Sr. No.	Course Name	Course Lead	Semester	Guest faculty requirement from (date)	Guest faculty requirement to (date)	Guest Faculty required for no. of days	Course Mode (Offline / Online /Hybrid)	Abstract (1 sentence about the requirement)
	Guest / Visiting Faculty requirement sheet (Communication Design)							
1	Introduction to Aesthetic	Setu Sharma	IV	30.12.2024	03.01.2025	5	Offline/Hybrid	This course will help students to gain the knowledge of aesthetics and to understand the role and importance aesthetics in design.
2	Film Making Process	MayankSharma	IV	20.01.2025	24.01.2025	5	Offline/Hybrid	The aim of this module is to introduce students to different techniques and processes of making a professional movie.
3	Design Research Method	MayankSharma	IV	03.02.2025	14.02.2025	10	Offline/Hybrid	To strengthen the empathetic attitude and reflective thinking of the students to be able to articulate the design context in a better way.
4	Concept Art and Visual Scripting	Pramod Marshal	IV	20.02.2025	21.02.2025	2	Offline/Hybrid	Showcasing Pitch Bible & Pilot
5	Production Sound & CD Activity (Sound design)	MayankSharma	IV	10.03.2025	21.03.2025	10	Offline/Hybrid	The aim of this module is to introduce students to the sound design in the context of audio-visual production.
6	Animation Basics	Pramod Marshal	IV	24.03.2025	11.04.2025	15	Offline/Hybrid	The aim of this module is to introduce students to traditional animation to provide the working knowledge of animation techniques necessary to design animation sequences. Creating Movement and expressoons.
7	Documentary Flim	Pramod Marshal	VI	30.12.2024	24.01.2025	20	Offline/Hybrid	A project involves activities that closely ralate to professional work in the related field. Upon completion, studetns will be able to apply the discipline knowledge and capabilities acquired during the program. Design project may incorporate work- integrated learining, case analysis, and other immersive learning experiences such as ctudy tools, service learning, volunteering, virtual simulations, etc.
8	UI/UX Product Development	MayankSharma	VI	03.03.2025	13.03.2025	10	Offline/Hybrid	To understand the design process for soloving intraction design problems that can involve products, services, and environments and is oriented toward practical methods for approaching a design problem. The focus to develop conceptual design besed on the needs of users.
9	Elective-II (Think, Design, Launch	MayankSharma	VI	16.12.2024	27.12.2024	10	Offline/Hybrid	This elective invites student to unleash the power of design thinking to fuel entrepreneurship and innovation.
10	Elective-I (Play, Learn, Design)	MayankSharma	IV	16.12.2024	27.12.2024	10	Offline/Hybrid	The elective explores the intersecting areas of play, learn and design. Play is a natural instinct in all human beings.