

University of Mumbai



No. AAMS(UG)/96 of 2021-22

CIRCULAR:-

Attention of the Principals of the Affiliated Colleges and Directors of the Recognized Institutions in Faculty of Interdisciplinary Studies.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Mass Media at its online meeting held on 23rd June, 2021 vide Item No. 3 and subsequently passed by the Board of Deans at its online meeting held on 28th June, 2021 vide item No. 5.42 (R) have been accepted by the Academic Council at its meeting held on 29th June, 2021 vide item No. 5.42 (R) and that in accordance therewith, regarding approval for modification in the credit points of T.Y.B.Voc. (Media Production) to include Skill Component for 18 credit points to be assessed by Media & Entertainment Skill Council into University results at Sem – VI and approval to implement CBCS pattern with 10 points performance grading system at Sem – V and VI has been brought into force with effect from the academic year 2021-22 accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI – 400 032
8th October, 2021

(Dr. B.N.Gaikwad)
I/c REGISTRAR

To

The Principals of the Affiliated Colleges and Directors of the Recognized Institutions in Faculty of Interdisciplinary Studies.

A.C/5.42 (R) 29/06/2021

No. AAMS(UG)/96 -A of 2021-22

MUMBAI-400 032

8th October, 2021

Copy forwarded with Compliments for information to:-

- 1) The Dean, Faculty of Interdisciplinary Studies,
- 2) The Chairman, Ad-hoc Board of Studies in Mass Media,
- 3) The Director, Board of Examinations and Evaluation,
- 4) The Director, Board of Students Development,
- 5) The Co-ordinator, University Computerization Centre,

(Dr. B.N.Gaikwad)
I/c REGISTRAR

Copy to :-

- 1. The Deputy Registrar, Academic Authorities Meetings and Services (AAMS),**
- 2. The Deputy Registrar, College Affiliations & Development Department (CAD),**
- 3. The Deputy Registrar, (Admissions, Enrolment, Eligibility and Migration Department (AEM),**
- 4. The Deputy Registrar, Research Administration & Promotion Cell (RAPC),**
- 5. The Deputy Registrar, Executive Authorities Section (EA),**
- 6. The Deputy Registrar, PRO, Fort, (Publication Section),**
- 7. The Deputy Registrar, (Special Cell),**
- 8. The Deputy Registrar, Fort/ Vidyanagari Administration Department (FAD) (VAD), Record Section,**
- 9. The Director, Institute of Distance and Open Learning (IDOL Admin), Vidyanagari,**

They are requested to treat this as action taken report on the concerned resolution adopted by the Academic Council referred to in the above circular and that on separate Action Taken Report will be sent in this connection.

- 1. P.A to Hon'ble Vice-Chancellor,**
- 2. P.A Pro-Vice-Chancellor,**
- 3. P.A to Registrar,**
- 4. All Deans of all Faculties,**
- 5. P.A to Finance & Account Officers, (F.& A.O),**
- 6. P.A to Director, Board of Examinations and Evaluation,**
- 7. P.A to Director, Innovation, Incubation and Linkages,**
- 8. P.A to Director, Board of Lifelong Learning and Extension (BLLE),**
- 9. The Director, Dept. of Information and Communication Technology (DICT) (CCF & UCC), Vidyanagari,**
- 10. The Director of Board of Student Development,**
- 11. The Director, Department of Students Welfare (DSD),**
- 12. All Deputy Registrar, Examination House,**
- 13. The Deputy Registrars, Finance & Accounts Section,**
- 14. The Assistant Registrar, Administrative sub-Campus Thane,**
- 15. The Assistant Registrar, School of Engg. & Applied Sciences, Kalyan,**
- 16. The Assistant Registrar, Ratnagiri sub-centre, Ratnagiri,**
- 17. The Assistant Registrar, Constituent Colleges Unit,**
- 18. BUCTU,**
- 19. The Receptionist,**
- 20. The Telephone Operator,**
- 21. The Secretary MUASA**

for information.

UNIVERSITY OF MUMBAI



Revised Syllabus for T.Y.B.Voc. (Media Production)

Semester: Sem V and VI

(As per the Choice Based Credit System with effect from the academic year
2021-22)

T.Y.B.Voc. (Media Production)

CBCS (75:25) Pattern

Year –III	
SEMESTER V	SEMESTER VI
General Education 5.1 Media Project Management 5.2 Marketing & Publicity Design 5.3 Post Production & Computer Graphics – II 5.4 Media Business 5.5 Sound & Sound Special Effects 5.6 Advance Practical Film Making Practical based on Sound special effects, Computer Graphics.	6.1 Final Project (Portfolio & Thesis) 6.2 Skill Component –IV (Skill Component assessed by Sector skill council under NSDC – UGC)

T.Y.B.Voc. (Media Production)**CBCS (75:25) Pattern****Year 3 (B. Voc.)****SEMESTER V**

Sr. No.	Course Code	Subject Name	Component	Total Credits	Internal Assessment Max. Marks	Internal Assessment (Min. Marks)	Semester End Exam (Max. Marks)	Semester End Exam Passing Marks (Min. Marks)	Total Marks
5.1	BMP 501	Media Project Management	G.E.	4	25	10	75	30	100
5.2	BMP 502	Marketing & Publicity Design	G.E.	4	25	10	75	30	100
5.3	BMP 503	Media Business	G.E.	4	25	10	75	30	100
5.4	BMP 504	Post Production & Computer Graphics – II	S.C.	6	25	10	75	30	100
5.5	BMP 505	Sound & Sound Special Effects	S.C.	6	25	10	75	30	100
5.6	BMP 506	Advance Practical Film Making	S.C.	6	25	10	75	30	100
		Total Credits		30				Total Marks	600

G.E. - General Education/S.C. –Skill Component

T.Y.B.Voc. (Media Production)

CBCS (75:25) Pattern

SEMESTER VI

Sr. No	Course Code	Subject Name	Component	Total Credits	Internal Assessment (Max. Marks)	Internal Passing (Min. Marks)	Semester End Exam (Max. Marks)	Semester End Exam Passing Marks (Min. Marks)	Total Marks
6.1	BMP 601	Final Project (Portfolio & Thesis)	G.E	12	150	60	350	140	500
6.2	BMP 602	Skill Component-III	S.C	18	Skill Component of the course will be assessed by Media & Entertainment Skills Council under NSDC – UGC. The passing standards are as per rule and assessment criteria of sector skill council.10 point grading scale will be applicable. Results of skill assessment by sector skill council will be included in the final marksheet of student and will be considered for calculation of final grade.				
		Total Credits		30					

T.Y.B.Voc. (Media Production)

Advanced Diploma

FIFTH SEMESTER

PAPER 5.1- MEDIA PROJECT MANAGEMENT:

It deeply describes a role of a Project Manager featuring the functionaries involved in Media Project Management. The study makes you understand the work flow as well as the details pertaining in a new business project.

Section – I	No. of Lectures	NOS
Production Management: The production Manager's job, The process of Production Management, The Business of Film-Pre production, production & post production, Preparing for production, Special Low Budget Indie productions, Locations & unions Management, Cast & Crew – Selection, contracts, agreements, work permits. Budget preparation and budget forms, Insurance & competition bonds.	10	1)MES/ N 2809 (Coordinate Production Activities) 2) MES/ N 2812 (Manage Content Archival) 3) MES/ N 2815 (Manage Workplace Health and Safety)
Business Creation: Business Plans and Ideation: Entrepreneurship Routes, Case Studies (Relevant and time specific), Introduction to Company Creation, Processes of Registration and Incorporation, Company Law, Introduction to Company Law, Registration Procedures and Exceptions, Company Procedure and Ethics.	10	MES / N 1302 (Sourcing financiers). MES/ N 2803 (Create and Monitor the Production. Budget) MES/ N2804 (Recruit Cast and Crew)
Contracts and Negotiations: Revenue sharing model, Minimum guarantee model, Share in profits model.	5	
Conflict Resolutions: Negotiations and Bargaining: Role Play Exercise, Research Methodology for Business Planning.	5	MES/ N 2404 (Recruit Cast and Crew)
Scouting for business opportunities:	5	MES/N 1302 (Sourcing Financiers)

Investor Pitch Exercises, Business Plan Formulation and Redesign, Financial Projections for Businesses		
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Section – II	Practical - Assignments
Workshop on - The Business of Cinema -“Production, Distribution, Exhibition, Branding, Promotion and Marketing of Films.	10
Assignment on Media Production	10
Various field visits to Film Production companies	10
Project on compilation various visits and meeting	10

Books for Reference:

1. Production Management for Film and Video By Richard Gates
2. The Complete Film Production Handbook by Eve Light Honthaner.
3. Film Production Theory by Jean Pierre Geuens.
4. Film Production By Steven Bernstein
5. Film production: the complete uncensored guide to independent filmmaking By Greg Merritt

PAPER 5.2- MARKETING & PUBLICITY DESIGN

The segment edifies you the importance of marketing in today’s world educating you the basics of marketing and publicity design. It informs you the consumer consumption behavior taking you from the process of marketing plan and market research.

Section – I	No. of Lectures	NOS
Introduction to Marketing: Importance of marketing, definition of marketing, scope of marketing, functions of marketing, marketing and its relation to other business functions, difference between sales and	10	1. MES / N 2101 (Develop marketing strategy) 2. MES / N 2102 (Select and finalize creative agencies) 3. MES / N 2103 (Prepare and

marketing. Key marketing terms and concepts- need, want, demand, exchange, marketing myopia and marketing orientations, distinction between selling and marketing. Marketing Mix, 4Ps, 7Ps, 4Cs.		manage the marketing budget)
Marketing Research: Definition, Marketing Research Process, Types of Research: Primary, Secondary, Qualitative, Quantitative.	5	1) MES / N 2104 (Analyze audience rating and research) 2)MES / N 2106 (Develop creative marketing communications concepts and solutions)
Consumer Behavior: Introduction and importance, model of consumer behavior, characteristics affecting consumer behavior.	5	1) MES / N 2107 (Develop creative marketing communications concepts and solutions)
Segmentation, Targeting & Positioning: Segmentation- Bases and process of segmentation, requirements for effective segmentation, niche marketing, segmenting consumer markets, segmenting business markets. Targeting- Evaluating market segments, selecting target market segments. Positioning- Positioning maps, differentiation and positioning strategy, communicating and delivering the chosen position.	10	1) MES / N 2104 (Identify and understand target audiences) 2) MES / N 2103 (Prepare and manage the marketing budget)
Introduction to the concept of IMC: Introduction & Familiarization, Definition of Promotion & Promotion Mix, Tools of Promotion Mix, IMC Planning Process, Creative Strategy, Media Strategy.	5	1) MES / N 2102 (Select and finalize creative agencies) 2) MES / N 2106 (Media planning and buying) Optional: 3) MES / N 2108 (Prepare marketing collateral)
Packaging for film & television: The art of Promo, Advertisement& In serial promotions, Art of Writing Copy, Designing	10	1) MES / N 2101 (Develop marketing strategy) 2) MES / N 2105 (Analyze

for various mediums, Public Relations, Planning, organizing and managing events. Managing the internet and social Media. Vendor selection and management, Media Planning & Buying.		audience ratings and research) 3) MES / N 2109 (Develop corporate communications) 4) MES / N 2107 (Prepare marketing collateral) 5) MES / N 2109 (Assistance in content planning)
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Section – II	Practical - Assignments
Assignment on Market Research	10
Assignment on Consumer Behavior	5
Workshop on Advertising Campaign	5
Film & Television Media Advertising Assignments	5
Project on Film & Television Media Advertising	5

Books for Reference:

1. Market Research: A Guide to Planning, Methodology and Evaluation By Paul Hague.
2. Strategic Management by Gregory Dess, Lumpkin & Taylor.
3. Selling the Invisible: A Field Guide to Modern Marketing By Harry Beckwith
4. Consumer Behaviour: Building Marketing Strategy, 9/e, (with DDB Needham Data Disk) By Hawkins, Best.
5. Mind and Heart of the Negotiator, (3rd Edition) By Leigh Thompson.

PAPER 5.3 MEDIA BUSINESS:

The module explores the Media & Entertainment business and challenges faced by it, making understand the Radio Business as well as Animation & Gaming business.

Introduction to various laws pertaining to media and understanding importance of Copyrights and Intellectual Property Rights along with media business ethics and its issues are included in this syllabus.

Section – I	No. of Lectures	NOS
Indian Media Industry Overview: State of the Media: FICCI-CII report overview. The changing Dynamics of Media Challenges facing Television and Radio: The all new web media and associated ramification, Television Distribution: Issues and Challenges, Content Repackaging, Piracy Issues-In real and web-virtual domains, Challenges associated with IPTV & DTH.	15	1) MES / N 0211 (Managing preparation of advertisement end-products) 2)MES/N 1307 (Direct the Post Production Process) 3)MES/N 1308 (Manage the Production ,Marketing and Release)
Animation, Gaming and VFX industries growth and opportunities: Animation Industry Growth and Challenges, VFX for Cinema: Impact of Hollywood, Gaming Industry Challenges and Conflicts; Multiplication of Gaming platforms, Evolution of Gaming technology - from 8 bit to console gaming, Gaming as additional revenue stream for monetizing a franchise. Case Study: Avatar, Kung-fu Panda, Ratatouille, Wall-E ,etc SPIDERMAN,KRISH,HANUMAN,GHAJINI, ROADSIDE ROMEO: Case Study	20	1) MES / N 0701 (Understand Animation Requirements) 2) MES / N 0702 (Conceptualize Creative Ideas for Production) 3) MES / N 0703 (Plan Tools and Workflow) 4) MES / N 0704 (Produce 2D Animation) 5) MES / N 0705 (Produce 3D Animation) 6) MES / N 0706 (Produce Stop Motion Animation) 7) MES / N 0707 (Maintain workplace health and safety)
International Issues Facing the Media Industry : Case Studies: Piracy Issues and Introduction to IPR, Adapting international content to Indian television : KBC-Big Boss-Case Study, Pricing Challenges, Unconventional Media opportunities in India, Definitions and terms in unconventional media, Pod Casting, I-media and digital media	20	

Section – II	Practical - Assignments
Workshop on Media Laws	10
Assignment on Copyrights	10

Books for Reference:

1. Business Ethics: A Global & Management Perspective - Tata McGraw - Hill
2. Velasquez - Business Ethics - Prentice - Hall of India
3. Ken Smith and Phil Johnson - Business Ethics and Business Behavior.

PAPER 5.4- POST PRODUCTION & COMPUTER GRAPHICS - II

Post Production & Computer Graphics is an advanced level course for students who want to go deeper into the art and craft of editing. You are expected to enter this course with basic familiarity with non-linear editing on Avid or Final Cut Pro.

Part of the course will emphasize technical skill with editing software. Just as important as software operation, the course examines the editor's role in shaping content, pacing, visual style, and storytelling also making an editor understand the contemporary era editing for advertising and music videos. The history of editing as a craft will also be explored.

Section – I	No. of Lectures	NOS
Television Aspect ratio, Different television standardization. Editing - Action Sequence, Cross Cutting, Parallel Cutting.	10	1) MES / N 1401 (Understand requirements and plan workflow) 2) MES / N 1402 (Manage equipment & material) 3) MES / N 1403 (Edit the production) 4) MES / N 1404 (Maintain workplace health and safety)

Contemporary Editing Style, Editing - Advertising & Promotional Video	10	1)MES / N 0211 (Managing preparation of advertisement end-products) 2)MES/N 1308(Manage the production marketing and release) 3)MES/N1307 (Direct the post production process)
Editing - Complex, Dramatic Scene. Analysis of film sequences from editing point of view.	10	1)MES/ N 1906 Write and Edit Copy 2)MES/ N 1912 Maintain Workplace Health and Safety
Animation: Cell Animation, Computer Animation, Incorporating Animation &Live Action.	10	1) MES/ N 1907 Understand Audio Visual Aids 2) MES / N 1304 (Communicate requirements to the team) 3) MES / N 1306 (Direct the animation process)

Section – II	Practical - Assignments
Introduction to Final Cut Pro, Arranging the Interface, Learning Custom Layout, Customizing the keyboard Layout, Setting Scratch Disk, Bin Management, Logging, Digitizing, and Capturing, Saving Projects and Accessing the Auto save Vault.	15
Organizing Video Footage, Media Management, Insert and Overwriting Editing, Three point Editing, Split Edit, Working with Multi Layers, Key framing Image, Time Remapping, Effects, Applying Transitions, Compositing, Motion Tab, and Render Setting.	10
Titling, Sound Editing, Track laying (Effects, Music, Narration), Dubbing and Syncing, Adjusting Audio Levels, Mix down Audio, Final Cut Pro Compatible and Supporting Software, Print to Video.	10

Books for Reference:

1. Thames and Hudson Manual of Film Editing
2. “Editing in the depth of the surface: A few basic principles of graphic editing” by Lars Bo Kimergard; Dancyger
3. The Technique of Film and Video Editing: History, Theory, and Practice By Ken Dancyger
4. New Challenges to Filmic Narrative Conventions,” “The MTV Influence on Editing I & II
5. Nonlinear Editing Basics: Electronic Film and Video Editing
By Steven E. Browne

- **A professional Media Project Management company will guide students for their assignments.**

PAPER 5.5- SOUND & SOUND SPECIAL EFFECTS

The said module makes you understand the basic of sound and the nature of sound and recording devices. It briefs you about sync sound, mixing console, analog v/s digital workflow to understand the need for sound and importance of sound in film and finally to equip your knowledge to record a song.

Section – I	No. of Lectures	NOS
Characteristics of sound wave and its propagation: Nature of acoustical waves; concepts of amplitude and frequency - wavelength and harmonics. Psycho-acoustics: Nature of hearing and perception of sound, including concepts of pitch, loudness, and timbre; the precedence effect; localization in rooms; equal loudness contours; and other mysteries of hearing. Principles of Stereophony	5	1) MES / N 3405 (Prepare sound equipment) 2) MES / N 3407 (Record/mix sound) 3) MES / N 3409 (Maintain workplace health and safety) Optional
Music & Sound for Film & Video, importance of sound track and various essentials of a sound track, explanation of how sound is put to the film. Sync Sound: The size of the role sound should play in your film will vary depending on	5	1) MES / N 3405 (Prepare sound equipment) 2) MES / N 3407 (Record/mix sound) 3)MES / N 3408 (Edit Sound) 4)MES / N 3401 (Conceptualize sound concepts)

your professor's requests, but when it comes to the technical side of things, you are at least required to know how to achieve synchronized sound and picture with film.		5) MES / N 3402 (Select sound equipment) 6)MES / N 3403 (Select sound studios for recording) 7) MES / N 3409 (Maintain workplace health and safety)
Interconnectivity of Analog & Digital Equipment: Basic analog connectors, cabling, patch – bay, inter connectivity between various recording studio equipment. Various Digital interconnects and their sockets on the digital equipment. Microphones Types: Dynamic, Condenser, Ribbon, Polar Pattern, Sensitivity. Microphone designs for special applications Acoustics I (Fundamentals): The behavior of sound in outdoors and in closed spaces; Absorption, reflection, diffraction, refraction, reverberation	5	1)MES / N 0605 (Set up Camera Equipment prior to Shoot) 2) MES / N 0606 (Prepare for Shoot) 3) 5) MES / N 3402 (Select sound equipment)
Mixing Console Basics: The signal flow and various auxiliary systems. Digital Audio: Analog to Digital to Analog conversion. Sampling Frequency, Bit Rates. Problems in digital audio. Different digital media, Standard digital recording & mastering formats. Audio file formats, storage mediums – optical, magnetic, Jitter etc. Computers in Audio: Different platforms – different operating systems, Configuration of a PC for sound recording. Mother Boards, Processor, Sound Card, Graphic card, Monitors Recorders: Analog, Digital, Tape Based & Tapeless. Digital Audio Workstations(DAW's)	5	1)MES / N 3403 (Select sound studios for recording) 2) MES / N 3409 (Maintain workplace health and safety) 3)MES / N 3408 (Edit Sound)
Microphone Techniques: Placement, Applications, Proximity effects etc.	5	1) MES / N 3404 (Set-up, maintain and disassemble sound equipment)

microphones and placement techniques for stereo recording. Monitoring Systems: Active & Passive types, Domestic and professional listening environment, Stereo and surround monitoring.		2) MES / N 3406 (Capture Sound)
The Production Process of a Song: Music Basics. – Types of Music, Concepts of Melody, Harmony, Rhythm & counter melody etc. Format of a song. Preproduction, Tracking, Overdubbing, Editing, Mixing and Mastering. Processors: Theory of Tonal, Dynamic & Spatial processors. Equalizers – types and their application, Compressors & Limiters - theory and application, Effects processors - Reverberation and Delay Devices and their plug in counterparts.	5	1) MES/ N 2809 (Coordinate Production Activities) 2) MES/ N 2812 (Manage Content Archival) 3)MES/ N 2815 (Manage Workplace Health and Safety) 4) MES / N 3401 (Conceptualize sound concepts) 5) MES / N 3402 (Select sound equipment) 6) MES / N 3403 (Select sound studios for recording) 7) MES / N 3409 (Maintain workplace health and safety)
Sound for film: Location sound, Radio mics- uses and potential difficulties. Boom operation for sync sound, Hands-on training in location sound recording for video. Film Showcase: Case studies of famous Indian as well as foreign films	5	1) MES / N 3401 (Conceptualize sound concepts) 2) MES / N 3402 (Select sound equipment) 3) MES / N 3403 (Select sound studios for recording)
Nuendo Programme: Basic principles, understanding the process from initial set up to completion of a project. To set up for a vocal/instruments dub. Hands-on training - You will share a Nuendo workstation during the class. Principles of Mixing: The basic techniques of mixing and the fundamental approach. The Building Blocks of Mixing Setting the sound stage, and the sonic	5	1)MES / N 3405 (Prepare sound equipment) 2) MES / N 3407 (Record/mix sound) 3) MES / N 3409 (Maintain workplace health and safety)

implications of panning and of placing instruments at varying distances from the listener; Consideration of different approaches to getting desired results from EQ; A comprehensive review of the uses of dynamic processor; on Individual channels and Mix master. Finishing a mix with automation."Mixing in the box." And "Mixing through the board."		
Production of the Sound Track for the student project film: Discussing sound design strategy with the director of the film at pre-production stage. Attending film sync shoots. Video File formats, Acquiring picture for post-production from edit suite. Dubbing the dialogues wherever necessary, Selecting SFX and BG music from the library, recording Foley and music as per the demand of the script. Mixing the final track. Export it to the editor; supervise the final assembly of the film.	5	1) MES / N 3401 (Conceptualize sound concepts) 2) MES / N 3405 (Prepare sound equipment) 3) MES / N 3407 (Record/mix sound) 4) MES / N 3409 (Maintain workplace health and safety)

Section – II	Practical - Assignments
Mono, Stereo & Digital Sound Formats	5
Recording live sound by camcorders	5
Recording Studio & its operations	5
Nuendo Software and various software for sound mixing	5
Creating digital sound track by software's and saving in various formats	5

Mixing of sound tracks	5
Recording Song	5

Books for Reference:

1. Producing for TV and Video: A Real-world Approach by Cathrine Kellison
2. Audio in Media by Stanley R. Alten
3. Modern Recording Techniques by David Miles Huber
4. Mixing Audio by Roey Izhaki
5. Practical Recording Techniques by Jenny Bartlett

- Along with Studio practical students will experience Live Recording with Celebrity Singer & Music Composers.

PAPER 5.6- ADVANCE PRACTICAL FILM MAKING:

Aim of this practical to exposing students to various Cameras and Software for production of Music Video and Television Series of 25 minutes.

25 minutes Television Series	75
Music Video	

T.Y.B.Voc. (Media Production)

SIXTH SEMESTER

6.1 - FINAL PROJECT:

Besides terming it as a Final Project of the course, student has to put in their best efforts as the project will be their Portfolio, their Bio-data, which they would be representing to the Media Industry for Job.

Student has to choose their specialization – Direction & Script, VFX & Composting, Cinematography and Sound. Building up your own team for accomplishing your project Create a 45 minutes Feature Film in the period of 6 months Each student has to essay their projected film and specialization in Thesis format and submit it to the college along with created feature film.	30 credits
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PAPER 6.2 SKILL COMPONENT - IV

Selective Job Roles mapped to curriculum will be assessed by Media & Entertainment Skills Council under NSDC – UGC. The passing standards are as per rule and assessment criteria of sector skill council

PERFORMANCE GRADING:

The Performance grading of the learners shall be on the 10 Point ranking system as under.

Percentage of Marks Obtained	Grade Point	Grade	Performance
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80.00 and above	10	O	Outstanding
70-79.99	9	A+	Excellent
60-69.99	8	A	Very Good
55-59.99	7	B+	Good
50-54.99	6	B	Above Average
45-49.99	5	C	Average
40-44.99	4	D	Pass
Less than 40	0	F	Fail

The Performance grading shall be based on the aggregate performance of Internal Assessment and Semester End Examination.

PASSING STANDARD

The Learners to pass course shall have to obtain a minimum of 40% marks in aggregate for each course where the course consist of Internal Assessment and Semester End Examination. The Learners shall obtain minimum 40% marks (ie.10 Out of 25) in the internal assessment and 40% marks in Semester End Examination (ie.30 out of 75) separately, to pass the course and minimum of Grade D in each project wherever applicable, to pass the particular semester. A Learner will be said to have passed the course if the learner passes the internal assessment & Semester End Examination together.

The Passing standard for skill component assessment by sector skill council(SSC) under NSDC – UGC will be as per rule / criteria of assessment of SSC.