ST JOSEPH'S UNIVERSITY

BENGALURU-27

Conferred the status of a Public-Private-Partnership University by the Ministry of Human Resource Development (now MoE), GoI, under *Rashtriya Uchchatar Shiksha Abhiyan* (RUSA) 2.0 and established by the St Joseph's University Act no.24 of 2021

B.VOC. IN DESIGN AND ANIMATION
SCHOOL OF COMMUNICATION AND MEDIA STUDIES (SCMS)

TENTATIVE COURSE STRUCTURE FOR UNDERGRADUATE PROGRAMME

Based on Outcome-Based Education (OBE)

For Batch 2027-2030

TENTATIVE COURSE STRUCTURE

Semester I	Code Number	Title	No. of Hours of Instruction	Number of Hours of teaching per week	Number of credits	Continuous Internal Assessment (CIA) marks	End Semester Marks	Total marks
Theory/ General module	VODA1127	Fundamentals of Design	4	4	4	40	60	100
General module	VODA1227	Writing Techniques and Story Development	4	4	4	40	60	100
General module	VODA1327	Design and Branding	4	4	4	40	60	100
Skill Module	VODA1SDP127	Observational Drawing	4	4+4	4	50	50	100
Skill Module	VODA1SDP227	Digital Design	5	5+5	5	75	75	150
Skill Module	VODA1SDP327	Graphic design	5	5+5	5	75	75	150
Skill Module	VODA1SDP427	Photo and Storytelling	4	4+4	4	50	50	100
Total Number of Credits: 30								

Semester II	Code Number	Title	No. of Hours of Instruction	Number of Hours of teaching per week	Number of credits	Continuous Internal Assessment (CIA) marks	End Semester Marks	Total marks
Theory/ General module	VODA2127	Fundamentals of Animation	4	4	4	40	60	100
General module	VODA2227	Screenplay writing	4	4	4	40	60	100

General module	VODA2327	Film and Game Appreciation	4	4	4	40	60	100
Skill Module	VODA2SDP127	Visual Storytelling and Stop-Motion Animation	4	4+4	4	50	50	100
Skill Module	VODA2SDP227	Character and environment design	4	4+4	4	50	50	100
Skill Module	VODA2SDP327	Motion graphics	5	5+5	5	75	75	150
Skill Module	VODA2SDP427	Fundamentals of Sound Design	5	5+5	5	75	75	150
Total Number of Credits: 30								

Semester III	**Code Number**	**Title**	**No. of Hours of Instruction**	**Number of Hours of teaching per week**	**Number of credits**	**Continuous Internal Assessment (CIA) marks**	**End Semester Marks**	**Total marks**
Theory/ General module	VODA3127	Design Thinking and Innovation	4	4	4	40	60	100
General module	VODA3227	UI AND UX Design	4	4	4	50	50	100
General module	VODA3327	Indian Visual Arts	4	4	4	40	60	100
Skill Module	VODA3SDP127	2D Film Production	5	5+5	5	50	50	100
Skill Module	VODA3SDP227	3D-1 Design and visualization	4	4+4	4	50	50	100

Skill Module	VODA3SDP327	Content creation production	4	4+4	4	50	50	100
Skill Module	VODA3SDP427	Game design and development	5	5+5	5	50	50	100
Total Number of Credits: 30								

Semester IV	**Code Number**	**Title**	**No. of Hours of Instruction**	**Number of Hours of teaching per week**	**Number of credits**	**Continuous Internal Assessment (CIA) marks**	**End Semester Marks**	**Total marks**
Theory/ General module	VODA4127	Emerging Media Technologies	4	4	4	40	60	100
General module	VODA4227	Media Law & Ethics	4	4	4	40	60	100
General module	VODA4327	Applied Mathematics and Physics for Simulations	4	4	4	40	60	100
Skill Module	VODA4SDP127	AR Experience and Development	5	5+5	5	75	75	150
Skill Module	VODA4SDP227	Game systems and level design	4	4+4	4	50	50	100
Skill Module	VODA4SDP327	3d - II - Rigging and Animation	5	5+5	5	75	75	150
Skill Module	VODA4SDP427	Visual effects and	4	4+4	4	50	50	100

		compositing						
Total Number of Credits: 30								

Semester V	Code Number	Title	No. of Hours of Instruction	Number of Hours of teaching per week	Number of credits	Continuous Internal Assessment (CIA) marks	End Semester Marks	Total marks
Theory/ General module	VODA5127	Entrepreneurship, freelancing, and production business	4	4	4	40	60	100
General module	VODA5227	AI literacy for creative practice	4	4	4	40	60	100
General module	VODA5327	Modern Art	4	4	4	40	60	100
Skill Module	VODA5SDP127	3D and advanced VFX Production	4	4+4	4	50	50	100
Skill Module	VODA5SDP227	Portfolio and Final Project Production	4	4+4	4	50	50	100
Skill Module	VODA5SDP327	VR and Interactive 3D Simulation	5	5+5	5	75	75	150
Skill Module	VODA5SDP427	Game	5	5+5	5	75	75	150

		Production and Publishing						
Total Number of Credits: 30								

Semester VI	Code Number	Title	No. of Hours of Instruction	Number of Hours of teaching per week	Number of credits	Continuous Internal Assessment (CIA) marks	End Semester Marks	Total marks
Theory/ General module	VODA6127	Professional Skills & Personal Wellbeing	4	4	4	50	50	100
General module	VODA6227	Film and Game Management and Distribution	4	4	4	40	60	100
General module	VODA6327	Social Media Marketing	4	4	4	40	60	100
Skill Module	VODA 6INT27	Internship		-	9	200	200	400
Skill Module	VODA6 SDP127	Final Project and Portfolio Development		1	9	200	200	400
Total Number of Credits: 30								