

PROGRAM OUTCOMES: B.Sc. Animation

PO No	Attribute	Competency
PO 1	Domain knowledge	Apply the fundamental knowledge of Animation & Design
PO 2	Design analysis	Identify, formulate, and study complex designs using principles of designing.
PO 3	Design/develop creative ideas	Design ideas for animation through concepts and references.
PO 4	Collection of references	Use reference for observations, analysis and interpretation of the concept, and details of the information to provide valid and compelling artworks.
PO 5	Latest Application usage	Create, select, and apply appropriate applications and tools.
PO 6	Business & Society	Apply to reason informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the creative practice.
PO 7	Environment and sustainability	Understand the impact of the creative works in societal and environmental contexts, demonstrate the knowledge of, and need for sustainable development.
PO 8	Ethics	Apply ethical principles and commit to professional ethics, responsibilities, and norms of the studio practice.
PO 9	Individual / Teamwork	Cultivating key characteristics in learners is to be a visionary head who can inspire the team to greatness. Attention to detail, adaptability, and receptiveness to feedback and direction.
PO 10	Communication	Strong communication, presentation, interpersonal, and computer skills
PO 11	Project management	Demonstrate knowledge and understanding of the Project management principles and apply these to evaluate new and existing projects for effective decision-making.
PO 12	Life-long learning	Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.