



BHARATI VIDYAPEETH'S
INSTITUTE OF COMPUTER APPLICATIONS & MANAGEMENT (BVICAM)
(Affiliated to Guru Gobind Singh Indraprastha University, Approved by AICTE, New Delhi)
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Lesson Plan Version 1.0

Course: BA (JMC) - 156 - Design and Graphics Lab - II	
BA (JMC)-2nd Semester	: No. of Practical Hours per Week: 04 (02 Labs of 02 Hours each)

Course Outcomes (CO):

COs for Practical BA (JMC) - 156:	
CO1	Utilize the DTP Software tools of vector graphic software for creating required layouts (BTL3)
CO2	Apply DTP tools in Corel Draw for creating invitation cards (suitable for both online and offline dissemination) (BTL3)
CO3	Creating logo incorporating justifiable colour scheme (BTL6)
CO4	Develop a layout of a single page calendar with the usage of a cohesive colour scheme (BTL6)
CO5	Creating a layout for a book cover with appropriate usage of design tools (Corel Draw) (BTL6)
CO6	Work in teams to design a 16 - page magazine on a pre-determined theme incorporating various elements of design and layout (both for images and text) (BTL6)

Lesson Plan for Practical:

Week No.	Lab No.	Topics / Concepts to be Covered	Reference of Lab Manual
1.	1.	Understanding the usage of various tools in Corel Draw software to execute the designing and development of event specific invitation cards	Assignment A & Assignment B
	2.	Implementing the concept of designing using DTP software - Corel Draw to design event specific invitation cards using different tools	Assignment A & Assignment B
2.	3.	Usage of various tools in Corel Draw	Assignment C

Week No.	Lab No.	Topics / Concepts to be Covered	Reference of Lab Manual
		software to execute the designing of a logo of a company, organization, product or service	
	4.	Creating a logo of a company, organization, product or service using Corel Draw	Assignment C
3.	5.	Know-how of Corel Draw software tools to create the layout for a calendar	Assignment D
	6.	Hands on practical exercise to implement the DTP software utilities to create a single page calendar	Assignment D
4.	7.	Buffer Reserved for Revision	Assignment A - D
5.	8.	Understanding the Design elements pertinent in the cover page of a book and magazine	Assignment E & Assignment F
	9.	Developing cover pages for a book and a magazine including - front, back and spine using the tools of Corel Draw software	Assignment E & Assignment F
6.	10.	Buffer Reserved for Revision	Assignment E - F
7.	11.	Understanding the steps of developing a multi-page magazine incorporating both the visual and textual elements using DTP utilities as available in InDesign software	Assignment G
8.	12.	Preparing the layout of the magazine including cover pages and the textual aspect	Assignment G
9.	13.	Developing the visual elements to be incorporated in the multi-page publication, i.e., magazine	Assignment G
10.	14.	Compiling and finalizing the layout of the magazine	Assignment G

Week No.	Lab No.	Topics / Concepts to be Covered	Reference of Lab Manual
11.	15.	Buffer Reserved for Revision	Assignment G
12.	16.	Buffer Reserved for Revision	Assignment G

Testing Schedule:

Nature of Test	August	September	October	November
Surprise Test (ST)	-	-	ST in any of the Weeks	-
Mid Term Test (MT)	-	MT in 2 nd / 3 rd Week	-	-
Class Test (CT)	CT1 in any of the Weeks	-	-	CT2 in any of the Weeks
Supplementary Test (Sp.T)	-	-	-	Sp. T in 1 st week
Assignment Submission Schedule	<p>Assignment-1 is to be submitted Two Weeks after commencement of the classes</p> <p>Assignment-2 is to be submitted Three Weeks after commencement of the classes</p> <p>Assignment-3 is to be submitted Four Weeks after commencement of the classes and so on</p>			

Suggested Topics for Presentation:

S. No.	Suggested Topics for Presentation
1.	Typography in Design
2.	Colour Psychology
3.	Principles of Design
4.	Publication Design

Suggested Topics for Group Discussion:

S. No.	Suggested Topics for Group Discussion
1.	Vector Graphic Software
2.	Planning a Multi-Page Layout
3.	Theme Based Design Planning
4.	Relevance of Colour Schemes
5.	Ornamental Design Elements