	IV ANALYSE
CO5	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


Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	100.0	3.0			100.0	3.0			100.0	
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3							H
CO2		H 3	H 3					
CO3			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	
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 GAMING**

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

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

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

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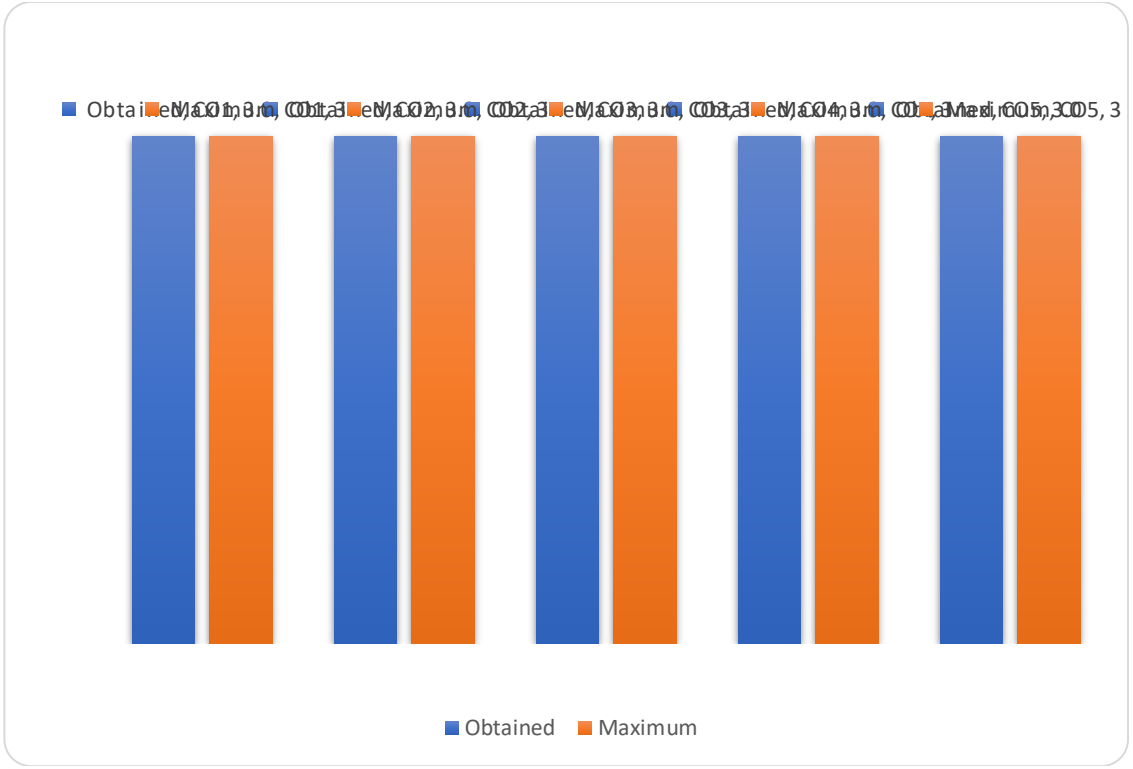
- **PSO8:** Develop the behaviour & consequences in media & employee relationships.

	COURSE OUTCOMES : Introduction to Gaming	BLOOM'S TAXONOMY LEVEL
CO1	Identify History of Gaming industry, introduction to different types of consoles/platforms.	I REMEMBER
CO2	Explain the Design document, types of design document, Game play mechanics, platforms and its limitations.	II UNDERSTAND
CO3	Differentiate isometric view, side scrolling and open world games, types of game generes.VR, AR and MR.	IV ANALYSE
CO4	Interpret Maya LT & Unity 3D basic user interface,role of lighting & VFX for gaming	II UNDERSTAND
CO5	Explain spine animation,sprite sheet,texture atlas,openGI.	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						H		H		
C03	S		H	H				S	S		H	
C04	S	H		H				H	S	H		H
C05		H	H				S				H	

H: Highly Supportive
S: Supportive



co	mid exam 1	mid exam 2	group discussion	assignment	viva	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
CO1	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
CO2	100.0	3.0			100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	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
CO4			100.0	3.0	100.0	3.0			100.0	3.0	100.0	3.0	3.0	100.0	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

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3						H 3	
CO2	H 3	H 3						H
CO3			H 3	H 3				
CO4		H 3		H 3				H
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: COMPOSITING(After Effects)

COURSE CODE: MA18502-A
CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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

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	COURSE OUTCOMES : Compositing (After Effects)	BLOOM'S TAXONOMY LEVEL
CO1	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
CO2	Differentiate Image Based Motion Graphics & Video Based Motion Graphics	IV ANALYSE
CO3	Create Effects & Title effects.	VI CREATE
CO4	Do coller correction & Keying after effects tools.	VI CREATE
CO5	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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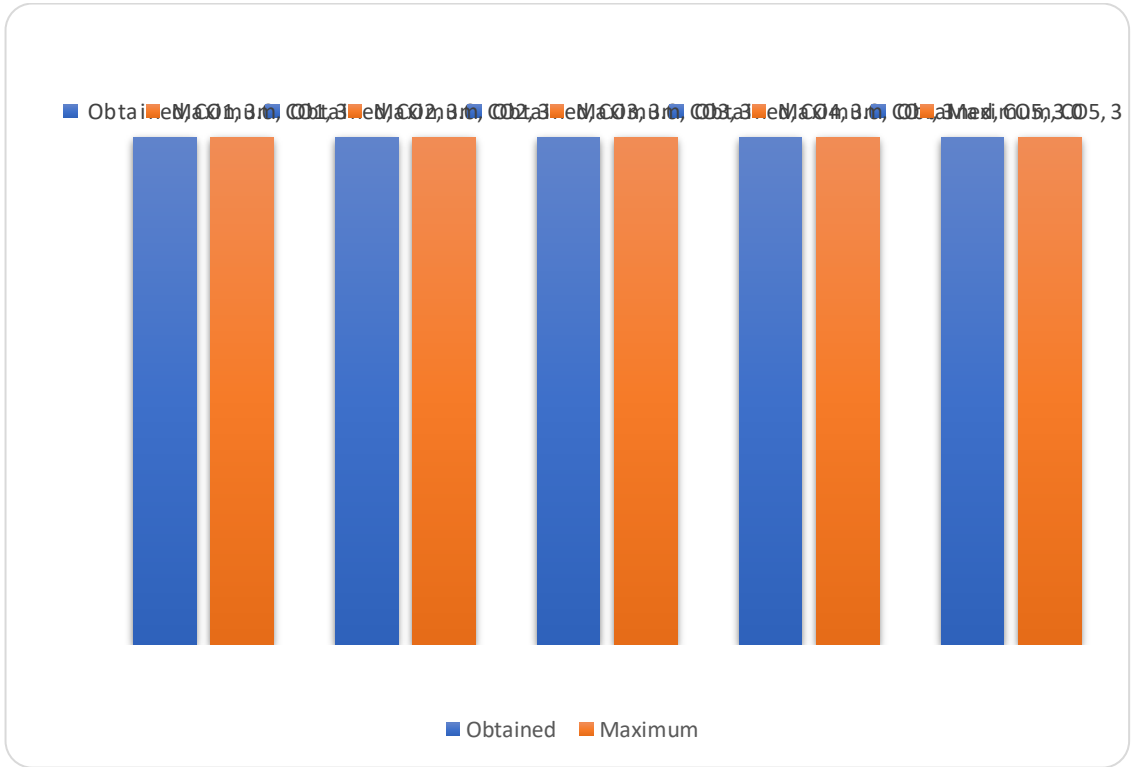

co	mid exam 1		mid exam 2		group discussion		assignment		viva		Attendence			Exter	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	co wise internal average	pass%	Attai le
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	3.0	125.0	3.0	3.0	100.0	3
CO2	100.0	3.0			100.0	3.0			100.0	3.0	125.0	3.0	3.0	100.0	3
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	3.0	125.0	3.0	3.0	100.0	3
CO4			100.0	3.0	100.0	3.0			100.0	3.0	125.0	3.0	3.0	100.0	3
CO5			100.0	3.0	100.0	3.0			100.0	3.0	125.0	3.0	3.0	100.0	3

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3	H 3						
CO2			H 3					H
CO3				H 3				H
CO4				H 3				
CO5			H 3	H 3				H
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: DIGITAL ADVERTISING

COURSE CODE: MA18502-B
CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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

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	COURSE OUTCOMES :Digital Advertising	**BLOOM'S TAXONOMY LEVEL**
CO1	Identify Digital advertising Fundamentals , Adwords User Interface , Strategic flow for Ad activities.	I REMEMBER
CO2	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
CO3	Explain Video Flow, Google Pages for YouTube Channel. Channel ART, Channel Links, Channel Keywords. Branding Watermark.	II UNDERSTAND
CO4	Produce Videos for YouTube with the knowledge of Camera Angles, Setting up Lightings, Shooting Techniques.	VI CREATE

	Editing Videos, Editing Audio, Background Music. White Board Animation, Publishing HD Videos	
CO5	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

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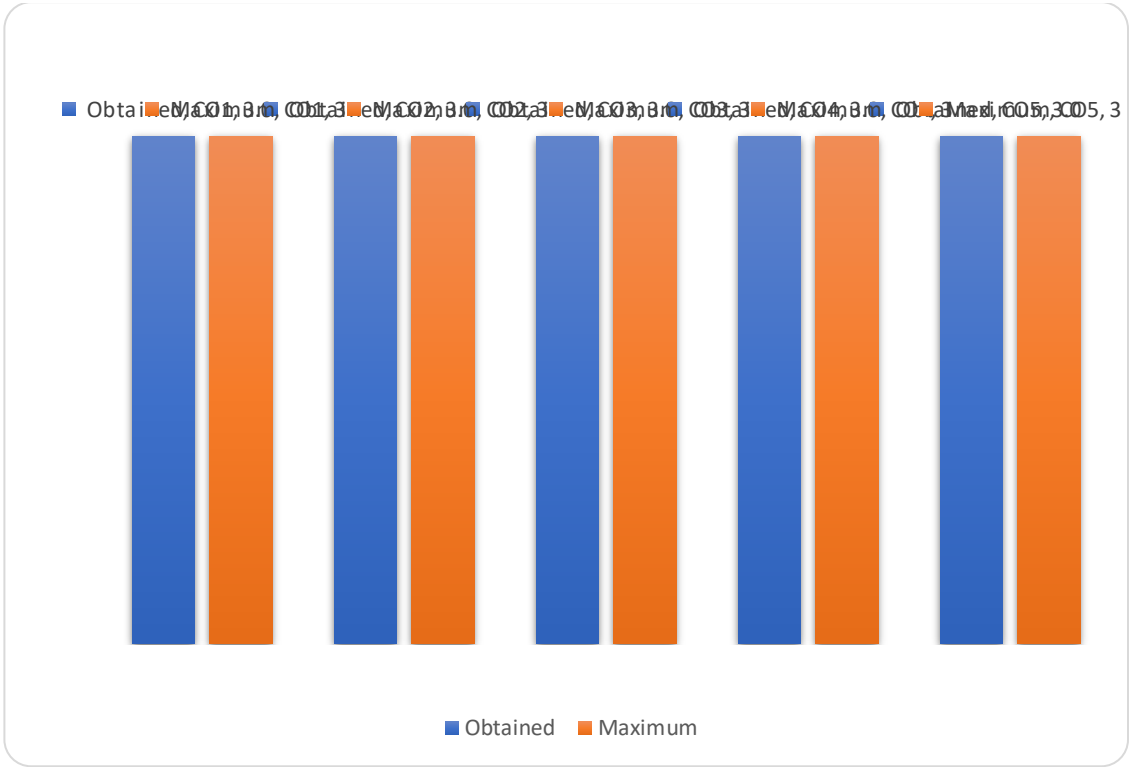
Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
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CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3							
CO2	H 3	H 3						H
CO3		H 3		H 3		H 3		H
CO4				H 3	H 3	H 3		H
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: **CORPORATE COMMUNICATION**

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

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

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	COURSE OUTCOMES : Corpoarate communication	BLOOM'S TAXONOMY LEVEL
CO1	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
CO2	Explain Corporate Communication Publics; Internal and External, Corporate Communication Process; Four stages of Corporate Communication Corporate Communication Consultancy and Counseling	II UNDERSTAND
CO3	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
CO4	Apply Corporate Communication and Management Employee Relations, Financial Relations, Consumer Relations Media Relations, Corporate Communication in Crisis Management, Case Studies.	III APPLY
CO5	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				

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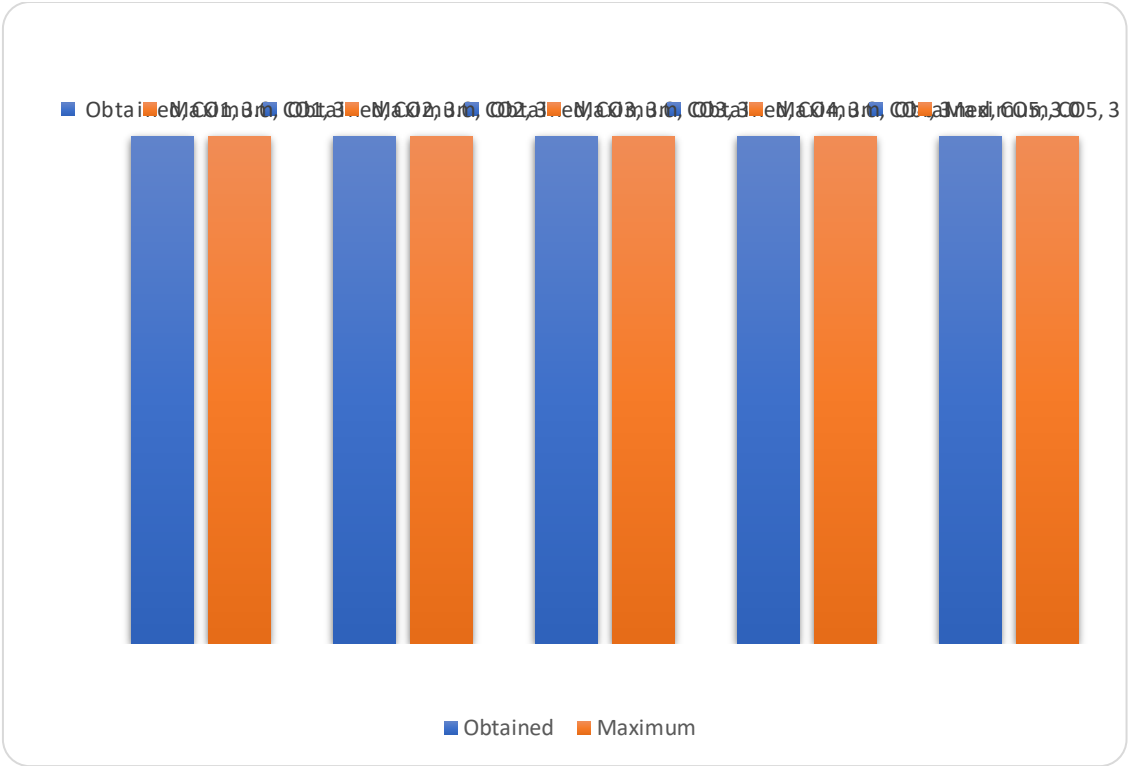

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CO4			100.0	3.0	100.0	3.0			100.0
CO5			100.0	3.0	100.0	3.0			100.0

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	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
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: Digital Painting

COURSE CODE: MA18601-B

CREDITS: 4

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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

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	COURSE OUTCOMES : Digital Painting	**BLOOM'S TAXONOMY LEVEL**
CO1	Describe Digital painting.Photoshop Basics with Workspace using photoshop and Photoshop Vector Tools.	I REMEMBER
CO2	Explain Role of color in digital painting and color theory. Create an original vehicle concept	III APPLY

	Drawing utilizing the techniques learned in the previous exercises	
CO3	Explain Advanced Painting Techniques. Creating the illusion of volume and space with light and shadow.	III APPLY
CO4	Paint Digitally a Fantasy or Science Fiction City in Perspective.	III APPLY
CO5	Explain blend & shading . Layers, touch up, detail, blending, filters. Custom Brushes for Rock, Metal, Stone Textures, Trees, leaves and Branches	I REMEMBER

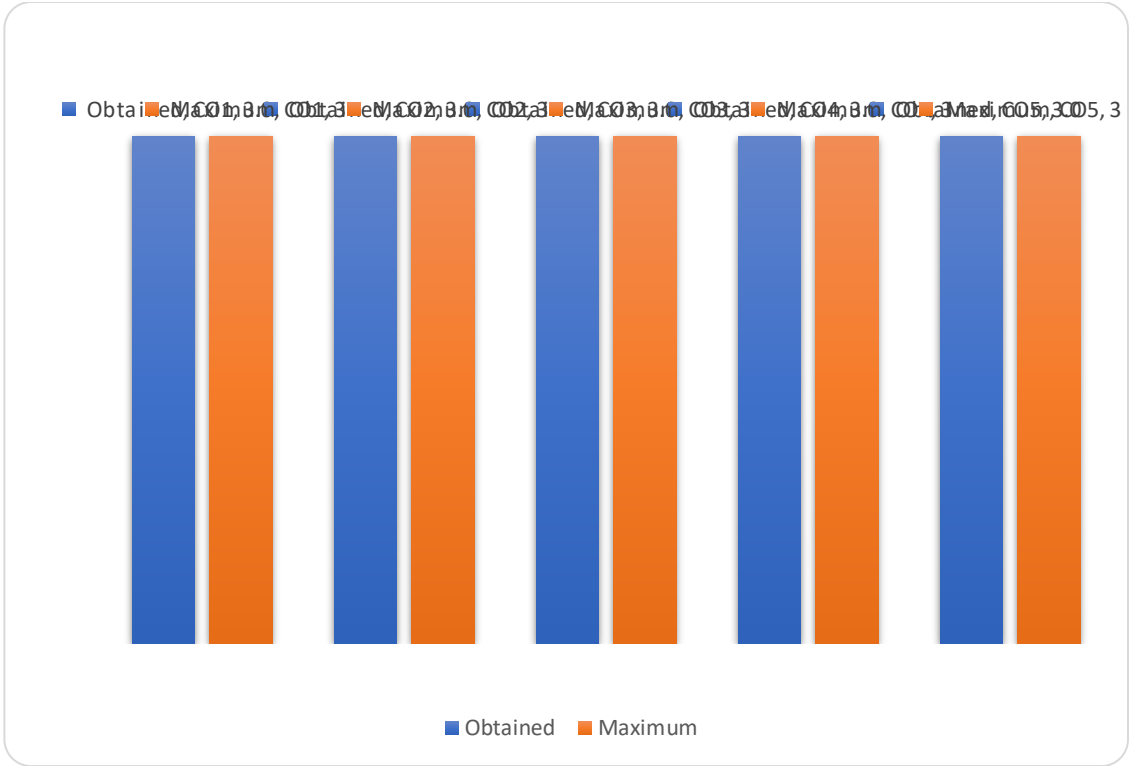
TABLE 1: CO, PO, PSO MAPPING

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

H: Highly Supportive

S: Supportive


Obtained
Maximum

co	mid exam 1		mid exam 2		group discussion		assignment		viva	
	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Attainment level	pass%	Att
CO1	100.0	3.0			100.0	3.0	100.0	3.0	100.0	
CO2	100.0	3.0			100.0	3.0			100.0	
CO3	100.0	3.0	100.0	3.0	100.0	3.0			100.0	
CO4			100.0	3.0	100.0	3.0			100.0	
CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3			H 3				H
CO2	H 3					H 3		
CO3		H 3			H 3			
CO4	H 3						H 3	
CO5			H 3		H 3			H
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: 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**.**
- **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.
- **PO3.Problem analysis:** Identify, formulate, research literature, and analyze complex scientific problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- **PO4.Modern tool usage:** Create, select and apply appropriate techniques, resources, modern technology and IT tools to complex science and technological activities.
- **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.

Students will be able to:

- **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 : CONCEPT ART	**BLOOM'S TAXONOMY LEVEL**

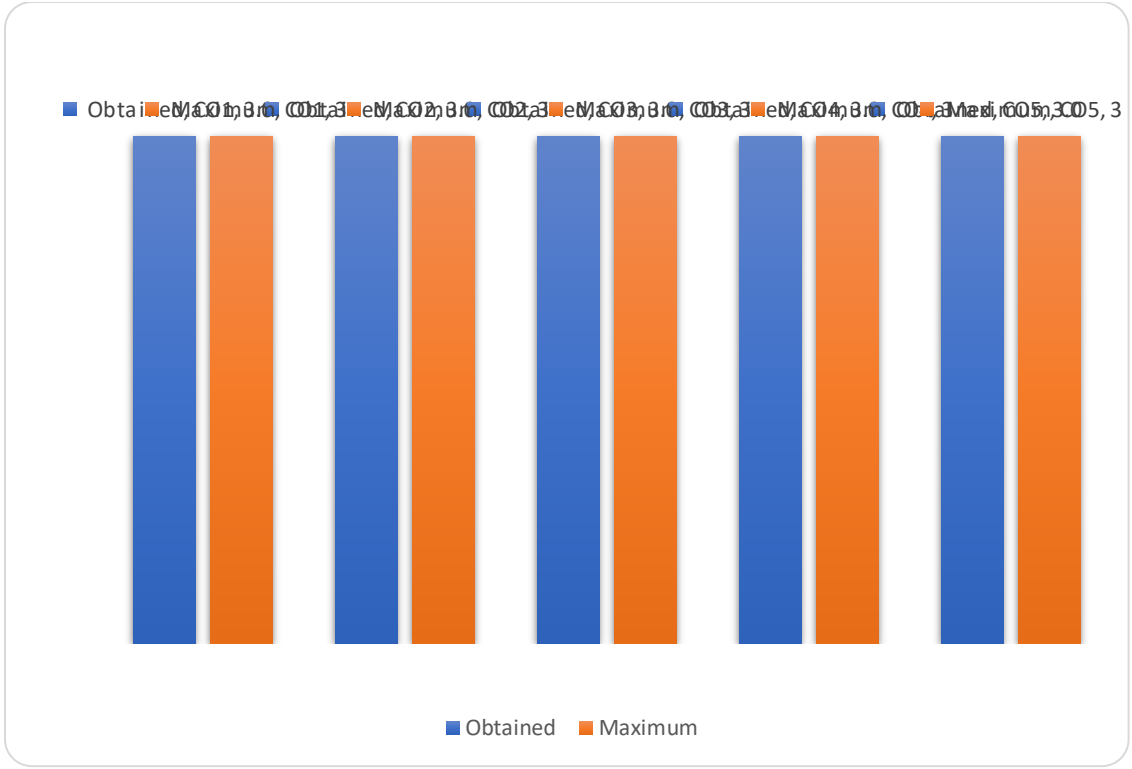
CO1	able identify & plan concept art.	I REMEMBER
CO2	Explains, differentiates & distinguish Concept art	III APPLY
CO3	Define & explain the Clear and fruitful communication between the artist, the design team	I REMEMBER
CO4	Demonstrate, distinguish & explain about Illustration, Perspective & Composition.	II UNDERSTAND
CO5	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

S: Supportive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CO5			100.0	3.0	100.0	3.0			100.0	

OUTCOME	PO1	PO2	PO3	PO4	PO5	PO6	PO7	
CO1	H 3				H 3		H 3	
CO2			H 3			H 3		
CO3		H 3		H 3				H
CO4	H 3	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: Introduction to UI

COURSE CODE:

CREDITS: 3

DEPARTMENT: B.SC MULTIMEDIA AND ANIMATION

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

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