

B.Sc. (Multimedia and Web Technology)

| Program Educational Objectives (PEOs) | |
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| The B.Sc. Multimedia and Web Technology programme describe accomplishments that graduates are expected to attain within five to seven years after graduation | |
| PEO1 | Acquire multiple skills that will enhance their employability in different segments of Animation, Gaming and Entertainment industry. |
| PEO2 | Understand the ongoing changing trends and keep them updated with the latest technology. |
| PEO3 | Use their critical thinking skills and problem solving strategies for overall development of the professional growth. |
| PEO4 | Graduates will have the expertise to be successful professionals in industry, government, academic research, entrepreneurial pursuit and consulting firms. |
| PEO5 | Graduates will excel in problem solving and programming skills in IT industries as well as in research institutions. |

| Program Specific Outcomes (PSO) | |
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| After the successful completion of B.Sc. Multimedia and Web Technology programme, the students are expected to | |
| PSO1 | Students will be equipped with creative and technical skills in various domains of Animation, Gaming, VFX and Web technology |
| PSO2 | Apply the knowledge of mathematics, science, and web fundamentals and an engineering specialization to the solution of complex problems. |
| PSO3 | The ability to understand the evolutionary changes in computing, apply standard practices and strategies in software project development using open-ended programming environments to deliver a quality product for business success, real world problems and meet the challenges of the future. |
| PSO4 | Accept cross cultural, social, professional, legal and ethical issues prevailing in local and global industry. |
| PSO5 | Students will become expert in the specific domain of Computer Games and will be able to work in top computer games based web industries. |

| Program Outcomes (POs) | |
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| On successful completion of the B.Sc. Multimedia and Web Technology programme | |
| PO1 | Disciplinary knowledge: Capable to apply the knowledge of mathematics, algorithmic principles and computing fundamentals in the modeling and design of computer based systems of varying complexity. |
| PO2 | Scientific reasoning/ Problem analysis: Ability to critically analyze, categorizes, formulate and solve the problems that emerges in the field of computer science. |
| PO3 | Problem solving: Able to provide software solutions for complex scientific and business related problems or processes that meet the specified needs with appropriate |

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| | consideration for the public health and safety and the cultural, societal and environmental considerations. |
| PO4 | Environment and sustainability: Understand the impact of software solutions in environmental and societal context and strive for sustainable development. |
| PO5 | Modern tool usage: Use contemporary techniques, skills and tools necessary for Integrated solutions. |
| PO6 | Ethics: Function effectively with social, cultural and ethical responsibility as an individual or as a team member with positive attitude. |
| PO7 | Cooperation / Team Work: Function effectively as member or leader on Multidisciplinary teams to accomplish a common objective. |
| PO8 | Communication Skills: An ability to communicate effectively with diverse Types of audience and also able to prepare and present technical documents to different groups. |
| PO9 | Self-directed and Life-long Learning: Graduates will recognize the need for self-motivation to engage in lifelong learning to be in par with changing Technology. |
| PO10 | Enhance the research culture and uphold the scientific integrity and objectivity |