

**Course Title: Research Project**  
**Course No. : Ed. 472**  
**Level: Bachelor**  
**Semester: Seven**

**Program: BICTE**  
**Nature of course: Theory + Practical**  
**Credit Hours: 3 (2T+1P)**  
**Teaching hours: 64 Hours(32T+32P)**

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### 1. Course Description:

This course provides students with the foundational knowledge and practical skills needed to conduct a research project, culminating in a thesis. Students will learn how to design, conduct, and present research effectively. This course emphasizes critical thinking, methodological rigor, and the articulation of research findings.

### 2. Course Objectives:

- Develop knowledge and skills in research methodologies and approaches.
- Identify and formulate research questions and hypotheses.
- Conduct literature reviews and synthesize relevant information.
- Design and implement research methods appropriate for the project.
- Competency in collecting and analyzing data using appropriate tools and techniques.
- Write and present a coherent and well-structured research thesis.
- Develop skills in academic writing and formatting.
- Prepare and deliver effective presentations of research findings.

### 3. Course Details

To achieve the expected outcomes of the course, the contents are organized as follows:

Specific Objectives	Contents
<ul style="list-style-type: none"><li>• Analyze the concept of research</li><li>• Illustrate different research approaches and methodologies</li><li>• Identify and apply research ethics</li><li>• Finding and stating the research gap</li><li>• Formulating research hypothesis/ research question</li></ul>	<b>Unit 1. Introduction to Research Projects (8Hours)</b>  1.1 Overview of research in academia. 1.2 Objectives of Research 1.3 Research Approaches 1.4 Research Methods versus Research Methodology 1.5 Importance of research ethics and integrity. (Ethics Considerations in Research) 1.6 Identifying research gaps and formulating research hypotheses/questions.
<ul style="list-style-type: none"><li>• Develop a research proposal in a step-by-step manner in the chosen problem</li><li>• State objective, formulate a hypothesis, and determine the methodology for the selected</li></ul>	<b>Unit 2 Writing the Research Project Proposal (10 Hours)</b>  2.1 Components of Research Project Proposal 2.2 Structuring a research proposal. 2.3 Develop objectives, hypotheses, and methodology.  <b>Practical</b>  Preparation of research project proposal for contemporary

<p>issue</p> <ul style="list-style-type: none"> <li>•</li> </ul>	<p>issues such as social issues, circular economic issues, environmental issues, educational, cultural, technology etc.</p>
<ul style="list-style-type: none"> <li>• Identify related literature</li> <li>• Evaluate the credibility and relevance of various sources</li> <li>• Write a review of related literature</li> </ul>	<p><b>Unit 3 Review of Related Literature (8 Hours)</b></p> <p><b>3.1</b> Conducting a literature review: Systematic review and Thematic review</p> <p><b>3.2</b> Developing conceptual framework</p> <p><b>3.3</b> Verification of authentic sources and integrating findings.</p> <p><b>Practical</b></p> <p>Review literature for the selected research topic minimum three including books, reports and articles using APA7th Edition.</p>
<ul style="list-style-type: none"> <li>• <b>Identify</b> related research design for a specific topic.</li> <li>• Define the population and use the appropriate sampling technique</li> <li>• Adopt ethical acceptance in the research project</li> <li>• Select the appropriate data collection tool for collecting data</li> </ul> <p>4.1 Apply suitable scales for measuring variables</p> <ul style="list-style-type: none"> <li>• Explain the technique of analysis and interpretation of data</li> <li>• Interpret the fringing using the support of statistical tools</li> <li>•</li> </ul>	<p><b>Unit 4 Major Concepts Regarding Research Design (8 Hours)</b></p> <p>4.2 Qualitative vs. quantitative research methods.</p> <p>4.3 Population, Sampling procedure (sample size, techniques)</p> <p>4.4 Tools and techniques for data collection (surveys, interviews, experiments, questionnaires, and Checklist).</p> <p>4.5 Use of Statistical Measures (Central Tendency, Measures of Dispersion, and Measures of Relationship)</p> <p>4.6 Interpreting data (Frequency, Table, Charts, and graphs) and drawing conclusions</p> <p>4.7 Ethical considerations and obtaining approvals</p> <p>4.8 Finding and discussion</p> <p><b>Practical</b></p> <ul style="list-style-type: none"> <li>➤ Develop a research design based on a selected topic including methods, sampling (probability and non-probability).</li> <li>➤ Develop a research tool and collect data for the selected topic using tools such as google form,</li> <li>➤ Analysis of data and interpret using suitable tools such as SPSS, NVivo</li> </ul>
<ul style="list-style-type: none"> <li>• Apply the layout and structure of a research report</li> <li>• Develop effective writing skills in academic style with referencing and citations</li> <li>• Prepare and present research findings to peers and</li> </ul>	<p><b>Unit 5 Preparing and Presenting research report (18 hours)</b></p> <p>5.1 Layout of the Research Report</p> <p>5.2 Structure of a project report: introduction, literature review, methodology, results, discussion.</p> <p>5.3 Referencing and citations (APA 7th Editions)</p> <p>5.4 Finalizing the Research Report.</p>

instructors, incorporating feedback for improvement, and complete the final submission process	<b>Project:</b> <ul style="list-style-type: none"> <li>➤ Develop research project report incorporating unit 2,3,4 practical task and prepare and submit final report in concerned department.</li> <li>➤ Student present their report.</li> <li>➤ Peer and Instructor Evaluations.</li> <li>➤ Reflection and Wrap-up.</li> </ul>
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#### 4. Instructional Techniques

The instructional techniques for this course are divided into two groups. The first group consists of general instructional techniques applicable to most units. The second group consists of specific instructional techniques applicable to particular units.

##### 4.1 General Techniques

Reading materials will be provided to students in each unit. Lecture, Discussion, use of the multi-media projector, and brainstorming are used in all units.

##### 4.2 Specific Instructional Techniques

A demonstration is an essential instructional technique for all units in this course during the learning process. Specifically, demonstration with practical works will be the specific instructional technique in this course. The details of suggested instructional techniques are presented below:

#### 5. Evaluation

Evaluation of students' performance is divided into parts: Internal assessment (theory and practical and internal External examinations (theory and practical). The distribution of points is given below:

Internal Assessment Theory	Internal Assessment Practical	Semester Examination (Theoretical exam)	External Practical Exam/Viva	Total Points
25 Points	15 Points	40 Points	20 Points	100 Points

*Note: Students must pass separately in the internal assessment, external practical exam, and semester examination.*

##### 5.1 Internal Assessment (25 Points) of Theoretical Part

Internal assessment will be conducted by subject teacher based on following criteria:

Attendance and learning Activities	5 points
First assignment (Written assignment)	5 points
Second assignment (Project work with presentation )	10 points
Third assignment/written examination	5 point
<b>Total</b>	<b>25 points</b>

##### 5.2 Internal Assessment (15 Points) of the practical part

Internal practical assessment will be conducted by subject teacher based on following criteria:

Attendance and learning Activities	5 points
Practical work/project work/lab work	10 points
<b>Total</b>	<b>15 points</b>

##### 5.3 Semester Final Examination (40 Points) Theoretical part

Examination Division, the Dean's office will conduct the final examination at the end of the semester.

Objective question (Multiple choice questions 10 x 1 point)	10 Points
Subjective questions (6 questions x 5 marks with 'OR' two questions)	30 Points
<b>Total points</b>	<b>40</b>

#### 5.4 Practical Exam/Viva (20 Points)

Examination Division, Office of the Dean will appoint an external examiner for conducting the practical examination

Items	Points
Evaluation of Record Book	4
Project work/practical work presentation/skill test	10
Viva	6
Total	20

#### 6. Recommended books and Reference materials (including relevant published articles in national and international journals)

Creswell, J.W. & Plano Clark, V,L (2011). *Designing and conducting mixed methods research*(2<sup>nd</sup> ed.)  
Thousands Oak CA: Sage.

Good, C.V. 1996. *Essential of Educational research: Methodology and design*. New York: Appleton,  
Century Crofts.

Gronlund, N.E. 1985. *Measurement and evaluation in testing* (6<sup>th</sup> edition )New York Colliner Macmillan  
Publishers.

Kothari,C. R., *Quantitative Techniques*, 2<sup>nd</sup> edition., New Delhi:Vikas Publishing House Pvt. Ltd

Khanal P., *Research methodology in Education*, 2<sup>nd</sup> Edition,Sunlight Publication, Kathmandu.

Course Title: **Python Programming**

Course No. : ICT. Ed. 477

Level: Bachelor

Semester: Seventh

Nature of course: Theoretical + Practical

Credit hours: 3 (2T+1P)

Teaching hours: 64 (32T+32P)

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### 1. **Course Description**

The aim of the course is to impart knowledge of the basic concepts of python programming and to help the students build skills for solving problems using it. It provides the students with the basic features of the language such as data types, operators, control structure, list, dictionaries, sets, tuples, string manipulation, functions, exception and file handling which are the common features of programming languages. It also provides knowledge about object oriented paradigm, database programming and building graphical user interfaces. Students are more engaged in laboratory work to exaction of programing experiments rather than theoretical concept.

### 2. **General Objectives of the Course**

Following are the general objective of this course:

- To make the student knowledgeable about the python programming concept.
- To enable the student in implement the essential programming concepts and methods in practices.
- To acquaint the student in organization of data in lists, dictionaries, sets and tuples.
- To explore the database programming, graphical user interface programming using python.
- To provide the students with the skills of object orientated programming to solve the real world problems.

### 3. **Specific Objectives and Contents**

Specific Objectives	Contents
<ul style="list-style-type: none"><li>• Write and Execute Python Program</li><li>• Describe basic structure of python program, data types, variables, operators, comments and constants.</li><li>• Perform input and output operation</li></ul>	<b>Unit 1: Python Programming Fundamentals [8]</b> <ul style="list-style-type: none"><li>1.1 Python Introduction</li><li>1.2 Data Types and Type Conversion</li><li>1.3 Comments</li><li>1.4 Variables, Constants, Operators and Performing Calculations</li><li>1.5 Reading Input from Keyboard</li><li>1.6 Print function, Displaying Formatted Output with F-strings</li></ul>

<ul style="list-style-type: none"> <li>• Explore print function and display formatted output with f-string</li> </ul>	<p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to illustrate variables, constants, data types and type conversion.</i></li> <li>• <i>Write program to demonstrate different types of operators available in python and perform calculations.</i></li> <li>• <i>Write program to make use of I/O functions.</i></li> </ul>
<ul style="list-style-type: none"> <li>• Explain control statements.</li> <li>• Write decision making problems using if, match, break and continue statements</li> <li>• Apply different types of loop and make distinction among them through program.</li> <li>• Discuss different problems and how they are transformed to programs using nested loop and infinite loop.</li> </ul>	<p><b>Unit 2: Control Statements in Python [8]</b></p> <p>2.1 if statement 2.2 match statement 2.3 break statement 2.4 continue statement 2.5 Loop statement     2.5.1 while     2.5.2 for 2.6 Nested loop 2.7 Infinite loop</p> <p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to apply if, match, break and continue statements for decision making.</i></li> <li>• <i>Write program to utilize different loop statements to solve meaningful problems.</i></li> <li>• <i>Write program to demonstrate input validation using loop.</i></li> <li>• <i>Write program to create different patterns using nested loop.</i></li> <li>• <i>Write program to make use of infinite loop.</i></li> </ul>
<ul style="list-style-type: none"> <li>• Describe List, Tuples, Dictionary, Sets and Strings in python</li> <li>• Elaborate List Comprehension, Dictionary operations, Set</li> </ul>	<p><b>Unit 3: List, Tuple, Dictionaries, Sets and Strings [16]</b></p> <p>3.1 Introduction to Lists     - List Slicing, in operator, List Methods : append, index, insert, sort, remove, reverse, min, max 3.2 List Comprehension 3.3 Two-Dimensional Lists 3.4 Tuples</p>

<p>Operations, Tuples Operations, List slicing.</p> <ul style="list-style-type: none"> <li>• Solve simple computing problems using List methods.</li> <li>• Use different string methods to manipulate strings.</li> <li>• Describe Searching and Sorting problem.</li> </ul>	<p>3.5 Dictionaries</p> <ul style="list-style-type: none"> <li>- Creating dictionary, retrieving, adding and removing elements</li> </ul> <p>3.6 Sets</p> <ul style="list-style-type: none"> <li>- Creating Set, Adding and Removing Elements</li> <li>- Set Operations: union, intersection, difference</li> </ul> <p>3.7 Strings</p> <ul style="list-style-type: none"> <li>- String Operations : Slicing, Testing, Searching, and Manipulating</li> </ul> <p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to create list, add elements in list, remove elements from list and display list items.</i></li> <li>• <i>Write program to make use of list slicing concept to display elements of list.</i></li> <li>• <i>Write program to elaborate different list methods.</i></li> <li>• <i>Write program to apply list comprehension.</i></li> <li>• <i>Write program to illustrate two-dimensional list.</i></li> <li>• <i>Write program to create tuple, add elements in tuple, remove elements from tuple and display tuple items.</i></li> <li>• <i>Write program to create dictionary, add elements in dictionary, remove elements from dictionary and display dictionary items.</i></li> <li>• <i>Write program to create set, add elements in set, remove elements from set and display set items.</i></li> <li>• <i>Write program to perform set operations.</i></li> <li>• <i>Write program to make use of string manipulation methods and also perform different string operations.</i></li> </ul>
<ul style="list-style-type: none"> <li>• Define object oriented paradigm with python</li> <li>• Demonstrate class and object with data hiding concept</li> <li>• Describe the use of self-keyword in programs.</li> </ul>	<p><b>Unit 4: Object Oriented Programming with Python [10]</b></p> <p>4.1 Class and Object</p> <p>4.2 __init__ method</p> <p>4.3 self keyword</p> <p>4.4 Inheritance</p> <p>4.5 Polymorphism and Data Hiding</p>

<ul style="list-style-type: none"> <li>• Compare and contrast different types of inheritance.</li> <li>• Elaborate polymorphism concept</li> </ul>	<p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to elaborate object oriented concept with simple examples.</i></li> <li>• <i>Write program to make use of __init__ method to initialize objects.</i></li> <li>• <i>Write program to apply different types of inheritance.</i></li> <li>• <i>Write program to elaborate polymorphism and data hiding concept.</i></li> </ul>
<ul style="list-style-type: none"> <li>• Clarify the concept of functions.</li> <li>• Create function with arguments, without arguments, returning values.</li> <li>• Describe exception and how to handle them in programs.</li> <li>• Explain the use of file in program.</li> <li>• Demonstrate the file operations with examples.</li> </ul>	<p><b>Unit 5: Function, Exception and File Handling [10]</b></p> <p>5.1 Introduction to Functions</p> <p>5.2 Defining and Calling Function</p> <p>5.3 Passing Arguments to Functions</p> <p>5.4 Value-Returning Functions</p> <p>5.5 Introduction to File Input and Output</p> <p>5.6 Using Loops to Process Files</p> <p>5.7 Exception Handling</p> <p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to divide work in functions.</i></li> <li>• <i>Write different variety of functions: function with arguments, value returning function, function without arguments.</i></li> <li>• <i>Write program to store output in file.</i></li> <li>• <i>Write program to read input from file.</i></li> <li>• <i>Write program to handle different types of exception.</i></li> </ul>
<ul style="list-style-type: none"> <li>• Discuss the use of database and GUI programming.</li> <li>• Demonstrate CRUD operation in database.</li> <li>• Design simple GUI with frames and widgets.</li> <li>• Perform simple calculations using GUI.</li> </ul>	<p><b>Unit 6: Database and GUI Programming [12]</b></p> <p>6.1 Opening and Closing Database Connection with SQLite</p> <p>6.2 Creating and Deleting Tables</p> <p>6.3 Adding Data to a Table</p> <p>6.4 CRUD Operations</p> <p>6.5 Using the tkinter Module</p> <p>6.6 Working with Widgets</p>



<ul style="list-style-type: none"> <li>• Draw different geometrical shapes using canvas</li> </ul>	<ul style="list-style-type: none"> <li>- Displaying Text with Label, Button, Info Dialog Boxes, Getting Input with the Entry, Using Labels as Output Fields, Radio and Check Buttons</li> </ul> <p>6.7 Organizing Widgets with Frames</p> <p>6.8 Drawing Shapes with Canvas Widget</p> <p><b><u>Practical Works</u></b></p> <ul style="list-style-type: none"> <li>• <i>Write program to establish connection with database and create or delete database and table.</i></li> <li>• <i>Write program to store data in database and manipulate the data.</i></li> <li>• <i>Write program to perform CRUD operation in database.</i></li> <li>• <i>Write program to create simple GUI with widgets: label, text entry, radio buttons, check buttons</i></li> <li>• <i>Write program to organize the different widgets with frame to create attractive designs.</i></li> <li>• <i>Write program to draw different geometrical shapes using canvas widget.</i></li> </ul>
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*Note: The figures in square brackets indicate approximate teaching hours allotted to respective units.*

#### 4. General Instructional Techniques

Lecture preferably with the use of multi-media projector, demonstration, practical classes, discussion, and brain storming in all units as far as practicable.

##### 4.1 Specific Instructional Techniques

Demonstration is an essential instructional technique for all units in this course during teaching-learning process. Specifically, demonstration with practical works will be specific instructional technique in this course. The details of suggested instructional techniques are presented below:

Units	Activities
Unit 1 to 6	<ul style="list-style-type: none"> <li>• Code writing activity is performed to elaborate each units concepts</li> <li>• Monitoring of students' work by reaching each student and providing feedback for improvement</li> <li>• Presentation by students followed by peers' comments and teacher's feedback</li> <li>• Demonstration by the teacher on practical works mentioned in each unit</li> </ul>

	<ul style="list-style-type: none"> <li>• Lab work individually or in pairs is assigned by the teacher to understand each unit</li> <li>• Assignment should be assigned to prepare lab report/project report for individual student</li> </ul>
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## 5. Evaluation

Evaluation of students' performance is divided into parts: Internal assessment and internal and external practical examination and theoretical examinations. The distribution of points is given below:

Internal Assessment	Internal and External Practical Exam/Viva	Semester Examination (Theoretical exam)	Total Points
40 Points	20 Points	40 Points	100 Points

***Note:** Students must pass separately in internal assessment, external practical exam and semester examination.*

### 5.1 Internal Assessment (20 Points)

Internal assessment will be conducted by subject teacher based on following criteria:

Attendance and learning Activities	5 points
First assignment (Written assignment)	5 points
Second assignment (Project work with presentation)	10 points
<b>Total</b>	<b>20 points</b>

### 5.2 Semester Examination (40 Points)

Examination Division, Dean office will conduct final examination at the end of semester.

Objective question (Multiple choice questions 10 x 1 point)	10 Points
Short answer questions (6 questions x 5 marks)	30 Points
<b>Total</b>	<b>40 points</b>

### 5.3 Practical Exam/Viva (20 Points)

Internal assessment (Record Book-4 points, Project work Presentation- 2, Internal Practical Test- 2 Points)	Semester final examination	Total
8 Points	12 Points	20 Points

**6. Recommended Books and References materials (including relevant published articles in national and international journals)**

**6.1 Prescribed Textbook**

Tony Gaddis, T. (2021). *Starting out with Python (5<sup>th</sup> Ed.)*. Pearson

**6.2 Recommended Books**

Hetland, M.L. & Nelli, F. (2024). *Beginning Python from Novice to Professional (4<sup>th</sup> Ed.)*,

Apress

Muruges, T.S., Vasudevan, S.K. & Pulari, S.R. (2024). *Python: A Practical Learning*

*Approach (1<sup>st</sup> Ed.)*, CRC Press

Zuckarelli, J.L. (2024). *Learn coding with Python and JavaScript A practical introduction*

*for beginners (1<sup>st</sup> Ed.)*, Springer

Barry, P. (2023). *Head First Python: A Learner's Guide to the Fundamentals of Python*

*Programming (3<sup>rd</sup> Ed.)*, O'Reilly Media

Liu, M. (2021). *Make Python Talk Build Apps with Voice Control and Speech Recognition*

*(1<sup>st</sup> Ed.)*, No Starch Press

Course Title: **Multimedia in Education**

Course No.: ICT. Ed. 474

Level: Bachelor

Semester: Seven

Nature of course: Theoretical

Credit Hour: 3(2T+1P) hours

Teaching Hour: 64(32T+32P) hours

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## 1. Course Description

This course provides complete instruction in the creation and manipulation of digital media, covering key elements of image, audio, and video processing, as well as live broadcasting. Students will gain practical skills in using various multimedia authoring tools and methodologies, equipping them to create excellent digital content for educational and professional applications.

## 2. General Objectives

The general objectives of this course are as follows:

- To define the scope and applications of multimedia in education utilizing various authoring tools and digital media formats.
- To demonstrate the image capture and manipulation techniques for enhanced visual appeal of educational resources.
- To record and edit high-quality audio files for educational podcasts and other platforms.
- To develop professional educational video clips with engaging visual effects.
- To implement live streaming through mobile applications, audio live podcasting, and other platforms for educational purposes.

## 3. Course Outlines:

Specific Objectives	Contents
<ul style="list-style-type: none"><li>• Explain the definition and scope of multimedia.</li><li>• Identify and describe the components of multimedia.</li><li>• Explore the applications of multimedia in education and future trends.</li><li>• Describe media file formats and standards.</li><li>• Utilize multimedia authoring tools.</li></ul>	<b>Unit I: Introduction to multimedia (4)</b> 1.1 Definition and scope 1.2 Components of multimedia 1.3 Applications of multimedia in education 1.4 Multimedia authoring tools 1.5 Digital media formats and standards 1.6 Current trends in multimedia
<ul style="list-style-type: none"><li>• Define the basics of digital photography concept.</li></ul>	<b>Unit II: Capture and Manipulate Image (6)</b> 2.1 Basics of Digital Photography 2.2 Image format and compression

<ul style="list-style-type: none"> <li>• Describe image formats and compression techniques.</li> <li>• Remove unwanted objects from images.</li> <li>• Fix lighting issues and make adjustments to improve image quality.</li> <li>• Demonstrate tasks about layers, filters, and text to enhance images.</li> </ul>	<p>2.3 Removing Unwanted Objects 2.4 Fixing Lighting Issues with Adjustments 2.5 Working with Layers 2.6 Exploring Filters 2.7 Adding Text to an Image</p> <p><b>Practical Tasks:</b></p> <ul style="list-style-type: none"> <li>• Remove unwanted objects from an image.</li> <li>• Improve image quality by adjusting lighting issues</li> <li>• Work with multiple layers to create a composite image</li> <li>• Apply and explore various filters to enhance an image</li> <li>• Add and style text within an image</li> </ul>
<ul style="list-style-type: none"> <li>• Describe concept of audio.</li> <li>• Differentiate and utilize various audio file formats.</li> <li>• Record and edit audio clips, performing simple edits and splitting tracks.</li> <li>• Manage audio tracks by labeling and adding new tracks.</li> <li>• Improve audio quality through noise reduction, normalization, and speed adjustment.</li> <li>• Apply metadata and export audio files for various uses, including live recording for social media sharing.</li> </ul>	<p><b>Unit III: Audio Recording and Editing (12)</b></p> <p>3.1 Concept of audio 3.2 Audio file format 3.3 Recording and Editing Audio 3.4 Track Management: Labeling Tracks, Adding Tracks 3.5 Audio Enhancement: Noise Reduction and Normalization, Adjusting Audio Speed 3.6 Metadata and Exporting: Adding Metadata, Exporting Audio 3.7 Live Recording on social media</p> <p><b>Practical Tasks:</b></p> <ul style="list-style-type: none"> <li>• Record a short audio clip, perform simple edits, and split the track.</li> <li>• Manage multiple tracks within a project</li> <li>• Enhance audio quality using noise reduction, normalization, and speed adjustment.</li> <li>• Add metadata to a project and export the final audio file</li> <li>• Record a live session and prepare it for social media sharing</li> </ul>
<ul style="list-style-type: none"> <li>• Describe video file format compression techniques.</li> <li>• Demonstrate video recording methods and skills.</li> <li>• Trim and cut video clips effectively.</li> <li>• Merge multiple video clips into a cohesive single video.</li> <li>• Overlay and style text for titles, captions, and subtitles.</li> <li>• Adjust brightness and saturation to enhance video quality.</li> </ul>	<p><b>Unit IV: Video Capturing and Editing (4)</b></p> <p>4.1 Video file format compression 4.2 Video recording methods and skills 4.3 Trimming and Cutting Clips 4.4 Merging Clips 4.5 Adding Text 4.6 Adjusting Brightness and Saturation 4.7 Keyframe Animation</p> <p><b>Practical Tasks</b></p> <ul style="list-style-type: none"> <li>• Remove unwanted sections or create shorter segments from video clips</li> <li>• Combine multiple video clips into a single video</li> </ul>

<ul style="list-style-type: none"> <li>• Create smooth animations using keyframes and apply filters and effects for improved visual appeal.</li> </ul>	<ul style="list-style-type: none"> <li>• Overlay text for titles, captions, or subtitles</li> <li>• Enhance the visual quality of a video by adjusting brightness and saturation.</li> <li>• Create smooth animations using keyframes</li> <li>• Enhance the video with background music</li> <li>• Apply filters and effects to enhance the video's visual appeal.</li> </ul>
<ul style="list-style-type: none"> <li>• Describe the concept of live streaming.</li> <li>• Utilize mobile applications for live streaming on platforms like Facebook Live or Instagram Live or TikTok.</li> <li>• Set up and execute audio live podcasting, including arranging essential equipment.</li> <li>• Demonstrate video live streaming techniques using OBS or YouTube.</li> <li>• Evaluate and reflect on student learning through live streaming sessions.</li> </ul>	<p><b>Unit V: Online Broadcasting (12)</b></p> <p>5.1 Concept of live streaming</p> <p>5.2 Mobile application and live streaming</p> <p>5.3 Audio Live podcasting</p> <p>5.4 Video and live streaming</p> <p><b><i>Practical Tasks</i></b></p> <ul style="list-style-type: none"> <li>• Demo live streaming using mobile application such as facebook live, instagram live, ticktack for student learning reflection.</li> <li>• Demo Audio Live Podcasting include arranging essential equipment such as microphones, headphones, and audio interfaces in a dedicated space.</li> <li>• Demo Live Streaming Using OBS or YouTube</li> </ul>

#### 4 Instructional Techniques

The instructional techniques for this course are divided into two groups. First group consists of general instructional techniques applicable to most of the units. The second group consists of specific instructional techniques applicable to particular units.

##### 4.1 General Techniques

Reading materials will be provided to students in each unit. Lecture, Discussion, use of multi-media projector, brain storming are used in all units.

##### 4.2 Specific Instructional Techniques

Demonstration is an essential instructional technique for all units in this course during teaching learning process. Specifically, demonstration with practical works will be specific instructional technique in this course. The followings tools and application can use for classroom teaching.

Unit	Issues	Suggestive tools/application
2	Image capturing and editing	Use any one or more tools/application such as Adobe Photoshop, Pixlr, GIMP (GNU Image Manipulation Program), Paint.NET, Canva or similar online or offline tools
3	Audio capturing and editing	Use any one or more tools/application such Adobe Audition, Audacity, GarageBand, FL Studio or similar online or offline tools.

4	Video capturing and editing	Use any one or more tools/application such Adobe Premiere Pro, Final Cut Pro, DaVinci Resolve, CapCut or similar online or offline tools.
5	Broadcasting and Live Streaming	Use any one or more tools/application such OBS Studio (Open Broadcaster Software), Facebook Live, YouTube Live, Instagram Live, X (formerly Twitter) or similar online or offline tools

## 5. Evaluation :

Internal Assessment	Internal and External Practical Exam/Viva	Semester Examination (Theoretical exam)	Total Points
40 Points	20 Points	40 Points	100 Points

**Note:** Students must pass separately in internal assessment and semester examination.

### 5.1 Internal Evaluation (40 Marks):

Internal evaluation will be conducted by subject teacher based on following criteria:

- Class Attendance 5 Marks
- Learning activities and class performance 5 Marks
- First assignment ( written assignment) 10 Marks
- Second assignment (Case Study/project work with presentation ) 10 Marks

Total	40 Marks
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### 5.2 Semester Examination (40 Marks)

Examination Division, Dean office will conduct final examination at the end of semester.	
Objective question (Multiple choice questions 10 x 1 point)	10 Points
Short answer questions (6 questions x 5 marks)	30 Points
Total	40 points

### 5.3 Practical Exam/Viva (20 Points)

Internal assessment (Record Book-4 points, Project work Presentation- 2, Internal Practical Test-2 Points)	Semester final examination	Total
8 Points	12 Points	20 Points

## 6. Recommended Books and References Materials:

Maxim, J. (2024). *Adobe Premiere Pro: 2024 release*. Adobe Press.

Costello, V. (2023). *Multimedia foundations: Core concepts for digital design*. Elsevier Focal Press.

Carlson, J. (2020). *Adobe Photoshop Elements 2021 Classroom in a Book* (1st edition). Adobe Press.

Maxim, J. & Adobe Creative Team. (2019). *Adobe Audition CC Classroom in a Book (2<sup>nd</sup> Ed)*. Adobe Press.

Audacity. (2024, July 16). *Tutorials for Audacity - Audacity Manual*. Manual.audacityteam.org.  
[https://manual.audacityteam.org/man/tutorials\\_for\\_audacity.html](https://manual.audacityteam.org/man/tutorials_for_audacity.html)

Bailey, L. (2024). *Welcome to OBS Studio's documentation! — OBS Studio 29.1.1 documentation*. Docs.obsproject.com. <https://docs.obsproject.com/>

CapCut. (2023). *CapCut Online Tutorials | Explore, Learn, and Create Videos and Images with Ease*. Wwww.capcut.com. <https://www.capcut.com/tutorial>



Course Title: **Teaching Method in ICT Education**

Course No.: ICT. Ed. 478

Level: Bachelor

Semester: Seven

Nature of course: Theoretical

Credit Hour: 3

Teaching Hour: 48

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## 1. Course Description

Teaching methods in Information and Communications Technology (ICT) include the various instructional approaches and strategies applied to deliver ICT-related knowledge and skills to students efficiently. The methods used could include hands-on computer lab sessions, interactive multimedia presentations, online learning modules, collaborative projects, and problem-based learning activities that actively involve students in the practical implementation of ICT ideas. The course aims to give students a comprehensive understanding of ICT tools, software, programming, and digital literacy, and endow them with the necessary understanding and abilities for the digital era.

## 2. General Objectives

The general objectives of this course are as follows:

- To explore innovative teaching methods to enhance instructional effectiveness and engage students in a technology-rich environment.
- To create comprehensive lesson plans to optimize student learning experiences.
- To design and apply strategies for utilizing ICT tools effectively in the classroom.
- To utilize ICT tools for student assessment, online assessments, and digital portfolio management, providing constructive feedback.
- To explore emerging technologies in education to stay updated with advancements and best practices in teaching methods.

## 3. Course Outlines:

Specific Objectives	Contents
<ul style="list-style-type: none"><li>• Explain pedagogy and andragogy concepts for effective teaching strategies across age groups.</li><li>• Describe flipped classroom models</li><li>• Explain online and face-to-face instruction to create flexible, cohesive blended learning experiences.</li><li>• Explore gamification elements to enhance motivation and engagement.</li><li>• Explore real-world problems, collaboration, and critical thinking concept.</li></ul>	<b>Unit I: Innovative teaching methods (4)</b> 1.1 Concept of Pedagogy and Andragogy 1.2 Flipped Classroom 1.3 Blended Learning 1.4 Gamification 1.5 Project-Based Learning (PBL) 1.6 Inquiry-Based Learning

<ul style="list-style-type: none"> <li>Describe inquiry-based learning</li> </ul>	
<ul style="list-style-type: none"> <li>Create learning objectives to guide session planning and measure student progress effectively.</li> <li>Create lesson plans that align with objectives, ensuring structured and engaging content delivery.</li> <li>Incorporate ICT tools seamlessly into lesson plans to enhance learning and student interaction.</li> <li>Develop strategies for effective time management and pacing to maintain lesson flow and student engagement.</li> <li>Design lessons with interactive elements to actively involve students and promote hands-on learning.</li> </ul>	<b>Unit II: Session Planning and Design (6)</b> 2.1 Determine Learning Objectives 2.2 Designing Effective Lesson Plans 2.3 Integrating ICT Tools into Lesson Plans 2.4 Time Management and Pacing 2.5 Designing Interactive Lessons
<ul style="list-style-type: none"> <li>Design strategies for effective ICT tool use in the classroom.</li> <li>Plan management for a technology-enhanced classroom environment.</li> <li>Create a plan for facilitating collaborative learning among students.</li> <li>Use gamification, quizzes, and polls to enhance student engagement.</li> <li>Engage students using social media for interactive learning.</li> </ul>	<b>Unit III: Classroom Teaching Strategies (12)</b> 3.1 Strategies for effective use of ICT tools 3.2 Design Technology-enhanced classroom 3.3 Design collaborative learning 3.4 Student engagement using gamification, interactive quizzes and polls 3.5 Post-class engagement using social media
<ul style="list-style-type: none"> <li>Assess student performance using ICT tools effectively.</li> <li>Implement online assessments and manage e-portfolios efficiently.</li> <li>Provide feedback to students through digital channels.</li> <li>Use data-driven insights for educational decision-making.</li> </ul>	<b>Unit IV: Evaluation and Feedback (4)</b> 4.1 Assessing Student Performance with ICT 4.2 Online Assessments and E-Portfolios 4.3 Providing Feedback through Digital Means 4.4 Data-Driven Decision Making in Education
<ul style="list-style-type: none"> <li>Explore emerging technologies for future educational applications.</li> <li>Prepare strategies for future classroom technology integration.</li> <li>Analyze case studies of innovative ICT classroom practices.</li> </ul>	<b>Unit V: Future Direction ICT teaching methods (12)</b> 5.1 Emerging Technologies in Education 5.2 Preparing for the Future Classroom

<ul style="list-style-type: none"> <li>Develop a comprehensive semester plan incorporating ICT method.</li> </ul>	5.3 Case Studies of Innovative ICT Practices in classroom  5.4 Project about complete plan of one semester
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#### 4 Instructional Techniques

The instructional techniques for this course are divided into two groups. First group consists of general instructional techniques applicable to most of the units. The second group consists of specific instructional techniques applicable to particular units.

##### 4.1 General Techniques

Reading materials will be provided to students in each unit. Lecture, Discussion, use of multi-media projector, brain storming are used in all units.

##### 4.2 Specific Instructional Techniques

Demonstration is an essential instructional technique for all units in this course during teaching learning process. Specifically, demonstration with practical works will be specific instructional technique in this course.

#### 5. Evaluation :

Internal Assessment	Semester Examination	Total Marks
40 Marks	60 Marks	100 Marks

*Note: Students must pass separately in internal assessment and semester examination.*

##### 5.1 Internal Evaluation (40 Marks):

Internal evaluation will be conducted by subject teacher based on following criteria:

• Class Attendance	5 Marks
• Learning activities and class performance	5 Marks
• First assignment ( written assignment)	10 Marks
• Second assignment (Case Study/project work with presentation )	10 Marks
• Terminal Examination	10 Marks
Total	40 Marks

##### 5.2 Semester Examination (40 Marks)

Examination Division, Dean office will conduct final examination at the end of semester.

• Objective question (Multiple choice 10 questions x 1mark)	10 Marks
• Subjective short answer questions (6 questions x 5 marks)	30 Marks
• Long answer questions (2 questions x 10 marks)	20 Mark
Total	60 Marks

## 6. Recommended Books and Reference Materials

### 6.1 Recommended Books:

*Author Name. (2019). Educational Technology. (2019). New York, NY: Springer Berlin Heidelberg.*

Agarwal, J.C. (2008): *Essentials of Educational Technology: Innovations In Teaching Learning*.  
New Delhi: Vikas Publishing House Pvt. Ltd.

### 6.2 References materials:

*Kolb, L. (2017). Learning first, technology second: The educator's guide to designing authentic lessons (First edition). Portland, Oregon: International Society for Technology in Education.*

*Radha Mohan. (2007). Innovative science teaching. New Delhi: Prentice-Hall of India Private Limited.*

*Mangal, S. K., & Mangal, U. (2012). Essentials of educational technology. New Delhi: PHI Learning Pvt. Ltd.*

**Course Title: Educational Project**

**Course No. : ICT. Ed. 479**

**Level: Bachelor**

**Semester: Seven**

**Nature of Course: Practical**

**Credit Hours: 3**

**Teaching Hours: 80**

**1. Course Description**

This course requires students to complete a major information systems project. Students are to demonstrate a capacity to work in the computing field at a professional level. Students are expected to manage their resources to initiate, plan, estimate, and carry out educational information systems project accordance with appropriate standards. It develops students' skill regarding analysis, design and development of meaningful real world application. This course is to introduce to plan and complete project work related with Computer software under the supervision of an instructor or a supervisor.

**2. General Objectives**

On completion of this course, the students will be able to:

- Develop the ability of a student to tackle, a selected problem to a reasonable depth of understanding
- Develop the ability of a student to organize and produce a professional software/website
- Develop the ability of a student to produce technical documentation to a high standard
- Develop the ability of a student to produce an analytical report which communicates the work carried out in the project and evaluates the final product and the student's contribution

**3. Description of the Project Work**

The work carried out must be a practical, problem-solving project. It should be a realistic project in the sense that the product should be useful practically as far as possible.

**3.1 Group formation**

Students can perform project individually or in a group (maximum of 4 students).

**3.2 Procedure**

The students should exercise the following three phases for this course.

- Proposal Submission
  - Mid-Term Defense
  - Final Project Submission and Defense
- a. Proposal Submission:
- Students(s) prepares proposal document in the prescribed format and submits to the Department of ICTE in the College.
  - The HOD/Program Coordinator or a panel coordinated by him/her evaluates the proposal with or without a presentation from the student(s).
  - If the proposal is accepted; a Supervisor is assigned by HOD/Coordinator depending upon the nature of the project
- b. Mid Term Defense:
- The project team has to face a Mid Term Defense after first 40% to 60% of the project duration so that the supervisor and internal evaluator are assured of the progress of the project.
- c. Final Defense:
- Project team submits a complete project report in the prescribed format to the department
- The department then schedules the day for final defense
  - External Supervisor will be decided and will be called for the final defense
  - The project team needs to give presentation, followed by viva question answer session.

### 3.3 Prescribed Format of the Proposal

- Introduction
- Problem Statement
- Objective
- Scope and Limitation
- Methodology
  - a. Requirement Identification
    - Study of existing system
    - Requirement collection
  - b. Feasibility Study
    - Technical
    - Operational
    - Economical
  - c. Tools
    - Analysis and Design Tools
    - Implementation tools (Front End, Back End)
- High level design of Proposed System (by system flow chart, use cases or other appropriate diagrams)
- Gantt Chart to show the project planning.
- Expected Outcome

### 3.4 Prescribed Format of the Project Report

The sequence in which the project report material should be arranged is as follows:

- Cover page and Title
- Candidate's Declaration
- Supervisor's Certificate/ Recommendation
- Internal, External Examiners' Approval
- Acknowledgements
- Executive Summary
- List of Figures
- List of Tables
- Abbreviations
- Table of Contents
- Main Body
- References / Bibliography
- Appendix

### 3.5 Number of Copies to be submitted to the Department

Three hard copies of the report are to be submitted to the Department after corrections done as suggested by guide/Department at any time when report submission is called by guide/Department. The total numbers of reports to be prepared are three:

- One copy to the college
- One copy for University
- One copy to candidate

Before taking the final printout, the approval of the concerned guide is mandatory and Suggested corrections, if any, must be incorporated. The reports submitted to the department/guide(s) must be hard bounded with black cover with golden color alphabets.

### 3.5 Standard to be followed

The report must be printed on one side only. Please use a high-resolution printer, preferably a laser printer with at least 300 dpi.

#### A. *Page Layout*

Your paper must use a page size corresponding to A4 which is 210mm (8.27") wide and 297mm

(11.69") long.

The margins must be set as follows:

- Top = 1 inch
- Bottom = 1 inch
- Left = 1.25 inch
- Right = 1 inch

B. *Page Style*

- All paragraphs must be indented. All paragraphs must be justified aligned with 1.5 spacing

C. *Text Font of Entire Document*

- The entire document should be in Times New Roman.
- The font size has to be 12pt throughout

D. *Section Headings*

- No more than 3 levels of headings should be used.
- Font size for the headings will be 16pt, 14pt, 12pt bold

E. *Figures and Tables*

- Position figures and tables at the tops and bottoms pages. Tables and figures may be full-page width or may be partial page.
- Width with wrap on either side.
- Figure captions should be centered below the figures. Table captions should be centered above.
- Caption font size: Times New Roman 10pt bold
- Table Numbering: ChapterNo.TableCount (eg. Table 1.1, Table 1.2, Table 3.1, Table 3.5)
- Figure Numbering: ChapterNo.FigureCount (eg. Figure 2.1, Figure 2.4, Figure 5.1)

F. *References*

- For reference students must follow APA (latest version) format.

#### 4. Evaluation:

Proposal	Mid-Term Defense	Final Defense	Total Marks
10 Points	30 Points	60 Points	100 Points

#### 4.1 Evaluators:

- Project Supervisor (Mentor of the project) -40%
- Internal (HOD/Program Coordinator or decided by Coordinator) -20%
- External Supervisor -40%

#### 4.2 Duration (for 1 group)

- Presentation 20 minutes
- Viva 15 minutes
- Demonstration 15 minutes
- Report checking 10 minutes