B.P.A.

Fifth Semester

Computer Application

(Computer Fundamental)

Note: Objective of this paper is to provide basic fundamental knowledge of Computer.

Scheme of Marks:

Total Credits - 2		Total Hours - 30		External		Internal		Total	
				Max Marks	Min. Marks	Max Marks	Min Marks	Max Marks	Min. Marks
Computer Application	(Computer Fundamental)	Theory	Credit – 1 Hours - 15	35	13	15	5	50	18
		Practical	Credit – 1 Hours - 15	35	13	15	5	50	18

Computer Fundamentals

(कम्प्यूटर के आधारभूत)

THEORY (सैद्धांतिक)

Unit – I   Introduction to Computer
कम्प्यूटर का परिचय
Type of Computers
कम्प्यूटर के प्रकार
Computer System Characteristic and Capabilities
कम्प्यूटर सिस्टम की विशेषता और क्षमता
Components of Digital Computers
डिजिटल कम्प्यूटर्स के घटक
Classification of Computer
कम्प्यूटर का वर्गीकरण

Unit – II   Memory
मेमोरी
Storage Fundamentals
आधारभूत संग्रहण
Primary and Secondary Memory
प्राथमिक और द्वितीयक मेमोरी

RAM, ROM and other types of Memory

रैम, रोम और अन्य प्रकार की मेमोरी

Various Storage Devices – Fixed and Removable

विभिन्न संग्रहण उपकरण – फिक्स्ड और हटाने योग्य

Unit – III	Number System
	नंबर सिस्टम
	Binary, Octet, Decimal and Hexadecimal
	बाइनरी , ऑक्टेल, दशमलव और हेक्साडेसिमल
	Utility and conversion of number system
	नंबर सिस्टम की उपयोगिता और रूपान्तर
Unit – IV	Software and its need
	सॉफ्टवेयर और इसकी आवश्यकता
	Types of Software
	सॉफ्टवेयर के प्रकार
	System Software
	सिस्टम साफ्टवेयर
	Application Software
	अनुप्रयोग सॉफ्टवेयर
	Operating System
	ऑपरेटिंग सिस्टम
	Algorithm, Flowchart and Program for finding the greatest number out of given three nembers
	एल्गोरिथ्म, फ्लोचार्ट और प्रोग्राम–दिए गए तीन नंबरों में से सबसे बड़ी संख्या प्राप्त करने के लिए।
Unit – V	MS-WORD
	एमएस–वर्ड
	Creating and Editing MS- Word Documents
	एमएस–वर्ड दस्तावेज बनाना और संपादित करना
	Formatting Documents- Aligning Documents
	फॉर्मेटिंग दस्तावेज– संरेखण दस्तावेज
	Indenting Paragraphs
	पैराग्राफ को इंडेंट करना
	Changing Margin
	मार्जिन बदलना
	Formatting – Pages, Paragraphs
	प्रारूपण – पृष्ठ, पैराग्राफ

File Printing
फाइल प्रिंटिंग

Recommended reading materials (अनुशंसित पठन सामग्री)

1. Computer Fundamentals – B. Ram – New Age International Publications
2. Computers Today – S.K. Basandra, Galgotia Publications
3. Digital Computer fundamentals- BARTEE- TMH Publications
4. Fundamental of Computer – V. Rajaraman
5. Microsoft Office – Complete Reference – BPB Publications
6. Computer Fundamental – P. K. Sinha – BPB Publications

Practical (व्यावहारिक)

Practical baed on introductory commands :

- DOS – Directory, Copy, Type, Label, Date, etc.

- Windows – Creation of File and Directory. Use of Recycle Bin, etc.

- MS-WORD – Creation of document, adjusting font, size, subscript, superscript, etc.

कौशल विकास

Syllabus for Skill Development courses from the Department of Craft & Design

S. No.	Course Name	Credit Hours	Syllabus
1	Tie & Dye	1	INTRODUCTION: (PPT & Video Presentations) - Definition, classification, different styles of Tie & Dye techniques - Apparel and home textile products made using Tie & dye techniques . - Types of Dyes & Fabrics - Videos of tie & dye techniques , processes. MATERIALS & TOOLS: (Market visit and procurement) - Various Cotton Fabrics - Voile, Poplin, Sheeting, Satin & Twill. - Textile Dyes – Dye poweders & Salt - Tyeing materials- Threads, Cords, twines, ropes, rubber bands, clips etc. - Protective materials – Plastic covers, polythene sheets, Gloves, TECHNIQUES & PATTERNS: (Demos and practice) - Tying techniques of Twisting, Pleating & Folding, Pulling, Scrambling, Sewing, Rolling, Clamping, Gathering, Filling etc.

			- Patterns to explore Dots, Stripes, Sun bursts, Spirals, Ombre effect, Abstract textures, Geometric patterns etc. In Single & Multi colors. - Review presentation student explorations for selection of 1-2 patterns. APPLICATION PROJECT: (Assignment) - Design a product for the selected pattern and technique. The product can be a Cushion Cover / Purse/ Bag/ T-Shirt etc. -
2	Lamp shade Making (paper / fabric)	1	INTRODUCTION: (PPT & Video Presentations) - Introduction to Handmade lamp shades made of paper and fabric. Traditional and contemporary. MATERIAL & TOOLS: (Market visit and procurement) - Various types of Papers and fabrics, threads - Geometry box (scale, divider, rounder, protractor, set squares), Fevicol glue, Paper cutter, Scissors etc. BASIC SHAPES AND CONSTRUCTIONS: (Demos & practice) - Geometry of making basic shapes such as Triangle, Cube, Rectangular, Pentagons etc. - Constructing 3D shapes in paper. PATTERN DEVELOPMENT: - Inspiration selection - Motif & pattern development APPLICATION PROJECT: - Concept and design development for Lamp shade using shapes and pattern developed. - Making actual lamp shade product .
3	Embroidery & Appliqué	1	INTRODUCTION: (PPT & Video Presentations) - Classification of Indian Traditional and contemporary emboroideries & appliques - Apparel and home textile products made using these techniques - Videos of techniques & processes. TOOLS & MATERIALS (Market visit and procurement) - Tools – Needles, Embroidery frames, - Materials – Fabrics such as cotton Poplin, Organdy, Sheeting, Twill etc. Foam sheets, Threads, beads & un conventional material HANDMADE TECHNIQUES (Demos and practice) - Running stitch, chain stitch, satin stitch, cross stitch, blanket stitch, back stitch, rice stitch etc. - Appliqués' regular and reverse appliqué APPLICATION PROJECT: - Inspiration to Motif , pattern and layout development - Material selection & surface development - Product application layout or actual product development such as a scarf/ purse/ bag/ cushion cover.
4	Stencil Printing	1	INTRODUCTION (PPT & Audio and visual presentations) - Historic back ground, usage as art and design. - Characteristics of stencil print. - Application of technique in art, design and decor. TOOLS & MATERIALS:

			- Tools include cutters, Screens & frames, brushes , sponges etc. - Materials – Papers, plastic sheets, colors and pigments. STENCIL CUTTING TECHNIQUES: (Demos & practice) - Motifs, all over patterns, - positive and negative stencils APPLICATION PROJECT: - Selection of product for application such as Bag/ T-shirt/ Scarf / Cushion cover etc. - Inspiration – motif & pattern development - Paper selection & stencil cutting - Print on product or Making the product using the printed material.

Any two courses of the above can be offered per session and maximum 30 students per course can be accommodated. Only one course can be run at a time at the department of Craft & design. Other skill courses can be added and offered from other departments of the University to make it practically feasible to accommodate 250 – 300 students of 5th sem B.P.A students every year.

B.P.A.

Sixth Semester

Computer Application (Introduction to Multimedia)

(Multimedia and Internet)

Note: Objective of this paper is to provide basic knowledge of Multimedia and Internet.

Scheme of Marks:

Total Credits - 2				External		Internal		Total	
				Max Marks	Min. Marks	Max Marks	Min Marks	Max Marks	Min. Marks
Computer Application (Introduction to Multimedia)	(Multimedia and Internet)	Theory	Credit – 1 Hours - 15	35	13	15	5	50	18
		Practical	Credit – 1 Hours - 15	35	13	15	5	50	18

Multimedia and Internet

(मल्टीमीडिया और इंटरनेट)

THEORY (सैद्धांतिक)

Unit – I   Need and use of Multimedia
मल्टीमीडिया की आवश्यकता और उपयोग

Development platform for multimedia
मल्टीमीडिया के लिये विकास मंच

Identifying Multimedia elements
मल्टीमीडिया तत्वों की पहचान

Text, Images, Sound, Animation and Video
पाठ, छवियां, ध्वनि, एनिमेशन और वीडियो

Concept of Plain and formatted Text
सादे और प्रारूपित पाठ की अवधारणा

Common Text Preparation
सामान्य पाठ की तैयारी

Conversion to and from Various Text Formats
विविध पाठ प्रारूपों में और इसके लिए रूपांतरण

Font Size and Various Text Effects
फॉन्ट आकार और विभिन्न पाठ प्रभाव

Unit – II   Images, Sound and Video
छवि, ध्वनि और वीडियो

Importance of Images in Multimedia
मल्टीमीडिया में छवि का महत्व

Image Capturing Methods – Scanner, Digital Camera, etd.
छवि कैप्चरिंग विधियां – स्कैनर, डिजिटल कैमरा, इत्यादि

Various Image File Formats – BMP, JPG, GIF, TIF, PNG, etc and their features
विभिन्न छवि फाइल प्रारूप – BMP, JPG, GIF, TIF, PNG, इत्यादि और उनकी विशेषताएं

Sound and Video with their attributes
ध्वनि और वीडियो के गुण

Anolog vs digital sound & Video
एनालॉग बनाम डिजिटल ध्वनि और वीडियो

Various sound file Formats – WAV, MP3, MP4, etc.
विभिन्न ध्वनि फाइल स्वरूप – WAV, MP3, MP4, इत्यादि

Various Video File Formats – AVI, MPEG, etc.
विभिन्न वीडियो फाइल स्वरूप – AVI, MPEG, इत्यादि

Unit – III	Information Technology
	सूचना प्रौद्योगिकी
	Data
	डेटा
	Information
	जानकारी
	Knowledge
	ज्ञान
	Web Page
	वेब पृष्ठ
	Website
	वेबसाइट
Unit – IV	Microsoft Power Point
	माइक्रोसॉफ्ट पावरप्वाइंट
	Creating Slides
	स्लाइड्स बनाना
	Adding Animation in the Slides
	स्लाइड्स बनाना
	Adding Animation in the Slides
	स्लाइड्स में एनीमेशन जोड़ना
	Sliding Number, footer, etc.
	स्लाइडिंग नंबर, पादलेख, आदि।
Unit – V	Introduction to Internet
	इंटरनेट का परिचय
	Web Portal
	वेब पोर्टल
	E-mail Composing and Sending, giving reply of E-mail, Working with E-mails
	ई–मेल लिखना और भेजना, ई–मेल का उत्तर देना, ई–मेल के साथ काम करना
	Multimedia on the Web
	वेब पर मल्टीमीडिया

Recommended reading materials (अनुशंसित पठन सामग्री)

- Multimedia: Making it Work (4th Edition) – by Tay Vaughan, Tata Mcgraw Hills

- Multimedia in Action – James E Shuman – Vikas Publishing House

- Multimedia Basics – Volume – 1 Technology, Andreas Holzinger, Firewall Media (Laxmi Publication Pvt. Ltd.) New Delhi.

Practical (व्यावहारिक)

Practical based on Ms – Power Point
Composing, Sending and Deleting E-mail
Using Search Engines
Scanning of Images as JPG, PDF, etc.
Recording and Playing Audio and video files.

व्यक्तित्व विकास
Personality Development
स्नातक– बी.पी.ए.
Under Graduate - B.P.A.
सेमेस्टर– 6
Semester. VI

केडिट –1 (1 केडिट = 15 घंटे)	पूर्णांक– 100
Credit -1 (1 Credit = 15 Hors)	Max. Marks-100

भाग –1   योग्यता खण्ड – 70 अंक–बाह्य मूल्यांकन

Part I – ABILITY SECTION – 70 Marks - External Evaluation

इकाई–1	व्यक्तित्व : व्यक्तित्व की प्रकृति;	3 घंटे	विवरणात्मक प्रश्न –12 अंक
Unit I	Personality : Nature of personality; व्यक्तित्व के जैविक गोचर, संस्कृति, लिंग, आनुवांशिकता एवं वातावरण, Biological foundations of personality; Culture; Gender; heredity and environment व्यक्तित्व पर परिस्थितियों का प्रभाव; Impact of situations on personality; व्यक्तित्व के परिप्रेक्ष्य: मनोगत्यात्मक सामाजिक अधिगम, शीलगुणात्मक एवं प्रकार उपागम। Perspectives on personality: Psychodynamic social learning, trait and type approach.	3 Hrs.	Descriptive Question-12 Marks वस्तुनिष्ठ प्रश्न – 02 अंक Objective Question-02 Marks कुल – 14 अंक **Total- 14 Marks**
इकाई–2	मानव विकास के क्षेत्र:	3 घंटे	विवरणात्मक प्रश्न –12 अंक
Unit II	Domains of Human Development : संज्ञानात्मक विकास: Cognitive development: पियाजे का परिप्रेक्ष्य; Perspectives of Piaget; विगोत्सकी का परिप्रेक्ष्य; Perspectives of Vygotsky; भाषा का विकास; Language Development;	3 Hrs.	Descriptive Question-12 Marks वस्तुनिष्ठ प्रश्न – 02 अंक Objective Question-02 Marks कुल – 14 अंक **Total- 14 Marks**