Name of Faculty	:	Faculty of Design
Name of Program	:	Master of Design (M.Des.) – Animation, VFX & Gaming
Course Code	:	2MAG04
Course Title	:	Applications of Multimedia
Type of Course	:	Professional Core
Year of Introduction	:	2023-24

Prerequisite	:	-
Course Objective	:	Multimedia refers to the integration of different forms of media, such as text, audio, images, video, and interactive elements, to convey information, entertain, or engage users. It has various applications across different industries and sectors.
Course Outcomes	:	At the end of this course, students will be able to:
	CO1	Enhance the learning experience by incorporating various multimedia elements
	CO2	Analyse opportunities for students to showcase
	CO3	Accommodate different learning styles and address
	CO4	Develop their digital literacy skills and create a portfolio

Teaching and Examination Scheme

Teaching Scheme (Contact Hours)			Credits	Examination Marks				
				Theory Marks		Practical Marks		Total Marks
L	**T**	**P**	**C**	**SEE**	**CIA**	**SEE**	**CIA**	
3	0	6	6	70	30	30	20	150

*Legends: **L**-Lecture; **T**–Tutorial/Teacher Guided Theory Practice; **P**– Practical,**C** – Credit, **SEE** – Semester End Examination, **CIA** - Continuous Internal Assessment (It consists of Assignments/Seminars/Presentations/MCQ Tests, etc.))*

Course Content

Module No.	Topics	Teaching Hours	Weightage	Mapping with Cos
1	**Enhanced Learning Experience,** elements such as videos, audio clips, images, interactive presentations, and animations **Visualizing Complex Concepts,** Visual representations, diagrams, and animations	8	17%	CO1 CO2
2	**Demonstrating Practical Skills,** demonstrations, tutorials, or simulations **Remote or Online Learning,** elements can compensate, providing visual and interactive content	8	17%	CO2
3	**Accessibility and Inclusivity,** accommodate	7	16%	CO3

	different learning styles, can also offer multilingual options, catering to students			
4	**Portfolio Development,** create videos, digital presentations, or interactive projects	8	17%	CO4
5	**Collaboration and Communication,** students can participate in online discussions, share multimedia presentations, collaborate on multimedia projects	7	17%	CO3 CO4
6	**Assessment and Feedback,** demonstrate their knowledge and skills, more creative expression, richer evaluation of student	7	16%	CO3 CO4

Suggested Distribution of Theory Marks Using Bloom's Taxonomy					
Level	Remembrance	Understanding	Application	Analyse	Evaluate	Create
Weightage	16	16	16	20	16	16

NOTE: This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Reference Books

Sr. No.	Name of Reference Books
1	Multimedia: Making It Work by Tay Vaughan
2	Introduction to Multimedia Systems by Sugata Mitra and Cynthia Y. M. Tseng
3	Multimedia Systems: Algorithms, Standards, and Industry Practices by Parag Havaldar and Gerard Medioni

List of Journals / Periodicals / Magazines / Newspapers / Web resources, etc

Sr. No.	Nameof Journals / Periodicals / Magazines / Newspapers / Web resources, etc
1	Multimedia Anime
2	FPS Cast