



K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION

**SCHOOL OF ARCHITECTURE & DESIGN
(SOAD)**

**BACHELOR OF DESIGN (B.DES.)
IN GAME DESIGN & ANIMATION IN ASSOCIATION WITH
IMAGINXP**

PROGRAMME CODE: 86

2022-26

**Approved in the 29th Meeting of Academic Council Held on 09
August 2022**

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K.R. Mangalam University
Sohna Road. Gurugram (Haryana)

Scheme of Studies for Bachelor of Design in Game Design and Animation Program**SEMESTER-I**

S.no	Course Code	Course Title	C
1	ADGA101A	FUNDAMENTALS OF DESIGN	4
2	ADGA103A	INTRODUCTION TO SKETCHING	3
3	ADGA105A	HISTORY OF ART, CULTURE & DESIGN	3
4	ADGA107A	FILM AND GAME APPRECIATION	3
5	ADGA109A	DIGITAL TOOLS- I	3
6	UCCS155A	COMMUNICATION SKILLS	4
7	UCDM301A	DISASTER MANAGEMENT	3
		TOTAL	23

SEMESTER-II

S.no	Course Code	Course Title	C
1	ADGA102A	EFFECTS OF GAME: SOCIOLOGICAL, PSYCHOLOGICAL AND ANTHROPOLOGICAL	3
2	ADGA104A	BASIC KINEMATICS	4
3	ADGA106A	MATERIAL EXPLORATION	3
4	ADGA108A	DIGITAL TOOLS -II	3
5	ADGA110A	COLORS AND EMOTIONS	4
6	ADGA112A	DESIGN PROCESS: PROBLEM SOLVING PROJECT	4
7	ADGA114A	ENVIRONMENTAL SCIENCE	3
8	OE-I	OPEN ELECTIVE-I	4
		TOTAL	28

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TOTAL			28


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SEMESTER-III			
S.no	Course Code	Course Title	C
1	ADGA201A	PHOTOGRAPHY TECHNIQUES	4
2	ADGA203A	VISUAL DESIGN AND COMMUNICATION	4
3	ADGA205A	CHARACTER DESIGN	3
4	ADGA207A	CONCEPT ART FOR GAME	4
5	ADGA209A	PLOT BUILDING & STORYTELLING	3
6	ADGA211A	COMPUTER ANIMATION- 3D	4
TOTAL			22

SEMESTER IV

S.no	Course Code	Course Title	C
1	ADGA202A	ENVIRONMENT & ASSET DESIGN FOR GAMES	4
2	ADGA204A	CONTEMPORARY GAME STUDIES	2
3	ADGA206A	ADVANCED KINEMATICS	4
4	ADGA208A	INTRODUCTION TO UX	3
5	ADGA210A	BOARD GAME DESIGN	3
6	ADGA212A	TECHNOLOGY IN ANIMATION & GAME DESIGN	2
7	OE-II	OPEN ELECTIVE-II	4
TOTAL			22



SEMESTER-V

Sno	Course Code	Course Title	C
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1	ADGA301A	BASICS OF 3D MODELLING, LIGHTING AND RENDERING	4
2	ADGA303A	BASICS OF VFX FOR FILM AND GAME DESIGN	3
3	ADGA305A	SOUND DESIGN	3
4	ADGA307A	MOTION GRAPHICS	3
5	ADGA309A	LEVEL DESIGN	4
6	ADGA311A	RIGGING AND ANIMATION	4
7		VAC-1	
		TOTAL	21

SEMESTER-VI

S.no	Course Code	Course Title	C
1	ADGA302A	GAME ENGINE	3
2	ADGA304A	BASICS OF VIDEO EDITING	3
3	ADGA306A	COMPOSTING	3
4	ADGA308A	UX DESIGN FOR FUTURISTIC TECHNOLOGIES	2
5	ADGA310A	LIVE PROJECT 1 (Under the Mentorship of an Industry Expert)	6
6		VAC-2	
		TOTAL	17



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SEMESTER-VII

S.no	Course Code	Course Title	C
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1	ADGA401A	ECONOMICS OF GAMES	3
2	ADGA403A	GAME INTERFACE DESIGN	4
3	ADGA405A	DESIGN OF GAMES ON MOBILE PHONES	3
4	ADGA407A	DESIGN MANAGEMENT	3
5	ADGA409A	ENTREPRENEURSHIP	3
6	ADGA411A	LIVE PROJECT 2 (Under the Mentorship of an Industry Expert)	6
		TOTAL	22

SEMESTER VIII

S.no	Course Code	Course Title	C
1	ADGA402A	INTERNSHIP (Minimum of Three Months)	12
2	ADGA404A	GRADUATION PROJECT	8
		TOTAL	20


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ADGA310A	LIVE PROJECT 1	L	T	S	P	C
Version 1.0		0	0	6	0	6
Pre-requisites/Exposure						
Co-requisites						

Course Objective

To carry out a design project in one of the specializations of the program under mentorship of an industry expert with substantial multidisciplinary component.

Course Outcomes

CO1. To enable students to gather firsthand experience on site.

Catalog Description

To guide the students in such a way so that they carry out a work on a topic as a forerunner to the full fledged project work to be taken subsequently in VIII semester. The project work shall consist of substantial multidisciplinary component.

Course Content

Short Film (Pre- Production)- 90 Hours

Create a short film implementing the knowledge gained throughout the course.

OR

Game Design (Pre-Production)- 90 Hours

Design a game implementing the knowledge gained throughout the course.

**Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination/Jury:
Examination Scheme:**

Components	Mid Term Jury	End Term Internal Jury	End Term Studio Exam	End Term External Jury		
Weightage (%)	20M	30M	20M	30M		
Components	Class Test 1	Presentation 1	Class Test 2	Presentation 2	Attendance	End Term Exam
Weightage (%)	NA	NA	NA	NA	NA	NA


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ADGA411A	LIVE PROJECT 2	L	T	S	P	C
Version 1.0		0	0	6	0	6
Pre-requisites/Exposure						
Co-requisites						

Course Objective

To carry out a design project in one of the specializations of the program under mentorship of an industry expert with substantial multidisciplinary component.

Course Outcomes

CO1. To enable students to gather firsthand experience on site.

Catalog Description

To guide the students in such a way so that they carry out a work on a topic as a forerunner to the full fledged project work to be taken subsequently in VIII semester. The project work shall consist of substantial multidisciplinary component.

Course Content

Short Film (Pre- Production)- 90 Hours

Create a short film implementing the knowledge gained throughout the course.

OR

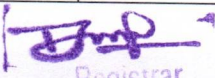
Game Design (Pre-Production)- 90 Hours

Design a game implementing the knowledge gained throughout the course.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination/Jury:

Examination Scheme:

Components	Mid Term Jury	End Term Internal Jury	End Term Studio Exam	End Term External Jury		
Weightage (%)	20M	30M	20M	30M		
Components	Class Test 1	Presentation 1	Class Test 2	Presentation 2	Attendance	End Term Exam
Weightage (%)	NA	NA	NA	NA	NA	NA


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ADGA402	INTERNSHIP	L	T	S	P	C
Version 1.0		0	0	0	0	12
Pre-requisites/Exposure						
Co-requisites						

Course Objectives

1. To explore career avenues and find a suitable career path.
2. To encourage students to apply what they have learned in the academics into practice in an organizational set-up.
3. To build and expand student's knowledge in a particular domain where they are working in an internship.
4. To understand how corporate environment works and to build and hone work habits, professional and inter-personal skills in oneself.

Course Outcomes

CO1. Students will develop employer-valued skills such as strategic management, analytic thinking, teamwork and communications.

CO2. Students will observe and participate in business operations and learn decision-making from mentors and experience.

CO3. Students will get hands-on exposure in the domain in which they are performing their job.

CO4. Students will expand their network of professional relationships and contacts.

Course Content

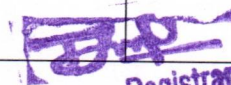
Students have to undergo practical training of minimum three months in game design and animation related industries/ training centers/ co-operate offices so that they become aware of the practical application of theoretical concepts studied in the class rooms.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination/Jury

Examination Scheme:

Components	Internal Jury	External Jury
Weightage (%)		

Components	Mid Term Jury	End Term Internal Jury	End Term Studio Exam	End Term External Jury		
Weightage (%)						
Components	Class Test 1	Presentation 1	Class Test 2	Presentation 2	Attendance	End Term Exam
Weightage (%)						



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ADGA404A	GRADUATION PROJECT	L	T	S	P	C
Version 1.0		0	0	0	0	8
Pre-requisites/Exposure						
Co-requisites						

Course Objectives

1. To provide students with the opportunity to apply the knowledge and skills acquired in their courses to a specific problem or issue.
2. To allow students to extend their academic experience into areas of personal interest, working with new ideas, issues, organizations and individuals.
3. To encourage students to think critically and creatively about academic, professional or social issues and further develop their analytical and ethical leadership skills necessary to address and help solve these issues.
4. To provide students with the opportunity to refine research skills and demonstrate their proficiency in written and/or oral communication skills.
5. To take on challenges of teamwork, prepare a presentation in a professional manner and document all aspects of design work.

Course Outcomes

CO1. Student will have an ability apply knowledge of mathematics and applied and/or natural sciences to areas relevant to the discipline

CO2. Student will have an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

CO3. Student will be able to identify, formulate, and solve engineering problems.

CO4. Student will have an understanding of professional and ethical responsibility.

CO5. Student will have recognition of the need for, and an ability to engage in life -long learning.

CO6. Student will be able to communicate effectively and to function on multidisciplinary teams.



Course Content

The major project experience is the culminating academic endeavor of students who earn a degree in their graduate programs. The project provides students with the opportunity to explore a problem or issue of particular personal or professional interest and to address that problem or issue through focused study and applied research under the direction of a faculty member. The project demonstrates the student's ability to synthesize and apply the knowledge and skills acquired in his/her academic program to real-world issues

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and problems. This final project affirms students' ability to think critically and creatively to solve problems, to make reasoned and ethical decisions and to communicate effectively.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination/Jury

Examination Scheme:

Components	Internal Jury	External Jury
Weightage (%)		

Components	Mid Term Jury	End Term Internal Jury	End Term Studio Exam	End Term External Jury		
Weightage (%)						
Components	Class Test 1	Presentation 1	Class Test 2	Presentation 2	Attendance	End Term Exam
Weightage (%)						



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