

**UNIVERSITY COLLEGE FOR WOMEN (OU)
(AUTONOMOUS), KOTI, HYD-95.**

Department of Computer Science

CBCS STRUCTURE

BA (COMPUTER APPLICATIONS: DIGITAL HUMANTIES) w.e.f 2015-2016

SEMESTER-I

S.NO	Paper Title	Paper	Instruction (60)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	Fundamentals of Information Technology	I	4 Hrs	2 Hrs	15M	35 M	50M	4	5
2	Lab -I		3 Hrs	3 Hrs	7M	18 M	25M	1	

SEMESTER-II

S.NO	Paper Title	Paper	Instruction (60)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	Python Programming	II	4 Hrs	2 Hrs	15M	35 M	50M	4	5
2	Lab -II		3 Hrs	3 Hrs	7M	18 M	25M	1	

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BA (COMPUTER APPLICATIONS: DIGITAL HUMANTIES) w.e.f 2016-2017

SEMESTER-III

S.NO	Paper Title	Paper	Instruction (60)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	Multimedia & Web Technologies	III	4 Hrs	2 Hrs	15M	35 M	50M	4	5
2	Lab -III		3 Hrs	3 Hrs	7M	18 M	25M	1	

SEMESTER-IV

S.NO	Paper Title	Paper	Instruction (60)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	Relational Data Base Management Systems : RDBMS	IV	4 Hrs	2 Hrs	15M	35 M	50M	4	5
2	Lab -IV		3 Hrs	3 Hrs	7M	18 M	25M	1	

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SEMESTER-V

S.NO	Paper Title	Paper	Instruction (45)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	(CORE) Digital Humanities Part-I	V	3 Hrs	2 Hrs	15M	35 M	50M	3	8
2	(ELECTIVE) Fundamentals of Research Data Processing	VI	3 Hrs	2 Hrs	15M	35 M	50M	3	
3	Lab-V		3 Hrs	3 Hrs	7M	18 M	25M	1	
4	Lab –VI (Ms-Excel)		3 Hrs	3 Hrs	7M	18 M	25M	1	

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SEMESTER-VI

S.NO	Paper Title	Paper	Instruction (45)Hours /Week	Duration of Exam	Internal Exam	External Exam	TOTAL MARKS	Credits Theory & Practical	TOTAL Credits
1	(CORE) Digital Humanities Part-II	VII	3 Hrs	2 Hrs	15M	35 M	50M	3	8
2	(ELECTIVE) a) Human computer Interaction(HCI)	VIII	3 Hrs	2 Hrs	15M	35 M	50M	3	
3	Seminar & Mini Project		3 Hrs	3 Hrs	15M	35 M	50M	2	

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Syllabus –w.e.f 2016-17
SEMESTER-I (CBCS)
PAPER – I (Fundamentals of Information Technology)

UNIT-I

MS-Windows - Operating system-Definition & functions, basics of Windows. Basic components of windows, icons, types of icons, taskbar, activating windows, using desktop, title bar, running applications, exploring computer, managing files and folders, copying and moving files and folders. Control panel – display properties, adding and removing software and hardware, setting date and time, screen saver and appearance. Using windows accessories.

UNIT-II

Documentation Using MS-Word - Introduction to Office Automation, Creating & Editing Document, Formatting Document, Auto-text, Autocorrect, Spelling and Grammar Tool, Document Dictionary, Page Formatting, Bookmark, Advance Features of MS-Word-Mail Merge, Macros, Tables, File Management, Printing, Styles, linking and embedding object, Template.

UNIT III

Electronic Spread Sheet using MS-Excel - Introduction to MS-Excel, Creating & Editing Worksheet, Formatting and Essential Operations, Formulas and Functions, Charts, Advance features of MS-Excel-Pivot table & Pivot Chart, Linking and Consolidation.

UNIT IV

Database -Data-information- data base-File-Record-Fields-Database applications – Database Organizations.

MS-Access: Features-Advantages and limitations of Ms-Access Applications of Ms Access-parts of Ms Access Windows- Tables and integrity constraints – Relationships – Designing-Tables – Forms – Queries – Reports – Data Validity checks – Sorting and filtering.

MS-PowerPoint: Presentations, Creating, Manipulating & Enhancing Slides, Word Art, Layering art Objects, Animations and Sounds, Inserting Animated Pictures or Accessing through Object, Inserting Recorded Sound Effect or In-Built Sound Effect.

UNIT V

Introduction to Network-Network topologies, network types LAN, WAN, MAN and their Basic Architecture.

Information Security: History, critical characteristics of information, component of information systems.

Need for Security: business needs, Threats, attacks, Safe guarding computers and communication systems, privacy issues, net neutrality.

Text Books:

1. William B.K. Sawyer “Using Information Technology” Sixth Edition Mc Graw Hills 2006
2. Demmis P. Curitn, Kim Folley “Information Technology” the breaking wave Mc Graw Hill
3. ITL Edn solution Limited “Introduction to Information Technology.
4. A Jaiswal, “Fundamentals of Information Technology, Dream Tech,2003
5. Ms-office: Sanjay Saxena, vikas publications
6. Fundamentals of computers: Atual kahali, tata mcgraw hill
7. Fundamental of computers: V.K. Srinivas Kalyani publications.
8. Michel E Withman Herbert J Mattord, “principles and practices of information security”, Cengage Learning 2009.
9. Learn Microsoft Office – Russell A. Stultz – BPB Publication

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SEMESTER-I(CBCS)
PAPER – I (Fundamentals of Information Technology)

List of Practicals

MS-WORD

- 1) Draw the weekly time table schedule of B.A I Year. Illustrate the adding and deleting of rows and columns .
- 2) Demonstrate the Search and Replace Options & Spelling and Grammar Options with an example
- 3) Create a document which illustrates multi-level sort with Paragraph text and tables
- 4) Create a letter indicating that your college is conducting a National Seminar . Illustrate the usage of mail merge, if this letter has to be mailed to all the Principals of various College
- 5) Create a document with three pages using a different header and footer on the first page of the document, and different header and footers on odd and even pages

MS-EXCEL

- 1) Prepare a Table using MS-Excel for marks with additional fields of total marks, percentage of marks and Division of pass
- 2) Create worksheet which illustrates simple sorting
- 3) Create a worksheet with Emp no, Emp name, Basic pay, TA, DA, HRA, Gross pay, IT, PF, Net pay
- 4) Create a worksheet with the following fields: Roll No., Name, Marks in 3 Subjects, TotalMarks, Percentage of Marks and Division
- 5) Create a worksheet to Demonstrate the creation of Pie-Chart & Bar-Chart for the monthly sales of a product with the following monthly sales:(20,40,30,100,200,300,200,100,50,30,70,30)

MS-POWERPOINT

- 1) Create a Presentation describing about your College
- 2) Create a presentation describing about Telangana
- 3) Create a Presentation with minimum 3 slides describing about world

MS-ACCESS

- 1) Creation of Table using Wizard and Template
- 2) Simple Queries using Query Wizard and Template.
- 3) Creation of Report using design Template
- 4) Creation of forms using Template

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SEMESTER-II(CBCS)
PAPER – II (PYTHON PROGRAMMING)

UNIT-I

Introduction: History, Features, Setting up path, working with Python, Basic Syntax, Variable and Data Types, Operator

Conditional Statements: If, If- else, Nested if-else

Looping: For, While, Nested loops

Control Statements: Break, Continue, Pass

UNIT-II

String Manipulation: Accessing Strings, Basic Operations, String slices, Function and Methods

Lists: Introduction, Accessing list, Operations, Working with lists, Function and Methods

UNIT-III

Tuple: Introduction, Accessing tuples, Operations, Working, Functions and Methods

Dictionaries: Introduction, Accessing values in dictionaries, working with dictionaries, Properties, Functions

UNIT-IV

Functions: Defining a function, calling a function, Types of functions, Function Arguments, Anonymous functions, Global and local variables

Module: Introduction, definition.Object Oriented Concepts (Class), Composition.

UNIT-V

Input-Output: Printing on screen, Reading data from keyboard, Opening and closing file, Reading and writing files, Functions

Exception Handling: Exception, Exception Handling, except clause, Try? Finally clause, User Defined Exceptions

Text Books:

- 1) Magnus Lie Hetland , “Beginning Python: From Novice to Professional”,
2nd Edition ,APRESS Publication.

- 2) Jason Cannon, “Python Programming for Beginners: An Introduction to the Python Computer
Language and Computer Programming (Python, Python 3, Python Tutorial)”,2014.

- 3) Bill Lubanovic ,” Introducing Python: Modern Computing in Simple Packages”,2014
,OREILLY Publication.

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SEMESTER-II(CBCS)
PAPER – II (PYTHON PROGRAMMING)

List of Practicals

- 1) Programs using basic Data Types and Expressions.
- 2) Create a new program called hello world.py. You will use this file to write your very first “Hello, world!” program.
- 3) Using a for loop, write a program that prints out the decimal equivalents of $1/2$, $1/3$, $1/4$...
 $1/10$.
- 4) Write a program using a while loop that asks the user for a number, and prints a
- 5) Write a program using a while loop that asks the user for a number
- 6) Write a program using a for loop.
- 7). Write a function roots that computes the roots of a quadratic equation.
- 8) Write a program demonstrates Strings and Text Files.
- 9) Write a program for Lists.
- 10) Write a program for Dictionaries.
- 11) Write a program for Exception Handling
- 12) Write a program for Tuple demonstration

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SEMESTER-III(CBCS)
Paper-III (MULTIMEDIA & WEB TECHNOLOGIES)

UNIT – I

Internet and WWW: Introduction to internet and its applications, Email, telnet, FTP, e-commerce, video conferencing, e-business. Internet service providers, domain name server, internet address.

World Wide Web (WWW) : World Wide Web and its evolution, uniform resource locator (URL), browsers - internet explorer, Netscape navigator, opera, Firefox, chrome, Mozilla. Search engine, web saver - apache, IIS, proxy server, HTTP protocol

UNIT – II

HTML and Graphics : HTML Tag Reference, Global Attributes, Event Handlers, Document Structure Tags, Formatting Tags, Text Level formatting, Block Level formatting, List Tags, Hyperlink tags, Image and Image maps, Table tags, Form Tags, Frame Tags, Executable content tags.

Image maps : What are Image maps? Client-side Image maps, Server-side Image maps, Using Server-side and Client-side Image maps together, alternative text for Image maps.

Tables : Introduction to HTML tables and their structure, The table tags, Alignment, Aligning Entire Table, Alignment within a row, Alignment within a cell, Attributes, Content Summary, Background color, Adding a Caption, Setting the width, Adding a border, Spacing within a cell, Spacing between the cells, spanning multiple rows or columns, Elements that can be placed in a table, Table Sections and column properties, Tables as a design tool.

Frames : Introduction to Frames, Applications, Frames document, The <FRAMESET> tag, Nesting <FRAMESET> tag, Placing content in frames with the <FRAME> tag, Targeting named frames, Creating floating frames, Using Hidden frames.

Forms : Creating Forms, The <FORM> tag, Named Input fields, The <INPUT> tag, Multiple lines text windows, Drop down and list boxes, Hidden, Text, Text Area, Password, File Upload, Button, Submit, Reset, Radio, Checkbox, Select, Option, Forms and Scripting, Action Buttons, Labeling input files, Grouping related fields, Disabled and read-only fields, Form field event handlers, Passing form data.

Style Sheets: What are style sheets?, Why are style sheets valuable? Different approaches to style sheets, Using Multiple approaches, Linking to style information in a separate file, Setting

up style information, Using the <LINK> tag, embedded style information, Using <STYLE> tag, Inline style information.

UNIT –III

Java Script: Introduction, Client-Side JavaScript, Server-Side JavaScript, JavaScript Objects, JavaScript Security.

Operators : Assignment Operators, Comparison Operators, Arithmetic Operators, % (Modulus), ++(Increment), -- (Decrement), -(Unary Negation), Logical Operators, Short-Circuit Evaluation, String Operators, Special Operators, ? (Conditional operator), ,(Comma operator), delete, new, this, void.

Statements : Break, comment, continue, delete, do ... while, export, for, for...in, function, if...else, import, labelled, return, switch, var, while, with.

Events and Event Handlers : General Information about Events, Defining Event Handlers, event, onAbort, onBlur, onChange, onClick, onDblClick, onDragDrop, onError, onFocus, onKeyDown, onKeyPress, onKeyUp, onLoad, onMouseDown, onMouseMove, onMouseOut, onMouseOver, onMouseUp, onMove, onReset, onResize, onSelect, onSubmit, onUnload.

UNIT- IV

XML : Introduction to XML, Anatomy of an XML, document, Creating XML Documents, Creating XML DTDs, XML Schemas, XSL.

UNIT- V

Multimedia: Introduction, Multimedia Presentation And Production, Characteristics Of Multimedia Presentation, Steps For Creating Multimedia Presentation.

Adobe Flash 8: Creating Documents, Tools and Functions, Optimizing Files for the Web.

Content Management Systems(JOOMLA,DRUPAL)

Text Books:

1. Deitel & Deitel, “Internet and World Wide Web How to Program”, Pearson Edu.
2. I. Bayross, “Web Enabled Commercial Application Development using HTML, DHTML, Java Script, Pen CGI”, BPB Publications 2000.
3. Robert W. Sebesta “Programming the World Wide Web”, Pearson Edu.2008
4. Ranjan Parekh, “Principles of Multimedia”, Tata McGraw Hill,2008

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SEMESTER-III(CBCS)
Paper-III (MULTIMEDIA & WEB TECHNOLOGIES LAB)

List of Practical

1. Design a web page using different text formatting tags.
2. Design a web page with links to different pages and allow navigation between pages.
3. Design a web page with Image maps.
4. Design a web page with different tables. Design a webpage using table so that the content appears well placed.
5. Design a webpage using frames.
6. Design a web page with a form that uses all types of controls.
7. Design a website using style sheets so that the pages have uniform style.
8. Using Java Script design a web page that prints factorial / Fibonacci series / any given series.
9. Design a form with a text box and a command button. Using Java Script write a program whether the number entered in the text box is a prime number or not.
10. Design a form and validate all the controls placed on the form using Java Script.
11. Design a DTD, corresponding XML document and display it in browser using CSS.
12. Design an XML document and display it in browser using XSL.
13. Design XML Schema and corresponding XML document.

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SEMESTER-IV(CBCS)

PAPER-IV (RELATIONAL DATA BASE MANAGEMENT SYSTEMS: RDBMS)

UNIT-I

Introduction to Databases and Transaction

Database Systems, purpose of database system, view of data, relational databases, database architecture, Transaction management.

Data Models: The importance of Data models, Basic Building Blocks, Business Rules, The evolution of Data Models, Degrees of data abstraction.

UNIT-II

Database Design, ER-Diagram

Database Design, ER-Diagram: Overview, ER-Model, Constraints, ER-Diagrams, ERD Issues, weak entity sets, Codd's rules, Relational Schemas, Introduction to UML.

Relational Database Model: Logical view of data, keys, integrity rules.

Relational Database Design: Features of relational database design, atomic, domain, Normalization (1-NF,2NF,3NF,BCNF).

UNIT-III

Relational Algebra

Relational Algebra: Introduction, Selection and Projection, set operations, renaming, Joins, Division, syntax, semantics, operators, grouping and ungrouping, relational comparisons.

UNIT-IV

Constraints, Views and SQL

Constraints: Introduction to Constraints, types of Constraints, Integrity Constraints.

Views: Introduction to Views, data independence, security ,updates on views, comparisons between tables and views.

SQL: Data definition, aggregate function, NULL values, nested sub queries, joined relations, Triggers.

UNIT-V

Transaction Management and Concurrency Control: ACID Properties, Transaction and

Transaction Management: ACID Properties, Serializability and Concurrency Control, Lock based Concurrency Control(2PL,Dead Locks), Time Stamping Methods, Optimistic Methods, Database Recovery Management.

Text Books

1. Henry Korth, Database System Concepts, Fifth edition
2. Peter Rob, Carlos Coronel, Database Systems Design, Implementation and Management, Seventh Edition, Thomson (2007)
3. Ivan Bayross, SQL, PL/SQL – The programming Language of Oracle, Third Edition.

Reference Books

1. Elimasri / Navathe, Fundamentals of Database Systems, Fifth Edition, Pearson Addison Wesley (2007).

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**SEMESTER-IV(CBCS)
PAPER-IV (RELATIONAL DATA BASE MANAGEMENT SYSTEMS : RDBMS)**

List of Practicals (Based On Social Science E.g World Facts Database)

1. Design a database and create required tables for eg. Bank, college Database.
2. Apply the constraints like Primary key, Foreign key, NOT NULL to the tables.
3. Write a SQL statement for implementing ALTER, UPDATE and DELETE.
4. Write the query to implement the joins.
5. Write the query for implementing the following functions MAX, MIN,COUNT, AVG.
6. Write a query to implement the concept of integrity constraints.
7. Write a query to create views.
8. Perform the queries for Triggers.
9. Perform the following operation for demonstrating the insertion, updating and deletion using referential integrity constraints.
10. Write a query for creating the users and their role.
11. Create a form using HTML and demonstrate the database connectivity.

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SEMESTER-V(CBCS)
PAPER-V(DIGITAL HUMANITIES : PART-I)

UNIT-I

REFERENCE SERVICES:

Definition, scope, Reference services in public libraries, special libraries and academic libraries.

INFORMATION SERVICES:

Definition, need, scope, Reference services vs information service.

Methods of dissemination of information-Current Awareness Services, SDI

UNIT-II

INFORMATION SEARCH

Introduction,definition,objectives,functions,overview,relationship to DBMS, Digital Libraries, IRS capabilities, search strategies, Advanced Google search, WAIS standard.

UNIT-III

RETRIEVAL METHODS: Manual and automatic search process strategies, search tools, Search engines, Meta search engines

Data Mining and Data Warehousing: Concept, Tools, techniques and methods. Online Databases, Copyright, Copyleft, IPR.

Digital Resources: Nature, Types and Characteristics; e-Journals, e-Books, Multimedia Resources and Online Resources.

UNIT-IV

LIBRARIES: Introduction, Online Information Retrieval Systems, Online Public Access Catalogs(OPAC's), Digital Libraries, Web-based OPAC

BIBLIOGRAPHY: Meaning, scope, functions, format styles (ALA,MLA,Chicago).

Kinds: Enumerative/Systematic, Analytical, Historical, Textual, and Descriptive.

UNIT-V

DSPACE: Introduction to Digital Library Software, Installation, Retrieval, Metadata, Creation of Communities, Uploading, Importing, Exporting, Different types of Library Software (FEDORA, GREEN STONE, EPrints) overview.

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**SEMESTER-V(CBCS)
PAPER-V(DIGITAL HUMANITIES :PART-I)**

List of Practicals

**SEMESTER-V
PAPER-V(DIGITAL HUMANITIES) PART-I**

DSPACE Digital Library Management System: Practicals:

- Installation of DSpace in Linux based Operating System (Lubuntu 14.04 LTS) using Live DVD
- Basics of Lubuntu Desktop and Linux commands
- DSpace Configurational Settings : Creating e-people, e-groups and administrators
- DSpace Administration : Creation of Communities and Collections
- Metadata input and Uploading of Items in the created communities and collections
- Retrieval of documents using Search/Advanced Search and Browse methods
- Importing and Exporting
- Backup and Restoration of Digital Library
- Overview of different types of Open source Digital Library software eg. FEDORA, GREEN STONE, EPrints

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**SEMESTER-V(CBCS)
PAPER-VI (Fundamentals Of Research Data Processing)**

Unit I:

Introduction to Science and Social Science Research

Science and Social Science, Transformed Look of Social Science Discipline, Science and Common Sense.

Survey, Investigation and Experiments

Survey, Purpose of the Survey, Data Source of the Survey, Investigation, Experiments, Classification of Experiments.

Unit II:

Fundamental Concepts in Social Science Research

Theory, Model, Explanation, Facts or Nature of Data, Relationship Between Theory and Fact. Hypothesis Design in Social Research, Introduction, Legitimacy of Hypothesis in Scientific Research, Types of Hypothesis, Proofs of Tests of Hypothesis, Null Hypothesis, Plausible Alternative Hypotheses,

Unit III:

Sampling

Introduction, Advantages and Limitations of Sampling. Types of Sample Design: Some Other Methods of Sampling: Introduction, Snow Ball Sampling, Area Sampling, Panel and Longitudinal Studies, Quota Sampling, Purposive or judgment sample, Accidental or Incidental Sampling.

Source List: Census, Subscriber of Public Utility Services, List of Voters, Institutional Registers, Payrolls, Other Institutional Registers, Examination of the Source List.

Unit IV:

Methods of data collection: Direct Observation

Introduction, documentary sources, Field Data, Classification of Observational Methods: Non-participant Observation, Aids in Observation, Movie/Video camera, Tape recorder, one-way mirror and other devices.

Methods of Data Collection: Indirect Observation: Interview-Types of Interview, Structured (Directed/ Formal/Standardized) Interview, Open and Closed ended Interview Schedules, Structured/Non Directed Interviews, Free Association Method, Focused Interview, Repetitive Interview, Group Interview.

Unit V:

Applications: Applications of Data Processing in under level poverty, pollution, GDP, Environment, Weather, Girl Child.

Concepts and Overview of Data Processing: Introduction, Editing: Completeness, Accuracy, Uniformity. Coding, Data Matrix, Statistical Description and Interpretation of Data, Estimates and Sampling Errors: Sampling Error, Interpreting Relationship. Computing Indexes, Interpretation of Results. Presentation: Preliminary Report, General Report, Technical Report.

Text Book:

1. P.K Majumdar “Research Method in Social Sciences” , Viva Books Pvt. Ltd.

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SEMESTER-V(CBCS)
PAPER-VI (Fundamentals of Research Data Processing)

List of Practicals

- 1) Use of statistics in data Processing: Meaning Research, Understanding and using the products of research
- 2) Organization of Data: Meaning of data, Methods of organizing data, Statistical tables, organization of data on excel sheet.
- 3) Measures of Central tendency: Meaning, Arithmetic mean, median, mode, Data input & output using central tendencies on excel.
- 4) Measures of Variability: Meaning and types, Data input & output using variability measures on excel.
- 5) Correlation-ratio & confidence interval: Data input & output using correlation, t-ratio & confidence interval with degree of freedom for analysis of the results on excel.

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**SEMESTER-VI(CBCS)
PAPER-VII (DIGITAL HUMANITIES: PART-II)**

UNIT-I

Knowledge Organization (KO) and Knowledge Management (KM)

Knowledge Organization; Thesauri, Taxonomies, Metadata: Role of Metadata in Digital Resource management; Harvesting, Standards –MARC XML, Dublin Core (DC), METS SRU/SRW.

Knowledge Management (KM)

Ontology: Concept, Types; Knowledge Representation: Extensible Markup Language (XML), Resource Description Framework (RDF) , Simple Knowledge Organization System (SKOS), Web Ontology language (OWL), Web 2.0 technologies(Blogging, Posting, Wikipedia).

UNIT II

Building Digital Library Resources – Born Digital and Digitized Selection and Acquisition of materials for Digitization.

Digitization Process: Steps in digitization.

Scanners: Types, Selection Criteria for Scanners.

OCR Software: Features, Examples (Commercial and FOSS).

UNIT III

Introduction to Art, Design & Culture

Indian art & aesthetics, painting, sculpture and architecture and western art movement. Definition of culture; Cultural Production and Creative Industry.

Elements of Design: Line, Shape, Negative Space, Volume, Value, Color and Texture

Principles of Design: Gestalt (Unity or Harmony, Unity and Placement Using Line, Unity and Placement Using Shape, Repetition Using Line, Repetition Using Shape)

Rhythm (Unity Using Value, Unity and Continuity, Variety, Focal Point and Visual Hierarchy, and Balance).

UNIT IV

Color, Color Theory & Typeface Design

Introduction and Background in Color Theory: Defining Color, Color and Unity, Color Unity via Tonality, Color and Variety, Warm and Cool Colors, Color Discard, Color and Design, Mixing and Adding Colors to the Swatches Panel.

Layout Design & Typeface : Background and Historic Classification of Type; Type Style, Visual and Information Hierarchy, Type as an Element of Design Summary. Creating Visual Depth Using Value, Transparency and Pattern.

UNIT-V

Introduction to Media, New Media & E-Learning Production

Communication: Traditional Media, Mass Communication (Advertising, Television, Radio and Music, Print Media, Movies and Video, The Internet, and New Media).

Visual Grammar (Shots, Camera Angles, and Editing Techniques-Still Image and Video).

Content Writing (General to Specific, Simple to Complex, Chronological, and Problem-solving); **Content Type** (Fact, Concept, Procedure, Process and Principle). Flow Chart Making, Script Writing, Visualization and Storyboarding (The Development Team; Client, Project Manager, Subject Matter Expert, Instructional Designer, Graphic Artist and Programmer)

Mini Project (Based on HCI & Digital Humanities Part-I & Part-II)

Final Project: Cultural Heritage, Social Analytics, Culturomics

*** Teaching and Training Method:** Interactive Lecture- RVJ (Reflective Visual Journal) Preparation.

Activity: Design Practice (Traditional and Digital); Writing Script, Thumbnail Sketch and Storyboarding.

Material Requirement: Adobe Suite, Charts, Pencils, Poster Colors, Brushes, Color Palette, RVJ Book etc., ABBYY FineReader (S/W), Scanners

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**SEMESTER-VI(CBCS)
PAPER-VIII (HUMAN COMPUTER INTERACTION : HCI)**

UNIT-I

Importance of the user Interface, Characteristics of graphical and web user interfaces.
User Interface Design Process: Knowing the client, Understanding business function, Principles of good screen design.

UNIT-II

System Menus and Navigation Schemes, kind of windows, Device based controls, screen based controls, Text and messages.

UNIT-III

Feedback, Guidance and assistance.
Internationalization and accessibility.
Interaction Design: Introduction, Goals, Usability.
Conceptualizing Interaction: Problem space, Conceptual models, Interface metaphors,
Interaction paradigms.

UNIT-IV

Cognition: Conceptual frameworks for cognition.
Information visualization: Introduction, perception. Information visualization techniques.
Collaboration and Communication: Social mechanism ,Conceptual frame work.
Process of Interaction design, Activities, characteristics, Practical issues.

UNIT-V

Life cycle models Design: Prototyping and construction, Prototyping, Conceptual design,
Physical design.
Evaluation: Introduction, Framework.
Testing and Modeling user: Kinds of tests, Doing user testing , Experiments, Predictive models.

Text Books:

1. Wiber O. Galitz, The Essential guide to User Interface Design, Wiley Dreamtech 2002.
2. Sharp, Rogers, Preece, Interaction Design, John Wiley, 2007.
3. Andrew Sears, Julie A Jacko, Human, Computer Interaction Fundamentals, CRC Press, 2009
4. Dan R Olsen, Human, Computer Interaction, Cengage Learning, 2010.