

## Core Cours Outcome

### B.Voc -Software Development

Paper Name	Course Outcome
Fundamentals of Computer & Programming in C	<ul style="list-style-type: none"><li>• Understand the basics and background of computer system and its components.</li><li>• Understand the basics of computer programming</li><li>• Write programs for solving simple computational problems using C.</li><li>• Solve mathematical or scientific problems using C.</li></ul>
Internet Programming	<ul style="list-style-type: none"><li>• Understand the basics and background of computer system and its components.</li><li>• Understand the basics of computer programming</li><li>• Write programs for solving simple computational problems using C.</li><li>• Solve mathematical or scientific problems using C.</li></ul>
Data Structures	<ul style="list-style-type: none"><li>• Get an idea of various data structure and their implementations.</li><li>• Implement various data structures and to solve real life problems using data structures</li></ul>
Programming in Java	<ul style="list-style-type: none"><li>• Learn the OOPS Concept and use object oriented approach for solving real life problems</li><li>• Develop GUI based applications using java</li></ul>
Basic Networking Concepts	<ul style="list-style-type: none"><li>• Understand the basics of data communication and exchange</li><li>• Understand various techniques and rules for device communication</li></ul>
Introduction to RDBMS and SQL	<ul style="list-style-type: none"><li>• Understand the need and working of Data Base and Data Base Management Systems.</li><li>• Learn the basic principles of database models and database design.</li><li>• Learn the basic of RDBMS and data manipulation using SQL.</li></ul>
Software Engineering Principles	<ul style="list-style-type: none"><li>• Learn engineering practices in Software development</li><li>• Learn various software development methodologies and practices.</li><li>• Learn various Evaluation methods in Software Development</li></ul>
Operating Systems	<ul style="list-style-type: none"><li>• To introduce learners to various issues in the contemporary society</li><li>• To create an awareness of preservation of the environment and nature</li><li>• To inculcate the spirit of social life, values, duties and rights</li><li>• Learn Linux administration and shell scripting</li></ul>
Advanced Computer Networks	<ul style="list-style-type: none"><li>• Get an outline on TCP/IP networks and its protocols.</li><li>• Learn about wireless, mobile network and associated technologies.</li></ul>

	<ul style="list-style-type: none"> <li>• Learn to set up intranet Services, wireless networks and web servers</li> <li>• Get a basic idea of router configuration and LAN interconnections</li> <li>• Learn socket programming</li> </ul>
J2EE Programming	<ul style="list-style-type: none"> <li>• Basic Knowledge of Programming</li> <li>• Knowledge of HTML and JavaScript</li> </ul>
Mobile Software Development using Android / Programming Mobile Application	<ul style="list-style-type: none"> <li>• Develop mobile applications with Google Android Platform</li> <li>• Learn more about mobile operating system</li> <li>• Get an insight to cross-platform mobile app development</li> </ul>
Internship & Project (900 hrs.)	<ul style="list-style-type: none"> <li>• The student shall undergo Industrial training and a project of four-month duration.</li> <li>• Industrial training should be carried out in an industry / company approved by the institution and under the guidance of a staff member in the concerned field.</li> <li>• The project is designed to develop practical ability and knowledge about practical tools/techniques in order to solve real life problems related to the industry, academic institutions and computer science research.</li> </ul>

## **B.Voc -Multimedia**

### **Core course Outcome**

<b>Paper Name</b>	<b>Course Outcome</b>
Fundamentals of Computer	<ul style="list-style-type: none"> <li>• Bridge the fundamental concepts of computers with the present level of knowledge of the students.</li> <li>• Understand operating system Unix language</li> </ul>
Office Automation & Malayalam Computing	<ul style="list-style-type: none"> <li>• Able to understand current MS OFFICE packages and Malayalam computing.</li> <li>• Able to carryout the activities of an office.</li> <li>• Able tounderstand working of a modern office</li> </ul>
New Media, Internet and Programming Web	<ul style="list-style-type: none"> <li>• On completion of this course, the student should be able to:</li> <li>• Get an exposure to develop and design simple web applications</li> <li>• Understand and Practice web development</li> <li>• Get hands on interactive web, JavaScript and CSS</li> </ul>
Multimedia Tools &	<ul style="list-style-type: none"> <li>• Understanding the Tools and techniques of creating digital</li> </ul>

Techniques	<p>Illustrations</p> <ul style="list-style-type: none"> <li>• Understanding the Tools and techniques of creating digital image manipulations</li> <li>• Understanding the Tools and techniques of creating digital multi page layouts</li> <li>• Understanding the Tools and techniques of creating designs and layouts for the print media</li> </ul>
Photography & Visual Effects	<ul style="list-style-type: none"> <li>• understanding of the visual and technical skills necessary to pursue and appreciate digital photography.</li> <li>• It is ideal for beginners who want to learn photography fundamentals such as controlling exposure, composition, depth of field, use of lenses</li> </ul>
Digital Video Production	<ul style="list-style-type: none"> <li>• Explores the post-production process for non-linear editing of digital video for use in video production and multimedia applications.</li> <li>• Focuses on industry standard editing software to develop the foundation grammar of editing including continuity and montage principles.</li> </ul>
Introduction to Animation	<ul style="list-style-type: none"> <li>• To initiate the student into the history and intricacies of animation.</li> <li>• To Provide the students an opportunity for understanding the technological implication of animation.</li> </ul>
Pre-Production	<ul style="list-style-type: none"> <li>• Translate ideas and concepts into a cohesive and well-planned project.</li> <li>• Develop a student's creative, technical, planning and presentation abilities.</li> <li>• Familiarize the student with the (art) production process.</li> </ul>
Production and Post-Production	<ul style="list-style-type: none"> <li>• Evaluate digital video projects, identify items for improvement, and implement changes.</li> <li>• Understand how to make the art of writing for films</li> </ul>
Advanced Techniques In Graphics and Animation	<ul style="list-style-type: none"> <li>• An understanding the concept of dimension 2d and 3d objects.</li> <li>• An understanding of the primitives</li> <li>• An understanding Principles of animation</li> <li>• An understanding Story board and Animation</li> </ul>
Media Laws and Ethics	<ul style="list-style-type: none"> <li>• To provide students with an understanding of the basic legal concepts and press laws.</li> <li>• To give an over view of the ethical issues in the current media scenario</li> </ul>
3D, Scripting and	<ul style="list-style-type: none"> <li>• Design to help the students to model 3d models and props using</li> </ul>

Game Development	<p>specified 3d software.</p> <ul style="list-style-type: none"> <li>• Give an opportunity to work on a project in 3d, 2d and visual effects with in the area of study and gain further knowledge and insight in their area of interest.</li> </ul>
Internship & Project (900 hrs.)	<ul style="list-style-type: none"> <li>• The student shall undergo Industrial training and a project of four-month duration.</li> <li>• Industrial training should be carried out in an industry / company approved by the institution and under the guidance of a staff member in the concerned field.</li> <li>• The project is designed to develop practical ability and knowledge about practical tools/techniques in order to solve real life problems related to the industry, academic institutions and computer science research.</li> </ul>