

# **CMS COLLEGE KOTTAYAM**

**(AUTONOMOUS)**

**Affiliated to the Mahatma Gandhi University, Kottayam, Kerala**

## **BACHELOR OF COMPUTER APPLICATION (BCA)**

**Starts On 19<sup>th</sup> November 2020**

**Value Added Course For BCA 1<sup>st</sup> Year Students  
ICT FUNDAMENTALS**



**PHOTOSHOP**



**ADOBE PREMIERE**



**CAMERA EFFECTS**

**BCA Semester II**  
**ADD ON COURSE**

Course	Details			
Code				
Title	<b>ICT FUNDAMENTALS</b>			
Degree	<b>BCA</b>			
Branch(s)	<b>Computer Science</b>			
Year/Semester	<b>First Semester</b>			
Type	<b>Add on</b>			
Credits	2			
Contact Hours	Total Hours	36	Hours/week	2

SL. No.	<i>Course Objectives</i> <i>Upon completion of this course, the students will be able to:</i>
1	Design and develop presentation objects using features of Photoshop
2	Create audio video innovations using Adobe premiere Pro
3	Capture stills and shots on specific themes
4	Conceive ideas and write creative scripts

CO No.	<i>Expected Course Outcomes</i> <i>Upon completion of this course, the students will be able to:</i>	Cognitive Level	PSO No.
1	Apply image editing techniques for image editing	Ap	
2	Apply the features of Adobe Premiere Pro for video editing	Ap	
3	Create video Script on specific themes	C	
4	Create skills using Photoshop, Adobe Premiere Pro, Script making, video effects for creating presentation objects	C	

Module	Course Description	Hrs	CO.No.
<b>1.0</b>	<b>Introduction to Photoshop</b>	<b>14</b>	
1.1	Introduction To Photoshop	1	1,4
1.2	Selection Tool	2	1,4
1.3	Shortcut Selection	2	1,4
1.4	Quick Selection	2	1,4
1.5	Magnetic lasso tools	2	1,4
1.6	Magic Wand Tool	1	1,4
1.7	Lasso Tool	1	1,4
<b>2.0</b>	<b>Introduction to Adobe Premier pro</b>	<b>16</b>	
2.1	Streaming Video Technology	2	2, 4
2.2	Premiere Pro	2	2, 4
2.3	Video Capturing	2	2, 4
2.4	Multiple Sequences	2	2, 4
2.5	Basic Editing Concepts and Tools	2	2, 4
2.6	Capturing Audio	2	2, 4

2.7	Transitions Using Audio Effects	2	2, 4
2.8	Premiere Pro's Audio Effects	1	2, 4
2.9	Adobe Title Designer window	1	2, 4
<b>3.0</b>	<b>Introduction to Script writing and Camera effects</b>	<b>6</b>	
3.1	Basics of Script writing	1	3, 4
3.2	Expository Video Script	1	3, 4
3.3	Introduction to camera	2	3, 4
3.4	Camera Angles and Editing	2	3, 4

### **Teaching and learning Methods**

- Practical oriented teaching
- ICT enabled classes
- Activity oriented modules such as stage performance, talk show, seminars, classes by experts in the domain and speeches.
- Outdoor classes for effective applications of photography and videography.
- Familiarize online certification organizations

### **Evaluation Methods**

- Performance may be evaluated based on Discussions, lab exercises, demonstration, quizzes, creative assignments, module exams and group task.
- All types of performances are mapped to the respective cognitive levels of course outcome.
- At the end of each module there will be a composite test consisting of theory, practical and viva.
- A maximum 5 mark is given for meeting the criteria of each cognitive level, as shown below in Table 1. Note that levels below 'Apply' are not rewarded here.

Table: 1

<b>Cognitive Level</b>	<b>End Module Tests ( Max 5 marks)</b>
Remember	
Understand	
Apply	5
Analyze	5
Evaluate	5
Create	5

- Continuous evaluation is based on
  1. Assignment/Seminar
  2. Individual task
  3. Group task.

- Each of the above has a **1** or **0** one cognitive point, whether one has accomplished the cognitive level or not. This is explained in the following table.

Table: 2

<b>Cognitive Level</b>	<b>Assignment ( 0 or 1mark)</b>	<b>Individual Task ( 0 or 1mark)</b>	<b>Group task ( 0 or 1mark)</b>
Remember			
Understand			
Apply	1	1	1
Analyze	1	1	1
Evaluate	1	1	1
Create	1	1	1
Total Cognitive Points	4	4	4

Table 3: Module Cognitive Level Indicator

<b>Outcome</b>	<b>MODULE Name/Number</b>				
	<b>Assessment (0 or1 point)</b>	<b>Individual Task (0 or1 point)</b>	<b>Group task (0 or1 point)</b>	<b>End Module Test (Max. 5 points)</b>	<b>Module cognitive point (Max. 8 points)</b>
Remember					
Understand					
Apply	1	1	1	5	8
Analyse	1	1	1	5	8
Evaluate	1	1	1	5	8
Create	1	1	1	5	8

Table 3: Consolidated Cognitive Level Indicator

<b>Cognitive Level</b>	<b>Module I (Max. 8 points)</b>	<b>Module II (Max. 8 points)</b>	<b>Module III (Max. 8 points)</b>	<b>Total Cognitive points (Max. 8 points)</b>	<b>Attendance (Max. 4 marks)</b>	<b>Total Marks (Max. 100)</b>
Remember					4	100
Understand						
Apply	8	8	8	24		
Analyse	8	8	8	24		
Evaluate	8	8	8	24		
Create	8	8	8	24		

Grading is done similar other courses based on the Total Mark.







## School.....for.....20.....4



3. Total No. of working days during the educational year 20..... 20..... till the end of this

H-Mater/ H. Mistress/ Manager

Нод

# **CMS COLLEGE (AUTONOMOUS) KOTTAYAM**

## **DEPARTMENT OF COMPUTER SCIENCE**

### **BACHELOR OF COMPUTER APPLICATION 2019 – 2022 BATCH**

#### **Report On Add - On Course of BCA 1<sup>st</sup> Year 2019-2020**

In computer science department, for 1<sup>st</sup> years, we planned to start Add – on course on 26<sup>th</sup> November 2019. For their class three modules were scheduled. In first second and third module Introduction of Photoshop, Introduction of Adobe premiere and Introduction of script writing and camera respectively were planned to teach.

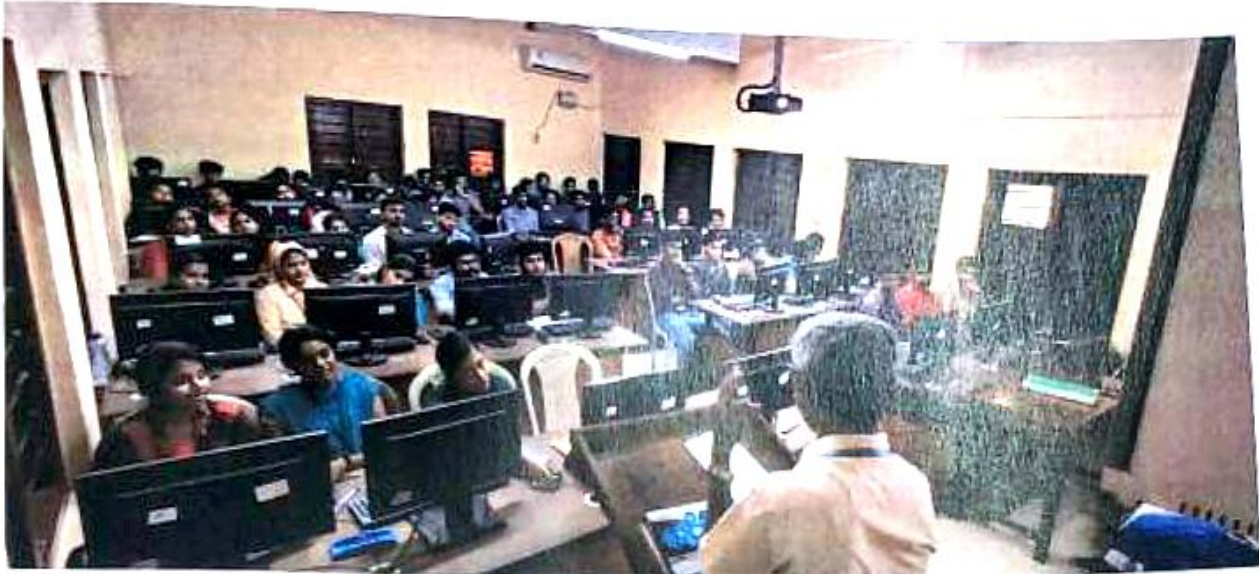
We don't use our usual teaching methodologies. Instead of it we use Student-Centered Approach to Learning such as Expeditionary Learning, Kinesthetic Learning, inquiry based learning etc.

Expeditionary learning involves “learning by doing” and participating in a hands-on experience. Students may participate in fieldwork, learning expeditions, projects or case studies to be able to apply knowledge learned in the classroom to the real world, rather than learning through the virtual world.

In a kinesthetic learning environment, students perform physical activities rather than listen to lectures or watch demonstrations. Hands-on experiences, drawing, role-play, building, and the use of drama and sports are all examples of kinesthetic classroom activities.

Based on student investigation and hands-on projects, inquiry-based learning is a teaching method that casts a teacher as a supportive figure who provides guidance and support for students throughout their learning process, rather than a sole authority figure.

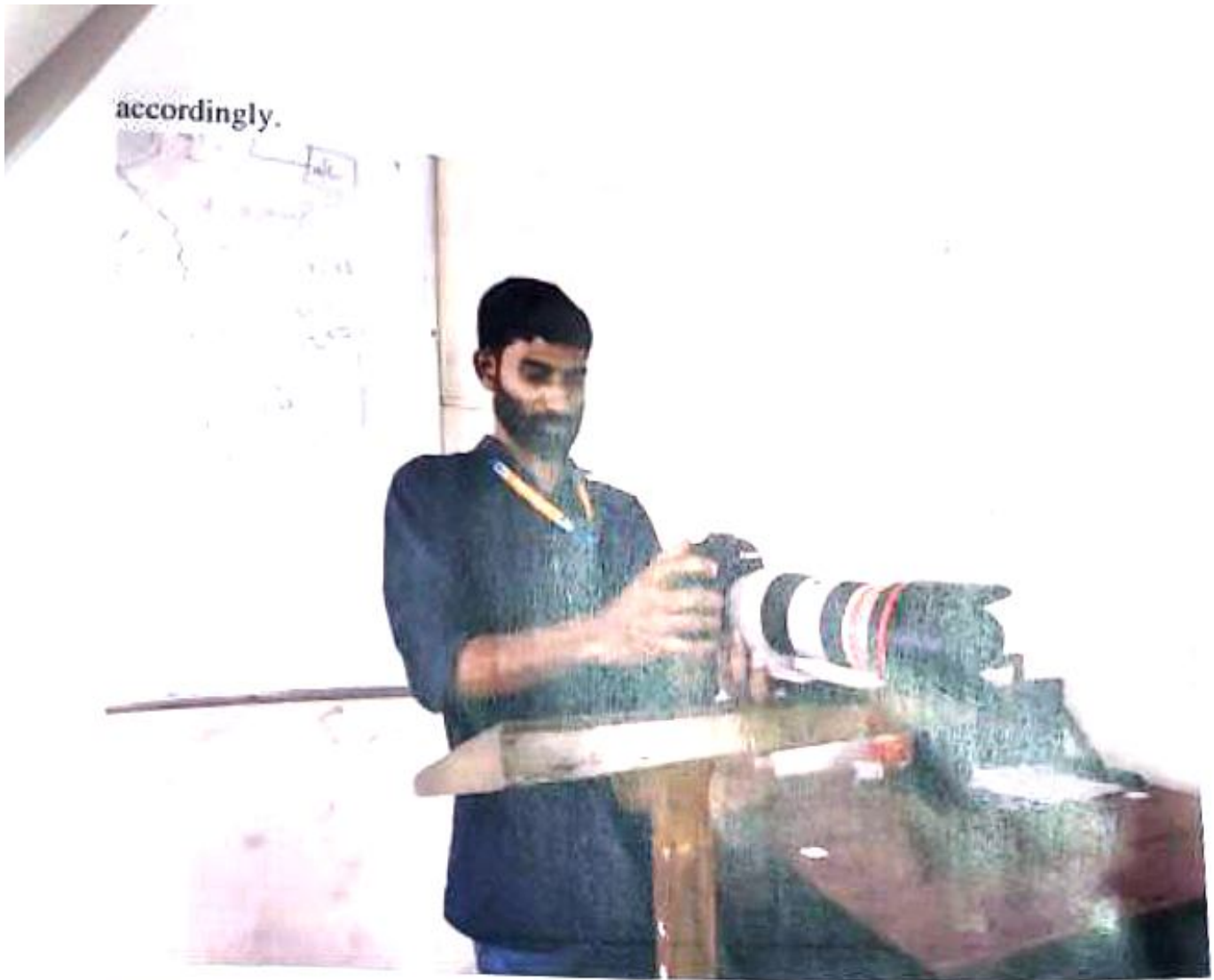




*Fig : Inauguration of the Add-on Course*

On 26<sup>th</sup> and 27<sup>th</sup> November 2019, Mr. Midhun R Mohan taken his session about camera and teach them how to take good photographs and videos using different angles and shots. He gave them assignments according to it and value them







On 2<sup>nd</sup> December 2019, Ms. Jeny Rachel Samuel taken introduction of Photoshop and Mr. Johnson Sabu taken Photoshop Selection Tool, Shortcut Selection, Quick Selection, Magnetic lasso tools, Magic Wand Tool and Lasso Tool. Jeny and Johnson given them group task and individual task on clubbing scenes, broucher making etc.





On 3<sup>rd</sup> December 2019, Ms. Jeny Rachel Samuel taken how to stream video technology. Ms. ChinchuThomas took video and audio capturing, basic editing



concepts and tools. We gave them individual and group task on audio and video capturing.



On 18<sup>th</sup> January 2020, Ms. Jeny Rachel Samuel gave brief description about how script should be written. For this she given some project and they have worked it on that day and played the script on 1<sup>st</sup> February 2020. Final evaluation taken place on 2<sup>nd</sup> March 2020.

Performance may be evaluated based on Discussions, lab exercises, demonstration, quizzes, creative assignments, module exams and group task. All types of

performances are mapped to the respective cognitive levels of course outcome. At the end of each module there will be a composite test consisting of theory, practical and viva. Continuous evaluation is based on Assignment/Seminar, Individual task or Group task.

M. J. Dely

