				Sector: Media & Entertainment				_
			Program: E	Bachelor of Vocation in Graphic Design & Multimedia Technologies				_
				Semester: I				_
Sl. No	Course Type	Semester	Course Code	Course	L	ΤF	> /	С
1	General Education	I		Foundations of Design	3		Ľ	3
2	General Education	I		Introduction to Graphic Tools	3			3
3	General Education	I		Typography and Layout Design	3		_	3
4	General Education	I		Digital Illustration	3			3
5	TLO	I		Initial exposure to graphic design studio environment		1	.8 1	18
	TOTAL				12	1	83	30
Semester: II								
1	General Education	II		Web Design Fundamentals	3	╇	_	3
2	General Education	II		3D Modelling and Animation	3	╇	_	3
3	General Education	II		Photography and Image Editing	3	╇	_	3
4	General Education	II		Interactive Media and UX Design	3	╇	_	3
5	TLO	II		Hands-on with web design projects under mentorship		1	_	18
	TOTAL				12	1	8 3	30
		•	1	Semester III		—	—	_
1	General Education			Advanced 3D Animation	3	╇	+	3
2	General Education			Video production and Editing	3	╇	_	3
3	General Education			Print Media Design	3	╇	_	3
4	General Education			Branding and Identity Design	3	╇	-	3
5	TLO			Working with Digital Illustration and Animation with promotional multimedia content		1	-	18
	TOTAL			• · · · · ·	12	1	.8 3	30
			1	Semester IV		—	—	
1	General Education	IV		Augmented and Virtual Reality (AR & VR) Design	3	╋	_	3
2	General Education	IV		Scripting for Animation and games	3	╋	_	3
3	General Education	IV		Interactive Web Development	3	╋	_	3
4 5	General Education OJT	IV IV		Digital Marketing and Social Media Design Shooting and editing short video projects with involvement in AR & VR projects in multimedia firms	3	1		3 18
	70711					╋	+	_
	TOTAL			Semester V	12	1	8 3	30
1	General Education	v	1		3	Т	—	-
2		v v		Sound Design and Editing		╋	_	3 3
2	General Education	V V		Mobile app Design and Development	3 3	╋	_	3
3 4	General Education General Education	v V		Portfolio Development and Professional Practices Motion Graphics and Visual Effects (VFX)	3	+	_	3
4 5	OJT	v V		Creating essential AR & VR Projects and application of motion graphics in advertising	3	1	-	5 18
5	TOTAL	v		creating essential AK & VK Projects and application of motion graphics in advertising	12	1	-	30
	TOTAL			Semester VI	12	1-	0 .	50
1	General Education	VI	1	Advanced Multimedia Project Management	3	Т	Т	3
2	General Education	VI		Game Design and Storyboarding	3	╋	╈	3
3	General Education	VI		Ethics and Law in Multimedia Production	0	+	_	0
4	General Education	VI		Emerging Technologies in Multimedia Design	6	+	_	6
5	OJT	VI		Major Project	Ľ	1	-	18
	TOTAL	v1			12	1		30