MAHATMA GANDHI UNIVERSITY, KERALA

Abstract

Bachelor of Arts (Honours) Sound Design and Visual Editing - 3rd Semester - Recommendations for modifications to the Course Outcomes, Course Content and Mode of Assessment - Academic Council Resolution - Orders issued.

ACA 16

No. 7524/ACA 16/2025/MGU Priyadarsini Hills,Dated: 12.08.2025

Read:-1. U.O. No. 5797/AC A16/2024/MGU, dated. 27.06.2024

2. Item No: OA 4/AC A16, of the minutes of the meeting of the Academic Council held on 04.07.2025.

ORDER

The syllabi of various Under Graduate Programmes coming under the MGU-UGP (Honours) Regulations, 2024, have been approved vide paper read as (1) above and published on the website of the University.

The Expert Committee on Multimedia, at its meeting, discussed the need to modify the Course Outcomes, Course Content and Mode of Assessment of various courses in the Third Semester syllabus of the Bachelor of Arts (Honours) Sound Design and Visual Editing programme and has submitted recommendations for the same.(Recommendations are attached as Annexure.)

The said recommendations were placed before the Academic Council for consideration as Out of Agenda item as per the orders of the Vice Chancellor.

The Academic Council meeting, vide paper read as (2) above, has resolved to approve the recommendations of the Expert Committee on Multimedia.

Hence, the Course Outcomes, Course Content and Mode of Assessment of the said courses in the Third Semester syllabus of of the Bachelor of Arts (Honours) Sound Design and Visual Editing programme stands modified to this extent.

Orders are issued accordingly.

SUDHA MENON J

ASSISTANT REGISTRAR III
(ACADEMIC)

For REGISTRAR

Copy To

1. PS to VC
2. PA to Registrar/CE
3. JR 2 (Admin)/DR 2, AR 3 (Academic)
4. JR/DR/AR (Exam)
5. Convenor, Expert Committee, Multimedia
6. Tabulation, Academic Sections Concerned
7. AC C1/ AC C2 Sections
8. IT Cell 3/OQPM1 Sections
9. PRO/IQAC/Records Sections
10. ACTION TAKEN REPORT
11. Stock File/ File Copy

File No: 63678/AC A16-2/2025/ACA 16.

Forwarded / By Order

Section Officer

Annexure

Semester 3

Course Name : Digital Audio Workstation

Course Code : MG3DSCSDV200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No. (Modified)	Page Number
1	Understand digital audio principles, file formats, and compression techniques, and apply these concepts in audio production workflows.	U, A	1, 2, 3, 10	27
2	Demonstrate proficiency in understanding and utilizing essential components and digital interfaces of audio technology for practical audio production.	No Change	2, 3, 10	
3	Understand the design, characteristics, and applications of microphones and loudspeakers, and adeptly choose appropriate transducers and monitoring systems for audio purposes.	U, A	1, 2, 3, 10	
4	Apply DAW components, editing tools, and recording techniques to analyze, produce, and optimize audio programs efficiently.	A, An	1, 2, 4, 10	
5	Removed			
6				

7	Removed	
8		

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page Number
1	1.1	No Change	No Change	No Change	28, 29
	1.2				
	1.3			1	
	1.4			1	
	1.5			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			3	
	3.3			3	
4	4.1			4	
	4.2			4	
	4.3			4	
	4.4			4	
	4.5			4	
	4.6			4	
	4.7			4	

Course Name : Introduction to Non Linear Editing

Course Code : MG3DSCSDV201

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units (Modified)	Course Description (Modified)	Hrs. (Modified)	CO No. (Modified)	Page Number
1	1.1	No Change	4	No Change	31, 32
	1.2		3		
	1.3		3		
	1.4	Creating bins.	1		
	1.5	Understanding frame rates, resolutions, and aspect ratios	4		
	1.6	Color coding and labeling clips for visual organization	1		
2	2.1	Introduction to the NLE Interface	3	2	
	2.2	Understanding timecodes and sequence settings	3		
	2.3	Previewing and playback controls, In point-Out point, Insert-Overwrite.	2		
	2.4	Cutting and splicing clips, Rearranging and extending edits	2		
	2.5	Adjusting audio levels and fading in/out	2		
	2.6	Exporting project and formats.	2		
3	3.1	Introduction to synchronisation in editing.	5	3	
	3.2	Synching Audio and Video manually:- Clapboard, Setting in/out points for alignment.	5		
	3.3	Automatic syncing techniques:- Using audio waveform analysis for sync, Sync by timecode.	2		
	3.4	Working with multicam clips.	3		
	3.5	Nesting/Merging/Linking clips	1		
4	4.1	Understanding the Editing Brief :- Understand goals, tone, and intended audience.	3	No Change	

	4.2	Review and organising Footage :- Watching clips and taking notes, Creating bins for different scenes, characters, or takes.	5	No Change	31, 32
	4.3	Creating a Rough Cut :-Choosing best takes and performances, Laying out clips in sequence, Leaving markers for problem areas or placeholder shots	8		
	4.4	Refining the Edit :-Tightening edits for rhythm and clarity, Trimming frames for smoother flow, Ensuring continuity and screen direction	5		
	4.5	Enhancing with Audio:-Adjusting audio levels and syncing dialogue, Adding music and sound effects.	5		
	4.6	Review, Feedback and Export :- Peer review and self-assessment, Making final tweaks and corrections, Exporting in appropriate formats.	3		

Course Name : Acoustics and Psychoacoustics

Course Code : MG3DSESDV200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No. (Modified)	Page Number
1	Explain and analyze auditory perception principles to critically evaluate their influence on sound experience and acoustic design.	No Change	1, 2, 3, 6, 10	34, 35
2	Analyze decibels, room modes, and reverberation effects to optimize sound field and acoustics.	An, U	1, 2, 3, 6, 10	
3	Explain and evaluate principles of sound isolation, room acoustics, and surface treatment to assess acoustic control strategies.	E, U	1, 2, 3, 6, 10	

4	Explain and apply reverberation principles and material absorption data to evaluate acoustic design strategies.	An, A, E	1, 2, 3, 6, 10	34, 35
5	Removed			
6				
7				
8				

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page Number
1	1.1	No Change	No Change	No Change	35, 36
	1.2				
	1.3			1	
	1.4			1	
	1.5			1	
2	2.1			2	
	2.2			2	
	2.3			2	
3	3.1			3	
	3.2			3	
	3.3			3	
	3.4			3	
4	4.1			4	
	4.2			4	
	4.3			4	
	4.4			4	

MODE OF ASSESSMENT

END SEMESTER EVALUATION
(Modified)

Theory

MAX. MARKS: 70			**Duration: 1.5 Hrs.**
Type of Questions	**Number of Questions to be answered**	**Marks**	**Page Number**
Very Short Answer	8 out of 10	8 x 2 = 16	36
Short Answer	5 out of 7	5 x 6 = 30	
Essay	2 out of 3	2 x 12 = 24	

Course Name : Introduction to Media Formats

Course Code : MG3DSESDV201

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	**Units (Modified)**	**Course Description (Modified)**	**Hrs. (Modified)**	**CO No. (Modified)**	**Page Number**
1	1.1	No Change	2	No Change	38, 39
	1.2	Common container formats.	3		
	1.3	Definition of codec (compressor/decompressor)	2		
	1.4	Difference between a codec and a container format.	3		
	1.5	Lossy vs. lossless compression.	2		
	1.6	Understanding Bitrate and File Size.	3		
2	2.1	Fundamentals of Media Management :- Understanding file structures, Setting up a consistent folder hierarchy.	3	2	
	2.2	Naming Conventions and Metadata :- Using dates, versions, and camera IDs in filenames, Adding and editing metadata: clip descriptions, keywords,	2		

		custom tags.			
	2.3	Media Import and Ingest Workflow :- Importing vs. ingesting: what's the difference?, Copying media vs. linking to source files, Using NLE tools for media management during import.	3		
	2.4	Bins (folders) and Labels in NLE's :- Creating and structuring bins (folders) in NLEs, Grouping media by type, scene, location, or camera angle, Using color labels and markers for quick identification.	3		38, 39
	2.5	Working with external drives:- Managing media on external hard drives and SSDs, Folder mirroring and file versioning, Keeping media paths consistent and avoiding broken links.	2		
	2.6	Introduction to cloud-based workflows :- Frame.io, Dropbox, Google Drive.	2		
3	3.1	Introduction to RAW footage :- RAW footage as sensor data before processing, Common file extensions: .R3D, .BRAW, .ARRI RAW, .CinemaDNG, .CR2, etc.	3	3	
	3.2	Understanding proxy media :- Why use proxies in visual editing?, Benefits: performance, speed, and workflow efficiency	2		
	3.3	Proxy formats and Codecs :- Resolution, bitrate, and file size considerations, Lossy vs. lossless proxies	2		
	3.4	Proxy generation in Editing Software :- Proxy generation in: Adobe Premiere Pro, Final Cut Pro, DaVinci Resolve. Folder structure and file management tips, Relinking proxies to full-resolution media.	3		
	3.5	Workflow integration :- Editing with proxies: timeline playback and responsiveness, Toggling between proxy and full-res media, Exporting: using proxies vs. full-quality media.	3		

	3.6	Troubleshooting Proxy Issues :- Missing proxy links or offline media, Incompatible formats or settings, Metadata issues and naming conventions.	2		
4	4.1	Fundamentals of Backup Storage :- What is backup storage and why it matters in visual editing, Risks of data loss: corruption, accidental deletion, hardware failure, The 3-2-1 backup rule explained, Common backup terminology (redundancy, sync, mirror, archive, etc.)	2	4	
	4.2	Types of Storage Devices :- HDDs (Hard Disk Drives) vs SSDs (Solid State Drives), NAS (Network-Attached Storage), DAS (Direct-Attached Storage), RAIDs: types, levels (RAID 0, 1, 5, 6, 10) and use cases, LTO (Linear Tape-Open) systems for long-term archival	2		
	4.3	Cloud Based Backup :-Benefits of cloud backups: remote access, security, redundancy , Popular cloud platforms: Google Drive, Dropbox, OneDrive, Backblaze, Frame.io, Cold storage vs. active cloud storage, Syncing cloud backups with editing software (e.g., Adobe Creative Cloud), Cost vs. scalability.	2		
	4.4	Backup Workflow Integration :- Ingest-to-archive: where backup fits in the post-production pipeline, Scheduling automatic backups, Working with proxy and original footage: what to back up and when.	3		
	4.5	Data security and Failure Recovery :- Common causes of data loss in media workflows, Implementing redundancy: RAID and mirrored drives, Recovering from drive failure, corruption, or ransomware, Basic troubleshooting and data recovery tools.	3		
	4.6	Best Practises and case Study :- Backup plans for different production	3		

		scales: indie, corporate, commercial, Budgeting for backup storage in post-production, Case studies: backup failures vs. successful recoveries, Checklist for setting up your own project backup plan			

MODE OF ASSESSMENT

END SEMESTER EVALUATION
(Modified)

Theory

MAX. ARKS: 70			**Duration: 1.5 Hrs.**
Type of Questions	**Number of Questions to be answered**	**Marks**	**Page Number**
Very Short Answer	8 out of 10	8 x 2 = 16	39, 40
Short Answer	5 out of 7	5 x 6 = 30	
Essay	2 out of 3	2 x 12 = 24	

Course Name : Fundamentals of Digital Audio Workstation

Course Code : MG3DSCSDV202

COURSE OUTCOMES (CO)

CO No.	**Expected Course Outcome (Modified)**	**Learning Domains (Modified)**	**PO No. (Modified)**	**Page Number**
1	Understand digital audio principles, file formats, and compression techniques, and apply these concepts in audio production workflows.	U, A	1, 2, 3, 10	41
2	Demonstrate proficiency in understanding and utilizing essential components and digital interfaces of audio	No Change	2, 3, 10	

	technology for practical audio production.			41
3	Understand the design, characteristics, and applications of microphones and loudspeakers, and adeptly choose appropriate transducers and monitoring systems for audio purposes.	U, A	1, 2, 3, 10	
4	Apply DAW components, editing tools, and recording techniques to analyze, produce, and optimize audio programs efficiently.	A, An	1, 2, 4, 10	
5	Removed			
6				
7				
8				

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page Number
1	1.1	No Change	No Change	No Change	42, 43
	1.2			1	
	1.3			1	
	1.4			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			3	
	3.3			3	
4(a)	4.1			4	
	4.2			4	
	4.3			4	
	4.4			4	

	4.5	No Change	No Change	4	
4(b)	4.6			4	
	4.7			4	

Course Name : Sound Design for Animation

Course Code : MG3MDCSDV200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No. (Modified)	Page Number
1	Understand fundamental sound properties	U	1,2,10	45
2	Understand the role of sound in animation storytelling	No Change	1,3,4,10	
3	No Change		2,3,4,5,10	
4	Apply sound design principles to create and integrate simple soundscapes into animated projects.	A	1,2,3,4,10	
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page Number
1	1.1	No Change	No Change	No Change	46, 47
	1.2				
2	2.1				
	2.2				
	2.3				
3	3.1				

	3.2	No Change	No Change	4	46, 47
	3.3			4	
	3.4			4	
	3.5			4	

Course Name : Cross Platform Non Linear Editing

Course Code : MG3MDCSDV201

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units (Modified)	Course Description (Modified)	Hrs. (Modified)	CO No. (Modified)	Page Number
1	1.1	No Change	1	No Change	49, 50
	1.2		2		
	1.3		2		
	1.4	Creating bins.	1		
	1.5	Understanding frame rates, resolutions, and aspect ratios	3		
	1.6	Color coding and labeling clips for visual organization	1		
2	2.1	Introduction to the NLE Interface	1	2	
	2.2	Understanding timecodes and sequence settings	3		
	2.3	Previewing and playback controls, In point-Out point, Insert-Overwrite.	1		
	2.4	Cutting and splicing clips, Rearranging and extending edits	2		
	2.5	Adjusting audio levels and fading in/out	2		
	2.6	Exporting project and formats.	1		
3	3.1	Introduction to synchronisation in editing.	2	3	
	3.2	Synching Audio and Video manually:- Clapboard, Setting in/out points for alignment.	3		
	3.3	Automatic syncing techniques:- Using audio waveform analysis for sync,	1		

		Sync by timecode.			
	3.4	Working with multicam clips.	3		
	3.5	Nesting/Merging/Linking clips	1		
4	4.1	Understanding the Editing Brief :- Understand goals, tone, and intended audience.	1	No Change	49, 50
	4.2	Review and organising Footage :- Watching clips and taking notes, Creating bins for different scenes, characters, or takes.	3		
	4.3	Creating a Rough Cut :-Choosing best takes and performances, Laying out clips in sequence, Leaving markers for problem areas or placeholder shots	3		
	4.4	Refining the Edit :-Tightening edits for rhythm and clarity, Trimming frames for smoother flow, Ensuring continuity and screen direction	3		
	4.5	Enhancing with Audio:-Adjusting audio levels and syncing dialogue, Adding music and sound effects.	2		
	4.6	Review, Feedback and Export :- Peer review and self-assessment, Making final tweaks and corrections, Exporting in appropriate formats.	3		

Course Name : Human Rights and the Environment

Course Code : MG3VACSDV200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains	PO No. (Modified)	Page Number
1	No Change	No Change	1,2,6,10	52
2			1,2,6,10	
3			2,4,6,10	

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page Number
1	1.1	No Change	No Change	No Change	53
	1.2				
2	2.1				
	2.2				
	2.3				
3	3.1			3	
	3.2			3	

MODE OF ASSESSMENT

CONTINUOUS COMPREHENSIVE ASSESSMENT
(Modified)

MAX. MARKS: 25	
Components	**Marks**
Assignments x 2	10
Seminar	10
Written Examination	5

END SEMESTER EVALUATION
(Modified)

Theory

MAX. MARKS: 50			
Type of Questions	**Number of Questions to be answered**	**Marks**	**Page Number**
Very Short Answer	5 out of 7	5 x 2 = 10	54
Short Answer	4 out of 5	4 x 5 = 20	
Essay	2 out of 3	2 x 10 = 20	