



**SILVER OAK UNIVERSITY**  
**School of Technology, Design and Computer Application**  
**Silver Oak College of Computer Application**  
**Bachelor of Science Computer Science & Information Technology**  
**Course Name: Business Communication**  
**Course Code: 3040003264**  
**Semester: 4<sup>th</sup>**

**Prerequisite:** Business communication is a clear understanding of professional etiquette, effective messaging, and strong interpersonal skills.

**Course Objective:** Business Communication is a fundamental skill required for success in today's professional world. This course aims to equip students with the necessary knowledge and practical skills to effectively communicate in various business contexts.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
2	0	0	2	2

**Contents:**

Unit No.	Course Contents	Teaching Hours	% Weightage
1	<b>Foundations of Business Communication</b> Understanding the importance of effective communication in business, Overview of communication process: sender, message, medium, receiver, feedback, Types of communication in business: verbal, non-verbal, written, and digital, Barriers to effective communication and strategies for overcoming them, Case studies and real-world examples illustrating the impact of communication in business.	6	22
2	<b>Written Communication in Business</b> Principles of professional writing: clarity, conciseness, coherence, and correctness, Business correspondence: emails, memos, letters, and reports, Crafting effective business documents: purpose, audience analysis, and structure, Email etiquette and best practices for business communication, Proofreading and editing techniques for error-free communication.	7	25
3	<b>Verbal Communication and Presentation Skills</b> Essentials of effective verbal communication: clarity, tone, and active listening, Techniques for delivering impactful presentations: structuring content, visual aids, and storytelling, Overcoming stage fright and building confidence in public speaking, Handling Q&A sessions and engaging with the audience, Role-playing exercises and mock presentations for skill development.	7	25

