	PROPOSED-SC							
	FACULTY OF	DESIGN &	<u>& ART</u> Batch: 202	02.05				
	B.Sc. In Game Design AR & VR: Teaching Scheme for Year: I		Semester :					
	reaching Scheme for Tear. I	Tarahima		1				
		Teaching (Hrs. per	Mark Distri	C re di				
Course Code	Course Name	Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	ts
А.	University Core Courses							
A.1	Theory							
BULCSA1101	Environmental Studies	2	-	-	40	60	100	2
A.2	Practical							
1 11	Nil	-	-	-	_	-	-	-
B.	Department Core Courses							
	Theory							
B.1 BGDCGD1101	Fundamentals of Design	2	_	_	40	60	100	2
BGDCGD1101 BGDCGD1102	Story Design and Development		-	-		60		
DODCODII02		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		_	_		

A. Unive A.1 Theor NIL A.2 Praction MIL B. Depar B. Depar	ical rtment Core Courses ry K Design Appreciation ical Design II gital Animation II cter Development for Games ing & Programing I	VR: Batch Year (Secor Teachin (Hrs. p Lecture (L) - - - - 2 2 2 - - - - - - -	<mark>1: 2022 - 2</mark> 1d Semest 1g Schem Der Week)	er)		Aarks ribution ESE - - 60 60	Tot al	
A. Unive A.1 Theor NIL A.2 Praction A.2 Praction B. Depar B. Depar	Teaching Scheme for First Course Name crsity Core Courses ry ical rtment Core Courses ry X Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	Year (Secor Teachin (Hrs. p Lecture (L) - - - 2 2 2 - - - - - - - -	nd Semest ng Schem per Week) Tutoria (T) - - - - - -	er) e Practical (P) - - - - - 4	Dist IE - - 40 40	ribution ESE - - 60 60	- - - 100	
A. Unive A.1 Theor NIL A.2 Praction A.2 Praction B. Depar B. Depar	Course Name ersity Core Courses ry ical rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	Teachin (Hrs. p) Lecture (L) - - - 2 2 -	ng Schem ber Week) Tutoria (T) - - - - - - -	e Practical (P) - - - - - - 4	Dist IE - - 40 40	ribution ESE - - 60 60	- - - 100	dit - - 2
A. Unive A.1 Theor NIL A.2 Praction A.2 Praction B. Depar B. Depar	ersity Core Courses ry ical rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	(Hrs. p Lecture (L)	er Week) Tutoria (T) - - - - -	Practical (P)	Dist IE - - 40 40	ribution ESE - - 60 60	- - - 100	dit
A. Unive A.1 Theor NIL A.2 Praction A.2 Praction B. Depar B. Depar	ersity Core Courses ry ical rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	Lecture (L)	Tutoria (T)	Practical (P)	IE - - 40 40	ESE - - 60 60	- - - 100	-
A.1 Theor NIL A.2 Practi A.2 Practi Brack B. Depar B.1 Theor BGDCGD2101 UI/UX BGDCGD2102 Game B.2 Practi BGDCGD2201 Game BGDCGD2202 2D Di BGDCGD2203 Charac BGDCGD2204 Script BGDCGD2204 Script BGDCGD2205 Photog C. Depar BGDCGD2205 Photog C. Depar BGDCGD2205 As per BGDCGD2205 As per BULCHU2201 Comm BULCHU2201 Comm	ry ical rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	(L)	(T) 	(P) 	- - 40 40	- - 60 60	- - - 100	- 2
A.1 Theor NIL A.2 Practi A.2 Practi Brack B. Depar B.1 Theor BGDCGD2101 UL/UX BGDCGD2102 Game BGDCGD2102 Game BGDCGD2203 Charac BGDCGD2204 Script BGDCGD2204 Script BGDCGD2204 Script BGDCGD2205 Photog C. Depar BGDCGD2205 Photog C. Depar BGDCGD2205 As per BGDCGD2205 As per BGDCGD2205 As per BULCHU2201 Comm BULCHU2201 Comm	ry ical rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	- 2 2 - -	-	- - - 4	- 40 40	- 60 60	- - 100	- 2
NILA.2PractiNILPractiNILNILB.DeparB.1TheorBGDCGD2101UI/UXBGDCGD2102GameBGDCGD2201GameBGDCGD22022D DiBGDCGD2203CharaBGDCGD2204ScriptiBGDCGD2205PhotogC.DeparNILD.D.OpenAs perHumaincludeBULCHU2201CommSkillF.Projet	ical rtment Core Courses ry K Design Appreciation ical Design II gital Animation II cter Development for Games ing & Programing I	- 2 2 - -	-	- - - 4	- 40 40	- 60 60	- - 100	- 2
A.2PractiNILNILB.DeparB.1TheorBGDCGD2101UI/UXBGDCGD2102GameB.2PractiBGDCGD22022D DiBGDCGD2203CharaeBGDCGD2204ScriptiBGDCGD2205PhotogC.DeparBGDCGD2205PhotogC.DeparBGDCGD2205PhotogC.DeparBGDCGD2205PhotogC.OpenAs perHumaincludeE.ORAbilitCourseBULCHU2201CommSkillF.Projete	rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	- 2 2 - -	-	- - - 4	- 40 40	- 60 60	- - 100	- 2
Image: state s	rtment Core Courses ry K Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	2 2 - -		- - - 4	40 40	60 60		2
B.DeparB.1TheorBGDCGD2101UI/UXBGDCGD2102GameB.2PractiBGDCGD2201GameBGDCGD22022D DiBGDCGD2203CharaBGDCGD2204ScriptiBGDCGD2205PhotogC.DeparNILD.D.OpenAs perHumaincludeE.ORAbilitCourseBULCHU2201CommSkillF.Projeet	ry X Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	2 2 - -		- - - 4	40 40	60 60		2
B.1 Theor BGDCGD2101 UI/UX BGDCGD2102 Game B.2 Practi BGDCGD2201 Game BGDCGD2202 2D Di BGDCGD2203 Charae BGDCGD2204 Script BGDCGD2204 Script BGDCGD2205 Photog C. Depar BGDCGD2205 NIL BGDCGD2205 As per As per BULCHU2201 Comm BULCHU2201 Comm BULCHU2202 Comm	ry X Design Appreciation ical Design II igital Animation II cter Development for Games ing & Programing I	2 - - -	-	-	40	60		
BGDCGD2101 UI/UX BGDCGD2102 Game B.2 Practi BGDCGD2201 Game BGDCGD2202 2D Di BGDCGD2203 Charau BGDCGD2203 Charau BGDCGD2204 Script BGDCGD2204 Script BGDCGD2205 Photog C. Depar BGDCGD205 NIL BGDCGD205 As per NIL NIL BCCGD2205 Comr BULCHU2201 Comr BULCHU2201 Comr BULCHU2202 Comr	X Design Appreciation ical Design II gital Animation II cter Development for Games ing & Programing I	2 - - -	-	-	40	60		
BGDCGD2102 Game B.2 Practi BGDCGD2201 Game BGDCGD2202 2D Di BGDCGD2203 Charae BGDCGD2204 Script BGDCGD2205 Photog C. Depar C. Depar NIL D. Open As per E. As per Huma includ Cours BULCHU2201 Comm BULCHU2202 Comm Skill F. Project	Appreciation ical Design II gital Animation II cter Development for Games ing & Programing I	2 - - -	-	-	40	60		
B.2PractiBGDCGD2201GameBGDCGD22022D DiBGDCGD2203CharadBGDCGD2204ScriptiBGDCGD2205PhotogC.DeparD.OpenAs perHumaincludeE.ORAbilitCoursBULCHU2201CommF.Projee	ical Design II gital Animation II cter Development for Games ing & Programing I	- - -	-	4			100	2
BGDCGD2201 Game BGDCGD2202 2D Di BGDCGD2203 Charae BGDCGD2204 Script BGDCGD2204 Script BGDCGD2205 Photog C. Depar C. Depar D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm	Design II gital Animation II cter Development for Games ing & Programing I				60	40		
BGDCGD2202 2D Di BGDCGD2203 Chara BGDCGD2204 Script BGDCGD2205 Photog C. Depar NIL D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm Skill F. Project	gital Animation II cter Development for Games ing & Programing I				60	40		
BGDCGD2203 Chara BGDCGD2204 Script BGDCGD2205 Photog C. Depar NIL D. Open Solution E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm	cter Development for Games ing & Programing I	-	-	2		40	100	2
BGDCGD2204 Scripti BGDCGD2205 Photog C. Depar NIL D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm Skill F. Project	ing & Programing I				60	40	100	1
BGDCGD2205 Photog C. Depar NIL D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm BULCHU2202 Comm			-	2	60	40	100	1
C. Depar NIL D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm BULCHU2202 Comm		-	-	2	60	40	100	1
Image: NillD.OpenAs perHumaincludE.ORAbilitCoursBULCHU2201CommBULCHU2202CommSkillF.Projeet		1	-	2	60	40	100	2
D. Open As per Huma includ E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm Skill F. Project	rtment Elective:							
E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm F. Project		-	-	-	-	-	-	-
E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm F. Project	Elective:							
E. includ OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm F. Skill F. Project	r annexure- I	2	-	-	60	40	100	2
E. OR Abilit Cours BULCHU2201 Comm BULCHU2202 Comm F. Skill F. Project	anities and Social Sciences							
Abilit Course BULCHU2201 Comm BULCHU2202 Comm F. Skill F. Project	ling Management courses							
CourseBULCHU2201CommentBULCHU2202CommentSkillSkillF.Project	y Enhancement Compulsory							
BULCHU2202 Comm Skill F. Project	se (AECC)							
F. Projec	nunication Skills-I	-	-	2	60	40	100	1
F. Projec	nunication Skills-II	-	-	2	60	40	100	1
Proje	Enhancement Courses (SEC) OR							
	ct work, Seminar, and							
Interr	nship in Industry or Elsewhere							
BGDCGD2301 Minor	r Project -II	-	-	6	60	40	100	3
	oline, Value Added Courses &							
	l Outreach bline, Value Added Courses &					[]		
	l Outreach							
Talent	t Enrichment programmer				5 0		50	1
BGDCGD2001 (TEP)			-	-	50	-	50	
Total	ry / MOOC / Online	09	-	22		-		19
Total	ry / MOOC / Online ication Courses	09						

	POORNIMA	UNIVERSI	TY						
	FACULTY OF D	ESIGN &	ARTS						
	B.Sc. In Game Design AR &								
	Teaching Scheme for Second								
			g Scheme	:	Μ	larks		Cre	
Course Code			(Hrs. per Week)			Distribution			
course cour	Course Name	Lecture (L)	Tutorial s (T)	Practic al (P)	IE	ESE	Total		
А.	University Core Courses								
A.1	Theory								
	NIL	-	-	-	-	-	-	-	
A.2	Practical								
	NIL	-	-	-	-	-	-	-	
В.	Department Core Courses								
B. 1	Theory								
BGDCGD3101	Game Development &	2	-	-	40	60	100	2	
BGDCGD3102	Documentation (Case Studies) Script Writing For Games	2	_	-	40	60	100	2	
B.2	Practical					00	100	-	
BGDCGD3201	Game Level Design	2		4	60	40	100		
BGDCGD3202	Game Texturing	2	-	4 2	<u> </u>	40	100	4	
BGDCGD3203	Game Engine I	1	-	2	60	40	100		
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	
	Humanities and Social Sciences								
Е.	including Management courses OR								
L.	Ability Enhancement								
	Compulsory Course (AECC)								
BULCHU3201	Human values & professional ethics	-	-	2	40	60	100	1	
	Skill Enhancement Courses								
F.	(SEC) OR Project work Seminar and								
	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		1			1			
	Discipline, Value Added Courses & Social Outreach								
	Talent Enrichment programmer	-							
BGDCGD3601	(TEP)-I		-	1	50	-	50	1	
	Library / MOOC / Online Certification Courses								
	Total	14	-	19	-	-	-	24	
	Total Teaching Hours		33		-	-	-	-	

	POORNIMA U	INIVERS	ITY					
	FACULTY OF D	ESIGN &	ARTS					
	B.Sc. In Game Design AR	& VR: Ba	tch: 2022	- 25				
	Teaching Scheme for Second							
			ig Schem er Week)		Ma			Credi
Course Code	Course Name	· -	Tutorial		Distrik IE	ESE	Total	
Course Coue	Course runne	(L)	s (T)	l (P)	IL.	LOL	Total	
А.	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	2	-	_	40	60	100	2
B.2	reality Practical							
BGDCGD4201	Game Engine II	2		4	60	40	100	4
BGDCGD4201 BGDCGD4202	3D Animation for Games	1	-	4	<u> </u>	40	100	4
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:							
<i>D</i> ,	As per annexure- I	2	-	_	60	40	100	2
	Humanities and Social Sciences		-		00	40	100	2
	including Management courses							
Е.	Ability Enhancement							
BULCHU4201	Compulsory Course (AECC) Leadership & amp; Management	_	-	2	60	40	100	1
DOLCHO4201	Skills				00	UF	100	
	Skill Enhancement Courses (SEC)							
F.	OR Project work, Seminar and							
	Internship in Industry or Elsewhere							
BGDCGD4301	Minor Project -IV	-	-	6	60	40	100	3
	Discipline, Value Added Courses							
G.	& Social Outreach		1					
	Discipline, Value Added							
	Courses & Social Outreach	-						
BGDCGD4601	Talent Enrichment programmer (TEP)-I	-	-	_	50	-	50	1
	Library / MOOC / Online	1						
	Certification Courses							
	Total	13	0	20				24
	Total Teaching Hours		33					

	POORNIMA U							
	FACULTY OF DE	ESIGN &	ARTS					
	B.Sc. in Game Design AR &	& VR : B	atch: 2022	2 - 25				
	Teaching Scheme for Thir	d Year (F	`ifth Seme	ster)				
		Teaching Scheme (Hrs. per Week)			Ma	bution	Credi	
Course Code	Course Name	Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
А.	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		-					
BGDCGD5212	Game Engine II : Unreal Engine	-	1	4	-	-	-	2
BGDCGD5213	Game Level Designing:							
BGDCGD5214	Blender/Maya Production for AR/VR	_						
D.	Open Elective: Anyone							
	As per annexure- I	2	-	-	60	40	100	2
Е.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
	NIL	-	-	-	-	-	-	-
	Skill Enhancement Courses (SEC)							
F.	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 Total		-	-	50	-	50	1
		10	0	23	-	-	-	2
	Total Teaching Hours		33					

	POORNIMA UNIV	/ERSIT	Y					
	FACULTY OF DESI	GN & A	RTS					
	B.Sc. in Game Design AR & V							
	Teaching Scheme for Third Year	-						
			ing Sche per Wee		Marks Distribution			Cred s
Course Code		Lecture (L)	Tutorial (T)	Practical (P)	IE	ESE	Total	
А.	University Core Courses							
A.1	Theory							
	NIL	-	-	-	-	-	-	-
A.2	Practical							
	NIL	-	-	-	-	-	-	-
В.	Department Core Courses							
B.1	Theory							
	NIL	-	-	-	-	-	-	-
B.2	Practical							
	NIL	-	-	-	-	-	-	-
С.	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			T				
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			•	-	_	_	_