PROPOSED-SCHEME FORMAT									
FACULTY OF DESIGN & ART									
B.Sc. In Game Design AR & VR:			Batch: 2022-25						
Teaching Scheme for Year: I			Semester : I						
Course Code	Course Name	Teaching Scheme (Hrs. pert Week)			Marks Distribution				Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total		
A.	University Core Courses								
A.1	Theory								
BULCSA1101	Environmental Studies	2	-	-	40	60	100		2
A.2	Practical								
	Nil	-	-	-	-	-	-		-
B.	Department Core Courses								
B.1	Theory								
BGDCGD1101	Fundamentals of Design	2	-	-	40	60	100		2
BGDCGD1102	Story Design and Development	2	-	-	40	60	100		2
B.	Practical								
BGDCGD1201	Foundation Art	1	-	2	60	40	100		2
BGDCGD1202	2D Digital Animation I	1	-	4	60	40	100		3
BGDCGD1203	3D Game Lab I	1	-	4	60	40	100		3
BGDCGD1204	Game Design Documents	1	-	2	60	40	100		2
BGDCGD1205	Digital Art	1	-	2	60	40	100		2
C.	Department Elective:								
	Nil	-	-	-	-	-	-		-
D.	Open Elective:								
	Nil	-	-	-	-	-	-		-
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)								
BULCHU1201	Foundation English	-	-	2	60	40	100		1
BULCHU1202	Language Lab	-	-	2	60	40	100		1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship In Industry or Elsewhere								
BGDCGD1301	Minor Project-I	-	-	4	-	-	-		2
G.	Discipline, Value Added Courses & Social Outreach								
BGDCGD1601	Discipline, Value Added Courses & Social Outreach / Talent Enrichment programmer (TEP)-I / Library / MOOC / Online Certification Courses	-	-	-	50	-	50		1
	Total	11	-	22	-	-	-		21
	Total Teaching Hours	33			-	-	-		-

POORNIMA UNIVERSITY								
FACULTY OF DESIGN & ARTS								
B.Sc. In Game Design AR & VR: Batch: 2022 - 25								
Teaching Scheme for First Year (Second Semester)								
Course Code	**Course Name**	**Teaching Scheme (Hrs. per Week)**			**Marks Distribution**			**Cre dits**
		Lecture (L)	**Tutoria (T)**	**Practical (P)**	**IE**	**ESE**	**Tot al**	
A.	**University Core Courses**							
A.1	**Theory**							
	NIL	-	-	-	-	-	-	-
A.2	**Practical**							
	NIL	-	-	-	-	-	-	-
B.	**Department Core Courses**							
B.1	**Theory**							
BGDCGD2101	UI/UX Design	2	-	-	40	60	100	2
BGDCGD2102	Game Appreciation	2	-	-	40	60	100	2
B.2	**Practical**							
BGDCGD2201	Game Design II	-	-	4	60	40	100	2
BGDCGD2202	2D Digital Animation II	-	-	2	60	40	100	1
BGDCGD2203	Character Development for Games	-	-	2	60	40	100	1
BGDCGD2204	Scripting & Programing I	-	-	2	60	40	100	1
BGDCGD2205	Photography	1	-	2	60	40	100	2
C.	**Department Elective:**							
	NIL	-	-	-	-	-	-	-
D.	**Open Elective:**							
	As per annexure- I	2	-	-	60	40	100	2
E.	**Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)**							
BULCHU2201	Communication Skills-I	-	-	2	60	40	100	1
BULCHU2202	Communication Skills-II	-	-	2	60	40	100	1
F.	**Skill Enhancement Courses (SEC) OR Project work, Seminar, and Internship in Industry or Elsewhere**							
BGDCGD2301	**Minor Project -II**	-	-	6	60	40	100	3
G.	**Discipline, Value Added Courses & Social Outreach**							
BGDCGD2601	Discipline, Value Added Courses & Social Outreach / Talent Enrichment programmer (TEP)-I / Library / MOOC / Online Certification Courses	-	-	-	50	-	50	1
	Total	09	-	22		-		19
	Total Teaching Hours	33						

POORNIMA UNIVERSITY							
FACULTY OF DESIGN & ARTS							
B.Sc. In Game Design AR & VR: Batch: 2022- - 25							
Teaching Scheme for Second Year (Third Semester)							
Course Code	**Course Name**	**Teaching Scheme (Hrs. per Week)**			**Marks Distribution**			**Credits**
		Lecture (L)	**Tutorials (T)**	**Practical (P)**	**IE**	**ESE**	**Total**	
A.	**University Core Courses**							
A.1	**Theory**							
	NIL	-	-	-	-	-	-	-
A.2	**Practical**							
	NIL	-	-	-	-	-	-	-
B.	**Department Core Courses**							
B.1	**Theory**							
BGDCGD3101	Game Development & Documentation (Case Studies)	2	-	-	40	60	100	2
BGDCGD3102	Script Writing For Games	2	-	-	40	60	100	2
B.2	**Practical**							
BGDCGD3201	Game Level Design	2	-	4	60	40	100	4
BGDCGD3202	Game Texturing	2	-	2	60	40	100	3
BGDCGD3203	Game Engine I	1	-	2	60	40	100	2
BGDCGD3204	Rigging & Motion Capturing for Games	1	-	2	60	40	100	2
C.	**Department Elective:**							
BGDEGD3111	Python Programming	2	-	-	40	60	100	2
D.	**Open Elective:**							
	As per annexure- I	2	-	-	60	40	100	2
E.	**Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)**							
BULCHU3201	**Human values & professional ethics**	-	-	2	40	60	100	1
F.	**Skill Enhancement Courses (SEC) OR Project work, Seminar, and Internship in Industry or Elsewhere**							
BGDCGD3301	**Minor** Project -III	-	-	6	60	40	100	3
G.	**Discipline, Value Added Courses & Social Outreach**							
BGDCGD3601	Discipline, Value Added Courses & Social Outreach / Talent Enrichment programmer (TEP)-I / Library / MOOC / Online Certification Courses	-	-	1	50	-	50	1
	Total	14	-	19	-	-	-	24
	Total Teaching Hours	33			-	-	-	-

FACULTY OF DESIGN & ARTS

B.Sc. In Game Design AR & VR: Batch: 2022- 25

Teaching Scheme for Second Year (Fourth Semester)

Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	**University Core Courses**							
A.1	**Theory**							
	NIL	-	-	-	-	-	-	-
A.2	**Practical**							
	NIL	-	-	-	-	-	-	-
B.	**Department Core Courses**							
B.1	**Theory**							
BGDCGD4101	Character Design Concepts	2	-	-	40	60	100	2
BGDCGD4102	Augmented reality and Virtual reality	2	-	-	40	60	100	2
B.2	**Practical**							
BGDCGD4201	Game Engine II	2	-	4	60	40	100	4
BGDCGD4202	3D Animation for Games	1	-	4	60	40	100	3
BGDCGD4203	Game FX	1	-	2	60	40	100	2
BGDCGD4204	Sound Design for Games	1	-	2	60	40	100	2
C.	**Department Elective:**							
BGDEGD4211	Gamification	2	-	-	-	-	-	2
D.	**Open Elective:**							
	As per annexure- I	2	-	-	60	40	100	2
E.	**Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)**							
BULCHU4201	**Leadership & Management Skills**	-	-	2	60	40	100	1
F.	**Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere**							
BGDCGD4301	Minor Project -IV	-	-	6	60	40	100	3
G.	**Discipline, Value Added Courses & Social Outreach**							
BGDCGD4601	Discipline, Value Added Courses & Social Outreach Talent Enrichment programmer (TEP)-I Library / MOOC / Online Certification Courses	-	-	-	50	-	50	1
	Total	13	0	20				24
	Total Teaching Hours		33					

POORNIMA UNIVERSITY								
FACULTY OF DESIGN & ARTS								
B.Sc. in Game Design AR & VR : Batch: 2022 - 25								
Teaching Scheme for Third Year (Fifth Semester)								
Course Code	**Course Name**	**Teaching Scheme (Hrs. per Week)**			**Marks Distribution**			**Credits**
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	**University Core Courses**							
A.1	**Theory**							
	NIL	-	-	-	-	-	-	-
A.2	**Practical**							
	NIL	-	-	-	-	-	-	-
B.	**Department Core Courses**							
B.1	**Theory**							
BGDCGD5101	Quality Assurance for Games	2	-	-	40	60	100	2
BGDCGD5102	Research In Gaming	3	-	-	40	60	100	3
B.2	**Practical**							
BGDCGD5201	Advance Game Engine II	1	-	4	60	40	100	3
BGDCGD5202	AR - VR Studio	1	-	4	60	40	100	3
BGDCGD5203	Advanced FX for Games	1	-	2	60	40	100	2
BGDCGD5204	Advance Programming in C++ Lab	-	-	2	60	40	100	1
C.	**Department Elective: Any One**							
BGDCGD5211	Game Engine I: Unity	-	1	4	-	-	-	2
BGDCGD5212	Game Engine II : Unreal Engine							
BGDCGD5213	Game Level Designing: Blender/Maya							
BGDCGD5214	Production for AR/VR							
D.	**Open Elective: Anyone**							
	As per annexure- I	2	-	-	60	40	100	2
E.	**Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)**							
	NIL	-	-	-	-	-	-	-
F.	**Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere**							
BGDCGD5301	Major Project	-	-	6	60	40	100	3
G.	**Discipline, Value Added Courses & Social Outreach**							
BGDCGD5601	Discipline, Value Added Courses & Social Outreach Talent Enrichment programmer (TEP)-I Library / MOOC / Online Certification Courses	-	-	-	50	-	50	1
	Total	10	0	23	-	-	-	23
	Total Teaching Hours	33						

Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	**University Core Courses**							
A.1	**Theory**							
	NIL	-	-	-	-	-	-	-
A.2	**Practical**							
	NIL	-	-	-	-	-	-	-
B.	**Department Core Courses**							
B.1	**Theory**							
	NIL	-	-	-	-	-	-	-
B.2	**Practical**							
	NIL	-	-	-	-	-	-	-
C.	**Department Elective: At least One**							
	NIL	-	-	-	-	-	-	-
D.	**Open Elective: Anyone**							
	NIL	-	-	-	-	-	-	-
E.	**Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)**							
	NIL	-	-	-	-	-	-	-
F.	**Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere**							
BGDCGD6501	Internship	-	-	-	60	40	100	6
G.	**Discipline, Value Added Courses & Social Outreach**							
BGDCGD6601	Discipline, Value Added Courses & Social Outreach / Talent Enrichment programmer (TEP)-I / Library / MOOC / Online Certification Courses	-	-	1	50	-	50	1
	Total	0	0	0	-	-	-	7
	Total Teaching Hours		-		-	-	-	-

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