

Quantum University, Roorkee

Course Outcomes for the Syallbus 2022-25 Batch



Program Name **Bachelor of Science in Animation and VFX**

Course Name **English-I**

Course Code **EG3104**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students will able to Understand the process of film making and script writing.	2	Emp
CO2	Students will be able to Create the imaginary characters and layout for programs	2	S
CO3	Students will able to Relate with the visual and technical requirements of production	6	S
CO4	Students will able to Understand the process of audio recording and voice over techniques	6	Ent
CO5	Students will able to describe the multiple characters and their description	2	None

Course Name **Foundation Art**

Course Code **AN3105**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students will able to Understand the process of film making and script writing.	2	Emp
CO2	Students will be able to Create the imaginary characters and layout for programs	2	S
CO3	Students will able to Relate with the visual and technical requirements of production	6	S
CO4	Students will able to Understand the process of audio recording and voice over techniques	6	Ent
CO5	Students will able to describe the multiple characters and their description	2	None

Course Name **2D Digital Animation**

Course Code **AN3106**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Student will be able to understand the language of cinema	2	S
CO2	Students will able to understand the concept of reporting and the beats in reporting; Political, Crime, Sports etc.	2	S
CO3	Students will able to understand the work functions of news room and its operations.	2	S



CO4	Understand the process of editing in print media; newspapers , magazines etc.	2	Ent
CO5	Understand & Investigate the facts from various sources and able to prepare questions for a specific interview; rewrite news stories from newspapers on national and international issues.	5	Emp

Course Name **2D Digital Animation**

Course Code **AN3106**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student will be able to understand the language of cinema	2	S
CO2	Students will able to understand the concept of reporting and the beats in reporting; Political, Crime, Sports etc.	2	S
CO3	Students will able to understand the work functions of news room and its operations.	2	S
CO4	Understand the process of editing in print media; newspapers , magazines etc.	2	Ent
CO5	Understand & Investigate the facts from various sources and able to prepare questions for a specific interview; rewrite news stories from newspapers on national and international issues.	5	Emp

Course Name **DIGITAL ART**

Course Code **AN3107**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student will be able to understand the language of cinema	2	S
CO2	Students will able to understand the concept of reporting and the beats in reporting; Political, Crime, Sports etc.	2	S
CO3	Students will able to understand the work functions of news room and its operations.	2	S
CO4	Understand the process of editing in print media; newspapers , magazines etc.	2	Ent
CO5	Understand & Investigate the facts from various sources and able to prepare questions for a specific interview; rewrite news stories from newspapers on national and international issues.	5	Emp

Course Name **Project - I**

Course Code **AN3142**



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the history of printing in India	2	Emp
CO2	Understand the elements and principles of design.	2	S
CO3	Understand & design the layout and composition for graphics	2	S
CO4	Analyze the Techniques of News Editing	3	Ent
CO5	Understand the basic of Photoshop	5	None

Course Name **Environmental Studies**
Course Code **CY3205**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Students will be able to aware with current scenario of society.	2	Emp
CO2	Students will be understand the contemporary issue and able to related the things	2	S
CO3	Students will be able to develop the opinion and create the new thought about it	2	S
CO4	Students will be able to collect lot of information.	3	Ent
CO5	Students will be able to inculcate the new perception about current scenario.	5	None

Course Name **English II**
Course Code **AN3209**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Students will able to Understand the process of film making and script writing.	2	Emp
CO2	Students will be able to Create the imaginary characters and layout for programs	2	S
CO3	Students will able to Relate with the visual and technical requirements of production	6	S
CO4	Students will able to Understand the process of audio recording and voice over techniques	6	Ent
CO5	Students will able to describe the multiple characters and their description	2	None

Course Name **Story Telling**
Course Code **AN3205**




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Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Students will able to Understand the process of film making and script writing.	2	Emp
CO2	Students will be able to Create the imaginary characters and layout for programs	2	S
CO3	Students will able to Relate with the visual and technical requirements of production	6	S
CO4	Students will able to Understand the process of audio recording and voice over techniques	6	Ent
CO5	Students will able to describe the multiple characters and their description	2	None

Course Name **3DAssets**
Course Code **AN3206**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Students will able to Understand the process of film making and script writing.	2	Emp
CO2	Students will be able to Create the imaginary characters and layout for programs	2	S
CO3	Students will able to Relate with the visual and technical requirements of production	6	S
CO4	Students will able to Understand the process of audio recording and voice over techniques	6	Ent
CO5	Students will able to describe the multiple characters and their description	2	None

Course Name **Preproduction**
Course Code **AN3207**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Students should be able to Implement the basics Drawing.	1	Emp
CO2	Students should be able to describe all types of pencils, life drawing, and environment study.	4	S
CO3	Students must be able to differentiate all different human poses, and drawing lines.	1	Ent
CO4	Students must be able to Describe the rules of animation, warm up exercise, imagination and memory drawing.	2	Ent

CO5	Students must be able to understand how to operate different traditional techniques of drawing different human anatomy parts.	6	S
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Course Name **Disaster Management**

Course Code **CE3102**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students will be able to aware with current scenario of society.	2	Emp
CO2	Students will be understand the contemporary issue and able to related the things	2	S
CO3	Students will be able to develop the opinion and create the new thought about it	2	S
CO4	Students will be able to collect lot of information.	3	Ent
CO5	Students will be able to inculcate the new perception about current scenario.	5	None

Course Name **Project - II**

Course Code **AN3209**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Understand the history of printing in India	2	Emp
CO2	Understand the elements and principles of design.	2	S
CO3	Understand & design the layout and composition for graphics	2	S
CO4	Analyze the Techniques of News Editing	3	Ent
CO5	Understand the basic of Photoshop	5	None

Course Name **History of VFX**

Course Code **AN3302**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Understand the meaning of Digital effects, effects in Animation & VFX.	1	Emp
CO2	Understand the meaning of Digital effects, effects in Animation & VFX.	2	S
CO3	Create the vector art forms, Create different art works in Photoshop. The student will also be able to make a newcomer understand the basics much proficiently.	1	S
CO4	Understand the color theory in Photoshop software.	2	Ent

CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	2	Emp
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Course Name **Compositing Techniques**

Course Code **AN3303**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand user interface of after effect.	2	Emp
CO2	Understand graph editor.	2	S
CO3	Apply Track Matte and remove chroma key.	2	S
CO4	Apply tracking on video footage.	3	Ent
CO5	Create motion graphics projects.	5	Emp

Course Name **3D Dynamics**

Course Code **AN3304**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand fx and simulation principle and use particle system to create simulation.	2	Emp
CO2	Understand nParticles and create fluid	2	S
CO3	Create ocean, pond etc.	2	S
CO4	Apply nHair to objects and simulate nhair.	3	Ent
CO5	Understand rigid body, soft body and create realistic simulation, which allow him to work for animation and visual effects studios, film companies, game design companies globally.	5	None

Course Name **3D Dynamics Lab**

Course Code **AN3304**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand fx and simulation principle and use particle system to create simulation.	2	Emp
CO2	Understand nParticles and create fluid	2	S
CO3	Create ocean, pond etc.	2	S
CO4	Apply nHair to objects and simulate nhair.	3	Ent
CO5	Understand rigid body, soft body and create realistic simulation, which allow him to work for animation and visual effects studios, film companies, game design companies globally.	5	None

Course Name **Graphic Design**

Course Code **PS3101**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the language of cinema and the primary knowledge of making	2	Emp
CO2	Understand the sequence for a film	2	S
CO3	Understand the history of early stage cinema in India and the most important changes in Indian cinema and its culture.	2	S
CO4	Write script and screenplay for the film and documentaries.	3	Ent
CO5	Understand the roles and responsibilities of the cinematographer and its tool and techniques.	5	None

Course Name **Lighting & Rendering**

Course Code **AN3305**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student should able to memorize about concept of photography and its process, camera parts and features	4	none
CO2	Student should able to understand about the types of camera and lenses and their modes	3	S
CO3	Student should able to memorize about composition and framing of the shot and lighting setup in photography	3	S
CO4	Student should able to understand the basic concept of photo editing and color correction	3	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	3	Emp

Course Name **Project - III**

Course Code **AN3306**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student should able to memorize about concept of photography and its process, camera parts and features	4	none
CO2	Student should able to understand about the types of camera and lenses and their modes	3	S



CO3	Student should able to memorize about composition and framing of the shot and lighting setup in photography	3	S
CO4	Student should able to understand the basic concept of photo editing and color correction	3	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	3	Emp

Course Name **Character & layout Design Concepts**

Course Code **AN3402**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the language of cinema and the primary knowledge of making	2	Emp
CO2	Understand the sequence for a film	2	S
CO3	Understand the history of early stage cinema in India and the most important changes in Indian cinema and its culture.	2	S
CO4	Write script and screenplay for the film and documentaries.	3	Ent
CO5	Understand the roles and responsibilities of the cinematographer and its tool and techniques.	5	None

Course Name **Rotoscopy & Paint**

Course Code **AN3403**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand fx and simulation principle and use particle system to create simulation.	2	Emp
CO2	Understand nParticles and create fluid	2	S
CO3	Create ocean, pond etc.	2	S
CO4	Apply nHair to objects and simulate nHair.	3	Ent
CO5	Understand rigid body, soft body and create realistic simulation, which allow him to work for animation and visual effects studios, film companies, game design companies globally.	5	None

Course Name **Rotoscopy & Paint Lab**

Course Code **AN3403**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
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CO1	Understand fx and simulation principle and use particle system to create simulation.	2	Emp
CO2	Understand nParticles and create fluid	2	S
CO3	Create ocean, pond etc.	2	S
CO4	Apply nHair to objects and simulate nHair.	3	Ent
CO5	Understand rigid body, soft body and create realistic simulation, which allow him to work for animation and visual effects studios, film companies, game design companies globally.	5	None

Course Name **Advanced Compositing Techniques**
Course Code **AN3404**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the basics of Composite.	2	Emp
CO2	Understand the use of types of key frames and graph editors.	2	S
CO3	Create different text animation.	2	S
CO4	Understand different principles of animation	3	Ent
CO5	Create motion graphics projects.	5	None

Course Name **Advanced Compositing Techniques Lab**
Course Code **AN3404**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the basics of Composite.	2	Emp
CO2	Understand the use of types of key frames and graph editors.	2	S
CO3	Create different text animation.	2	S
CO4	Understand different principles of animation	3	Ent
CO5	Create motion graphics projects.	5	None

Course Name **UX & UI DESIGN**
Course Code

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the classical animation to different poses	2	Emp
CO2	Create the 2d animation drawings with character expressions	2	S
CO3	Understand & apply principles of animation for frame by frame animation.	2	S

CO4	Understand the animator's drawing tools in Character designing.	3	Ent
CO5	Understand human anatomy study and create different figure drawings.	5	None

Course Name **Match Moving**

Course Code **AN3405**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the history of printing in India	2	Emp
CO2	Understand the elements and principles of design.	2	S
CO3	Understand & design the layout and composition for graphics	2	S
CO4	Analyze the Techniques of News Editing	3	Ent
CO5	Understand the basic of Photoshop	5	None

Course Name **Project – IV**

Course Code **AN3406**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the history of printing in India	2	Emp
CO2	Understand the elements and principles of design.	2	S
CO3	Understand & design the layout and composition for graphics	2	S
CO4	Analyze the Techniques of News Editing	3	Ent
CO5	Understand the basic of Photoshop	5	None

Course Name **Film Appreciation and Analysis**

Course Code **AN3502**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the classical animation to different poses	2	Emp
CO2	Create the 2d animation drawings with character expressions	2	S
CO3	Understand & apply principles of animation for frame by frame animation.	2	S
CO4	Understand the animator's drawing tools in Character designing.	3	Ent

CO5	Understand human anatomy study and create different figure drawings.	5	None
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Course Name **Motion Graphics**
Course Code **AN3503**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand basic of 3d animaiton.	2	Emp
CO2	Understand playback controls in maya.	2	S
CO3	Understand and create graph editor.	2	S
CO4	Create animation Constrains in maya.	3	Ent
CO5	Understand and create animation tools.	5	None

Course Name **Motion Graphics lab**
Course Code **AN3503**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student should able to memorize about concept of photography and its process, camera parts and features	4	none
CO2	Student should able to understand about the types of camera and lenses and their modes	3	S
CO3	Student should able to memorize about composition and framing of the shot and lighting setup in photography	3	S
CO4	Student should able to understand the basic concept of photo editing and color correction	3	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	3	Emp

Course Name **Advanced 3D Animation**
Course Code **AN3504**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand basic of 3d animaiton.	2	Emp
CO2	Understand playback controls in maya.	2	S
CO3	Understand and create graph editor.	2	S
CO4	Create animation Constrains in maya.	3	Ent
CO5	Understand and create animation tools.	5	None

Course Name **Advanced 3D Animation Lab**



Course Code **AN3504**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand user interface of after effect.	2	Emp
CO2	Understand graph editor.	2	S
CO3	Apply Track Matte and remove chroma key.	2	S
CO4	Apply tracking on video footage.	3	Ent
CO5	Create motion graphics projects.	5	Emp

Course Name **Advanced Modeling and Texturing**

Course Code **AN3504**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand 3d views and user interface of maya.	2	Emp
CO2	Create 3d basic objects using NURBS tools.	2	S
CO3	Create 3d basic objects using polygon tools.	2	S
CO4	Understand importance of lighting.	3	S
CO5	Understand basic of texturing.	5	None

Course Name **Advanced Modeling and Texturing Lab**

Course Code **AN3504**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand 3d views and user interface of maya.	2	Emp
CO2	Create 3d basic objects using NURBS tools.	2	S
CO3	Create 3d basic objects using polygon tools.	2	S
CO4	Understand importance of lighting.	3	S
CO5	Understand basic of texturing.	5	None

Course Name **Advanced Rigging**

Course Code **AN3505**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand Joints, IK/FK, handles/controls, constraints in maya.	2	Emp
CO2	Understand and create Skinning in maya.	2	S
CO3	Create Blend shapes in maya.	2	S
CO4	Understand and create Deformers in maya.	3	Ent



CO5	Create a rigging character in maya.	5	None
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Course Name **Advanced Rigging Lab**

Course Code **AN3505**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand fx and simulation principle and use particle system to create simulation.	2	Emp
CO2	Understand nParticles and create fluid	2	S
CO3	Create ocean, pond etc.	2	S
CO4	Apply nHair to objects and simulate nhair.	3	Ent
CO5	Understand rigid body, soft body and create realistic simulation, which allow him to work for animation and visual effects studios, film companies, game design companies globally.	5	None

Course Name **Advanced CG Simulation and Effects**

Course Code **AN3505**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand 3d views and user interface of maya.	2	Emp
CO2	Create 3d basic objects using NURBS tools.	2	S
CO3	Create 3d basic objects using polygon tools.	2	S
CO4	Understand importance of lighting.	3	S
CO5	Understand basic of texturing.	5	None

Course Name **Creative Computing**

Course Code

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Understand the meaning of Digital effects, effects in Animation & VFX.	1	Emp
CO2	Understand the meaning of Digital effects, effects in Animation & VFX.	2	S
CO3	Create the vector art forms, Create different art works in Photoshop. The student will also be able to make a newcomer understand the basics much proficiently.	1	S
CO4	Understand the color theory in Photoshop software.	2	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	2	Emp

Course Name **Augmented Reality Lab**

Course Code **AN3506**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student should able to memorize about concept of photography and its process, camera parts and features	4	none
CO2	Student should able to understand about the types of camera and lenses and their modes	3	S
CO3	Student should able to memorize about composition and framing of the shot and lighting setup in photography	3	S
CO4	Student should able to understand the basic concept of photo editing and color correction	3	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	3	Emp

Course Name **Project - V**

Course Code **AN3507**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student should able to memorize about concept of photography and its process, camera parts and features	4	none
CO2	Student should able to understand about the types of camera and lenses and their modes	3	S
CO3	Student should able to memorize about composition and framing of the shot and lighting setup in photography	3	S
CO4	Student should able to understand the basic concept of photo editing and color correction	3	Ent
CO5	Student should able to understand about the combination of lights and use of diffusers and reflectors	3	Emp

Course Name **Studio Design & Project Management**

Course Code **AN3601**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student will be able to understand the language of cinema	2	S

CO2	Students will able to understand the concept of reporting and the beats in reporting ; Political, Crime, Sports etc.	2	S
CO3	Students will able to understand the work functions of news room and its operations.	2	S
CO4	Understand the process of editing in print media; newspapers , magazines etc.	2	Ent
CO5	Understand & Investigate the facts from various sources and able to prepare questions for a specific interview; rewrite news stories from newspapers on national and international issues.	5	Emp

Course Name **Matte Painting**

Course Code **AN3602**

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Emt)/ None (Use , for more than One)
CO1	Student will be able to understand the language of cinema	2	S
CO2	Students will able to understand the concept of reporting and the beats in reporting ; Political, Crime, Sports etc.	2	S
CO3	Students will able to understand the work functions of news room and its operations.	2	S
CO4	Understand the process of editing in print media; newspapers , magazines etc.	2	Ent
CO5	Understand & Investigate the facts from various sources and able to prepare questions for a specific interview; rewrite news stories from newspapers on national and international issues.	5	Emp