

**Sector** Gaming  
**Specialization** Game Art & Design  
**Programme** Bachelor of Vocation (Multimedia & Game Art and Design)

Course Code	Course Type	Semester	Course	L	T	P	S	C
<b>SEMESTER I</b>								
L	General	I	Fundamentals of Visual Arts				6	3
B	General	I	Drawing Techniques		1		4	3
T	General	I	Art, Introspection, and Cultural Studies	2				2
V	OJT	I	Application of drawing in real-world projects				12	12
<b>Total</b>				<b>2</b>	<b>1</b>	<b>10</b>	<b>12</b>	<b>20</b>

Course Code	Course Type	Semester	Course	L	T	P	S	C
T	General	II	Game Development Fundamentals	2				2
L	General	II	Three-dimensional Exploration				6	3
B	General	II	Visual Arts in Game Design		1		4	3
v	OJT	II	Character design and storyboarding for projects in the gaming industry.				12	12
<b>Total</b>				<b>2</b>	<b>1</b>	<b>10</b>	<b>12</b>	<b>20</b>

Course Code	Course Type	Semester	Course	L	T	P	S	C
L	General	III	Computer Graphics and Visualization				6	3
L	General	III	Concept Art				6	3
T	General	III	Game Development and Culture	2				2
V	OJT	III	Hands-on experience in computer graphics and concept art in the game development industry.				12	12
<b>Total</b>				<b>2</b>	<b>0</b>	<b>12</b>	<b>12</b>	<b>20</b>

Course Code	Course Type	Semester	Course	L	T	P	S	C
L	General	IV	Advanced Computer Graphics and Visualization				6	3
L	General	IV	Digital Animation and Visual Effects				6	3
T	General	IV	Game Development and Culture	2				2
V	OJT	IV	Application of game development and culture in real-world scenarios.				12	12
<b>Total</b>				<b>2</b>	<b>0</b>	<b>12</b>	<b>12</b>	<b>20</b>

Course Code	Course Type	Semester	Course	L	T	P	S	C
L	General	V	Art Direction in Gaming				6	3
B	General	V	Digital Media and Technology		1		3	2
L	General	V	Construction Bible				6	3
V	OJT	V	Creative technologies in gaming, with its application with industry professionals.				12	12

<b>Total</b>				<b>0</b>	<b>1</b>	<b>15</b>	<b>12</b>	<b>20</b>
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Course Code	Course Type	Semester	Course	L	T	P	S	C
B	General	VI	Game Production and Management		1	4		3
L	General	VI	Advanced Game Design & Development			6		3
T	General	VI	Professional readiness	2				2
V	OJT	VI	Preparation for the professional phase through real-world projects, portfolio prep.				12	12
<b>Total</b>				<b>2</b>	<b>1</b>	<b>10</b>	<b>12</b>	<b>20</b>

  

B. Voc. with Honours								
Course Code	Course Type	Semester	Course	L	T	P	S	C
R	General	VII	Grand Project I				8	8
B	General	VII	Pitches and Portfolio					0
V		VII	Working with professionals in the startup space to bring an game to life.				12	12
<b>Total</b>				<b>0</b>	<b>0</b>	<b>0</b>	<b>8</b>	<b>20</b>

  

Course Code	Course Type	Semester	Course	L	T	P	S	C
R	General	VIII	Capstone Grand Project II				8	8
V		VIII	Real world experience in a full time internship				12	12
<b>Total</b>				<b>0</b>		<b>0</b>	<b>20</b>	<b>20</b>