CURRICULUM for B.Voc in Multimedia, e-Learning and m-Learning

The curriculum will be updated on regular basis in consultation with the Industry.
S = Skill-based paper; E = Education-based paper

Students will undertake internship in vacations intervening Semesters IV & V.

Preamble

India does not have at present any comprehensive degree programs for digital content design, its development and management with a focus on enhancing the quality of Education and Training personnel for the important sector of ICT-enabled education.

According to various reports, India's online education market size is set to grow manifold in the next decade.

The need for skilled and qualified manpower in design, development, management, marketing, etc. in the areas of e- & m- Learning content and solutions is expected to grow very fast.

With the recent introduction of Massive Open Online Courses (MOOCs) as well as fully Online Courses for school sector as well as for Higher Education sector as a part of the Digital India initiative of the Govt. of India, there is felt an increasing need of manpower having know how of e-learning and m-learning techniques, audio-video and other educational technologies.

There is at present a serious scarcity of manpower, both at junior and senior levels, having relevant ICT skills to cater to the needs of multimedia enriched e-content development, e-Learning and m-Learning. These skills are in huge demand for getting employment at different levels in publishing houses, media houses, e-content developers, e-and m- learning companies. With an explosive growth in ICT-enabled education in the country it won't be surprising if in near future, every school, college and university of the country will require e-and m-learning experts.

Course Outcomes:

This course will provide the skills and knowledge in the following for employability in Education, Training and Publishing sectors:

- **Basic ICT Skills:** Basics of Computers, File formats, Basic Word Processing and Spreadsheet Applications, Basic Graphics and Presentation Technology, Basics of Content Development and Database, Internet and Network Technologies, Graphic and Art Design
- **Printing and Publishing Skills:** Publishing and Printing Skills, Graphic Designing Techniques for Print Media, English Editing and Proof -Reading Techniques.
- **Audio-Video Presentation Skills:** Photography, Videography, Audio Recording and Editing Skills, Screen capture tools and Advanced Presentation Skills.
- **Multimedia Development and Editing Skill:** 2d and 3D Animation Creation, Audio & Video Editing and Publishing, Website Designing,
- Multilingual Adaptation/ Translation.
- **Hardware Handling Skills:** Audio-Video Equipment Handling, IT Hardware and Maintenance, Mobile Hardware, Repair and Maintenance, Server, Networking, Printing and Presentation Devices.
- **e-Content Development Tools:** Interactive content development, LMS, Professional ICT Tools for e-learning and m-Learning

B. Voc. in Multimedia, e-Learning and m-Learning

Paper Code	Paper Name	Credits
Semester I :		
BVEL11(E)	Introduction to Multimedia, e-Learning and m-Learning	6
BVEL12(E)	Basics of Computers, Internet and Communication Technologies	6
BVEL13(S)	Basic ICT Tools: Techniques & Applications	6
BVEL14(S)	Presentation Technologies- Tools and Techniques	6
BVEL15(S)	Communication and Writing skills	6
TOTAL SEMESTER CREDITS		**30**
Semester II:		
BVEL21(E)	Basics of Publishing and Printing	6
BVEL22(E)	Editing and Proof-Reading Techniques	6
BVEL23(S)	Publishing and Printing: Tools and Techniques	6
BVEL24(S)	Graphic Designing Techniques for Print Media	6
BVEL25(S)	Still Photography- Tools and Techniques	6
TOTAL SEMESTER CREDITS		**30**
Semester III:		
BVEL31(E)	Basics of Audio-Video Recording	6
BVEL32(E)	Entrepreneurship	6
BVEL33(S)	Audio-Video Recording – Tools and Techniques	6
BVEL34(S)	2D and 3D Animations – Tools and Techniques	6
BVEL35(S)	Screen Capture and Advanced Presentations- Tools and Techniques	6
TOTAL SEMESTER CREDITS		**30**
Semester IV:		
BVEL41(E)	Basics of Audio-Video Equipment & Mobile devices	6
BVEL42(E)	Multilingual Adaptation/Translation	6
BVEL43(S)	Audio-Video Equipment & Mobile devices - Hardware and Maintenance	6
BVEL44(S)	Website Designing	6
BVEL45(S)	Soft Skils	6
TOTAL SEMESTER CREDITS		**30**
Semester V:		
BVEL51(E)	Basics of Audio-Video Editing and Publishing	6
BVEL52(E)	Basics of IT & Networking Devices	6
BVEL53(S)	Newsroom and Online Publishing	6
BVEL54(S)	IT & Networking Devices- Hardware and Maintenance	6
BVEL55(S)	Project/ Internship Report	6

	TOTAL SEMESTER CREDITS	30
Semester VI:		
BVEL61(E)	Instructional design and Content Development	6
BVEL62(E)	Basics of Assessments and Learning Management Systems	6
BVEL63(S)	Interactive content- Tools and Techniques	6
BVEL64(S)	Assessments and Learning Management System - Tools and Techniques	6
BVEL65(S)	Dissertation/Project Work	6
TOTAL SEMESTER CREDITS		**30**
TOTAL B.Voc. CREDITS		**180**

PAPER BVEL11(E): Introduction to Multimedia, e-Learning and m-Learning

CREDITS: 6

Learning Outcomes:

After pursuing this paper, students would:

- *know basics of educational technologies;*
- *absorb basics of content development;*
- *evaluate content development models and the ethics of OER;*
- *understand basics of Database concept.*

Unit 1
Introduction to Multimedia, e-Learning and m-Learning. Introduction to MOOCs, Fully Online courses. Case studies of some MOOCs. CBTs & Corporate Training modules. Introduction to Educational technologies and pedagogies.

Unit 2
Basics of Content Development, Methodology of e-content development, Content of different types, Different types of information, Planning Guidelines, learner/reader centric document, static content and its multimedia enrichment (e-content).

Unit 3
Parameters for good quality e-content. Comparison of some recent models of e-content development from K-12 to Higher Education Content.

Unit 4
Open educational resources (OERs), copyrights & Fair-use guidelines. Plagiarism and tools for its detection (Turntin or PlagiarismCheckerX or any other software).

Unit 5
Basics of Database: Introduction to Database, Data types and other properties of fields, Database models, working with data and SQL, Basics of designing and creating a relational database, search engines, tagging and metadata.

Suggested Readings:

- Rarh, V. (2018). Developing content for Massive Open Online Courses (MOOCs): An Experience of Teaching-Learning Centre. In N.V. Varghese, A. Pachauri & S. Mandal (Eds.). *India Higher Education Report 2017: Teaching, Learning and Quality in Higher Education* (pp. 192-213). Delhi: Sage Publication.
- Bakhshi, A.K. & Rarh, V. (2013) ICT for Enhancing the quality of Open and Distance Education through e-Learning. In A. Chaturvedi & K.V. Singh. Open and Distance Learning in India Challenges and Prospect, Delhi: IGNOU.
- Rarh, V. & Goel. A. (2011). A Methodology for e-Quiz Content Production for e-Learning. Second International Conference on Emerging Applications in Information Technology. Kolkata, 2011. India: IEEE.

- Curriki: Open Source Curriculum & Resources using Wiki Technology for Education. (n.d.) Retrieved from http:// www.curriki.org/
- Open Educational Resources. (n.d.) Retrieved from http://www.oercommons.org/
- SWAYAM Portal, Govt. of India. (n.d.) Retrieved from www.Swayam.gov.in
- National Programme on Technology Enhanced Learning (NPTEL). (n.d.) Retrieved from http://nptel.iitm.ac.in

Note: Latest editions of books may be used.

PAPER BVEL12(E): Basics of Computers, Internet and Communication Technologies

CREDITS: 6

Learning Outcomes:

After pursuing this paper students would:

- *Know basics of computer systems and hardware;*
- *Understand basics of Operating system and Graphic User Interface (GUI);*
- *Know about Information and Communication Technologies (ICT).*
- *Know about mobile apps.*

Unit 1
Basics of Computer, Basic Applications of Computer; Components of Computer System, Central Processing Unit (CPU), Keyboard and Mouse, Other input/output Devices, Computer Memory, Concepts of Hardware and Software; Concept of Computing, Data and Information; Connecting keyboard, mouse, monitor and printer to CPU and checking power supply. Input Devices, Output Devices, Computer Memories.

Unit 2
Description of software - Operating Systems; Popular Operating Systems; The User Interface, Using Mouse; Using right Button of the Mouse and Moving Icons on the screen, Use of Common Icons, Status Bar, Using Menu and Menu-selection, Running an Application, Viewing of File, Folders and Directories, Creating and Renaming of files and folders, Opening and closing of different Windows; Using help; Creating Short cuts, Basics of O.S Setup; Common utilities. Installing Application Software, maintenance, anti-virus.

Unit 3
Basic of Computer networks: LAN, WAN; Concept of Internet; Applications of Internet; connecting to internet; What is ISP; Knowing the Internet; Basics of internet connectivity related troubleshooting, World Wide Web; Web Browsing software, Search Engines; Understanding URL; Domain name; IP Address; using some websites having content as OER and for commercial purpose.

Unit 4
Communications and collaboration: Basics of electronic mail; Getting an e-mail account; Sending and receiving e-mails; Accessing sent e-mails; Using E-mails; Document collaboration; Instant Messaging; Netiquettes.

Unit 5
Introduction to Mobile devices and apps. Intro to cellphones, smartphones and tablets, Game apps, Geo location apps, User-generated apps, Web enabled apps, Usability of apps. Case studies of some apps for learning.

Suggested Readings:

- Thareja, R. (2014). *Fundamentals of Computers*, New Delhi: Oxford University Press.
- Balaguruswamy, E. (2009). *Fundamentals of Computers*. New Delhi: McGraw-Hill Inc.
- Wadhwa, M. (2011).Fundamentals of Computers. New Delhi : International Book House.
Note: Latest editions of books may be used.

PAPER BVEL13(S): Basic ICT Tools: Techniques & Applications

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of document handling;*
- *Use tools of formatting;*
- *Understand tools of effective writing;*
- *Apply citation and plagiarism tools;*
- *Know basics of spreadsheets;*
- *Apply editing and formatting of Spreadsheet;*
- *Use functions and formulae.*

Unit 1
Basic Word Processing: Word Processing Basics, Opening and Closing of documents, Text creation and Manipulation, formatting of text, Table handling, Spell check, language setting and thesaurus, templates, Printing of word document, converting doc into other file formats.

Unit 2
Referencing and Plagiarism, Writing Effective Paragraphs, Pre-writing, Effective-writing, Communication with Subject-Matter-Expert, Grammar for Writers, Common Grammatical Errors, Proof-Reading, Editing, Rewriting.

Unit 3
Using Word processors and anti-plagiarism tools (Turntin or PlagiarismCheckerX or any other software) for formatting of static content and its paraphrasing.

Unit 4
Basics of Spreadsheet Applications: Basics of Spreadsheet; Manipulation of cells; Formulas; Editing of Spreadsheet, printing of Spreadsheet.
Basic mathematics formulae. Simple mathematical functions.

Unit 5
Using different browsers, mails, Google forms, mail merge and other tools for communication with team.

Suggested Readings:

- Channelle, A. (2009). *Beginning OpenOffice 3*. New York City: Apress.
- Artymiak, J. (2011). *Beginning OpenOffice Calc*. New York City: Apress.
- Thareja, R. (2014). *Fundamentals of Computers*, New Delhi: Oxford University Press.
- Balaguruswamy, E. (2009). *Fundamentals of Computers*. New Delhi: McGraw-Hill Inc.
- Wadhwa, M. (2011).Fundamentals of Computers. New Delhi: International Book House.
  Note: Latest editions of books may be used.

PAPER BVEL14(S): Presentation Technologies- Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of presentation graphics;*
- *Apply formatting tools for presentations;*
- *Handle Slide Master;*
- *Capture designing presentations;*
- *Practice tools for making presentations.*

Unit 1
Introduction to Presentation Tools- proprietary and open source, Create a New Presentation, Format Presentations, Slide management, Slide, Working with Text Boxes, Slide Order.

Unit 2
Enhance a Presentation with Animation, Insert Video, Insert or Create Table and Charts, format a Presentation Using Slide Masters; Review, Compare, Combine, and Protect Presentations and flowchart designing, importing text from text file outline,

Unit 3
Using Slide Master view, adding footer, date and slide number, removing background graphics, applying fonts, Placeholders text, chart & pictures, Naming layout properties.

Unit 4

Rulers, Status bar, view buttons, vertical splitting, sorter view, Run PowerPoint presentation, presentation tools.

Suggested Readings:

- Channelle, A. (2009). *Beginning OpenOffice 3*. New York City: Apress.
- Ledden, E. (2017). *The Presentation Book*, New Jersey, United States: FT Press.
- Price, M. & Mcgrath. M. (2016) *Office 2016 in Easy Steps*. Daryaganj, New Delhi: BPB Publications
- Kumar, B. (2011). *Microsoft Office*. Daryaganj, New Delhi:V & S Publishers

Note: Latest editions of books may be used.

PAPER BVEL15(S): Communication and Writing skills

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Understand the role of language;*
- *Understand the nuances of vocabulary;*
- *Practice some basics of grammar;*
- *Practice usage in English language;*
- *Apply the rules of writing.*

Unit 1: Significance of English Language
a) Role and importance of English language in Media
b) Language as a tool of communication.
c) Role and importance of English language in Corporate world.

Unit 2: Vocabulary Building
a) Word Formation Methods: Prefix, Suffix, Conversion, Compounding.
b) Homophones
c) One word Substitutes
d) Words often confused

Unit 3: Fundamentals of English Language
a) Parts of Speech
b) Basic Auxiliaries and Modals
c) Tenses

Unit 4: English Usage
a) Active and Passive Voice
b) Conditional sentences
c) Question tags

e) Syntax concord
Unit 5: Writing Emails, Letters, Reports, brochures, etc.

Suggested Readings:

- Nesfield, J.C. (2017). *English Grammar Composition & Usage*. New Delhi, India: Macmillan Publishers India Pvt. Ltd.
- Sood, M. (2015). *The Business letters*. New Delhi: Goodwill Publishing House.
- Kumar, S & Lata, P. (2015). *Communication Skills*. New Delhi: Oxford University Press.
- Grant, T. (2004). *English Conversation Practice*. New Delhi: Tata McGraw Hill.
- Mohan, K. & Banerji, M. (1990). *Developing Communication Skills*. New Delhi: MacMillan India Ltd., Delhi.
  Note: Latest editions of books may be used.

SEMESTER II:

PAPER BVEL21(E): Basics of Publishing and Printing

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know about evolution of printing;*
- *Know aspects of printing;*
- *Appreciate color management;*
- *Understand post press activities and legal aspect of publishing.*

Unit 1
The Evolution of Print Production, Printed Media and Publication, Print Production Industry: Management and Organization, Post press Specifications: Analyzing industry specifications for binding and finishing, planning for a finished, product.

Unit 2
Papers and Substrates: Understanding paper production, impact of surfaces and finishes on printing processes.

Unit 3
Color Management for Production: Analyzing color modes and spaces, planning for color gamut's, mapping additive and subtractive color principles

Unit 4
Using Color in Production: Understanding the Bourges Color Concept, working with color combinations and color palettes, Mapping color relationships; clean, contaminated and complementary color, Compare industry specifications for printing processes & devices.

Unit 5
Post press and Printing: Understanding the relationship between printing processes, substrates, and binding and finishing. Self-publishing, Legal aspects of printing, ISBN & ISSN.

Suggested Readings:

- Romano, F.J. (1999). *Professional prepress, printing, and publishing*. United States: Prentice Hall PTR
- Romano, F.J. (1997). *Delmar's Dictionary of Digital Printing & Publishing*. New York City, United States: Delmar Publishers.
- Sarkar, N.N. (2013). *Art and Print production*. New Delhi: Oxford University Press.
- Rand, P. (2016). *A Designers Art*. New York, United States: Princeton Architectural Press.
- Reiner, I. (1947). *Grafika: Modern Design for advertising and printing*. New York: P.A. Struck.
- Conover, C. (2011). *Designing for Print*, New Jersey, United States: Wiley Publisher
- Bass, S. (2011). *A Life in Film and Design*. London, United Kingdom: Laurence King Publishing.
- Fletcher, E. (2001). *The Art of Looking sideways*. London, United Kingdom: Phaidon Press.
- Samara, T. (2005). *Making and Breaking the Grid*. United States: Rockport Publishers.
  Note: Latest editions of books may be used.

PAPER BVEL22(E):   Editing and Proof-Reading Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of editing and proofing;*
- *Apply rules of grammar;*
- *Appreciate document layout;*
- *Understand paraphrasing and precise.*

Unit 1
Copy editor vs Proof reader, Role of proof reader, The five C's, How to copy edit, Proof reading symbols and their meaning

Unit 2
British English versus American English, Copy editing Fiction books, copyediting for business writing

Unit 3
Writing better letters and emails, Sentence Length, Sentence fragments, Proper punctuation, Correct capitalization, apostrophe, Paragraph length, How to layout Text.

Unit 4
Word skills for proofreaders. Auto-summarize, Headers and footers, Technology that helps proof readers.

Unit 5
Hands-on for editing and proof-reading

Suggested Readings:

- Anderson, L.K. (2005). *McGraw-Hill's Proofreading Handbook*. New York City, United States, McGraw Hill Professional.
- Pagel, L.G., Jones, E. & Kane, D. (2000). *Proofreading and Editing Precision*. United States: South-Western Educational Pub.
- Gilad, S. (2007). *Copyediting and Proof-reading For Dummies*. New Jersey, United States: Wiley and Sons.
- Sharpe, L.T. & Gunther, I. (2009). *Editing Fact and Fiction: A Concise Guide to Book Editing*. Cambridge, United Kingdom: Cambridge University Press.
- Strunk, W. (1999). *The Elements of Style*. London, United Kingdom: Pearson.
- Judd, K. (2001). *Copyediting: A Practical Gu*ide. Ontario, Canada: Crisp Learning.
Note: Latest editions of books may be used.

PAPER BVEL23(S): Publishing and Printing: Tools and Techniques
CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know printing job work;*
- *Appreciate different layouts;*
- *Practice softwares for printing and publishing.*

Unit 1
Composition and type setting, Makeup of letterpress copy, Printing press operations, Color printing, Letter Press Printing, Platen Presses, Cylinder presses, Preparing stereotype, Rotogravure, offset printing, Serigraphy, Flexography, Printing Inks,

Unit 2
Analyzing different Brochures, Flyers, Posters, Booklets, Catalogues, Newspapers, Advertising & Magazine layouts.

Unit 3
Use of latest software for publishing and printing of Brochure, Flyer, Poster, Booklet, Catalogue, Newspaper, Advertising, Magazine.

Suggested Readings:

- Romano, F.J. (1999). *Professional prepress, printing, and publishing*. United States: Prentice Hall PTR
- Romano, F.J. (1997). *Delmar's Dictionary of Digital Printing & Publishing*. New York City, United States: Delmar Publishers.
- Rand, P. (2016). *A Designers Art*. New York, United States: Princeton Architectural Press.
- Reiner, I. (1947). *Grafika: Modern Design for advertising and printing*. New York: P.A. Struck.
- Conover, C. (2011). *Designing for Print*, New Jersey, United States: Wiley Publisher
- Bass, S. (2011). *A Life in Film and Design*. London, United Kingdom: Laurence King Publishing.
- Fletcher, E. (2001). *The Art of Looking sideways*. London, United Kingdom: Phaidon Press.
- Samara, T. (2005). *Making and Breaking the Grid*. United States: Rockport Publishers.
  Note: Latest editions of books may be used.

PAPER BVEL24(S): Graphic Designing Techniques for Print Media

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know the basics of graphic design;*
- *Use equipment for design;*
- *Create images and effects;*
- *Apply typographic measurement;*
- *Use software for computer graphics;*
- *Design promotional material.*

Unit 1
Introduction to Graphic Designing, Shaping, Design & Illustration, Basic Tools, planes, modeling, digital brushed, perspective & foreshortening.

Unit 2
Graphic machines and printers, Types of Ink and ink powder, Graphic Tablets and stylus, web objects, color grading, color palette, Vector graphics, Hands on for graphics and art design using software and mobile apps, Know about pixel, CMYK, RGB.

Unit 3
Practice on Corel Draw & Illustrator or similar software for static graphic designing and publishing of different types.

Unit 4
Practice on Photoshop or similar software for static graphic designing and publishing of different types.

Unit 5
Designing flyers, brochures, Banners, poster designing, designing visiting and other cards.

Suggested Readings:

- Dabner, D. & Stewart, S. (2014). *Graphic Design School*. London, United Kingdom: Thames and Hudson Ltd.
- Poulin, R. (2017). *Design School: Type*. United States: Rockport Publishers.
- White, A.W. (2011). *The Elements of Graphic Design*. United States: Allworth Press.
- Bringhurst, R. (1996). *The Elements of Typographic Style*. United States: Hartley & Marks Inc.
- Senefelder, A. (2017). *The Invention of Lithography*. London, United Kingdom: Forgotten Books.
  Note: Latest editions of books may be used.

PAPER BVEL25(S): Still Photography- Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know camera basics;*
- *Know camera control;*
- *Use camera and other equipment;*
- *Appreciate composition;*
- *Practice hands on photography;*
- *Understand schools of photography.*

Unit 1
Camera Basics, Operating a Camera, Types of Film and medium, Exposure, Aperture & Shutter Speeds.

Unit 2
TTL Light Meter, Depth of Field, Type Lenses, Choosing Lenses for shoot, Lighting, Flash photography, Filters, Steady Shooting, Digital vs Film, Enhancing digital photographs.

Unit 3
Schools of photography: Pictorial and Modern. Composing the picture and organizing shooting. Types of photography – landscape, portrait, still life and action. Hands-on on photography.

Unit 4
Lighting techniques, Pixel, Frame Size, Raw Format, Image Retouching and enhancement.

Unit 5
Studio and outdoor scenario based application of still photography.

Suggested Readings:

- Erickson, B. & Romano, F.J. (1999). *Professional Digital Photography*. United States: Prentice Hall
- Sontag, S. (2011). *On Photography*. New York, United States: Farrar, Straus and Giroux.
- Allen, E. & Triantaphillidou, S. (2010). *The Manual of Photograph*. Netherlands: Elsevier.
- Kelby, S. (2013). *Scott Kelby's Digital Photography*. San Francisco: Peachpit Press
- Peterson, B. (2016). *Understanding Exposure*. Manhattan: Crown Publishing Group, Amphoto Books.
- Freeman, M. (2007). *The Photographer's Eye*. United States: Focal Press.
  Note: Latest editions of books may be used.

SEMESTER III:

PAPER BVEL31(E): Basics of Audio-Video Recording

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of sound;*
- *Understand working of equipment;*
- *Manage audio/ video files;*
- *Know basics of video handling;*
- *Know basics of studio equipment and layout*

Unit 1
Sound, Frequency, Wavelength, and Period, Behavior of Sound, Microphones & basic studio introduction, Mixers, Consoles & Control Surfaces.

Unit 2
Electric Bass Recording, Microphone Techniques. Male & Female voice recording, software for audio editing, install software, perform basic audio functionality, how to copy and paste audio, Remove Background noise, Export audio file after editing.

Unit 3
Introduction to Video camera & Video recording, Camera, movements: Pan, Tilt, dolly, track, Simple shot, complex shot, developing shot, Video camera operation, Learn the basics of exposure, white balance, and camera operation of a DSLR

Unit 4
How to use other film-related equipment, including a tripod, slider, glide cam, how to use digital editing software.

Unit 5
Chroma technique and Virtual sets. Studio layout and acoustics.

Suggested Readings:
- Derry, R. (2006). *PC audio editing with adobe audition 2.0: broadcast, desktop and cd audio production.* United Kingdom: Focal Press.
- Collins, M. (2013). *Pro-Tools for Music Production: Recording, Editing and Mixing.* United Kingdom: Taylor & Francis.
- Brown, B. (2016). *Cinematography: Theory and Practice: Image Making for Cinematographers and Directors*: Volume 3. United Kingdom: Routledge.
- Bernard, R. (1990). *Practical Videography: Field Systems and Troubleshooting.* United Kingdom: Focal Press.
   Note: Latest editions of books may be used.

PAPER BVEL32(E):   Entrepreneurship

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know the concept of entrepreneurship;*
- *Understand the process of entrepreneurship development;*
- *Understand business and financial aspects of entrepreneurship;*
- *Imbibe creativity;*
- *Grasp the significance of innovation;*
- *Know the legal aspects of entrepreneurship.*

Unit 1
Concept of an entrepreneur. Evolution of entrepreneurship. Attributes of entrepreneurs. Core elements of entrepreneurship. Entrepreneurship in a Developing economy. Factors affecting the Entrepreneurship development.

Unit 2
Generation of ideas: Methods and process of generating ideas, sources of ideas and screening process. Assessing opportunities: Challenges, pitfalls and critical factors of new venture; Business and Entrepreneurial development organizations.

Unit 3
Determining and acquiring required resources (Financial, Physical and Human): Search for entrepreneurial capital- Debt vs. Equity; Venture Capital Market; Angel Financing and Alternative sources of finance for Entrepreneurs. Business Plan.

Unit 4
Creativity: Concept and process of creativity; role and importance of creativity and mental blocks to creativity.
Innovation: Meaning and importance of innovation. Types of innovation. Methods of protecting innovation, creativity and branding.

Unit 5
Legal Aspects: Sole proprietorship, partnership and Limited Liability Partnership (LLP); trademarks, patents, copyrights and registered design protection.

Suggested Readings

1. Gupta, C.B. & Khanka, S.S. (2014). and S.S. Khanka, *Entrepreneurship and Small Business Management*. New Delhi: Sultan Chand Publications.

2. Taneja, S. & Gupta, S.L. (2017) *Entrepreneur Development*. New Delhi: Galgotia Publishing Company.

Note: Latest editions of books may be used.

PAPER BVEL33(S): Audio-Video Recording – Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know about audio and video;*
- *Audio equipment and tools;*
- *Video Cameras and tools;*
- *Video Devices and sensors;*
- *Techniques of recording;*
- *Design and plan recording sessions.*
- *Maintain logs of recording and editing sessions.*

Unit 1
History of film, audio and video generations, different formats of audio & video, video codecs.

Unit 2
Types of microphones, audio connectors, audio interface, audio frequency, know your surroundings, stereo and mono audio, audio recording and editing software's and their functions, Audio mixer.

Unit 3

Types of video cameras, video connectors, video interface, frame size, pixel, video formats, chroma subsampling, lenses, storage and various devices used for direct storage, video sensors.

Unit 4

Types of video shots & angles, using trolley & jimmy jib, shoulder movements, gimbal and stabilizers.

Unit 5

Studio and outdoor scenario based application of audio and videography.

Suggested Readings:

- Derry, R. (2006). *PC audio editing with adobe audition 2.0: broadcast, desktop and cd audio production*. United Kingdom: Focal Press.
- Collins, M. (2013). *Pro-Tools for Music Production: Recording, Editing and Mixing*. United Kingdom: Taylor & Francis.
- Brown, B. (2016). *Cinematography: Theory and Practice: Image Making for Cinematographers and Directors*: Volume 3. United Kingdom: Routledge.
- Bernard, R. (1990). *Practical Videography: Field Systems and Troubleshooting*. United Kingdom: Focal Press.
  Note: Latest editions of books may be used.

PAPER BVEL34(S):   2D and 3D Animations – Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know Basics of Animation;*
- *Apply shapes, forms and shading;*
- *Practice techniques in 2D and 3D animation;*
- *Practice visual effects;*
- *Use production softwares for e-learning and m-learning.*

Unit 1

Basics of Animation: An Introduction on how to make drawings for animation, Drawings with the help of basic shapes, Shapes and forms

Unit 2

About 2D and 3D drawings, shading techniques, Live model study, Boundary-breaking exercises and warm-ups, gesture drawing, Line drawing and quick sketches, Drawing from observation, memory and imagination.

Unit 3

Text animations, text to animated video, Doodle apps.

Unit 4
Introduction to 2D and 3D Animation, Modelling Techniques, Texturing & Shading, Basic Lighting & Rendering, Rigging Techniques, Advanced Lighting & Rendering, Character Design for Production, Visual Effects for Production Creation of 2D and 3D animations using advance software.

Unit 5
Developing animations for e-learning and m-learning.

Suggested Readings:

- Trivedi, M.C. (2009). *Computer Graphics & Animation*. Mumbai, India: Jaico Publishing House.
- Richard. (1996). *The Encyclopedia of Animation Techniques*. United Kingdom: Focal Press.
- Laybourne, K. & Canemaker, J. (1998). *The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation*. United States: Three Rivers Press.
Note: Latest editions of books may be used.

PAPER BVEL35(S): Screen Capture and Advanced Presentations- Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Use screen capture tools;*
- *Apply advanced techniques in presentation;*
- *Apply transition, animation and insertion;*
- *Use interactive tools;*
- *Design, Structure and develop presentations.*

Unit 1
Screen capturing and its use, Snipping Tools for desktops and mobiles, various screen capture software's, Video Formats for capturing.

Unit 2
Importance of presentations, design clear and attractive visual aids, use popular presentation software packages, Introduction to presentation software, Slide design, mastering the master slide, Navigating slides,

Unit 3
General design and format, Explaining the Title/Outline/Introduction/Conclusion sections, data in the form of figures/tables, Guidelines for preparing presentations and completing evaluation reports

Unit 4
Using screen capture software, interactive whiteboard, interactive touch screen-pen and advanced presentation tools.

Unit 5
Developing advanced presentations for e-learning and m-learning.

Suggested Readings:
- Davis, T. (2015). *Visual Design for Online Learning*. New Jersey, United States: John Wiley & Sons Inc. Publisher.
- Russell, J. & Cohn, R. (2012). *Snipping Tool*. Wisconsin, United States: Book on Demand.
- Abela, A. (2013). *Advanced Presentations by Design: Creating Communication that Drives Action*. New Jersey, United States: Wiley.
- Wempen, F. (2004). *PowerPoint Advanced Presentation*. New Jersey, United States: Wiley.
Note: Latest editions of books may be used.

SEMESTER IV:

PAPER BVEL41(E): Basics of Audio-Video Equipment & Mobile devices

Credits: 6

Learning Outcomes

After pursuing this paper students would:

- *Know about Audio-Video Equipment;*
- *Conceive set design and ambience in the studio;*
- *Understand digital and mobile technology;*
- *Know assembly and disassembly of mobile phones;*
- *Know specifications of ICs and other parts;*
- *Know basics of chip technology.*

Unit 1
Video Camera Formats, Parts, Functions, Sound and lighting equipment for video production, Various stages of video production, pre-production, production and post-production

Unit 2
Terminology used in TV production, selecting of right equipment, broadcast equipment and their coordination, Optical fiber, modem and their application in media production, Set designing & art direction for programs.

Unit 3
Basics of mobile communication, Study of Digital Electronics, Assembling and disassembling of various models of mobile phones

Unit 4

Study of various tools and equipment used in mobile phone repairs, Study of parts inside a mobile phone, Use of DC Power Supply, Introduction and study of Printed Circuit Board, Testing of various parts and components

Unit 5

Study of different ICs (chips), How to recognize various ICs, Soldering & de-soldering of components by using a soldering iron, Reheating and mounting of various BGA and SMD chip, Ultrasonic cleaning procedure, maintenance of mobile hardware.

Suggested Readings:
- Sheppard, R. & Guncheon, M. (2011). *Digital Photographer's Complete Guide to HD Video*. United Kingdom: Lark Books.
- Ian, R. (1991). *Audio-Visual Equipment: A Technician's and User's Handbook*. United Kingdom: Butterworth – Heinemann.
- Oparandu, C. (2016). *Mobile Phones and Tablets Repairs: A Complete Guide for Beginners and Professional*s. Mondraim Books Inc.
- Pandit, S. (2010). *Advance Mobile Repairing (Multicolour Circuits, Service Diagrams & Repairing)*. New Delhi: BPB Publications.
- Pandit, S. (2015). *Android and Windows: Mobile Phone Repairing*. New Delhi: BPB Publications.
  Note: Latest editions of books may be used.

PAPER BVEL42(E): Multilingual Adaptation/Translation

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know the importance of Multi-lingualism;*
- *Know methods in translation;*
- *Know translation software;*
- *Know Multi-lingual sources;*
- *Develop language interchangeability in content.*

Unit 1
Need for multilingual adaptation for e-content in India.
Writing skills in Hindi. Basics for translation, translation theories, Human and machine translation.

Unit 2
Translation from English to Hindi (or to any other language), translation basics.

Unit 3
Using ICT tools for translation, e-learning tools for multilingual conversion; human vs machine translation.

Unit 4
Developing transcript and using translated transcripts in video-editing and on video players. Development of bilingual video.

Unit 5
Hands on creation of a mini glossary using 3 languages.
Translation for News, magazine, articles, etc.

Suggested Readings:

- Bulcke, C.F. (2017). *English Hindi Dictionary*. New Delhi: S.Chand
- Gupta, S.C. (2006). *Translation Made Easy (Hindi-English)*. New Delhi: Arihant.
- Austermuhl, F. (2014). Electronic Tools for Translators. United Kingdom: Routledge.
- Drugan, J. (2013). *Quality In Professional Translation: Assessment and Improvement*. United Kingdom: Bloomsbury Academic
- Malmkjaer, K. & Windle, K. (2011). The Oxford Handbook of Translation Studies. United Kingdom: Oxford University Press.
- Bell, R.T. (2016). *Translation and Translating*. Theory and Practice: United Kingdom: Routledge.
- Callow, K. (1998). *Man and Message: A Guide to Meaning-Based Text Analysis*. United States: United Press of America.
  Note: Latest editions of books may be used.

PAPER BVEL43(S): Audio-Video Equipment & Mobile device: Hardware and Maintenance

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know parts of equipment;*
- *Know about peripherals;*
- *Practice assembly and disassembly of mobiles;*
- *Practice routine maintenance;*
- *Apply simple repair and trouble shooting.*

Unit 1
Video camera workflow, audio controller, recorder, video switcher, tripods, jimmy jip, gimbal.

Unit 2
HDMI 1.0 & 2.0, VGA, DVI, display port, thunderbolt, CAT6 & CAT7, USB 2.0, USB 3.0, SDI, USB C type, Fiber optic cable.

Unit 3
audio recorder, audio delay unit, servers, streaming devices, character generator, functioning of software, firmware, OS, system integration, acoustics

Unit 4
Device connection map, power distribution, cell phone components, connection map, processing unit, chipset.

Unit 5
Practice on usage and maintenance of Audio-Video Equipment & Mobile devices

Suggested Readings:
- Sheppard, R. & Guncheon, M. (2011). *Digital Photographer's Complete Guide to HD Video*. United Kingdom: Lark Books.
- Ian, R. (1991). *Audio-Visual Equipment: A Technician's and User's Handbook*. United Kingdom: Butterworth – Heinemann.
- Oparandu, C. (2016). *Mobile Phones and Tablets Repairs: A Complete Guide for Beginners and Professional*s. Mondraim Books Inc.
- Pandit, S. (2010). *Advance Mobile Repairing (Multicolour Circuits, Service Diagrams & Repairing)*. New Delhi: BPB Publications.
- Pandit, S. (2015). *Android and Windows: Mobile Phone Repairing*. New Delhi: BPB Publications.
  Note: Latest editions of books may be used.

PAPER BVEL44(S): Website Designing

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Introduction to web technologies;*
- *Working of website;*
- *Client and server script language*
- *Web standards.*

Unit 1
Web Technologies, Domains and Hosting, website workflow, types of websites, Client and server script language.

Unit 2
Practice of Photoshop or similar software for web designing.

Unit 3
Basics of Markup language, HTML structure, elements of head section, meta tags, css

tags, script tags, table tags, paragraph, span, pre tags, image & object tags, post and get method, field set and legend, HTML validation.

Unit 4
Webhosting basics, controlling c panel, creating email in c panel, using FTP client, Defining name server. Open source Content Management systems.

Unit 5
Development and uploading of content on websites using open source CMS.

Suggested Readings:
- Duckett, J. (2011). *HTML and CSS: Design and Build Websites*. New Jersey, United States: Wiley
- Duckett, J. (2014). *JavaScript and jQuery: Interactive Front–End Web Development*. New Jersey, United Sates: Wiley.
  Note: Latest editions of books may be used.

PAPER BVEL45(S): Soft Skills

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of personality traits and theories;*
- *Practice basics of public speaking;*
- *Acquire studio presence;*
- *Acquire voice culture;*
- *Acquire career advancement tools.*

Unit 1
Introduction to Personality: Personality Definition and Theories, how do personalities develop, Multiple theories in psychology, Stages of Development, Basic Personality

Unit 2
Traits, Moral Development, Personality and Career Choice, Changing Your Personality, Personal Growth.

Unit 3
Introduction to Oratory: Public speaking skills and voice modulation, Develop voice culture.
Studio Presence: Hands-on for recording audio for e-content and presenting in front of camera.

Unit 4
Career Advancement: Tips for Creating a Good CV, Main Sections in CV, Interview Tips and Techniques, Discussion Methods, Discussion Tips and Techniques. Group and individual activities for CV creation, Interview and Group Discussion

Unit 4
Development of CVs, practice of Interview and Group Discussion.

Suggested Readings:

- Anand, P.V. & Chadha, N.K. (2017). *Emotional Intelligence - Journey to Self-Positive*. New Delhi: The Readers Paradise.
- Chadha, N.K. (2004). *Recruitment and Selection*. New Delhi: Galgotia Publishing Company.
- Peale, N.V. (2014). *The Power of Positive Thinking: Faith in Yourself Makes Good Things Happen to You*. Uttar Pradesh: Qford.
- Karsh, B. & Pike, C. (2008). *How to Say It on Your Resume: A Top Recruiting Director's Guide to Writing the Perfect Resume for Every Job*. United States: Prentice Hall Press.
- Wood, D. (2010). *Best Resume Book: A Veteran Headhunter Gives Up His Resume-Writing Secrets*. United States: Xlibris Corp.
- Andrews, S. (2008). *How to Succeed at Interviews*. New York City, United States: McGraw Hill Education.
- Patnaik, P. (2010). *Group Discussion and Interview Skills*. New Delhi: Foundation Books.
  Note: Latest editions of books may be used.

SEMESTER V:

PAPER BVEL51(E):Basics of Audio-Video Editing and Publishing

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of sound;*
- *Know tools for sound recording;*
- *Know basics of editing;*
- *Know stages of editing;*
- *Know finishing and publishing.*

Unit 1
Sound Basics, Pro Tools intro, Acoustics, Monitoring, Microphones, Recording Basics

Unit 2
Digital/Analog, Voice over, Field Production, Dialogue, Sound Effects, setting recording session, Story/Narrative & Sound, Audio Documentary.

Unit 3
Introduction to Editing Theory, Introduction to video editing software, building the rough cut, Finishing the rough draft, trimming clip duration

Unit 4
Refining Edit points, Refining the Edit process, Customizing, Capturing and Transferring Footage.

Unit 5
Applying Transitions, Mixing Audio Tracks, removing chroma, Creating Titles, Applying Filters, Finishing and Output, setting video recording session.

Suggested Readings:

- Jackson, W. (2015). *Digital Audio Editing Fundamentals*. New York City, United States: Apress.
- Chan, M.S. (2009). *The Turnkey Publisher's Audio Publishing Handbook: How to Create & Self*. Columbus, Georgia: Ascend Beyond Publishing
- Bricca, J. (2017). *Documentary Editing: Principles & Practice*. United States: Focal Press.
- Rubin, M. (2000). *Nonlinear: A Field Guide to Digital Film and Video Editing*. Florida: Triad Publishing.
  Note: Latest editions of books may be used.

PAPER BVEL52(E): Basics of IT & Networking Devices

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of IT management;*
- *Understand assembly and disassembly of equipment;*
- *Know customer handling;*
- *Know maintenance routines;*
- *Know basics of networking;*
- *Understand basics of networking protocols.*

Unit 1
Installing, maintaining and repairing software or hardware, Identify major components and sub-systems, troubleshoot an operating

Unit 2
Assemble and disassemble an PC, Set up, install, and configure motherboards, hard disk drives, floppy disk drives, video cards, parallel/serial port devices, USB devices, and network cards

Unit 3
Install and use network software and other kinds of data communications software, Understand basic techniques of asking customers about their computer problems, maintenance of computer hardware. Maintaining documentation for Maintenance.

Unit 4
Server, Networking and printing, goals of networking, need for a layered architecture, OSI and Internet, Multiple co-located hosts: addressing, LAN access methods;

CSMA/CD, Ethernet, Token passing, Token Ring, FDDI, wireless LANs; Simple performance models; WAN access methods – PPP, Remotely located hosts: addressing, interconnection of LANs; repeaters, bridges, routers; ATM cell-switching, IP: routing protocols

Unit 5
Application protocols for email, ftp, web, DNS.
Presentation devices and connectivity.

Suggested Readings:
- Reddy, N.S. (2016). *Computer Hardware - A self learning book for Assembling, Installation, Maintenance & Troubleshooting personal computers made Easy.* United Kingdom: Neo Publishing House.
- James, K.L. (2013). *Computer Hardware: Installation, Interfacing, Troubleshooting and Maintenance.* New Delhi: PHI Learning.
- Zacker, C. (2017). *PC Hardware: The Complete Reference.* New York, United States: McGraw Hill Education.
- Zacker, C. (2002). *Networking: The Complete Reference.* New York, United States: McGraw Hill Education.
- Smith, P. & Steve, G. (1994). *Client/Server Computing.* United States: Prentice-Hall.
- Frazier, J.L. (2015). *Modern Type Display: A Manual in the Selection and Use of Type & Ornament for Printers & Advertisers.* Publisher: Nabu Press.
  Note: Latest editions of books may be used.

PAPER BVEL53(S): Newsroom and Online Publishing

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

- *Know basics of news management;*
- *Apply editing for news;*
- *Know legal requirements and protocols;*
- *Practice audio-video editing software;*
- *Use online publishing tools and techniques.*

Unit 1
Newsroom Management: Production of news. Background management. News copy. Using software for video editing and publishing of documentaries, news clippings and short films.

Unit 2
Online publishing and broadcasting: Difference between publishing and broadcasting;Tools and techniques. Programmable web. Youtube video channels; Using software for audio-editing and publishing, audio books and audio programs.

Unit 3
Legal requirement: Content restrictions and norms. Creative commons. Educational Application Programming Interface (API) protocols.

Unit 4
Practice audio-video editing software.

Unit 5
Use online publishing tools and techniques.

Suggested Readings:

- Jackson, W. (2015). *Digital Audio Editing Fundamentals*. New York City, United States: Apress.
- Chan, M.S. (2009). *The Turnkey Publisher's Audio Publishing Handbook: How to Create & Self*. Columbus, Georgia: Ascend Beyond Publishing
- Bricca, J. (2017). *Documentary Editing: Principles & Practice*. United States: Focal Press.
- Rubin, M. (2000). *Nonlinear: A Field Guide to Digital Film and Video Editing*. Florida: Triad Publishing.
- Shergill, S. (2017). The teacher's guide to Creative Commons licenses. *Open Education Europa*.
  Note: Latest editions of books may be used.

PAPER BVEL54(S): IT & Networking Devices- Hardware and Maintenance
CREDITS: 6

Learning Outcomes
After pursuing this paper students would:

- *Know hardware maintenance procedures;*
- *Apply server maintenance procedures;*
- *Apply peripheral maintenance procedures.*

Hands-on for IT Hardware and Maintenance.
Hands-on for Server, Networking, Printing and Presentation Devices.

Suggested Readings:
- Reddy, N.S. (2016). *Computer Hardware - A self learning book for Assembling, Installation, Maintenance & Troubleshooting personal computers made Easy*. United Kingdom: Neo Publishing House.
- James, K.L. (2013). *Computer Hardware: Installation, Interfacing, Troubleshooting and Maintenance*. New Delhi: PHI Learning.
- Zacker, C. (2017). *PC Hardware: The Complete Reference*. New York, United States: McGraw Hill Education.
- Zacker, C. (2002). *Networking: The Complete Reference*. New York, United States: McGraw Hill Education.
- Smith, P. & Steve, G. (1994). *Client/Server Computing*. United States: Prentice-Hall.
- Frazier, J.L. (2015). *Modern Type Display: A Manual in the Selection and Use of Type & Ornament for Printers & Advertisers*. Publisher: Nabu Press.
  Note: Latest editions of books may be used.

PAPER BVEL55(E):   Project/Internship

CREDITS: 6

Report   for   project   work/internship   done,   Presentation   and   Viva.

SEMESTER VI:

PAPER BVEL61(E): Instructional design and Content Development

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

1. *Know basics of instructional design;*
2. *Know content management tools;*
3. *Know content creation levels and tools;*
4. *Know e-learning and m-learning;*
5. *Know e-learning standards.*

Unit 1
Introduction to Instructional designing: Need for interactive content.

Instructional design (ADDIE Model). Understanding the Requirements, The level of interaction – Low Level, High Level, Complexity of Content, Questions,

Unit 2
Management and other educational games, Animations, Case studies and caselets, Simulations, Discovery and explorations, Problem solving scenario

Unit 3
Tools to Create Interactive Content, audio-video based content, Screen Recording Tools,

Unit 4
Introduction to e-and m-Learning Open Source Tools, Mobile Based Interactive Educational Games

Unit 5
Packaging and formats of e-learning content. E-learning standards: SCORM vs. API and their significance as compared to stand alone content.

Suggested Readings:
- Garrand, T. (2006). *Writing for Multimedia and the Web: A Practical Guide to Content Development for Interactive Media*. Netherlands: Elsevier Science Ltd.

- Felder, L. (2011). *Writing for the Web: Creating Compelling Web Content Using Words, Pictures and Sound*. London, United Kingdom: Pearson Education.
- Halvorson, K & Rach, M. (2012). *Content Strategy for the Web*. San Francisco: Pearson Education.
- Dhanavandan, S. (2015). *Trends In E-Learning*. New Delhi, India: Write And Print Publications.
- Dubey, M. (2011). *Effective E-learning: Design, Development and Delivery*. Hyderabad: Orient BlackSwan.
- Elkins, D. & Pinder. D. (2015). *E-Learning Fundamentals*. New Delhi, India: Viva Books Private Limited.
- Janet, Mc.D. & Creanor, L. (2010). *Learning with Online and Mobile Technologies*. United Kingdom: Routledge.
  Note: Latest editions of books may be used.

PAPER BVEL62(E): Basics of Assessment and Learning Management Systems
CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

1. *Know basics of assessment;*
2. *Know Bloom's Taxonomy;*
3. *Know assessment tools;*
4. *Know assessment sofwares.*

Unit 1
Basics of Assessments: Formative and summative assessment. Level of Difficulty (LOD) and tagging of questions. Bloom's Taxonomy.

Unit 2
Assessment tools: Developing interactive multiple-choice, short-answer, jumbled-sentence, crossword, matching/ordering and gap-fill exercises.

Unit 3
Assessment using Open Source LMS and Open Source Tools, Analyzing Results, Generating Reports, Publishing and Communicating Results.

Unit 4
Introduction to Open Source LMS, working with Open Source LMS, Understanding Difference between different Roles and Permissions in LMS

Unit 5
Uploading Content to LMS, Creating Online Class with LMS, Creating Quizzes, Creating Assignments.

Suggested Readings:
- Crisp, G. (2007). *The e-Assessment Handbook*, New York, United States: Continuum Special Priced Titles.
- Myrick J. (2010). Moodle 1.9 Testing and Assessment. Birmingham, United Kingdom: Packt Publishing.
- Nash, S.S. (2016). *Moodle 3.x Teaching Techniques*. Birmingham, United Kingdom: Packt Publishing.
  Note: Latest editions of books may be used.

PAPER BVEL63(S): Interactive content- Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

1. *Practice e-learning tools and sofwares;*
2. *Practice m-learning tools and softwares.*

Unit 1
Exploring interactive content and Understanding the Requirements of different e-and m-learning models.

Unit 2
Case studies on Management and other educational games, Animations, Simulations, Problem solving scenario

Unit 3
Using Tools to Create Interactive Content, audio-video based content, Screen Recording Tools.

Unit 4
Using e-and m-Learning Open Source Tools, Mobile Based Interactive Educational Games.

Unit 5
Practice on Packaging and publishing in different formats of e-learning content using open source and proprietary software.

Suggested Readings:
- Garrand, T. (2006). *Writing for Multimedia and the Web: A Practical Guide to Content Development for Interactive Media*. Netherlands: Elsevier Science Ltd.
- Felder, L. (2011). *Writing for the Web: Creating Compelling Web Content Using Words, Pictures and Sound*. London, United Kingdom: Pearson Education.
- Halvorson, K & Rach, M. (2012). *Content Strategy for the Web*. San Francisco: Pearson Education.
- Dhanavandan, S. (2015). *Trends In E-Learning*. New Delhi, India: Write And Print Publications.

- Dubey, M. (2011). *Effective E-learning: Design, Development and Delivery*. Hyderabad: Orient BlackSwan.
- Elkins, D. & Pinder. D. (2015). *E-Learning Fundamentals*. New Delhi, India: Viva Books Private Limited.
- Janet, Mc.D. & Creanor, L. (2010). *Learning with Online and Mobile Technologies*. United Kingdom: Routledge.
  Note: Latest editions of books may be used.

PAPER BVEL64(S): Assessments and Learning Management System- Tools and Techniques

CREDITS: 6

Learning Outcomes

After pursuing this paper students would:

1. *Practice assessment methods;*
2. *Practice assessment tools;*
3. *Practice LMS software.*

Unit 1:
Developing different types of e-quizzes and assignments and tagging using Bloom's Taxonomy.

Unit 2:
Create different types of interactive assessments having text, image, audio and videos.

Unit 3:
Practice Hot potatoes or similar other software for development of interactive assessments.

Unit 4
Using LMS -MOODLE and other software for assessments in e-Learning and m-Learning content production.

Suggested Readings:
- Crisp, G. (2007). *The e-Assessment Handbook*, New York, United States: Continuum Special Priced Titles.
- Myrick J. (2010). Moodle 1.9 Testing and Assessment. Birmingham, United Kingdom: Packt Publishing.
- Nash, S.S. (2016). *Moodle 3.x Teaching Techniques*. Birmingham, United Kingdom: Packt Publishing.
  Note: Latest editions of books may be used.

PAPER BVEL65(S):   Dissertation/Project Work

CREDITS: 6

Dissertation/Report for project work done, Presentation and Viva.