University of Alumbai



UG/1830f 2019-20

CIRCULAR:-

Attention of the Principals of the affiliated Colleges and Directors of the recognized Institutions in Humanities Faculty is invited to the syllabus uploaded by the Academic Council at its meeting held on 25th May, 2011 vide item No. 4.28 relating to the revised syllabus as per (CBSGS) for the Bachelor of Mass Media and to this office Circular No.UG/142 dated 19th November, 2019 regarding the amended Ordinance 5205 relating to change the nomenclature of course of Bachelor of Mass Media to B.A. in Multimedia and Mass Communication B.A. (M.M.C.) and also the revised syllabus as per the (CBCS) for B.A. in Multimedia and Mass Communication B.A. (M.M.C.) in Sem. I and II.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Mass Media at its meeting held on 25th July, 2019 and subsequently approved by the Board of Deans at its meeting held on 1st October, 2019 vide item No.70 & 71 have been accepted by the Academic Council at its meeting held on 3rd October, 2019 vide item No. 4.8 and 4.9 and that in accordance therewith, the revised syllabus as per the (CBCS) for the B.A. in Multimedia and Mass Communication Course (Sem. III & IV) and (Sem. V & VI) has been brought into force with effect from the academic year 2020-21 and 2021-22 accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI - 400 032 3gth December, 2019 (Dr. Ajay Deshmukh)

The Principals of the affiliated Colleges, the Head of the University Departments and Directors of the recognized Institutions in Humanities Faculty. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

A.C./4.8 & 4.9/ 03/10/2019

No. UG/ 188-A of 2019

MUMBAI-400 032

3ath December, 2019

Copy forwarded with Compliments for information to:-

- 1) The Chairman, Board of Deans,
- 2) The Dean, Faculty of Humanities,
- 3) The Chairman, Board of Studies in Mass Media,
- 4) The Director, Board of Examinations and Evaluation,
- 5) The Director, Board of Students Development,
- 6) The Co-ordinator, University Computerization Centre,

(Dr. Ajay Deshmukh)

301-1

Program BAMMC

	Semester III				
Title	Credit	Paper	Name of the Course		Course Code
		Learner s	hould choose any one out of foll	owing elec	tive courses
AEEC	02		Electronic Media-I		BAMMC EM-3011
		01	Theatre and Mass Communicat	ion-I	BAMMC TMC-3012
		01	Radio Program Production-I		BAMMC RPP-3013
			Motion Graphics and Visual Eff	ects – I	BAMMC MGV-3014
DSC		02	Corporate Communication and Public Relations	DSC-C1	BAMMC CCPR-302
DSC	(4×3)=	03	Media Studies	DSC-C2	BAMMC MS-303
DSC	12	04	Introduction to Photography	DSC-C3	BAMMC IP-304
DSE	04	05	Film Communication-I	•	BAMMC FCO-305
Practical	02	06	Computers and Multimedia-I		BAMMC CMM-306
	20				

SY BAMMC Semester III and IV Syllabus
SY BAMMC
III
Electronic Media-01
Elective 01 (AEEC-1)
BAMMC EM-3011
100 (75:25)
48

Course Outcome

To make the students acquainted with working of the two powerful media; i.e. radio and television. The content is useful for both advertising and journalism students in order to further their careers in their respective fields.

COURSE CODE		COUR	SE NAME			
BAMMCEM-3011		ELECT	TRONIC MEDIA-01			
	Syllabus					
Sr. No.	Sr. No. Modules Details Lecture					
1	Introduction			10		
	A. A Short History of Radio and TV in India and abroad					
	B. Introduction to Prasar Bharti					
	C. FM radio and community radio					
	D. Convergence trends					

A. Introductio n to sound 1. Types of Sound: Natural, Ambient, Recorded 2. The Studio Setup 3. Types of recording- Tape Recording, Digital Recording 4. Outdoor Recording 5. Types of Microphones 1. The Power and Influence of Visuals n to Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio 5. difference between Studio and on-location
3. Types of recording- Tape Recording, Digital Recording 4. Outdoor Recording 5. Types of Microphones B. Introductio 1. The Power and Influence of Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
Recording 4. Outdoor Recording 5. Types of Microphones B. Introductio n to Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
4. Outdoor Recording 5. Types of Microphones B. Introductio n to Visuals 2. The Power and Influence of Visuals positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
5. Types of Microphones B. Introductio n to Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
B. Introductio n to Visuals 1. The Power and Influence of Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
n to Visuals 2. The Video-camera: types of shots, camera positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
positions, shot sequences, shot length 3. Lighting: The importance of lighting 4. Television setup: The TV studio
3. Lighting: The importance of lighting 4. Television setup: The TV studio
4. Television setup: The TV studio
5. difference between Studio and on-location
shoots
C. Electronic 1. Single camera
News 2. Two men crew
Gathering
(ENG)
D. Electronic 1. Single camera set up
Field 2. Multi-camera set up
Production 3. Live show production
(EFP)
3 Introduction to Formats (Fiction and non-fiction) 10
1. Introduction News
to Radio - Documentary
Formats - Feature
- Talk Show
- Music shows
- Radio Drama Radio interviews
- Sports broadcasting
2. Introduction News
to Television - Documentary
formats - Feature
- Talk Shows
- TV serials and soaps
- Introduction to web series
- Docudrama
- Sports
- Reality - Animation
- Web series
4 Different Roles and contributions in the society 08
A. Community Radio-role and importance
B. Contribution of All India Radio
C. The Satellite and Direct to Home challenge
5 Introduction to Production process 10

1. Pre- Productio	Script Storyboard Camera plot Lighting plot	
2. Production	n Camera angles Sequence Scene Shot Log keeping	
3. Post- Production	Linear editing Non-linear editing Library shots Library sounds Dubbing	
Total		48

Internal: Any two assignments compulsory

- A visit to a Radio or Television station
- Listening and recording news for TV and Radio
- Shooting an interview for a Television channel
- Recording a chat show for a radio channel

Reference Reading:

- 1. Basic Radio and Television: by S Sharma
- 2. The TV Studio Production Handbook: Lucy Brown
- 3. Mass Communication in India by Keval J. Kumar
- 4. Beyond Powerful Radio by Valerie Geller
- 5. Writing News for TV and Radio: Mervin Block
- **6.** Essential Radio Journalism: How to produce and present radio news (Professional Media Practice): Peter Stewart, by Paul Chantler
- **7.** Andrew Boyd, 'Broadcast Journalism, Techniques of Radio and Television News', Focal Press London.
- 8. Keval J Kumar, 'Mass Communication in India', Jaico Publishing House.
- 9. K.M Shrivasta, 'Radio and TV Journalism', Sterling Publishers Pvt. Ltd, New Delhi.
- 10. Usha Raman, 'Writing for the Media', Oxford University Press, New Delhi
- 11. Media Production: A Practical Guide to Radio and TV 1st Edition by Amanda Willett
- 12. Community radio in India: R Sreedher, Puja O Murada

BOS Syllabus Sub-Committee Members

- 1. Prof. Dr. Navita Kulkarni (Convener)
- 2. Prof. Neena Sharma (Subject Expert)
- 3. Ms. Priyanka Khanvilkar (Industry Expert)

301-2

Program	BAMMC
Year	SYBAMMC
Semester	III
Course:	Theatre and Mass Communication-I
Paper	ELECTIVE 02 (AEEC-2)
Course Code	BAMMCTMC-3012
Total Marks	100 (75:25)

Number of Lectures	48
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COURSE OUTCOME:

- 1. Individual and team understanding on theatrical Arts
- 2. Taking ownership of space, time, story-telling, characterization and kinesthetic
- 3. Shaping young students' minds through expression of their perception, creating awareness of their role and place in society, their responsibilities and possibilities

COURSE CODE		COURSE NAME and DETAILED SYLLABUS			
BAMMCT	MC-3012	THEATRE AND MASS COMMUNICATION-I			
	Syllabus				
Module	Topic	Details	Lectures		
		History			
I	Dramatic literature and theatre history:	History 1. Study of the origin of theatre, history and growth 2. Theatre as a medium of mass communication 3. Theatre as a benefit to improving language skills 4. Study of traditions and forms: (a) Indian: Natya Shastra and Classical Indian Theatre Navarasa, Nayaka-NayikaBhed, VidushakaNatya – DrishyaKavya Trilogy –Natya – Nritta - Sangeet Study of some of the important Sanskrit playwrights i.e. Kalidasa, Bhasa, Shudraka, Kootiyattam and Folk (Jatra, Pandavani, Tamasha, Ram Lila, Yakshagana, Swang, Therukoothu, Bhawai, Dashavatar, etc) (b) Growth of Indian Regional and Modern (Experimental) Theatre (c) Asian Theatre (Japanese Noh, Spiritual and Trance of Bali and Korea, Chinese Kunqu Opera) (d) Ancient Greek: Aristotle's Poetics Comedy, Tragedy, Satyr Chorus (e) European: Commedia D'elle Arte and Renaissance. French Baroque theatre, Shakespeare, Brecht, Ibsen etc Naturalism – Emile Zola (f) American Musicals	14		
	Activity:	Presentations by students on different folk/traditional theatre forms from across the world through videos and images to study the salient features			
		Design			
2	Stage craft and theatre techniques	 Theatre architecture and set design (Detailed study of Amphitheatre, Natyamandapam etc. Types of stages e.g. 	10		

	Activity:	proscenium, arena, thrust, end etc.) Costume design: study of elements of color, textures, shapes and lines Lighting and special effects: light sources, use of modern light equipment, planning and designing light Make up Mask making, prop making experimenting with sound and live music and recorded music	
		PREPARATION	
3	Preparing the mind, body and voice:	 Recalling experiences, talking about daily observations, collecting news clips, stories, poems etc which may inspire theatre and enactment, increasing concentration, activities to enable ideation and improvisation Body: Simple rhythmic steps to instill grace and agility, Mime etc Voice: Narration of poems, understanding meter and tempo, weaving stories, using intonation and modulation 	10
	Activity:	Mirror games	
	-5	READING	
4	Reading plays and analyzing the characteristics:	Western: Selectany 2 1. Romeo and Juliet / Hamlet – William Shakespeare 2. Long Day's Journey Into Night – Eugene O'Neil 3. Death of a Salesman – Arthur Miller 4. Oedipus Rex - Sophocles 5. Angels in America - Tony Kushner 6. The Glass Menagerie – Tennessee Williams 7. Look Back in Anger – John Osborne Indian: Selectany 2 1. Yayati – Girish Karnad 2. Taj Mahal Ka Tender – Ajay Shukla 3. Ashad ka ek Din – Mohan Rakesh 4. Shantata! Court Chalu Ahe (1967; "Silence! The Court Is in Session") / Sakharam Binder (1971). Vijay Tendulkar	14
		Activity: Understand the salient features: Plot Theme Characterization Narrative Genre	

BOS Syllabus Sub-Committee Members

- 1. Prof. Rani D'Souza (Convener)
- 2. Prof. Shamali Gupta (Course Expert)
- 3. Mr. Abhijit Khade (Industry Expert)

Projects for Internal Evaluation

25 MARKS

- 1. Individual: Enact a character (epic, historical, national or social leader through speech, poetry). Essential a mono act not more than 2 minutes
- 2. Group: improvise on a current affairs topic and create a street play. Enact it within the college campus or outside the college gate. Not more than 5 minutes per team. Team should essentially be small. 5-6 members.
- 3. Class: Watch a live performance of a play and write a review consisting of its special features.

301-3

0010	
Program	BAMMC
Year	SYBAMMC
Semester	III
Course:	Radio Programme Production-I
Paper	ELECTIVE 01 (AEEC-2)
Course Code	BAMMCRPP-3013
Total Marks	100 (75:25)
Number of Lectures	48

COURSE CODE	COURSE NAME and DETAILED SYLLABUS
BAMMC RPP 401	RADIO PROGRAM PRODUCTION -I

COURSE OUTCOME:

The course is intended to explore the art of audio production. The students are made familiar with the aesthetics of sound and its application in various radio programme formats. To provide them with the basic knowledge and understanding of radio business and production.

MODULE	DETAILS		LECTURES
1	UNIT 1		10
	1.	Introduction of Radio	
	2.	History of Radio: Growth and development.	
		Radio as a Mass- Medium: Uses and	
		characteristics of radio.	
	3.	Writing for the radio Who you are talking to?	
		What do you want to say?	
	4.	Structure and Signposting	
	5.	The Script	
2	The work of pr	oducer	08
	1.	Ideas	
	2.	The Audience, Resource Planning, preparation of	
		material	
	3.	The studio session	
	4.	Post-production	
	5.	Technician, Editor, Administrator and Manager	

3	The Radio Stud	lio	10
	1.	Studio Layout	
	2.	The studio desk, mixer, control panel console or	
		board.	
	3.	Digital Mixers	
	4.	Studio Software	
	5.	Digital Compression and Digital	
4	News - Policy	and Practice	10
	1.	'Interesting'	
	2.	News Values-Accuracy, Realism, and Truth	
	3.	The Newsroom Operation	
	4.	The News Conference and Press Release	
	5.	News reading and Presentation- The Seven Ps,	
		News reading, Pronunciation, Vocal Stressing,	
		Errors and Emergencies	
5	Interviewing		10
	4.	Types of Interview	
	5.	What the Interviewee Should Know	
	6.	Preparation Before the Interview and The Pre-	
		interview Discussion	
	7.	Devil's Advocate	<u>-</u>
	8.	Question Technique-Multiple Questions and	
		Leading Questions	

Syllabus Sub-committee

Prof. Gajendra Deoda (Convener)

Mr. Ganesh Achwal (Industry Expert)

Dr. Navita Kulkarni (Subject Expert)

References:

Chatarjee P.C.: The Adventures of Indian Broadcasting, Konark

Luthra H.R.: Indian Broadcasting Publication Division.

McLiesh Robert: Radio Production, Focal Press

Saxena Ambrish: Radio in New Avtar-AMTO FM, Kanishka Publishers, New Delhi.

301-4

001	
Program	BAMMC
Year	SYBAMMC
Semester	III
Course:	MOTION GRAPHICS and VISUAL EFFECTS
Paper	ELECTIVE 01 (AEEC-4)
Course Code	BAMMC MGV-3014
Total Marks	100 (75:25)
Number of Lectures	48

Brief:

The new generation is energetic and seeks energy in every experience. We see animation and visual effects in almost every television program including news and financial market channels. Sports channels are foremost in using various visual effects for updates as well as keeping energy intact. The future is around new experience of video viewing and the media learners will be part of future shape of media.

Course Outcome;

This course is designed to introduce the student to the art and science of visual effects for broadcast and digital filmmaking. Topics covered include the visual effects workflow, video technology, image processing, creating mattes, tracking, and compositing.

- 1. Understand the difference between a visual effect and a special effect.
- 2. Determine when to choose whether to create a visual effect or a special effect and determine when the two techniques can work together.
- 3. Understand basic image processing techniques.
- 4. Pull mattes using various image processing techniques including Chroma-keying
- 5. Track motion data using various techniques.
- 6. Describe and use the compositing process and identify major applications used in industry. Develop a visual effects pipeline for integration in the filmmaking process.

COURSE CODE	COURSE NAME and DETAILES SYLLABUS	
BAMMC MGV-3014	MOTION GRAPHICS and VISUAL EFFECTS	

Module	S		Details	Lectures
01	Introd	luction to Adob	e After Effects	10
	1.	The interface	How to interact with interface and location of tools and panels. How to set up a project file and import media.	02
	2.	Timeline	Understanding the timeline and its channels. Using channel settings to control media on timeline.	02
	3.	Tools	Understanding tools and how they are used and applied.	01
	4.	Panels	Understanding each individual panel and how they are used.	01
	5.	Effects	Understanding the various effects, their usage and attributes. Introducing color correction. Understanding particle effects. Using sound Audio Effects.	04
02	Introd	luction to Adob	e Premiere	08
	1.	Files	Understanding files and formats. Importing files (video/audio/image).	01
	2.	Timeline	Working on the time and layers.	02
	3.	Editing	Tools required for editing the video. Working with audio layers separately.	02
	4.	Key-frames and effects	Adding key-frames and using effects on layers.	02

	5.	Rendering	Exporting files in various formats.	0	1
03	Under	standing VFX E	lements	10	
	1.	Layers	Understanding usage of layers.	(92
	2.	Masks	Understanding the importance of elements used to create masked effects.	(02
	3.	Render	Understanding render queue and setting up batch rendering while going through all render setups and outputs (formats) available.	C	92
	4.	Composing	Working with media sequences. Understanding scene technique. One shot technique and cuts and transition techniques.	(02
	5.	Blend Modes	Working with various blend modes.	(92
04	Motio	n graphics and	Colours	10	
	1.	Kinematic Typography	Understanding usage of Kinematics in Typography.	(91
	2.	Content creation	Usage with simple characters to words or lines of content.	(92
	3.	Key framing	Importance of Key Frames. Understanding Tilting.	(92
	4.	Logo animation	Animating logos for visual impact and simulate still icons to communicate better.	(93
	5.	Colour	color Grading and color correction using after effects.	(92
05	Camer	ra and Lights		10	
	1.	Camera types	Types of camera and their usages.		92
	2.	Shutter and aperture	Understanding shutter and aperture with lights.	(92
	3.	Lights	Types of lights and their usages.	(92
	4.	Effects of lights	Using camera and lights to simulate a 3D experience.	(92
	5.	Objects	Creating Objects and their usage with camera and lights.	(92
Total				4	18

BOS Syllabus Sub-Committee Members:

- 1. Mr. Arvind Parulekar: (Convener)
- 2. Mr. Neil Maheshwari: (Subject Expert)
- 3. Prof. Izaz Ansari (Subject Expert)
- 4. Mr. Ashish Gandhre: (Industry Expert)

Internal Exercise:

The objective of internal exercise is to help the learners identify opportunities in visual effects in the broadcast and film making industries.

Sr. No.	ProjectAssignment	Reason/Justification
01	Animated Logos and Kinematic Typography	Creating Indents for Television, Movies or Online Videos. This project creates understanding of animation and how kinematics works with the elements. Allows deeper understanding of communication with simple objects. (Logos and Text)

302	
Program	BAMMC
Year	SYBAMMC
Semester	III
Course:	CORPORATE COMMUNICATION and PUBLIC RELATIONS
Paper	02 (DSC-C1) CORE V
Course Code	BAMMC CCPR-302
Total Marks	100 (75:25)
Number of Lectures	48

Course Outcome:

- 1. To provide the students with basic understanding of the concepts of corporate communication and public relations.
- 2. To introduce the various elements of corporate communication and consider their roles in managing media organizations.
- 3. To examine how various elements of corporate communication must be coordinated to communicate effectively intoday's competitive world.
- 4. To develop critical understanding of the different practices associated with corporate communication with the latest trends and social media tools.

COUE	SE CODE	COURSE NAM	ME	
BAMN	MC CCPR-302	CORPORATI	E COMMUNICATION and PUBLIC RELATIONS	
			Syllabus	
Module			Details	Lectures
1	Foundation of	f Corporate Co	ommunication	14
	1. Introductio Corporate Communication		Meaning , Need and Scope of Corporate Communication towards Indian Media Scenario	02
	2. Keys conce Corporate Communication	•	Corporate Identity: Meaning and Features, Corporate Image: Meaning, Factors influencing Corporate Image, Corporate Image creation sustainability and restoration (Online and traditional) Corporate Reputation and Management: Meaning, Advantages of Good Corporate Reputation.	06
	3. Ethics and I Corporate Communication		Importance of Ethics in Corporate Communication, Professional Code of Ethics, Mass Media Laws: Defamation, Invasion of Privacy, Copyright Act, Cyber-crime and RTI.	06

2 Understanding Pu	blic Rela	tions	16
2. Understanding Pu 1.Introduction and Growth of Public Relations- Indian Scenario 2.Role of Public Relations in vario sectors 3.Theories and To Public Relations	us	Meaning, Definitions, Scope, Objective and Significance of Public Relation in Business. Tracing Growth of Public Relations, in India, Internal and External PR. Reasons for Emerging International Public Relations, Mergers/Collaborations/Joint Ventures between Indian and international public relations agencies, advantages and disadvantages of Public Relations. Healthcare, Entertainment, Banking and Finance, Real estate, Fashion and Lifestyle and Service. Grunting's (4 models),Pseudo-events, Publicity, Propaganda, Persuasion,	06 06
		Situational theory , Diffusion theory and various tools of Public Relations (Press conference, Press release , Media Dockets, Advertorials, Sponsorship.	
3 Corporate Commu	ınication	and Public Relation's range of functions	10
1.Media Relations	of Media Relation	ction, Importance of Media Relations, Sources a Information, Building Effective Media as, Principles of Good Media Relations , Media a and evaluation	03
2.Employee Communication	Organiz Good Er Implem Progran	ction, Sources of Employee Communications, ing Employee Communications, Benefits of mployee Communications, Steps in enting An Effective Employee Communications nme, Role of Management in Employee nications	03
3.Crisis Communication	in Crisis Case stu	ction, Impact of Crisis, Role of Communication , Guidelines for Handling Crisis, Trust Building, idies such as Nestle Maggie, Indigo, Cadbury ilk, Niira Radia, Tylenol etc	04
4 Latest Trends, Too Communication and		chnology Role of Social media in Corporate Relations	08
1.Emerging trends, tools and technology	Introdu Importa Commu	Introduction, Today's Communication Technology, Importance of Technology to Corporate Communication, pros and cons of technology used in Corporate Communication.	
2.New Media Tools		e, Online press release, Article marketing, newsletters, Blogs	02
3.Role of Social Media	Identify swiftly i engagin	Social media as Influential marketing, ing brand threats, influence journalist's stories, react to negative press, Viral marketing, g and interacting, storytelling, E-Public and its importance.	04
Total Lectures			48

BOS Syllabus Sub-Committee Members 1. Prof. Shobha Venkatesh (Convener) 2. Dr. Hanif Lakdawala (Course Expert) 3. Dr. Rinkesh Chheda (Course Expert) 4. Ms. Amrita Chohan (Industry Expert) Internal evaluation methodology 25 Marks Project/Assignment Sr no. Presentation various topics learned 1. 2. Writing Press release 3. Mock Press conference **References:** 1. Public Relations Ethics, Philip Seib and Kathy Fitzpatrick

- 2. Public Relations- The realities of PR by Newsom, Turk, Kruckleberg
- 3. Principals of Public Relations-C.S Rayudu and K.R. Balan
- 4. Public Relations Diwakar Sharma
- 5. Public Relations Practices-Center and Jackson
- 6. The Art of Public Relations by CEO of leading PR firms

303	
Program	ВАММС
Year	SYBAMMC
Semester	III
Course:	MEDIA STUDIES
Paper	03 (DSC-C2) CORE VI
Course Code	BAMMC MS-303
Total Marks	100 (75:25)
Number of Lectures	48

COURSE OUTCOME

- 1. To provide an understanding of media theories
- 2. To understand the relationship of media with culture and society
- 3. To understand Media Studies in the context of trends in Global Media

COURSEC	ODE	COURSE NAM	E	
BAMMCM	AMMC MS-303 MEDIA STUDI		ES	
			Syllabus	
Module	,	Topics	Details	Lectures
			Introduction	
1		levance, tion to culture, re	 Era of Mass Society and culture – till 1965 Normative theories-Social Responsibility Theory Development media theory 	10

		Media Theories	
2	Propaganda and propaganda theory- Scientific	 Origin and meaning of Propaganda Hypodermic Needle/Magic bullet Harold Lasswell Paul Lazarsfeld-Two step flow 	14
	perspectives to	Carl Hovland and Attitude Change	
	limited perspectives	theory	
		Cultural Perspectives	
3	Various schools	 Toronto school (McLuhan) Schools- Birmingham(Stuart Hall) Frankfurt- Theodor Adorno and Max Horkheimer Raymond Williams- Technological Determinism Harold Innis- Bias of Communication 	12
	Media and Identity	Feminism /Racism/ethnicity etc Caste/class/tribal/queer representations (India examples)	
		Media Effects	
4	Theories on media effects	 Media Effects Media effects and behavior Media effect theories and the argument against media effect theories Agenda Setting Theory Cultivation Theory Politics and Media studies-media bias, media decency, media consolidation. 	06
	effects	 Media effects and behavior Media effect theories and the argument against media effect theories Agenda Setting Theory Cultivation Theory Politics and Media studies-media bias, media decency, media consolidation. New Media and The Age Of Internet 	
5		 Media effects and behavior Media effect theories and the argument against media effect theories Agenda Setting Theory Cultivation Theory Politics and Media studies-media bias, media decency, media consolidation. 	06

BOS Syllabus Committee Members

- 1. Prof. Rani D'souza (Convener)
- 2. Prof. Neena Sharma
- 3. Prof. Bincy Koshy
- 4. Prof. Mithun Pillai

Internal Evaluation Methodology

25 MARKS

- 1. Continuous assignments
- 2. Oral and practical presentations
- 3. Group/individual projects
- 4. Open book test
- 5. Group interactions
- 6. Quiz

References:

- 1. Mass communication theory-Dennis quail
- 2. Mass communication theory: foundations, ferment and future-Stanley j BaranandDennis k Davis
- 3. Introduction to mass communication: media literacy and culture updated edition 8th edition
- 4. Introduction to mass communication Stanley J. Baran
- 5. Media and cultural studies-Meenakshi Gigi Durham and Douglas M Kellner
- 6. Social media: a critical introduction- Christian Fuchs

304

001				
Program	BAMMC			
Year	SY BAMMC			
Semester	III			
Course:	Introduction To Photography			
Paper	04 (DSC-C3) CORE VII			
Course Code	BAMMC IP-304			
Total Marks	100 (75:25)			
Number of Lectures	48			

Brief:

The world cannot be imagined without images. Image is inseparable part of media. "Picture speaks thousand words." The course is designed to explore "how to make picture speak thousand words.

Learning Outcome: Lectures: 48

- 1. To introduce to media learner the ability of image into effective communication.
- 2. To help the learner understand that media photography is a language of visual communication and is far beyond just point and shoot fun moments.
- 3. To practice how picture speaks thousand words by enlightening the learner on how.
- 4. To develop the base of visualisation among learners in using pictures in practical projects.
- 5. To help learner work on given theme or the subject into making a relevant picture or photo feature.

COURSE CODE		DE	COURSE NAME			
BAM	MC IP-3	304	INTRODUCTION TO PHOTOGRAPHY			
			Syllabus			
Module Details			Lectures			
1 Camera: The Story te			ller	12		
1. The Body: The faithful middleman		The faithful	The heart of the system How camera sees differently than human eyes. Limitations and Wonders of camera. Formats of camera: Small Full frame, Half frame (APS-C), Medium, Large (camera movements) Experiencing frame Types of camera: DSLR; View; Rangefinder; Mirrorless	02		

	_				
	2.	Aperture: The iris of the camera	Diaphragm Controls amount of light entering lens Factor in Exposure calculation Active factor of Depth of field and Bokeh (creative) F'-numbers and aperture scale. Application of Depth of Field in advertising and		03
	3.	Shutter: The Click magic	Journalism. Blind between Lens and Image sensor Controls duration of light Major factor in Exposure calculation Main player in controlling action Motion blur, Motion freeze and Long exposure effects Application of motion blur/freeze in Advertising and journalism. Synchronization with Flash, Creative Slow sync		05
	4.	Image sensor: The retina that sees	The image maker or recorder Film v/s digital Film: Photochemistry Digital: Photo-electronics Types of Sensor: CCD and CMOS ISO: Photosensitivity (Sensor/Film Speed)		01
	5.	Viewfinder: The interactive monitor	The control room cum monitor Displays camera settings Aperture, Shutter and ISO Metering modes, Focusing modes, Exposure modes, Frame count, File format etc		01
2	Lens:	lmaging device		08	
	6.	The eye of camera: Learning to see	Main player in image formation, Focusing the object (sharpening the image) Speed of the Lens (light intake ability) Numbers and Markings on the Lens AF, ED, IF, IS, SW, ASP etc		02
	7.	Focal length: Which lens is suitable	The factor to consider for Type of Photography and choosing lens for the purpose. Main distinguishing factor Fixed V/s Variable focal length		01
	8.	Image size: See close	The magnification ratio of a lens Longer focal length = Bigger image size		01
	9.	Coverage angle:	Prime concern in Composition How much of a scene a lens takes in from a viewpoint		01
		Crop out unwanted	Safe focusing distance, Distortion: Barrel/Pincuision		

3	Light:	Parameters of 1	Light- The essential raw material	16	
	6.	Intensity and Exposure: Perfect tone	How much light: consideration for exposure Exposure triangle (A,S,ISO) The model of exposure		03
	7.	Direction and Lighting: Lighting for Cinema, Television and Advertising	From where: direction begets shadow Shadow = Depth Lighting = Shading Three point lighting Key: Main Fill: Contrast level (lighting ratio) Kicker: Separation or background light Types of lighting: Portrait, Effect, Ambient and Mood or drama		06
	8.	Quality and Ambience: Why there are umbrellas and reflectors	How soft or how hard: Effective size of light source Small: Hard, Contrast, Sharp Medium: Mid soft, moderate contrast, soft shadow Large: Extra soft, low contrast, shadowless Modifiers: Umbrella, Soft-box, Reflector, Diffuser, Grid, Gobos		02
	9.	Colour and Mood: What tells Cozy or Cool	Colour of light concept: Main distinguishing factor Kelvin: Colour temperature <i>Pure light>True colours</i> White balance: Neutralizing Preset white balance and AWB Colour and Mood (warm/cool)		02
	10	. Measure The Director in you is the King	Light meter: Main input of exposure Incident v/s Reflective (advantage / disadvantage) In built meter and Metering modes: Average, Center weighted, Spot, Matrix, Focus priority Exposure Modes: M, A, S, P, and Smart program modes Errors in inbuilt metering>Exposure compensation		03
4	_		eeing> Way of portraying a subject	06	
	6.	Frame and Aspect ratio	Dimensions of sensor and proportion Aspect ratio: 2:3/4:5/16:9 (HD)		01
	7.	Visual indicators	Line, Shape, Size, Tone, Colour, Texture, Space and Center of interest; Subject= Aesthetic Assembly of objects		01
	8.	Rules of composition	Rule of thirds/ Balance/ Leading lines/ Frame within frame, Enhancing depth/ Unusual viewpoint/ Shadow/ Pattern breaking		02
	9.	Breaking the rules	Cropping, Panorama, Flattening		01

	10. Viewpoint and	1, 2 and 3 point perspective: Vanishing points and viewpoint		
	Perspective:	Normal: The way we see		
	What Pros do	Enhanced: Exaggerated depth		
		Compressed: Feeling of distance taken away		
		Forced: Unrealism		
		Aligned: Back projection and green screen		
		application		
5	Digital Imaging: Electronic format			
	9. Image	Format, 135mm/ APS-C, Medium format, Large		01
	sensor	format		
	10. Megapixel	Pixel and its values, Total number of pixels, File size		01
	11. Resolution	Pixel Per Inch: Quality of Image, Magnification ratio		01
	12. Image	Viewing distance, Image size and Pixilation		02
	magnificatio	How large an image can be for given megapixel		
l l				
	n			
	13. File Formats	RAW, JPEG, TIFF (Bit and Compression) advantages		01
		RAW, JPEG, TIFF (Bit and Compression) advantages and limitations of Raw format		01
Tota			48	01

BOS Syllabus Committee Members

- 1. Prof. Arvind Parulekar: (Convener)
- 2. Prof. Izaz Ansari (Subject Expert)
- 3. Mr. Atul Bagayatkar (Industry Expert)

Suggested M	Suggested Methods					
Sr. no.	Project/Assignment	Reason/Justification				
01	Scrap book with	The pictures cropped are captured by professionals.				
Print	collection of	This gives ready examples of what is the decisive				
Media	Photographs cropped from newspaper and Magazine (40+20)	moment and they can have to inspect the picture to understand composition, lighting and subject handling. Analysis of each picture for the learned topics in scrap book.				
		Points: Depth of field, Motion blur/freeze, Lighting, Quality of light, Composition, Colour temp, Mood/Drama				
02	Screen shots captured	Movie is a 2-3 hrs ongoing continuous event. Capturing				
Electronic	of a movie (36)	real key frames is as if photographing in a small 2-3 hrs				
Media		event, This should help them to look for the right story telling frame, anticipate and stay alert as if required on actual photographic assignment.				
03	Shooting, i.e. actual	This is the field application of the learnt technique to get				
Field work	working on given	presentable pictures. The creation part of appreciation				
	topics or themes.	and imitation rom above two projects.				

Reference Books:

Collins Books series: Pentax Inc.

- 1. Taking successful pictures,
- 2. Making most of colour,
- 3. Expanding SLR system,
- 4. Lighting techniques

Minolta Photographer's handbook

- Indoor Photography,
- Outdoor photography:

Life Book series:

- Colour,
- Camera,
- Light
- Portrait

Photography course:

- o Volume 1: Understanding Camera
- o Volume 2: Secrets behind successful pictures
- o Volume 3: Practicing Photography
- o Volume 4: Handling Professional assignments

Me and My Camera

- Portrait photography
- Glamour photography
- Do it in Dark (Darkroom Techniques)

Pro-technique (Pro-photo)

- Night Photography
- Beauty and Glamour
- Product Photography

30	05	

Program	ВАММС			
Year	SY BAMMC			
Semester	III			
Course:	Film Communication-I			
Paper	06 DRG			
Course Code	BAMMCFCO-305			
Total Marks	100 (75:25)			
Number of Lectures	48			

Brief:

The media cannot be experienced without cinema. Movies are inseparable from social life today. Contribution of films are in all fields of mass communication whether Journalism, Public Relations, Advertising or pure entertainment. Cinema has larger impact on masses as well as all classes. The course is designed to understand cinema rather than only seeing it.

Cours	Course Outcome:				
1.	To inculcate liking and understanding of good cinema.				
2.	To make students aware with a brief history of movies; the major				
	cinema movements.				
3.	Understanding the power of visuals and sound and the ability to				
	make use of them in effective communication.				
4.	Insight into film techniques and aesthetics.				

COU	IRSE CODE	COURS	SE NAME			
BAN	1MC FCO-305	FILM C	OMMUN	NICATION-I		
	Syllabus					
Mod	lule]	Details		Lectures	
Art of Story telling						
1.	1. History: Still pictures to moving images.		1.1 1.2 1.3 1.4	History of Cinema. Birth of Visual Art. Understanding the Language of Cinema. Transition from Documentary to Feature	04	
2.	2. Understanding aspects of film appreciation.		2.1	Grammar, Technology and Art. Director - the captain Writer - the back bone. Aspects of Film-1: Visual Aspects and Editing Mise-en-Scene (Art, Costume, Camera placement) Cinematography Creating Meaning through editing Aspects of Film-1: Film Sound Three components of Film Sound The relationship between Sound and Image	08	
3.	3. The Early Cinema: 1895 to 1950		3.1 3.2 3.3	Early Years (1895-1919) World and India. The Silent Era (1920-1931) Early Sound Era (1930-1939) The developmental stage (1940-1950)	8	
4.	Major film movements and impact.	d its	4.1 4.2 4.3 4.4 4.5	The major cinema movements and their film makers Hollywood Cinema-Brief history of Hollywood, Star system, academy Awards, global audience of Hollywood cinema Italian neo-realism- Origin and impact on world cinema, work of Roberto Rossellini and Vittorio de sica Japanese cinema- Work of Yasujiro ozu, Akira Kurosawa, Hayao Miyazaki etc. Irani cinema- Contribution of Abbas Kiarostami, Majid Majidi etc.	12	
5.	5. Mainstream Indian Cinema and parallel Indian cinema			Art v/s Commercial Indian Meaningful cinema(Commercial) The Angry Young Man The Indian Diaspora and Bollywood Contemporary Bollywood Cinema Globalisation and Indian Cinema, The multiplex Era den era of Indian Cinema – Important work al Roy, Guru Datt, Raj Kapoor and V. ram Indian New Wave cinema – Mrinal Sen, Mani Kaul, Girish Kasarvalli, MS Sathu Parallel cinema: Contribution of Shyam Benegal, Govind Nihlani, Gulzar, Mani Kaul,	16	

		Said Mirza etc.			
Tota	Total Lectures 48				

BOS Syllabus Committee Members

- 1. Prof. Gajendra Deoda (Convener)
- 2. Prof. Chetan Mathur (Subject Expert)
- 3. Mr. Abhijit Deshpande (Industry Expert)

Internal exercise:

The objective of internal exercise is to help the students identify good cinema and how to write film review including all points of view. Also develop their vision to higher aesthetic level.

Suggested Mo	ethods	
Sr. no	Project/Assignment	Reason/Justification
1.Print Media	Write reviews of film seen by them during lectures/film festivals	To inculcate understanding of cinema and writing skills needed for film review
2.Electronic Media	Making documentary on any of the prominent film personalities/ genre/film theories	To make them understand the depth of cinema and its different aspects

Suggested Screenings:

- Documentaries on World and Indian Cinema (100 years of Cinema).
- Films of Dada Saheb Phalke
- Citizen Kane,
- The Battle over Citizen Kane
- Bicycle Thief
- Roshomon
- Do Bigha Zamin/Bandini
- Sahab, Bibi aur Ghulam/Pyaasa,
- Awara/Shri 420
- Lajwanti/Ekke Baad Ek

306	
Program	BAMMC
Year	SY BAMMC
Semester	III
Course:	COMPUTERS MULTIMEDIA -01
Paper	06 DRG
Course Code	BAMMC CMM-306
Total Marks	100 (75:25)
Number of Lectures	48

Brief: Digital workflow:

Since the introduction of computers in media every process of image editing and film editing is computerized. Various softwares – beginners to professional- are developed and today software knowledge equals literacy in media. Image, Audio and Video in digital format are easy to share and store as well as saved to multiple places. The knowledge of software has become extremely essential to survive and grow in media today.

Course Outcome:

- 1. To help learners make media industry ready. This will help learners to be aware of the minimum requirement of the software when stepping out in the industry.
- 2. To introduce the media softwares to make the learners understand what goes behind the scene and help them choose their stream.
- 3. To prepare learners skilled enough for independency during project papers in TY sem VI.
- 4. To help learners work on small scale projects during the academic period.

COUI	COURSE CODE COURSE NAME and DETAILED SYLLABUS			
BAM	BAMMC CMM-306 COMPUTERS MULTIMEDIA -01			
	Syllabus			
Mod	ules		Details	Lectures
1	Photoshop: P	ixel bas	ed Image editing Software	12
	1. Introduc Photosh		Image editing theory Bitmaps v/s Vectors When to use Photoshop and when to use drawing tools	02
	2. Photosho Workspa	-	The tools, Toolbox controls Property bar, Options bar, Floating palates	03
	3. Working images	with	Image mode, Image size, canvas size Image resolution, size and resampling What is perfect resolution? Cropping to size and resolution Resizing v/s resampling	05
	4. Image Ed	liting	Levels, Curves, Contrast adjustment, Colour adjustment Photo filters	01
5. Working with Text			Text layer, Character palate, Paragraph palate, Text resizing, Text colour, Text attributes Working on simple project/ one page design	01
2	2 CorelDraw: Vector ba		ased Drawing software	06
	1. Introduc CorelDra		Corel Draw Interface, Tool Box, Importing files in CorelDraw, Different file formats	01

2.	Using text	Artistic and paragraph text, Formatting Text, Embedding Objects into text, Wrapping Text around Object, Linking Text to Objects Text C2C:		01
3.	Exploring tools	Basic shapes: Cut, Erase, Combine, Shaping tool: Nodes, Handles, Corners Convert to Curves: Reshaping, Creating figures, Logos		01
4.	Applying effects	Power of Blends, Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips		02
5.	Exporting in CorelDraw	Exporting, Types of export, Exporting for other software		01
Qua	ırk Xpress/ InDes	ign: LayoutSoftware	08	
	Quark Xpress	List the menus, List the tools, Benefits of using Quark, Application of Quark		02
2.	TextEdits in Quark	Format of text, Purpose of text selection, Aligning text in different design formats, Text alignment with embedded images		02
3.	Using palettes	Using palettes for different types of publications made in quark, Magazine in quark, Newspaper in quark,		01
4.	Colour correction in quark	Embedding images in proper formats, Colour correction on the images, Adjusting according to the color tone of the publication,		02
5.	Exporting files	Types of files, Exporting for different publications/templates, Newspaper, magazine, etc.		01
Pre		visual: Video editing software	10	
1.	Introduction to editing	Editing importance, Great editing examples, Editing for different formats (film/ad/news/etc.)		02
2.	Introduction to premiere	How premiere helps in editing, Understanding the toolbar, Importing files, Experimenting with video and audio layers, Basics of editing (cut/layers/different windows/etc.)		02
	3. 4. 2. 3. Pre 1.	5. Exporting in CorelDraw Quark Xpress/InDes 1. Introduction to Quark Xpress 2. TextEdits in Quark 3. Using palettes 4. Colour correction in quark 5. Exporting files Premiere Pro: Audio 1. Introduction to editing 2. Introduction to	Embedding Objects into text, Wrapping Text around Object, Linking Text to Objects Text C2C: 3. Exploring tools Basic shapes: Cut, Erase, Combine, Shaping tool: Nodes, Handles, Corners Convert to Curves: Reshaping, Creating figures, Logos Power of Blends, Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips Exporting, Types of export, Exporting Types of export, Exporting Types of sport, Exporting CorelDraw List the menus, List the tools, Benefits of using Quark, Application of Quark Pormat of text, Purpose of text selection, Aligning text in different design formats, Text alignment with embedded images 3. Using palettes Using palettes for different types of publications made in quark, Newspaper in quark, Newspaper in quark, Adjusting according to the colortone of the publication, 5. Exporting files Exporting for different publications/templates, Newspaper, magazine, etc. Premiere Pro: Audio-visual: Video editing software 1. Introduction to editing Editing importance, Great editing examples, Editing for different formats (film/ad/news/etc.) 2. Introductionto premiere How premiere helps in editing, Understanding the toolbar, Importing files, Experimenting with video and audio layers,	Embedding Objects into text. Wrapping Text around Object, Linking Text to Objects Text C2C: 3. Exploring tools Basic shapes: Cut, Erase, Combine, Shaping tool: Nodes, Handles, Corners Convert to Curves: Reshaping, Creating figures, Logos 4. Applying effects Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips 5. Exporting in CorelDraw Types of export, Exporting for other software Quark Xpress/ InDesign: Layout Software 1. Introduction to Quark Xpress List the menus, List the tools, Benefits of using Quark, Application of Quark Purpose of text selection, Aligning text in different design formats, Text alignment with embedded images 3. Using palettes Using palettes for different types of publications made in quark, Magazine in quark, Newspaper in quark, Adjusting according to the color tone of the publication, 5. Exporting files Exporting for different publications/templates, Newspaper, magazine, etc. Premiere Pro: Audio-visual: Video editing software 1. Introduction to editing Great editing examples, Editing importance, Great editing camples, Editing for different formats (film/ad/news/etc.) How premiere helps in editing, Understanding the toolbar, Importing files, Experimenting with video and audio layers,

3. Understanding file formats	Understanding different file formats (AVI/MPEG/MOV/H264, etc.), Importing raw footage for edits, Performing video checks while editing	02
4. Using colour grading	What is color grading, Examples of color grading, Using filters and presents in color mixing, Applying presents on layers for editing	02
5. Exporting and rendering	Exporting in different formats, Choosing right formats for exposing, Managing quality while exporting, Rendering and maintain file format, Improving quality and time to render techniques	02
5 Sound Forge/Sound	Booth: Sound Editing Software	12
1. Introduction to Digital Audio	Sound basics, Audio band pitch volume Understanding Digital audio Sampling, bit rate	02
2. Concept of Dolby Digital	Mono, Stereo, Quadrophonic Surround sound, 5.1 Channel, Subwoofer Difference in Dolby Digital and DTS, More about DTS Three way sound speaker	02
3. Sound Recording	Recording Equipment Microphone and Types of microphones Preamps, Power amps, Sound card Input from audio sources, Extract audio from CD Different audio saving formats Wave, WMA, CDA, MP3 Digital Computer software	03
4. Working with Sound	Workspace, Play bar, timeline, Transport tool bar Working with audio file Basic editing, cut/copy/paste, Paste special Using Markers, Regions and Commands Sound processing techniques Channel converter, Bit depth converter	03
5. Advanced Sound Processing	Delay, Echo, Reverb, Chorus Mixing sounds Noise gating. Expansion, Changing pitch and Time duration Sound track output Create your audio CD and mark chapters	02
Total		48

BOS Syllabus Committee Members

- 1. Prof. Arvind Parulekar: Convener
- 2. Prof. Izaz Ansari: (Subject Expert)
- 3. Mr. Ashish Gandhre: (Industry Expert)

Internal exercise:

The objective of internal exercise is to help them identify image and video editing, and apply it to projects. This will ensure the knowledge of the students are up to the industry standards. Also helping them develop their vision to higher aesthetic level.

Sr. no.	Project/Assignment	Reason/Justification
01 Print	Preparing a magazine or a series of posters of different size (type of a campaign promotion) using either quark of PS or Corel	Taking example of magazines or daily newspapers, students can come up with a sample. This will help them be industry ready with a fair hands-on-experience.
02 Electroni c	Making a short clip with the use of premiere and 3D Maya	Making a short video clip with the fusion of 3D Maya (some 3D element) and premiere to edit out a short clip (short film/ad/news reel, etc.)

References:

•	Photoshop Bible	McLeland	Willey Publication
•	Corel Draw Practical I	Learning:	BPB Publication
•	Quark Express-9: Pre	epress Know-How	Noble Desktop Teachers
•	 Desktop Publishing with Quark 10 		Kindle version
•	Digital Music and Sou	nd Forge Debasis Sen	BPB Publications

	SEM III	SEM IV	Justification
01	Photoshop Basic	Photoshop Advanced	Associated with Intro to Photography
02	CorelDraw	Adobe Illustrator	Both the software preferred in industry
03	Quark Express	Adobe InDesign	Both the software preferred in industry
04	Premiere Pro Basic	Premiere Pro Advance	Associated with Film Communication
05	Sound Forge/Booth	Dreamweaver	SF Associated with Radio and TV production and DW with Digital media production

- 1. The learner is learning Photography in Semester-III as well as Project papers in Semester VI. Photoshop training shall make learner self-sufficient as well as employable in industry.
- 2. The learner is learning Film Communication in Semester -III. The knowledge of video editing shall help student to create short films and participate in competitions. Also learner can create his portfolio.
- 3. Dreamweaver is web designing software. Training in this can help learner to run his website and upload his work in photography and videography.
- 4. The learner is learning Radio and Television Production in Semester -IV. The audio is inevitable part and effective sound is the sole of audio and audio-video production. The training in sound processing shall help learner to use professional sound in his projects of Radio and Television as well as Film Communication.

401-1

Program	BAMMC
Year	SY BAMMC
Semester	IV
Course:	Electronic Media-II
Paper	Elective01 (AEEC-1)
Course Code	BAMMCEM-4011
Total Marks	100 (75:25)

Number of Lectures 48

Course Outcome:

To make the students acquainted with working of the two powerful media; i.e. radio and television. The content is useful for both advertising and journalism students in order to further their careers in their respective fields.

their	their careers in their respective fields.				
COURSE CODE COURSE NAME			1E		
BAM	BAMMCEM-4011 ELECTRONIC		CMEDIA-II		
	Syllabus				
Mod	ules		Details	Lectures	
1	Evolution and g	rowth of Radio	o and Television:	08	
	A. Evolution a Radio:	nd growth of	 Satellite Radio – The Evolution and Growth AIR and Community Radio-Developmental and Educational Role Internet Radio and Private FM Channels broadcast on Internet. 		
	B. Evolution and growth of Television		 Evolution and growth of Private and Satellite channels: Growth of Private International, National and Regional TV Networks and fierce. Competition for ratings. Satellite television broadcast-Television channels for niche audiences —entertainment, news, sports, science, health and life style. HDTV telecast Proliferation of DTH services: 		
2	Regional chann			10	
	and Globally		nd Importance of Regional Channels in India		
	B. Trends in re	gional radio an	d Television channels.		
3	News and other	nonfictional f	ormats.	10	
	1. TRP		Breaking news on television and the TRP race:		
	2. Panel discus	sions:	How panel discussions can make the public opinion		
	3. Interviews:		Radio and Television Interview techniques		
	4. Anchoring:		Qualities of a good anchor Voice modulation		
	5. Radio Jockey	7:	Understanding your audience first, Voice modulation, Clear Diction, Accurate Pronunciation		

4	Writing for Broadcast Media-	(Radio and Television)	10
	11. Preparation of Audio and Video briefs:	Idea generation, Scripting, Story board	
	12. Scripting:	Scripting for: Interviews/Documentary/Feature/Drama/ Skits on Radio and TV.	
	13. Ethics:	Ethics including Censorship in presentation of News. Code of conduct Fact checking	
5	Current and Emerging Trend	s in Electronic media	10
	5. '24/7 news broadcast:	Features, Audience effectiveness, advertisements and Dumbing down of News	
	6. Convergence and Multi- media:	 Use of Facebook and Twitter handles by Radio and TV channels Internet TV/ Radio Mobile TV/Radio 	
	7. Emerging Trends: 8. Digital storytelling	Mobile Technology, Social Media and Web: eg. • Hotstar • Voot • Sony Live • Story idea	
	/Features :	Development and PresentationWeb series	48
	1041		_

Internals N	Marks 25
Presenting, shooting and editing of news bulletin.	

Scripting and shooting for any fictional programme.

Making a docudrama

Writing and recording of radio talk show

BOS Syllabus Committee Members

- 1. Dr. Navita Kulkarni (Convener)
- 2. Prof. Neena Sharma (Subject Expert)
- 3. Prof. Gajendra Deoda (Subject Expert)

401-2

Program	BAMMC
Year	SYBMMC
Semester	IV
Course:	Theatre and Mass Communication-II
Paper	ELECTIVE
Course Code	BAMMC TMC-4012

Total Marks	100 (75:25)
Number of Lectures	48

COURSE OUTCOME:

- 1. Direction and the works, developing an eye for details
- 2. Deeper understanding of theatre and how it has evolved to create human connections
- **3.** Understanding the role theatre plays as a medium of mass communication in development of society

COURSE CODE	COURSE NAME
BAMMC TMC-4012	THEATREAND MASS COMMUNICATION-II

		Syllabus	
Module	Topic	Details	Lectures
		Indian Theatre Icons	
I	Play Writing:	 Role of a playwright in theatre Structure: Plot, Act, Scene, Character Setting Basic types of playwriting, Script format Role of IPTA and National School of Drama in the flourishing of theatre in India Theatre and its contribution to cinema and television in India 	10
	Contribution of Indi who revolutionized		
		Role Of Theatre	
II	Theatre: Role As A Medium Of Mass Communication	 In India theatre emphasizes on the social problems and themes such as agriculture, literacy campaign, social and national harmony, human trafficking, child labor, gender discrimination, religious tolerance, women empowerment, prevention of HIV-AIDS, family planning, pulse polio, nutrition, environment pollution Theatre for education and entertainment: Command or instructive function 	10

		3. Theatre for development communication and social change: Persuasive function	
		 Theatre for development (T4D): Building peace in Sierra Leone, Wise Up in Botswana (awareness of HIV/AIDS) – UNICEF 	
		Development function: MacBride Commission report 'Many Voices One World'	
		Use of folk theatre, puppet theatre and mime for the above purpose to reach out to the rural masses.	
	Activity:	Get newspaper clips dealing with socio-political	
		issues and prepare scripts for short skit. Director And Producer	
III	Direction and Production:	What is direction, Qualities of a good director, Major responsibilities of a director, Principles of direction, Difference between creative director	10
		and interpretative director 2. Considerations for selection of a production, 3 producing formats, 5 departments of technical production 3. Who is a producer and what is his job	
		 4. Types of rehearsals, Determining the number of performances, Theatre Angel 5. 10 top running Broadway shows 	
		Management And Marketing	
4	Theatre management, marketing and event organization:	 Business aspects of theatre, a career in arts administration and management. Budgetary planning, Costs Strategy Performing Arts System and audience relations, Marketing and Communication strategies, Bookings and ticketing, Reviews and previews – press and publicity Institutional relations and protocol, Infrastructure management Supplier and provider management 	10
		Scripting, designing and promotions	
	Theatre As self-expression:	 Devising the message Writing the script and finalising it Designing the set Rehearsals, Staging the performance, Curtains 	08
BOS Syllab	us Committee Membe	5. Marketing and promotionsrs	

- Prof. Rani D'Souza (Convener)
 Prof. Shamali Gupta (Subject expert)
 Mr. Abhijit Khade (Industry expert)

Internal evaluation through projects:

The class puts up a grand one act play

401-3

Program	BAMMC	
Year	SYBAMMC	
Semester	IV	
Course:	Radio Program Production-II	
Paper	ELECTIVE	
Course Code	BAMMC RPP-4013	
Total Marks	100 (75:25)	
Number of Lectures		48
COURSE OUTCOME:		

To give learner basic knowledge of radio/audio production theory, techniques and aesthetics via practical experience in the writing and production of several program formats. To make familiar them with the art of audio recording, editing, mixing, and aural storytelling techniques.

COU	JRSE CODE		COURSE NAME and DETAILED SYLLABUS	
BAN	MMC RPP 3	10	RADIO PRODUCTION-II	
			Syllabus	
	MODU	ILE	DETAILS	LECTURES
1	The Disc	ussion		10
	1.	Format		
	2.	Selection o	f participants	
	3.	Preparation	n	
	4.	Speaker Co	ntrol, Subject Control and Technical Control	
	5.	Ending the	Programme	
2	Commen	itary		08
	1.	Preparation	work with the Base Studio	
	2.	Different Sp	oorts	
	3.	Communica	ting Mood and Coordinating the images	
	4.	Content and	l style	
	5.	News Actio	n and Sports Action	
3	Using the	e internet ar	ıd social media	10
	1.	An online p	presence	
	2.	Internet ra	dio	
	3.	Radio Podo	casts	
	4.	Internet Re	esearch	
	5.	Making the	best use of Social Media	
4	Phone-In	15		10
	1.		Facilities, Programme Classification	
	2.	The Open I	ine And Choosing The Calls	
	3.	The Role O	f The Host And The Host Style	
	4.	Reference l	Material, Use Of 'Delay'	

	5.	Linking Programmes Together, Personal Counseling The Presenter As Listener	
5	Making (Commercials	10
	1.	Copy Policy	
	2.	The Target Audience	
	3.	The Product Or Service 'Premise'	
	4.	Voicing And Treatment	
	5.	Music And Effects	·
	Total		48

Syllabus Sub-Committee:

Prof. Gajendra Deoda (Convener)

Mr. Jaidevee Pujari Swami (Industry expert)

Dr. Navita Kulkarni (Subject expert)

References:

- 1. Lost Sound: The Forgotten Art of Radio Storytelling by Jeff Porter.
- 2. On the Air: The Encyclopaedia of Old-Time Radio by John Dunning.
- 3. The radio station by Michael C. Keith.
- 4. Radio Theory Handbook: Beginner to Advance by Ronald Bertrand
- 5. Out on the Wire: The Storytelling Secrets of the New Masters of Radio

401-4

Program	BAMMC
Year	SYBAMMC
Semester	IV
Course:	Motion Graphics and Visual Effects-II
Paper	ELECTIVE
Course Code	BAMMC MGV-4014
Total Marks	100 (75:25)
Number of Lectures	48

COUR	SE CODE	COURSE NAME and DETAILED SYLLABUS	
BAMN	AC MGV-4014	MOTION GRAPHICS and VISUAL EFFECTS-II	
		Syllabus	
	Modules	Details	Lectures
01	Compositing		08
	1. Pass Compositing	Multi Pass Compositing.	01
	2. Pre Compositions	Creating a composition with original composition (Nesting)	01
	3. Tracking-I	Application and usage of Tracking Elements. Understanding Match Moving.	02
	4. Tracking-II	Object and Camera Tracking.	01
	5. Layer and Node	Layer-based compositing.	03
	composition	Node-based compositing.	
02	Rotoscopy		10

	1. Rotoscopy	Understanding rotoscoping and its application and usage.		02
	2 Matting	Rig Removal and its importance.		03
	2. Matting	Understanding Alpha and Luma mattes. Use of Garbage mattes.		03
	3. Footage Cle	an-up Removing faults/wires in live action footage.		01
	4. VFX and Co	lour Creating mattes for visual effects.		03
	Grading	Colour grading for specific objects/frames		
	5. Exporting f			01
		Exporting in various file formats.		
03	Blender: Worki		10	
	1. Introduc	Making and Rendering Your First Scenes.		02
	2. Tools	Paris Driveriale, Data blasles		02
	2. 100IS	Basic Principle: Data blocks.		02
	0 0001	Introduction to Edit Mode.		-02
	3. 3D Object			02
	4. Curves	Object Modifiers.		02
		Converting to Mesh from Curve.		
	5. Texture			02
		Surfaces.		
04	Scripting and W		10	
	1. ScriptEd			02
	2. Overlay			01
	3. Express			02
		Understanding different expressions used and		
		how they function.		
	4. Workflo	ws The importance of workflows for a VFX		03
		Project.		
	5. Industry	How workflows are used in industry.		02
	applicat	on		
05	Chroma Keying		10	
	1. Keying	What is Chroma Keying?		02
	2. Green ar			01
	screens	Why Blue/Green color be used.		
				02
	3. Chroma	Screen Application of Chroma (Green and Blue screen		
	3. Chroma	Application of Chroma (Green and Blue screen effect).		
		effect).		03
	3. Chroma 4. Applicat	effect).		
	4. Applicat	effect). Using Chroma to work on simple shoots. Wire removals and cleaning up footage.		
		effect). Using Chroma to work on simple shoots. Wire removals and cleaning up footage. Using visual effects into Premiere Pro timeline		03
Tota	4. Applicat 5. Exportin	effect). Using Chroma to work on simple shoots. Wire removals and cleaning up footage. Using visual effects into Premiere Pro timeline	48	03

Syllabus Sub-Committee

- 1. Prof. Arvind Parulekar: (Convener)
- 2. Prof. Izaz Ansari: (Subject Expert)
- 3. Mr. Ashish Gandhre (Industry Expert)

Internal Exercise:

The objective of internal exercise is to help them identify job opportunities in visual effects in the broadcast and film-making industries.

Sr. No.	Project/Assignment	Reason/Justification
01	Montage	Creating a Television News Broadcast with all its elements. This project helps with working with multiples elements and layers simultaneously. Shows the importance of audio elements and uses various techniques and effects.
02	Show Reel	Creating a project with all the tools, techniques and methods learnt in Multimedia 1 . This project can be used as portfolio for aspiring VFX artists.

Note:

The course Motion Graphics and VFX is associated with Film Communication as well as Television Production of Radio and TV. Also, it is associated with Web designing and shall help learner create eye catching after effects in his own website.

402

402	
Program	BAMMC
Year	SYBAMMC
Semester	IV
Course:	Writing and Editing for Media
Paper	CORE VIII DSC D1
Course Code	BAMMC WEM-402
Total Marks	100 (75:25)
Number of Lectures	48

COURSE OUTCOME

- 1. Provide the ability to understand writing styles that fit various media platforms.
- 2. It would help the learner acquire information gathering skills and techniques.
- 3. On completion of this course, students will be able to understand similarities and differences in writing for all forms of media including internet and digital.
- 4. The learner will gather knowledge of different news and copy formats along with appropriate style-sheets and layout.
- 5. The learner will imbibe the importance of writing clearly, precisely and accurately for different types of audiences
- 6. Provide acquire basic proficiency in proof-reading and editing.

COURSE C	ODE	COURSE NAME	
BAMMCW	/EM-402	WRITING and EDITING FOR MEDIA	
		Syllabus	<u> </u>
Modules	Topics	Details	Lectures
		PRINT MEDIA	
I	WRITING FOR PRINT MEDIA	 What makes news? (determinants of news) Art and basic tools of writing Steps and elements of writing-editorial, features and review 	12
		 Writing for Newspapers and Magazines Writing a News story/feature stories/Article/Editorials(differences) Leads, nut shelling and story structure Writing style and the stylebook Public Relations and corporate writing- various forms Writing for Advertisements 	
		RADIO AND TELEVISION	
II	WRITING FOR BROADCAST MEDIA	 Radio and Television: Challenges, strengths and weaknesses Writing for Television and Radio programs Script writing formats Writing for interviews, live news and daily news Radio jockeying / online radio and new trends Storyboarding for Television commercials 	10
		DIGITAL MEDIA	
III	DIGITAL MEDIA: A sunrise opportunity	 Difference between newspaper writing and writing for the Web, headline writing, deck heads, subheads, lists and hyperlinked content How to produce well-written webpages Written content for the web, digital spaces and digitally distributed media. Development of web-specific style guides, convergence of text and video on digital. Emerging fields of personal publishing, including blogging and micro blogging (or publishing on LinkedIn). Dealing with breaking news and fake news in real time. Writing for Advertisements through Email and SMS Writing Blogs 	14

		EDITING	
IV	EVALUATION OF CONTENT	 Checking spelling and grammar. Check news/magazine copies for headlines (types, appeal), sub heads, Use of graphics and illustrations for construction and information flow in Newspapers. Rewriting leads Achieving fitment with spacing requirements at any newspaper, magazine or webpage. Checking Advertising agency copies, checking headline/sub headline (types, appeal) and maintaining sequence and flow in body copy. Online editing: editing requirements; content, layout, clarity, style, conciseness, online headlining -website design 	12

BOS Syllabus Committee members

- 1. Prof. Rani D'souza (Convener)
- 2. Mr. Adith Charlie (Industry Expert)
- 3. Ms. Shreya Bhandary (Industry Expert)

Internal Evaluation Methodology

25 MARKS

- 1. Written assignments for print media
- 2. Digital /online written assignment
- 3. Writing blogs
- 4. Open book tests
- 5. Oral and practical presentations
- 6. Projects

Group interactions,/discussions

Reference Books/Journals/Manuals

- 1. James glen stovall, writing for the mass media, sixth edition, published by Dorling kindersley (India)
- 2. Artwick, Clauddete G., Reporting And Producing For Digital Media, Surjeet Publications, 1st Indian Reprint, 2005
- 3. The associated press stylebook. Associated press (current edition)
- 4. Chicago guide to fact-checking (Chicago Guides To Writing, Editing And Publishing) By Brooke Borel
- 5. Fundamentals Of Writing: How To Write Articles, Media Releases, Case Studies, Blog Posts And Social Media Content By Paul Lima | 10 April 2013
- 6. Itule, B. D. and Anderson, D. A. (1989). News Writing and Reporting For Today's Media. Ny:Mcgraw-Hill
- 7. An introduction to writing for Electronic Media-Scriptwriting Essentials Across The Genres Authors: Robert B. Musburger
- 8. The basics of media writing-a strategic approach by Scott A. Kuehn Clarion University Of Pennsylvania, Usa And Andrew Lingwall- Sage Publications
- 9. Writing for journalists (media skills) by Wynford Hicks
- 10. Feature writing for Journalists (Media Skills) by Sharon Wheeler
- 11. Writing for News Media: The Storyteller's Craft by Ian Pickering | 27 November 2017

12. An introduction to writing for electronic media: scriptwriting essentials across the genres by Musburger, PhD, Robert B.

403	
Program	BAMMC
Year	SY BAMMC
Semester	IV
Course:	Media Laws and Ethics
Paper	(DSC D2) CORE IX
Course Code	BAMMC MLE-403
Total Marks	100 (75:25)
Number of Lectures	48

Brief: In law a man is guilty when he violates the rights of others. In ethics he is guilty if he only thinks of doing so. - Immanuel Kant

Course Outcome:

COURSE CODE

- 1. To provide the learners with an understanding of laws those impact the media.
- 2. To sensitize them towards social and ethical responsibility of media.

COURSE NAME

BAMMO	BAMMC MLE-403 MEDIA LAWS and ETHICS					
	Syllabus					
Module	Module Details Le					
1	Const	itution	and Medi	a	09	
	1. Corevalues of the Constitution			Refreshing Preamble, unique features of the Indian Constitution	01	
	3.	Freed Expre		Article 19 (1) (a), Article 19(2)	02	
	4.	Judicia Infras	al tructure	Hierarchy of the courts Independency of the judiciary Legal terminologies	2	
	5. Social responsibility of the media		nsibility	Social Responsibility Theory Emerging Issues in Social Responsibility Theory in today's era	2	
	5. Soc	cial Med	lia	Threat of Fake News and facts verification Social media decorum	2	
2	Regu	latory l	odies		10	
	1.	Press of Indi	Council a	 Brief history: Statutory status Structure Powers and limitations 	02	

	6.	TRAI	Role of Telecom Regulatory Authority of India	02
	5. IBF 4. ASCI 5. NBA		 Indian Broadcasting Foundation Broadcasting Content Complain Council, Broadcasting Audience Research Council 	02
			 Advertising Standard Council of India Mission Structure Consumer Complaint Council 	02
			 News Broadcasters Association: Structure Mission Role 	02
3	Media	Laws		10
	1.	Copyrightand IPR	What is copyright, Intellectual Property Rights Exceptions Major Amendments Recent Case studies	02
	2.	Defamation	 Definition. Civil, Criminal Exceptions Recent case studies 	02
	3.	IT Act	 Information Technology Act 2000 Amendment 2008 Section 66A Section 67 Case Studies 	02
	4.	Contempt	 Contempt of Court Contempt of Parliament 	02
	5.	Moreacts	 Drugs and Magic Remedies (Objectionable Advertisements) Act, Emblems and Names (Prevention of Improper Use) Act 	02
4	Media	Laws		10
	1.	Rightto Privacy	Evolution Right to Privacy a Fundamental Right	02
	3.	Morality and Obscenity	 Indecent Representation of Women's Act 19.2, IPC 292, 293 Change in perception with time 	02
	4.	Unfair Practices	Unfair Trade Practices and the Competition Act 2002	02
	5.	OSA	 Official Secrets Act Controversies Case Studies 	02
	4.	RTI	 Right To Information Act 2005 Brief History Importance and current status 	02

5	Media	Ethics and Social	Responsibility	09
	1.	Why Ethics	What is ethics? And why do we need ethics?	01
	2.	Ethical responsibility ofjournalist	 Code of conduct for journalist Conflict of interest Misrepresentation Shock Value 	02
	3.	Fake News	 Post -truth and challenges of fighting fake news Techniques of fact verification 	02
	3.	Ethical responsibility of advertisers	4. Violation of ethical norms by advertisers5. Case Studies	02
	6.	Stereotyping	Stereotyping of minorities, women, senior citizens, regions, LGBT	02
Total L	ectures			48

Syllabus Sub-Committee

- 1. Prof. Renu Nauriyal (Convener)
- 2. Prof. Mithun M Pillai (Subject Expert)
- 3. Prof. Bhushan M Shinde (Subject Expert)

Internal exercise: 25 Marks

The objective of internal exercise is generate interest and awareness about new issues relating to media laws and media responsibility

Sr. no.	Project/Assignment	Reason/Justification
1. Field work	Group presentation based on field visit eg. visit to court	Exposure to the real world of law and challenges of team work
2.Group discussion	On current issues relating to media law	This would demand clarity of perception and expression
3.Test	Based on the syllabus	To test the knowledge about the topics covered.

References:

- 1. Basu, D.D. (2005). Press Laws, Prentice Hall.
- 2. Iyer, V. (2000), Mass Media Laws and Regulations in India, AMIC Publication.
- 3. Thakurta, P.G. (2009). Media Ethics, Oxford University Press.
- 4. Duggal, P. (2002). Cyber law in India, Saakshar Law Publications
- 5. P. B. Sawant and P.K. Bandhopadhyaya- Advertising Laws and Ethics Universal Law Publishing Co
- 6. Media Laws: By Dr S R Myneni, Asian Law

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Program	BAMMC
Year	SY BAMMC
Semester	IV
Course:	MASS MEDIA RESEARCH
Paper	(DSC-D3) CORE X
Course Code	BAMMC MMR-404
Total Marks	100 (75:25)
Number of Lectures	48

Course outcome

- To introduce students to debates in Research approaches and equip them with tools to carry on research
- To understand the scope and techniques of media research, their utility and limitations

COURSE CODE	COURSE NAME	
BAMMC MMR-404	MASS MEDIA RESEARCH	
	Syllabus	

Module	Topic	Details	Lectures
		Research In Media	
I	Introduction to mass media research	 Relevance, Scope of Mass Media Research and Role of research in the media Steps involved in the Research Process Qualitative and Quantitative Research Discovery of research problem, identifying dependent and independent variables, developing hypothesis 	12
II	Research designs	DesignConcept, types and uses	04
II .	Researchuesigns	 Research Designs: a) Exploratory b) Descriptive and c) Causal. 	04
		Data Collection	
III	Data - collection methodology	a. Primary Data – Collection Methods I. Depth interviews II. Focus group III. Surveys IV. Observations V. Experimentations b. Secondary Data Collection Methods c. Literature review d. Designing Questionnaire and measurement techniques a. Types and basics of questionnaire b. Projective techniques c. Attitude measurement scales e. Sampling process f. Data Tabulation and Research report format	18

		Analysis	
IV	Contentanalysis	 a. Definition and uses b. Quantitative and Qualitative approach c. Steps in content analysis d. Devising means of a quantification system e. Limitations of content analysis 	05
		Application Of Research	
V	Application of research in mass media	 a. Readership and Circulation survey b. TRP c. RRP d. Audience Research e. Exit Polls f. Advertising Consumer Research 	05
		The Semiotics The Semiotics	
VI	The Semiotics of the Mass Media .	a. What is semiotics in media?b. Why is semiotics important?c. What are codes in semiotics?d. Semiotics and media	04
Total Lectu	res		48

BOS Syllabus Committee Members

- 1. Dr. Navita Kulkarni (Convener)
- 2. Dr. Hanif Lakdawala (Course Expert)
- 3. Prof. Rani D'Souza (Course Expert)

Internal Assessment: Methodology

25 MARKS

Reference Books:

- 1. Research Methodology; Kothari: Wiley Eastern Ltd.
- 2. A Handbook Of Social Science Research: Dixon, Bouma, Atkinson OUP
- 3. Analysing Media Message: Reffe, Daniel; Lacy, Stephen And Fico, Frederick (1998); Lawrence Erlbaum associates.
- 4. Media Research Methods: Gunter, Brrie; (2000); Sage
- 5. Mass Media Research: Wimmer And Dominick
- 6. Milestones In Mass Communication: Research De Fleur

405	
Program	BAMMC
Year	SYBAMMC
Semester	IV
Course:	Film Communication II
Paper	(DSC-D4) DRG
Course Code	BAMMC FCO-405
Total Marks	100 (75:25)
Number of Lectures	48

41

Brief:

The media cannot be experienced without cinema. Movies are inseparable from social life today. Contribution of films are in all fields of mass communication whether Journalism, Public Relations, Advertising or pure entertainment. Cinema has larger impact on masses as well as all classes. The course is designed to understand cinema rather than only seeing it. To give media better film makers.

Course Outcome: Lectures: 48

- 1. Awareness of cinema of different regions.
- 2. Understand the contribution of cinema in society.
- 3. How to make technically and grammatically good films.
- 4. From making to marketing of films.
- 5. Economic aspects of film.
- 6. Careers in films.

	0. Careers in timis.				
			COURSE NAME		
BAMMC FCO-405 F		0-405	ILM COMMUNICATION II		
	Syllabus				
Mod	lule		Details	Lectures	
	Under	standing Cin	ema		
	1.	Regional Cinema	Regional Films and Film makers – Marathi (V. Shantaram), Bengali (Satyajit Ray/Ritwik Ghatak), Malayalam/Tamil/ Telegu/ Kannad, (Film makers – K. Balachandar, K. Vishwanath, Adoor Gopakrishnan) etc.	12	
	2.	Hindi Cinema	2.1 Popular Hindi Commercial Films(Bollywood) 2.2 Past to Present 2.3 Economic contribution of cinema. 2.4 Convergence of Art and Commercial. 2.5 Genre in present (Romcom, Thriller, Biographic, Action, Musical etc.)	12	
	3.	Cinema nov	Contemporary Era Celluloid to Digital (1990-1999) Digital Explosion (2000 onwards) Media Convergence and Film Viewing Culture	08	
	4.	Film Makin	Film Production to Film Exhibition 4.1 Aspects of Production Systems: Financial, Administrative and Creative. 4.2 Stages of Film Making -1: Pre-Production 4.3 Stages of Film Making -2: Actual Production 4.4 Stages of Film Making -2: Post-Production 4.5 Film and Censorship. 4.6 ROI Systems in Film Industry Distribution Promotion Marketing Branding Internet	08	

5. Film Culture	5.1 Introduction to Film Institute, Film Bodies and Trade Associations such as FTII, NFAI, Films Division, DFF, IFFI, CBFC, IFTDA, SGI, WICA, etc. 5.2. Film Festivals: What is Film Festival? Major Film Festivals in India and Abroad 5.3 Film Awards: Nature and Types of Film Awards	08
Total Lecture	Major Film Awards in India and Abroad	48

BOS Syllabus Sub-Committee Members			
1. Prof. Gajendra Deoda (Convener)			
2. Prof. Chetan Mathur (Subject Expert)			
3. Prof. Abhijit Deshpande (Industry Expert)			
Internal Exercise:	25 Marks		

To make students put in practical use the outcome of Film Communication.

Suggested Methods		
Sr. no. Project/Assignment		Reason/Justification
Electroni c Media	Group project of Short film making	To understand the understanding of cinema grasped by the students.

Suggested Screenings:

Documentaries on Famous Film makers – K. Balachander. K. Vishwanath, Adoor etc.

Pinjra

Apur Sansar/Megha Dhake Tara

Sholay/Amar Akbar Anthony

Hum Aapke Hai Kaun / Dilwale Dulhaniya Le Jayenge Bajirao Mastani/Manikarnika/Bahubali

URI Film

406	
Program	BAMMC
Year	SY BAMMC
Semester	IV
Course:	Computer Multimedia II
Paper	(Practical) DRG
Course Code	BAMMC CMM-406
Total Marks	100 (75:25)
Number of Lectures	48

Brief: Digital workflow:

Since the introduction of computers in media every process of image editing and film editing is computerized. Various soft wares –beginners to professional- are developed and today software knowledge equals literacy in media. Image, Audio and Video in digital format are easy to share and store as well as saved to multiple places. The knowledge of software has become extremely essential to survive and grow in media today.

Course Outcome:

- 1. To help learner be media industry ready. This will help learners to be aware of the minimum requirement of the software when stepping in the industry.
- 2. To introduce the media soft wares to make the learner understand what goes behind the scene and help them choose their stream.
- 3. To prepare learner skilled enough for independency during project papers in TY sem.VI.
- 4. To help learners work on small scale projects during the academic period.

COURSE CODE COURSE NAME					
BAMMO	BAMMC CMM-406 Compu		ter Multimedia II		
	Syllabus				
Module	Modules Details Le			Lectures	
1	Photoshop: A	dvanced	Image Editing	12	
1. Working with multiple images			Mixing Selection marquee, Lasso, Magnetic lasso, feather Slice tool, Erase tool Pen tool and image tracing Clone tool, Stamp tool	02	
	2. Image Eff	ects	Editing Burning, Dodging Smudge, Sharpen, Blur Eyedropper, Choosing colour Swatches, Colour pick Filters	03	
	3. Working Layers	with	Layer basics Changing background, Gradient Moving linking aligning layers Applying Transformations Masking layers Masts and extractions Layer effects, Adjustment layers	05	
	4. Wonders Blend Mo		Blend modes Advanced blending options Layer blends	01	
	5. Fully Edit Text	able	Text as art, Glyphs, Creative text Type mask tool, Image in text Text to path and Direct selection Path selection (black arrow) Creating Professional design using all the tools	01	

2	Adobe Illustrator: Vector based Drawing software			07	
	1.	Introduction to Adobe Illustrator	Illustrator Interface, Tool Box, Panels and Bars Importing files in illustrator, Different file formats		02
	2.	Using text	Artistic and paragraph text, Formatting Text, Embedding Objects into text, Wrapping Text around Object, Linking Text to Objects		02
	3.	Creating Simple designs	Text based logo replication, Shape based logo replica, Creating new symbols, Fill colour, Outline colour, Weight and opacity		
	4.	Applying effects	Power of Blends, Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips		02
	5.	Exporting in Illustrator	Exporting, Types of export, Exporting for other soft wares		01
3		esign: Layout Softv		08	
	1.	Introduction to Adobe In Design	List the menus, List the tools, Palates Benefits of using In Design, Application of In Design		02
	2.	Text Edits in InDesign	Format of text, Character and Paragraph Bars Purpose of text selection, Aligning text in different design formats, Text alignment with embedded images		02
	3.	Using palettes	Using palettes for different types of publications made in InDesign, Magazine in InDesign, Paragraph styles Newspaper in InDesign, Paragraphs type palate, Text wrap palate		01
	4.	Colour correction in InDesign	Embedding images in proper formats, Colour correction on the images, Adjusting according to the color tone of the publication		02
	5.	Exporting files	Types of files, Exporting for different publications/templates, Newspaper, magazine, etc.		01
4			visual: Advanced application	10	
	1.	Introduction to editing	Editing importance, Great editing examples, Editing for different formats (film/ad/news/etc.)		02

	2.	Exploring Premiere Pro	How premiere helps in editing, Understanding the toolbar, Importing files, Experimenting with video and audio layers, Basics of editing (cut/layers/different windows/etc.)	02
	3.	Right application of various file formats	Understanding different file formats (AVI/MPEG/MOV/H264, etc.) Importing raw footage for edits, Performing video checks while editing Using inbuilt transitions,	02
	4.	Using colour grading	What is color grading, Examples of color grading, Using filters and presents in color mixing, Applying presents on layers for editing	02
	5.	Exporting and rendering	Exporting in different formats, Choosing right formats for exposing, Managing quality while exporting, Rendering and maintain file format, Improving quality and time to render techniques	02
5	Ado	obe Dreamweaver:	Web designing software	11
	1.	Introduction to Dreamweaver	Workspace overview Document toolbar, Document window, Panel groups, Files pane, Property inspector, Tag selector Defining website in Dreamweaver	02
	2.	Working with DW	Creating Dreamweaver template Page layout in DW CSS layouts: advantages and disadvantages Creating HTML pages, Insert content and form Creating Forms in DW	02
	3.	Linking pages	Using DW to accomplish basic web page development, Page properties Title, Background image, BG colour, Text colour, Links	03
	4.	Using Tables	Cell padding, cell spacing, Border Table basics: Colour BG in cell, Invisible tables, Changing span,	02
			Making image into clickable link	
	5.	Typo in DW	Changing Font typefaces, size, style, colours Text to hyperlink	02

- BOS Syllabus Committee Members

 1. Prof. Arvind Parulekar (Convener)
 2. Pro. Izaz Ansari (Subject Expert)
 3. Mr. Ashish Gandhre (Industry Expert)

Internal exercise:

The objective of internal exercise is to help them identify image and video editing, and apply it to projects. This will ensure the knowledge of the students is up to the industry standards. Also helping them develop their vision to higher aesthetic level.

Sr. no.	Project/Assignment	Reason/Justification
01 Print	Preparing a magazine or a series of posters of different size (type of a campaign promotion) using either InDesign of PS or Illustrator	Taking example of magazines or daily newspapers, students can come up with a sample. This will help them be industry ready with a fair hands-on-experience.
02 Electronic	Making a short clip with the use of premiere	Making a short video clip with premiere to edit out a short clip (short film/ad/news reel, etc.) Embedding video with Dreamweaver

Bibliography:

- Photoshop Bible, McLeland , Willey Publication
- Adobe Illustrator Classroom in a book: Adobe House
- InDesign: Classroom in a book Kelly Kordes and Tina DeJarld Adobe
- Adobe Premiere Pro: Practical Video Editing
- Dreamweaver: Web designing made easy: Todd Palamar

	SEM III	SEM IV	Justification
01	Photoshop Basic	Photoshop Advanced	Associated with Intro to Photography
02	CorelDraw	Adobe Illustrator	Both the soft wares preferred in
			industry
03	Quark Express	Adobe InDesign	Both the soft wares preferred in
			industry
04	Premiere Pro Basic	Premiere Pro Ad	Associated with Film Communication
05	Sound Forge/Booth	Dreamweaver	SF Associated with Radio and TV
			production and DW with Digital media
			production

Note: Please refer the reasons for this multimedia course in continuing soft wares like Photoshop and Premiere Pro from Sem-II to Sem-IV. The Course outcome shall be met during this course.