COURSE NAME	GRAPHIC DESIGN AND MULTIMEDIA
TOTAL DURATION:	45 HRS
MODE OF	PHYSICAL CLASSROOM TRAINING AT
DELIVERY	RESPECTIVE COLLEGES
TOTAL MARKS:	75

	TABLE1				
OVERALL COURSE OBJECTIVE:	 Effectively communicate content through visuals Use software application for editing images for creating powerful and appropriate visuals for a variety of outputs which includes posters, flyers, brochures, magazines, menu cards, newspaper advertisements, social media posts etc. Exhibit problem-solving abilities through digital outputs 				
LEARNING OUTCOME:	 Develop graphic design solutions wi appropriate Multimedia elements an in the format, as applicable to the medium of communication (print, digital) Collage Making Logo & Icon Creation, Flyer Design, Advertisement Design, Posters Creating Infographics, Brochure Design, Package Design Instagram Reels Creation 				

-	TABLE 2: MODULE WISE COURSE CONTENT AND OUTCOME				
SL. NO	MODULE NAME	MODULE CONTENT	MODULE LEARNING OUTCOME	DURATI ON (HRS)	
1.	Introductio n to Multimedia	Introduction to Multimedia - Definitions, Elements, Multimedia Hardware and Software, Distributed multimedia systems- Multimedia Learning - File formats - Text, Image file formats, Graphic file formats, Digital audio and Video - file formats, Color in image and video, Color Models. Multimedia data and file formats for the web.	Develop graphic design solutions with appropriate Multimedia elements and in the format, as applicable to the medium of communication (print, digital)	9 Hrs	
2.	Introductio n to Graphic Design Tool -Adobe Express	Creating accounts on Adobe Express and repository of Graphics and Images created using Adobe Express - Introduction to Image Editing – Collage making – Removing background and saving images - Various interface elements - Saving and creating files and libraries Grouping & Arranging objects	Collage Making	9 Hrs	

		-Showing and Hiding objects - Placing Images - Export the document for print for download on the form of PDF and JPG		
3.	About Vectors &Digital Design	About vector graphics - Deconstructing real-world objects as icons - Using the shape - Using the shape - Transforming objects- Fine tuning the logo - About corporate communication - creating Mockups - About flyers, using and editing templates with logos (usage, importance, size, target audience) - Adding visuals and images- Formatting Text- Creating Advertisements - Poster Designing	Logo & Icon Creation, Flyer Design, Advertisement Design, Posters	9 Hrs
4.	Digital Design - II	About Infographics - Types of Infographics - Creating Icons - infographics using templates and designing brochures and social media content. Create	Creating Infographics, Brochure Design, Package Design	9 Hrs

		the front, back, and inside flap content using multi page functionality-searching photos and images using Adobe Stock within Adobe Express, placing images, text and design elements - About Package design - Package Designing		
5.	Video content creation using Adobe Express	Editing and Creating Videos within Adobe Express, adding images, photos and text, designing a Single page ad - Adding Design elements - placing graphics and animation - editing videos and creating content in the form of videos.	Instagram Reels Creation	9 Hrs

TABLE 3: OVERALL COURSE LEARNING OUTCOME ASSESSMENT CRITERIA AND USE CASES				
LEARNING OUTCOME	ASSESSMENT CRITERIA	USE CASES		
 Create effective Visual content to communica te ideas and messages Effectively utilize software in creation of visual messages 	Clarity, Originality, Design Attractiveness, Relevance & Presentation	 Creating Digital Content Designing Product promotional designs for social media Creating Vector Icons Logo Designing Creating Flyers Poster Designing Creating Infographics Creating Brochures Package Designing Creating a video presentation 		

	TABLE 4: LIST OF FINAL PROJECTS (PROJECTS THAT COMPREHENSIVELY COVER ALL THE LEARNING OUTCOME)			
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1.	Digital Collage Making			
2.	Advertisement Design (Print)			
3.	Advertisement Design (social media)			
4.	Poster Design –I			
5.	Poster Design – II			
6.	Flyer Design			
7.	Package Design			
8.	Logo Design			
9.	Brochure Design			
10.	Infographics Creation			
11.	Magazine Design			
12.	Brochure Design			
13.	Instagram Video Creation			
14.	Business card Design			
15.	Portfolio Presentation for print			

16.	Creating a video presentation
17	Creating Resume
18	Designing Invitation
19	Designing Letter head
20	Designing Menu Card

ASSESSMEN T CRITERIA	DESCRIBE THE CRITERIA OF THE BELOW CATEGORY PERFORMANCE			TOTAL MARKS
	FAIR	GOOD	EXCELLENT	
Clarity	Good visuals, mostly legible good visual impact, appealing and eye catching.	Wise usage of images that emphasize the design project's message with consideration of factors like size, positioning, rhythm, etc.	Effective usage of graphics that has a significant influence on the overall design.	10
Originality	The student's text and graphics, don't show original ideas; instead, they are copies of similar designs or ideas.	Graphics and text treatment reflect high degree of creativity.	The design project's text and visuals showcase the exceptional amount of student creativity that contributed to its creation and/or presentation.	15
Design Attractive ness	The design project has a functional aesthetic, but it appears slightly uneven and has a basic	Design, layout, neatness, rhythm, and size are all intentional and attractive.	In the area of design, layout, neatness, dominance, rhythm, size, etc., the design project is very attractive.	15

Dalayanas	understan ding of layout concepts like dominance , size, rhythm, balance, etc.	All graphics	Evons annh:	10
Relevance	Visual elements make it possible to understan d the message.	All graphics relate to the topic.	Every graphic created makes the topic easier to understand and is related to it.	10
Presentatio n (Digital Designs)	The presentati on is acceptable overall.	Overall presentation is good	overall presentation is excellent	10
Viva - voce			-	15