

# POORNIMA UNIVERSITY, JAIPUR

Faculty of FDA

Name of Program : B.Sc. in Game design AR-VR  
125

Duration: 3 years

Total Credits:

## Teaching Scheme for Batch 2025-28

### Semester-II

Course Code	Name of Course	Teaching Scheme			Marks Distribution			
		Lecture (L)	Tutorial (T)	Practical (P)	E	SE	Total	
<b>Major (Core Courses)</b>								
A.1	<b>Theory</b>							
BGDCGD2102	Game Design Documentation	2	-	-	40	60	100	2
A.2	<b>Practical</b>							
BGDCGD2202	Scripting & Programming I	1	-	2	60	40	100	2
BGDCGD2203	Photography	1	-	2	60	40	100	2
BGDCGD2204	Exploratory II	1		4	60	40	100	3
<b>Minor Stream Courses/Department Elective</b>								
B.1	<b>Theory</b>							
BGDCGD2101	Character Development for Games	2	-	-	40	60	100	2
B.2	<b>Practical</b>							
BGDEGD2211	2D Digital Animation II	1	-	4	60	40	100	3
BGDEGD2212	Foundation Art II							
BGDEGD2213	Nature Study							
C	<b>Multidisciplinary Courses</b>							
BGDEMC2121	MOOC Course - I	2	-		60	60	100	2
D	<b>Ability Enhancement Courses (AEC)</b>							
BUACHM2105	ENGLISH	2	-	-	60	60	100	2
E	<b>Skill Enhancement Courses (SEC)</b>							
BGDCGD2201	Game Design(blender)		-	4	60	60	100	2
<b>Value Added Courses (VAC)</b>								
25BUVCVA2201/25BUVCVD2201	Performing Arts /Entrepreneurship		-	2	40	60	100	1
G	<b>Summer Internship / Research Project / Dissertation</b>							
	NIL							
<b>Total</b>		<b>12</b>		<b>18</b>				<b>21</b>