|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SEM** | **Category** | **Unit (Subject) Code** | **PROJECT WORK AND VIVA-VOCE** | **Hrs/Week** | **Credit** |
| **IV** | **E-IV** |  | **20** | **7** |

**Preamble:-**Expose to collect and read literature pertaining to their project work. Train the students to do research work individually under the guidance of their project guide.

**Prerequisite:-**Basic knowledge on the related to handling of business problems and analytical skills .Interpretation of data using financial tools and statistical tools.

**Unit(Course) Objectives**:

* To gain knowledge on identifying an application based research problems.
* To impart skill on developing project design.
* To learn the technical skill in arriving solution to business problems.

**Guidelines for Project work:**

* As it is an elective paper the students can select any project work in the following three areas of his/her choice.
  + Application Based Projects
  + System Based Projects
  + Web Related Projects
* Every student is required to prepare a project report – based on the fieldwork and studying the current trends under the Supervision of a Concern guide.
* The student should be done individually with approval of the concern guide.
* A student should select a topic for the project work in the third semester itself and has to submit the dissertation at the end of the fourth semester.
* The area of project shall be related to business/ commerce/ related fields/ and may be closely associated to the area of specialization. Topics shall also be selected with the help of linkages with industry or policy making bodies.
* The student shall submit copies of project report, in the printed format. There shall be any number of pages depending upon the nature of the project. The report may be hard bounded and the printing with single sided. A softcopy of the report may also be submitted to the department.
* Project observations, suggestions and conclusions shall form an inevitable part of the project.
* The students should prepare three copies of the project report and submit the same for evaluation by Examiners. (After Evaluation two copies is to be retained in the college one copy for library, another one copy in the department and one copy can be returned to the student).
* Marks for the project report will be 100. (Shared as 50 for Report Writing and 50 for viva voce).
* Evaluation for viva voce shall be jointly done by external and the internal examiners (guide).

**The report shall contain the following:**

* Title page with topic, details of the student with register number, supervisor details and month and year of submission.
* Certificate from Supervising teacher and counter signed by the Head of the Department with department seal.
* Declaration by the student.
* Acknowledgement
* Contents
* 1. INTRODUCTION
  + 1.1 SYNOPSIS
  + 1.2 SYSTEM SPECIFICATION
* 2. SYSTEM STUDY
  + 2.1 EXISTING SYSTEM
  + 2.1.1 DRAWBACKS
  + 2.2 PROPOSED SYSTEM
* 3. SYSTEM DESIGN AND DEVELOPMENT
  + 3.1 FILE DESIGN
  + 3.2 INPUT DESIGN
  + 3.3 OUTPUT DESIGN
  + 3.4 DATABASE DESIGN
  + 3.5 SYSTEM DEVELOPMENT
* 4. TESTING AND IMPLEMENTATION
* 5. CONCLUSION
* BIBLIOGRAPHY
* APPENDICES
  + A. DATA FLOW DIAGRAM
  + B. TABLE STRUCTURE
  + C. SAMPLE CODING
  + D. SAMPLE INPUT
  + E. SAMPLE OUTPUT

**Unit (Course) Outcomes**

|  |  |  |
| --- | --- | --- |
| **Cos** | **Unit(Course) Outcomes** | **Category** |
| CO1 | Ability to identify research problems and selection of research areas. | K2,K3 |
| CO2 | Acquire knowledge to design application software. | K3,K4 |
| CO3 | Ability to choose and apply appropriate tools for programming. | K3,K4 |
| CO4 | Develop the skills to arrive a technical solution to the research problem. | K5,K6 |
| CO5 | Obtain practical knowledge in preparing the research report. | K5,K6 |

**K1 – Remember K2 – Understand K3 – Apply**

**K4 – Analyse K5 – Evaluation K6 – Create**

**Mapping with Programme Outcomes (PO) and Course Outcomes (CO)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Outcomes (COs)** | **Programme Outcomes (POs)** | | | | | | | | | | | | **Total** |
| PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO 10 | PO 11 | PO 12 |
| CO1 | 3 | 3 | 2 | 3 | 2 | 3 | 2 | 3 | 2 | 2 | 2 | 3 | 30 |
| CO2 | 3 | 3 | 3 | 3 | 2 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 29 |
| CO3 | 3 | 3 | 3 | 2 | 3 | 3 | 3 | 2 | 3 | 2 | 3 | 2 | 32 |
| CO4 | 3 | 3 | 3 | 3 | 3 | 2 | 3 | 2 | 2 | 3 | 2 | 2 | 31 |
| CO5 | 3 | 2 | 3 | 2 | 3 | 2 | 2 | 2 | 3 | 2 | 1 | 2 | 27 |

|  |  |  |
| --- | --- | --- |
| **S. No** | **Level (s)** | **Mean Value** |
| 1. | Strong | 3 |
| 2. | Medium | 2 |
| 3. | Low | 1 |

**Mean Value Analysis**

Overall Outcome Score 149

Mapping Percentage (%) = ---------------------------------- = ----------- = **82.78%**

Total Mean Score 180

**Unit (Course) Evaluation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name of the Unit (Course)** | **1**  **(Not Satisfied)** | **2**  **(Satisfied)** | **3**  **(Good)** | **4**  **(Very Good)** | **5**  **(Excellent)** |
| **50% - 60%** | **60% - 70%** | **70% - 80%** | **80% - 90%** | **90% - 100%** |
| Project Work and  Viva –Voce | **-** | **-** | - |  | **-** |

**Assessment Pattern**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Bloom’s Category** | | **Continuous Assessment Tests** | | | | **End-Semester Examination** |
| **1** | **2** | **3** | |
| Remember | | 10 | 10 | 10 | | 10 |
| Understand | | 10 | 10 | 10 | | 10 |
| Apply | | 15 | 15 | 15 | | 15 |
| Analyse | | 15 | 15 | 15 | | 15 |
| Evaluate | | - | - | - | | - |
| Create | | - | - | - | | - |
| **Unit(Course) Coordinator:**  **Mobile No.:**  **E-mail ID:** | | | |  | | |
| **Approved By** | | | | | | |
| **BOS – Chairman** | | | | **Dean – CDC** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SEM** | **Category** | **Unit (Subject) Code** | ARTIFICIAL INTELLIGENCE & EXPERT SYSTEMS | **Hrs/Week** | **Credit** |
| **IV** | **C16** |  | **6** | **5** |

**Preamble:-**

Artificial intelligence and Expert systems is deals with the development of intelligent information systems that can be used to solve well-defined problems such as Knowledge Acquisition and Machine Learning, Genetic programming, natural language processing Systems and Expert Systems

**Prerequisite:-**

Basic knowledge about computer programming and algorithms

**Unit (Course) Objectives:**

* Understand the fundamental concepts of AI and its applications and to familiarize the knowledge representation for solving agent based critical problems.
* Understand the concepts of rule based expert systems, learning, commonsense etc.
* It presents the Introduction to AI Problems, Heuristic techniques, and Represents Simple facts and learning.
* To enable the students to learn the concepts of AI and Expert Systems
* Understood the AI & Expert Systems and Learnt the Heuristic techniques and reasoning

# ARTIFICIAL INTELLIGENCE & EXPERT SYSTEMS

**MODULE I**

Introduction: AI Problems - Al techniques - Criteria for success. Problems, Problem Spaces, Search: State space search - Production Systems - Problem Characteristics - Issues in design of Search. **(15 Hours)**

**MODULE II**

Heuristic Search techniques: Generate and Test - Hill Climbing- Best-First, Problem Reduction, Constraint Satisfaction, Means-end analysis. Knowledge representation issues: Representations and mappings -Approaches to Knowledge representations -Issues in Knowledge representations - Frame Problem. **(15 Hours)**

**MODULE III**

Using Predicate logic: Representing simple facts in logic - Representing Instance and Isa relationships - Computable functions and predicates - Resolution - Natural deduction. Representing knowledge using rules: Procedural Vs Declarative knowledge - Logic programming - Forward Vs Backward reasoning - Matching - Control knowledge. **(15 Hours)**

**MODULE IV**

Statistical reasoning – Knowledge representation – Planning– Understanding. **(15 Hours)**

**MODULE V**

Learning – Common sense – Perception and Action – Expert System.  **(15 Hours)**

**REFERENCE BOOK**

1. Elaine Rich and Kevin Knight," Artificial Intelligence", Tata McGraw Hill Publishers company Pvt Ltd, Second Edition, 1991.
2. George F Luger, "Artificial Intelligence",4th Edition, Pearson Education Publ,2002.

**Unit (Course) Outcomes**

|  |  |  |
| --- | --- | --- |
| **Cos** | **(Unit)Course Outcomes** | **Category** |
| CO1 | Understand the fundamental concepts of AI and its applications and to familiarize the knowledge representation for solving agent based critical problems. | K1,K2 |
| CO2 | Understand the concepts of rule based expert systems, learning, commonsense etc. | K2,K3 |
| CO3 | It presents the Introduction to AI Problems, Heuristic techniques, and Represents Simple facts and learning. | K3,K4 |
| CO4 | To enable the students to learn the concepts of AI and Expert Systems | K2,K3 |
| CO5 | Understood the AI & Expert Systems and Learnt the Heuristic techniques and reasoning | K4,K5 |

**K1 – Remember K2 – Understand K3 – Apply**

**K4 – Analyse K5 – Evaluation K6 – Create**

**Mapping with Programme Outcomes (PO) and Course Outcomes (CO)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Outcomes (COs)** | **Programme Outcomes (POs)** | | | | | | | | | | | | **Total** |
| PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO 10 | PO 11 | PO 12 |
| CO1 | 3 | 2 | 3 | 2 | 3 | 2 | 2 | 3 | 2 | 2 | 2 | 1 | 27 |
| CO2 | 3 | 3 | 2 | 3 | 2 | 3 | 2 | 2 | 2 | 1 | 2 | 1 | 26 |
| CO3 | 2 | 3 | 1 | 2 | 3 | 2 | 3 | 2 | 1 | 2 | 1 | 2 | 24 |
| CO4 | 3 | 2 | 3 | 2 | 3 | 2 | 2 | 3 | 1 | 2 | 2 | 2 | 27 |
| CO5 | 3 | 3 | 2 | 3 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | 2 | 25 |

|  |  |  |
| --- | --- | --- |
| **S. No** | **Level (s)** | **Mean Value** |
| 1. | Strong | 3 |
| 2. | Medium | 2 |
| 3. | Low | 1 |

**Mean Value Analysis**

Overall Outcome Score 129

Mapping Percentage (%) = ---------------------------------- = ----------- = **71.67%**

Total Mean Score 180

**Unit (Course) Evaluation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name of the Unit (Course)** | **1**  **(Not Satisfied)** | **2**  **(Satisfied)** | **3**  **(Good)** | **4**  **(Very Good)** | **5**  **(Excellent)** |
| **50% - 60%** | **60% - 70%** | **70% - 80%** | **80% - 90%** | **90% - 100%** |
| Artificial Intelligence & Expert Systems | **-** | **-** |  | **-** | **-** |

**Assessment Pattern**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Bloom’s Category** | **Continuous Assessment Tests** | | | **End-Semester Examination** |
| **1** | **2** | **3** |
| Remember | 10 | 10 | 10 | 10 |
| Understand | 10 | 10 | 10 | 10 |
| Apply | 15 | 15 | 15 | 15 |
| Analyse | 15 | 15 | 15 | 15 |
| Evaluate | - | - | - | - |
| Create | - | - | - | - |

**Unit (Course) Contents and Lecture Schedule**

|  |  |  |
| --- | --- | --- |
| **Module**  **No.** | **Topic** | **No. of.**  **Lectures** |
|  |  |  |
| 1.1 | Introduction: AI Problems - Al techniques | 3 |
| 1.2 | Criteria for success. Problems, Problem Spaces | 3 |
| 1.3 | Search: State space search - Production Systems | 3 |
| 1.4 | Problem Characteristics | 3 |
| 1.5 | Issues in design of Search. | 3 |
|  |  |  |
| 2.1 | Heuristic Search techniques : Generate and Test-Hill Climbing- Best-First | 3 |
| 2.2 | Problem Reduction, Constraint Satisfaction, Means-end analysis | 3 |
| 2.3 | Knowledge representation issues: Representations and mappings | 3 |
| 2.4 | Approaches to Knowledge representations | 3 |
| 2.5 | Issues in Knowledge representations - Frame Problem. | 3 |
|  |  |  |
| 3.1 | Using Predicate logic | **3** |
| 3.2 | Representing simple facts in logic | 3 |
| 3.3 | Representing Instance and Isa relationships | 3 |
| 3.4 | Computable functions and predicates | 3 |
| 3.5 | Resolution - Natural deduction. | 3 |
| 3.6 | Representing knowledge using rules | 3 |
| 3.7 | Procedural Vs Declarative knowledge - Logic programming | 3 |
| 3.8 | Forward Vs Backward reasoning - Matching - Control knowledge. | 3 |
|  |  |  |
| 4.1 | Statistical reasoning | 3 |
| 4.2 | Knowledge representation | 3 |
| 4.3 | Planning | 3 |
| 4.4 | Understanding. | 3 |
|  |  |  |
| 5.1 | Learning – Common sense | 3 |
| 5.2 | Perception and Action | 3 |
| 5.3 | Expert System. | 3 |
|  | **Total Hours** | **75** |

**Unit (Course) Coordinator:**

**Mobile. No.:**

**E-mail ID:**

**Approved By**

**BOS Chairman Dean – CDC**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SEM** | **Category** | **Course Code** | **ABILITY ENHANCEMENT-II** | **Hrs** | **Credit** |
| **IV** | **ASV** |  | **2** | **2** |

**Preamble:** “Soft skills” refers to a cluster of personal qualities, habits, attitudes and social graces that make someone a good employee and compatible to work with. Soft skills are a blend of interpersonal, communication, and social intelligence skills

**Prerequisite:** It requires a basic knowledge of reading and writing English.

**Course Objective:**

* The objectives of this course is to give each student a realistic perspective of work and work expectations, to help formulate problem solving skills
* Learn to develop reading skills, communication skills, and speaking skills
* Guide students in making appropriate and responsible decisions, to create a desire to fulfill individual goals.

**MODULE (24 Hours)**

1. Interview Techniques

2. Personality Development Training

a. Non-verbal Communication (Body Language)

b. Interpersonal Skills

c. Group Discussion

d. Interview Skills

e. Developing the Positive Attitude

3. Public Speaking

4. Presentation Skills

5. Preparing to Face Interviews

a. Mock Interview

|  |
| --- |
| **Text Books & Reference Books: -** |
| 1. **“English Conversation Practice”**, Grant Taylor, TMH Edition, Tata McGraw Hill Education Private Limited, New Delhi.  2. **“Contemporary English Grammar Structures and Composition”**, David Green, Second Edition, Trinity Press (An Imprint of Laxmi Publications Pvt. Ltd).  3. **“A Comprehensive Book of Phrases”**, B.N. Aggarwal. Sunrise Publishers. ISBN 81-7813-48-2. Arora Enterprises, Laxmi Nagar, Delhi-92. |

**Attainment of Knowledge Level using Revised Bloom’s Taxonomy**

**K1 - Remember K4 - Analyse**

**K2 - Understand K5 - Evaluate**

**K3 - Apply K6 - Create**

**Course Outcome:** On successful completion of the paper the students should be able to

|  |  |  |
| --- | --- | --- |
| **COURSE OUTCOMES (CO)** | | **Knowledge Level** |
| **CO1** | Develop and effectively communicate through verbal/oral communication and improve the listening skills. | **K1, K2 & K3** |
| **CO2** | Develop and actively participate in group discussion / meetings /interviews and prepare &deliver presentations. | **K2 & K4** |
| **CO3** | Understand and develop effectively in multi-disciplinary and heterogeneous to through the knowledge of team work, Inter-personal relationships, conflict management and leadership quality. | **K2** |
| **CO4** | Understand the individual through goal/target setting, self motivation and practicing creative thinking. | **K2 & K4** |

**The evaluation pattern for soft skill will be at the end of the fourth semester which as follows:**

**Oral Test:**

* Interview Skills – 15 Marks
* Presentation (Power Point) – 15 Marks

**Written Test:**

* Fundamental and General English   
  (Identify the Errors, Sentence Pattern, Subject and Verb Agreement) – 20 Marks

**Mapping with Programme Outcomes (PO) and Course Outcomes (CO)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Outcomes (COs)** | **Programme Outcomes (POs)** | | | | | | | | | | | | **Total** |
| PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO  10 | PO  11 | PO  12 |
| CO1 | - | 3 | 3 | 2 | 1 | 3 | 3 | 2 | 3 | 3 | - | 3 | 26 |
| CO2 | - | 3 | 3 | 2 | 1 | 3 | 3 | 2 | 3 | 3 | - | 3 | 26 |
| CO3 | - | 3 | 3 | 2 | 1 | 3 | 3 | 2 | 3 | 3 | 1 | 3 | 27 |
| CO4 | - | 3 | 3 | 2 | 1 | 3 | 3 | 2 | 3 | 3 | - | 3 | 26 |
| CO5 | - | 3 | 3 | 2 | 1 | 3 | 3 | 2 | 3 | 3 | - | 3 | 26 |

|  |  |  |
| --- | --- | --- |
| **S. No** | **Level(s)** | **Mean Value** |
| 1. | Strong (S) | 3 |
| 2. | Medium (M) | 2 |
| 3. | Low (L) | 1 |

**Mean Value Analysis**

Overall Outcome Score 131

Mapping Percentage (%) = ---------------------------------- = ----------- = **73%**

Total Mean Score 180

**Unit(Course)Evaluation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name of the Unit (Course)** | **1**  **(Not Satisfied)** | **2**  **(Satisfied)** | **3**  **(Good)** | **4**  **(Very Good)** | **5**  **(Excellent)** |
| **51% - 60%** | **61% - 70%** | **71% - 80%** | **81% - 90%** | **91% - 100%** |
| **Ability enhancement**  **-II** | **-** | **-** | **√** | **-** | **-** |

**Assessment Pattern**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Bloom’s Category** | **Continuous Assessment Tests** | | | **End-Semester Examination** |
| 1 | 2 | 3 |
| Remember | **No CIA Examination** | | | 10 |
| Understand | 10 |
| Apply | 15 |
| Analyse | 15 |
| Evaluate | - |
| Create | - |

***Note: -*** End Semester Examination will be conducted in the EVEN Semester of every Academic Year

**COURSE CONTENT AND LECTURE SCHEDULE: SOFT SKILLS-II**

|  |  |  |
| --- | --- | --- |
| **S.No.** | **Topic to be Covered** | **No. of Hours Needed** |
| **1** | INTERVIEW TECHNIQUES | 4 |
| **2** | PERSONALITY DEVELOPMENT TRAINING |  |
| **3** | NON-VERBAL COMMUNICATION (BODY LANGUAGE) | 2 |
| **4** | INTERPERSONAL SKILLS | 2 |
| **5** | GROUP DISCUSSION | 2 |
| **6** | INTERVIEW SKILLS | 2 |
| **7** | DEVELOPING THE POSITIVE ATTITUDE | 2 |
| **8** | PUBLIC SPEAKING | 2 |
| **9** | PRESENTATION SKILLS | 4 |
| **10** | PREPARING TO FACE INTERVIEWS |  |
| **11** | MOCK INTERVIEW | 4 |
| **Total Hours** | | **24** |

**VALUE ADDED COURSE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SEM** | **Category** | **Unit(Subject) Code** | **VALUE ADDED COURSE :MULTIMEDIA LABORATORY** | **Hrs/Week** | **Credit** |
| **IV** | **VAC-II** |  | **2** | **1** |

**PREAMBLE**

This course focuses on the concepts of Multimedia and Designing.

**PREREQUISITE:-**

Basic Knowledge about computers and some Designing concepts.

**COURSE OBJECTIVE:-**

* Understand the Basic Tools in Flash.
* Drawing Shapes, 3D Tools and Buttons with Flash.
* Get Knowledge about colors and Object Transformation
* Understand the Image Manipulation in Photoshop
* Understand the Colour Palates and various image editing tools in Photoshop

**FLASH**

1. Create Shapes and Drawings in Flash.
2. Change a Shape to Another Shape. (Shape Animation)
3. Draw a Bird with Flash tools and make it fly with key Frame Animation.
4. Change the Colors of an object with the help of Animation.
5. Animate a Ball with the help of Guide line Animation.(Path Animation)
6. Create an Album with the help of Buttons.
7. Create a 3D Rotation of a Box with the Help of Shape Animation.
8. Create Morphing between two images in Flash.

**PHOTOSHOP**

1. Create Sun Flower using Photoshop.
2. Create Plastic Surgery for lips using Photoshop.
3. Create Military Clothe using Photoshop.
4. Create a new Texture using Photoshop.
5. Convert Black and White to Color Photo using Photoshop.

**UNIT (COURSE) OUTCOMES:**

|  |  |  |
| --- | --- | --- |
| **COs** | **Unit (Course) Outcomes** | **Knowledge Level** |
| CO1 | Understand the Basic Tools in Flash. | K1 |
| CO2 | Drawing Shapes, 3D Tools and Buttons with Flash. | K2,K3 |
| CO3 | Get Knowledge about colors and Object Transformation | K2 |
| CO4 | Understand the Image Manipulation in Photoshop | K3,K4 |
| CO5 | Understand the Colour Palates and image editing tools in Photoshop | K5 |

**K1 – Remember K2 – Understand K3 – Apply**

**K4 – Analyse K5 – Evaluation K6 - Create**

**Mapping with Programme Outcomes**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Unit (Course) Outcomes (COS)** | **Programme Outcomes (POs)** | | | | | | | | | | | | **Total** |
| PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO 10 | PO 11 | PO 12 |
| CO1 | 2 | 3 | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 3 | 2 | 3 | 32 |
| CO2 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 2 | 31 |
| CO3 | 3 | 3 | 2 | 2 | 3 | 2 | 3 | 2 | 3 | 2 | 1 | 3 | 29 |
| CO4 | 2 | 2 | 2 | 3 | 3 | 2 | 3 | 2 | 1 | 2 | 3 | 3 | 29 |
| CO5 | 3 | 2 | 3 | 3 | 3 | 2 | 2 | 3 | 2 | 3 | 2 | 2 | 30 |

|  |  |  |
| --- | --- | --- |
| **S. No** | **Level (s)** | **Mean Value** |
| 1. | Strong | 3 |
| 2. | Medium | 2 |
| 3. | Low | 1 |

**Mean Value Analysis**

Overall Outcome Score 150

Mapping Percentage (%) = ---------------------------------- = ----------- = **83.33%**

Total Mean Score 180

**UNIT (COURSE) EVALUATION**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **NAME OF THE UNIT (COURSE)** | **1**  **(Not Satisfied)** | **2**  **(Satisfied)** | **3**  **(Good)** | **4**  **(Very Good)** | **5**  **(Excellent)** |
| **50% - 60%** | **60%-70%** | **70%-80%** | **80%-90%** | **90%-100%** |
| **VALUE ADDED COURSE :MULTIMEDIA PRACTICALS** | **-** | **-** | **-** | **✓** | **-** |

**Assessment Pattern**

|  |  |  |
| --- | --- | --- |
| **Bloom’s Category** | **Model Exam** | **End-Semester Examination** |
| Remember |  | 10 |
| Understand |  | 20 |
| Apply | **No CIA Examination** | 10 |
| Analyse |  | - |
| Evaluate |  | - |
| Create |  | 50 |

**Course Contents and Lecture Schedule**

|  |  |  |
| --- | --- | --- |
| **Unit No.** | **Topic** | **No. of Lectures** |
|  | **FLASH** |  |
| 1 | Create Shapes and Drawings in Flash. | 2 |
| 2 | Change a Shape to Another Shape. (Shape Animation) | 2 |
| 3 | Draw a Bird with Flash tools and make it fly with key Frame Animation. | 2 |
| 4 | Change the Colors of an object with the help of Animation. | 2 |
| 5 | Animate a Ball with the help of Guide line Animation.(Path Animation) | 2 |
| 6 | Create an Album with the help of Buttons. | 1 |
| 7 | Create a 3D Rotation of a Box with the Help of Shape Animation. | 1 |
| 8 | Create Morphing between two images in Flash. | 1 |
|  | **PHOTOSHOP** |  |
| 9 | Create Sun Flower using Photoshop. | 1 |
| 10 | Create Plastic Surgery for lips using Photoshop. | 1 |
| 11 | Create Military Clothe using Photoshop. | 2 |
| 12 | Create a new Texture using Photoshop. | 1 |
| 13 | Convert Black and White to Color Photo using Photoshop | 2 |
|  | **Total** | **20** |

**Unit (Course) Coordinator:**

**Mobile. No.:**

**E-mail ID:**

**APPROVED BY**

**BOS CHAIRMAN DEAN – CDC**