DMA-6

Project Guide

To be eligible for a diploma, every learner will have to submit a project report and specified number of audio visual projects in any area of multimedia animation detailed in the curriculum under the guidance of a Supervisor.

Project Report (1 Credit):

The main aim of the project report is to enable a learner to have an in-depth knowledge of the subject of his/her choice. It should be a practical-based effort and should endeavor to create new knowledge in any area of multimedia and animation.

Aims of the Project report:

The aims of the project report are to:
- o   put into practice theories and concepts learned during the programme;
- o   provide an opportunity to study a particular topic/issue in depth;
- o   combine relevant theories and suggest alternatives;
- o   Show evidence of ability to plan and manage a project within a stipulated time frame.
- o   To enhance analytical skills of a learner.

Project report Supervision:

You will be supported through the project report by an **academic supervisor**. You will be advised by your coordinator (Study centre) of the process by which your programme allocates academic supervisors. The academic supervisor will ideally have background expertise in your area of study. However, this may not always be possible and you may be allocated a supervisor with more general subject knowledge. Regardless of the subject background of the supervisor, the academic supervisor will understand the entire process.

Role of Academic Supervisor:

The academic supervisor performs many functions and is there to facilitate and not to lead; hence the responsibility for the quality and content of a project report is entirely that of yourself, the learner. The supervisor role includes the following:
- o   To advise the learner whether or not the project appears to be feasible and the possible risks that may be involved, for example problems in trying to access information,
- o   To assist the learner in tailoring the proposal to the time and other resource constraints.
- o   To assist the learner at the outset in finding useful and relevant reading material and appropriate academic framework within which to place the topic.
- o   To advise on the choice of suitable methodological approach (es).
- o   To monitor progress and to advise on what is required to achieve a satisfactory project report.

Responsibilities of the Learner:
- To maintain regular contact with the academic supervisor. It is the learner's responsibility to inform their supervisor of progress and to lead the development of the project report. Difficulties must be communicated at the time they are encountered.
- To write the project report in a good standard of clear English using appropriate academic terms and citation and referencing conventions. It is not the responsibility of the supervisor to ensure that this condition is met.
- To write the project report with guidance from the supervisor. The project report must be your own. The project report is to reflect your subject understanding.

Writing the Project Report:
The work on the project report should ideally start from the beginning of the second Semester so that it can be submitted on time. A deadline for submission will be specified by the University and the learner should submit it as per the schedule. It should be submitted through online with numbers of PPT to program coordinator.

Word Count:

Ideally the DMA project report should be within 500 to 1500 words (including appendices and references). A student has to ensure that the project report includes the following:

Title Page
There should be an appropriate title page.

Abstract

The project report should contain an abstract of up to 100 words. The abstract should ideally include aims and objectives, techniques, results, conclusions.

Contents Page
The contents page should spell out the chapter headings, appendices, references and pages on which they can be found.
A learner shall have to write the methods and mention the keyboard shortcuts to accomplish the project. Besides that s/he shall have to paste minimum 20 computer screenshots of the making in the project report.

Introduction
The project report should be divided into chapters and sections appropriate to the topic and type of project chosen. The introduction should provide details about the background of the study and the context in which the project took place. It should also provide a clear picture of aims and objectives that the project is going to provide.

Chapterization
The learner has to divide the entire project report into several chapters. Like Introduction, and chapters related to the topic. Each Chapter has to be described in details.

Conclusions
The project report will be summed up in this part and will provide an explanation as to how the initial research plan has been executed. The conclusions help the readers to have a wider understanding of the issue at hand.

Project (3 Credits):
The goal of this project is to creating a story presentation from a small collection of video clips. There are three aspects to the assignment: gathering story content, designing content representation and

conversion of a story into presentable story material. Learners will divide into small group. Each group should decide on a story topic and collect video material that would allow you to make a few sequences. Based on your selection of topic, you will have a choice on whether your story is about an event (a Political/spiritual speech, a demonstration etc.), a portrait (a person, an institution etc.), an issue (Dowry/Suicide/abortion etc.) or a process (creating a building, a Film, manufacturing a product etc.) etc. Think about how you would engage an audience to be able to explore this story.

What are the criteria for content making? How is the story constructed? How can the audience make decisions about what to show or see next? When you return with the footage, just submit it to the academic counselor and do it accordingly to his/her instruction. Academic Counselor will help to decide the topic, shooting location, equipments and timeframe for finalizing it.

This project does require that learners will implement the computational engine. Be prepared to describe your proposed idea in the counseling session, prepare a clear map for future implementation. Discuss story representation and construction issues and solutions that arose during your work.

Points to be highlighted:

- Topic of the projects will decided and discussed with Academic Counselor.
- Learners will use open source software during the project.
- Final output of the project   (no longer than 5 minutes).
- Final output will be submitted with a DVD (For each learner).
- Learners can use their own mobile for shooting and Visual Editing etc.
- No Hardware support will be provided by the university.
- Final date of submission will be decided by Academic Counselor for each group.