

## **B VOC MULTIMEDIA**

### **Programme Specific Outcomes (PSOs)**

- Basic concepts of media communication, fundamental website design, understanding traditional and new media, and various types of computer graphic images are part of the awareness required.
- To delve into the foundational principles and theoretical framework of multimedia and animation, facilitating the creation and execution of storyboards, scripting, 2D/3D animations, filmmaking, and other forms of creative media. The aim is to ensure students grasp the intricacies of planning and producing TV and film, while also offering hands-on training in the realm of advertising.
- Engage in the utilization of production and editing tools for audio-visual programs, the application of visual effects software in print media, and the mastery of advanced techniques in web design. This encompasses practical involvement in animation, editing, and design across diverse fields.
- Gain an understanding of current issues and emerging trends within the computing profession. Acquire knowledge of fundamental concepts and aspects of organizational behavior. Familiarize oneself with the stages of multimedia planning, designing, and production, enabling the design and development of interactive and responsive multimedia products.
- Demonstrating the ability to employ critical and computational thinking skills to generate alternative solutions throughout all stages of the project development life cycle. Showcasing proficiency in both common and advanced software applications utilized for creating multimedia assets.