



AROR UNIVERSITY OF ART, ARCHITECTURE, DESIGN & HERITAGE SUKKUR, SINDH

Scheme of Studies BS - Multimedia & Gaming

First Year - Semester - I

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS1xx	Programming Fundamentals	Core	4 (3-3)	
2	GE1xx	Application of Information & Communication Technologies	GER	3 (2-3)	
3	GE1xx	Islamic Studies	GER	2 (2-0)	
4	GE1xx	Calculus and Analytic Geometry	GER	3 (3-0)	
5	GE1xx	Functional English	GER	3 (3-0)	
6	VA-xx	Domain Elective-1 (Basic Drawings)	Domain Elective	3 (0-6)	
			Total Cr Hrs	18 (13-12)	

First Year - Semester - II

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS1xx	Object Oriented Programming	Core	4 (3-3)	PF
2	CS1xx	Data Structures	Core	4 (3-3)	PF
3	GE1xx	Natural Science (Applied Physics)	GER	3 (2-3)	
4	MT1xx	Multivariable Calculus	Maths	3 (3-0)	
5	GE1xx	Discrete Structures	GER	3 (3-0)	
6	GE1xx	Expository Writing	GER	3 (3-0)	
			Total Cr Hrs	20 (17-9)	



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Second Year - Semester - III

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS2xx	Digital Logic Design	Core	3 (2-3)	NS
2	CS2xx	Operating Systems	Core	3 (2-3)	
3	CS2xx	Software Engineering	Core	3 (3-0)	
4	MT2xx	Linear Algebra	Maths	3 (3-0)	
5	CS2xx	Analysis of Algorithms	Core	3 (3-0)	DS
6	EN2xx	Technical & Business Writing	EN	3 (3-0)	
			Total Cr Hrs	18 (16-6)	

Second Year - Semester - IV

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS2xx	Database Systems	Core	4 (3-3)	OOP
2	CS2xx	Computer Organization & Assembly Language	Core	3 (2-3)	DLD
3	CS2xx	Domain Core 1 (Mobile Multimedia)	Domain	3 (2-3)	OOP
4	CS2xx	Domain Core 2 (Game Design and Development)	Core	3 (2-3)	OOP
5	MT2xx	Probability & Statistics	Maths	3 (3-0)	
6	GE2xx	Social Science (Example: Introduction to Management)	GER	2 (2-0)	
			Total Cr Hrs	19 (16-9)	



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Third Year - Semester - V

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS3xx	Artificial Intelligence	Core	3 (2-3)	DS
2	CS3xx	Domain Core 3 (Interactive Games and Audio)	Domain Core	3 (2-3)	
3	CS3xx	Domain Core 4 (Game Programming)	Domain Core	3 (2-3)	
4	CS3xx	Domain Elective 2	Domain Elective	3 (2-3)	
5	CS3xx	Domain Elective 3	Domain Elective	3 (2-3)	
6	SS1xx	Elective Supporting Course (Example: Introduction to Marketing)	SS	3 (3-0)	
			Total Cr Hrs	18 (17-3)	

Third Year - Semester - VI

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS3xx	Computer Networks	Core	3 (2-3)	
2	CS3xx	Domain Core 5 (Video Production Techniques)	Domain Core	3 (2-3)	
3	CS3xx	Domain Core 6 (Parallel & Distributed Computing)	Domain Core	3 (2-3)	
4	CS3xx	Domain Elective 4	Domain Elective	3 (2-3)	
5	CS3xx	Domain Elective 5	Domain Elective	3 (2-3)	
6	GE3xx	Entrepreneurship	GER	2 (2-0)	
			Total Cr Hrs	17 (12-15)	



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Fourth Year - Semester - VII

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS4xx	Final Year Project - I	Core	2 (0-6)	
2	CS4xx	Information Security	Core	3 (2-3)	CN
3	CS4xx	Domain Elective 6	Domain Elective	3 (2-3)	
4	CS4xx	Domain Elective 7	Domain Elective	3 (2-3)	
			Total Cr Hrs	11 (6-15)	

Fourth Year - Semester - VIII

S.No	Code	Course Title Domain	Domain	Cr Hr (Cont Hr)	Pre-Reqs
1	CS4xx	Final Year Project - II	Core	4 (0-12)	FYP-I
2	GE4xx	Ideology and Constitution of Pakistan	GER	2 (2-0)	
3	GE4xx	Arts & Humanities (Professional Practices)	GER	2 (2-0)	
4	GE4xx	Civics and Community Engagement	GER	2 (2-0)	
			Total Cr Hrs	10 (6-12)	