



**HINDUSTAN**  
INSTITUTE OF TECHNOLOGY & SCIENCE  
(DEEMED TO BE UNIVERSITY)

**M.Sc. Visual Communication**  
**(Specialisation in AI & Digital Media)**  
**(Duration: 2 Years)**

**CURRICULUM**

**(Applicable for Students admitted from Academic Year 2025-26)**

**DEPARTMENT OF VISUAL COMMUNICATION**  
**SCHOOL OF LIBERAL ARTS AND APPLIED SCIENCES**  
**HINDUSTAN INSTITUTE OF TECHNOLOGY & SCIENCE**

# **HINDUSTAN INSTITUTE OF TECHNOLOGY AND SCIENCE**

## **Motto:**

*To Make Every Man a Success and No Man a Failure*

## **Vision:**

*To be an International Institute of Excellence, providing a conducive environment for education with a strong emphasis on innovation, quality, research and strategic partnership blended with values and commitment to society.*

## **Mission:**

- To create an ecosystem for learning and world class research.
- To nurture a sense of creativity and innovation.
- To instill highest ethical standards and values with a sense of professionalism.
- To take up activities for the development of Society.
- To develop national and international collaboration and strategic partnership with industry and institutes of excellence.
- To enable graduates to become future leaders and innovators.

## **Value Statement:**

*Integrity, Innovation, Internationalization.*

# **M.Sc. Visual Communication**

## **(Specialisation in AI & Digital Media)**

### **Vision:**

*To encourage students to realize their creative potential and sharpen their skills in the field of media. The department aims at producing culture-conscious, development-oriented, socially responsible and committed media professionals*

### **Mission:**

- *To make students work responsibly, creatively, and ethically as an individual or as a member or a leader of a team in all media related multidisciplinary environments.*
- *To inculcate students to obtain effective communication skills, leadership quality, team spirit and creative skills to succeed in their professional careers*
- *To provide value-based education to the students which addresses the social needs*
- *Establish industrial interaction to improve the employability skills as well as the technical skills of students and the ability to solve complex technological problems in real-time.*

## **PROGRAMME OUTCOMES (PO's):**

1. **PO1:** Graduates will master the fundamentals of visual communication, including design principles and semiotics, to craft effective media messages.
2. **PO2:** Graduates will demonstrate proficiency in digital media production, covering video editing, graphic design, and multimedia content creation.
3. **PO3:** Graduates will integrate AI technologies into creative workflows to enhance productivity and innovation in media production.
4. **PO4:** Graduates will exhibit advanced technical competence in managing end-to-end digital media projects from pre-production through post-production.
5. **PO5:** Graduates will apply creative and critical thinking skills to develop compelling visual narratives and solve complex media challenges.
6. **PO6:** Graduates will be industry-ready, upholding professional ethics while navigating the dynamic media and entertainment landscape.
7. **PO7:** Graduates will excel in collaborative and leadership roles, effectively managing interdisciplinary teams in project settings.
8. **PO8:** Graduates will commit to lifelong learning, continuously adapting to emerging technologies and evolving trends in digital media.

## **PROGRAMME SPECIFIC OUTCOMES (PSO):**

**PSO1:** Gain advanced knowledge of visual communication theories, design principles, and techniques to effectively convey ideas and narratives across diverse platforms.

**PSO2:** Achieve mastery in practical tools and software for graphic design, video production, photography, animation, and other visual media applications, ensuring proficiency as a media professional.

**PSO3:** Equip students with research methodologies and analytical skills to contribute to academic scholarship or develop industry solutions in visual communication and related fields

**PSO4-** Cultivate creativity, innovation, and problem-solving skills to produce compelling visual content that resonates with target audiences in both local and global contexts.

**PSO5 -** Prepare students to excel in various career roles such as media producers, content creators, visual designers, and communication strategists, while fostering adaptability for emerging media trends

**STRUCTURE OF THE M.SC. VISUAL COMMUNICATION PROGRAMME**

<b>S.No</b>	<b>COURSE CATEGORY</b>	<b>CREDIT</b>
<b>1</b>	<b>PROFESSIONAL COURSE -PC</b>	<b>36</b>
<b>2</b>	<b>DEPARTMENTAL ELECTIVE -DE</b>	<b>18</b>
<b>3</b>	<b>SUMMER INTERNSHIP-SI</b>	<b>04</b>
<b>4</b>	<b>RESEARCH PROJECT WORK - RP</b>	<b>20</b>
<b>5</b>	<b>ABILITY ENHANCEMENT COURSES - AEC</b>	<b>02</b>
	<b>TOTAL</b>	<b>80</b>

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SEMESTER – I										
Sl. No.	Course Category	Course Type	Course Code	Name of the Course	L	T	P	C	S	TCH
1.	PC	TH	AVC02001	Visual Analysis and Design	4	0	0	4	2	4
2.	PC	TP	AVC02002	Advanced Photography	2	0	4	4	2	6
3.	PC	TH	AVC02003	Next-Gen Media Technologies	4	0	0	4	2	4
4	DE	PR		Department Elective - I	0	0	6	3	1	6
5.	DE	PR		Department Elective - II	0	0	6	3	1	6
6.				Professional Writing	0	0	2	1	1	2
Total					10	0	18	19	9	28
L – Lecture; T – Tutorial; P – Practical; C – Credit; S- Self Study; TCH- Total Contact Hours										

SEMESTER – II										
Sl. No.	Course Category	Course Type	Course Code	Name of the Course	L	T	P	C	S	TCH
1.	PC	TH	AVC02004	AI in Media	4	0	0	4	2	4
2.	PC	TP	AVC02005	AI - Visual Design	0	0	8	4	2	8
3.	PC	TH	AVC02006	Media Research Methods	4	0	0	4	2	4
4.	DE	PR		Department Elective - III	0	0	6	3	1	6
5.	DE	PR		Department Elective - IV	0	0	6	3	2	6
6.	PR	PR		Presentation Skills	0	0	2	1	0	2
	Total				8	0	22	19	9	30
L – Lecture; T – Tutorial; P – Practical; C – Credit; S- Self Study; TCH- Total Contact Hours										

SEMESTER – III										
Sl. No.	Course Category	Course Type	Course Code	Name of the Course	L	T	P	C	S	TCH
1.	PC	TP	AVC02007	Media Entrepreneurship	4	0	0	4	2	4
2.	PC	TH	AVC02008	Media Ethics & Cyber Laws	4	0	0	4	0	4
3.	PC	PR	AVC02009	AI -Video Production	0	0	8	4	1	8
4.	DE	TH		Department Elective - V	3	0	0	3	1	3
5.	DE	PR		Department Elective - VI	0	0	6	3	1	6
6.			AVC02801	Summer Internship	*	-	*	4	*	*
<b>Total</b>					<b>11</b>	<b>0</b>	<b>14</b>	<b>22</b>	<b>5</b>	<b>25</b>
<b>L – Lecture; T – Tutorial; P – Practical; C – Credit; S- Self Study; TCH- Total Contact Hours</b>										

\*Students will undergo 1 month of Internship during the II semester summer vacation and it will be evaluated in the III Semester

SEMESTER – IV										
Sl. No.	Course Category		Course Code	Name of the Course	L	T	P	C	S	TCH
5.			AVC02802	Research Project	-	-	-	20	6	-
<b>Total</b>								<b>20</b>	<b>6</b>	
<b>L – Lecture; T – Tutorial; P – Practical; C – Credit; S- Self Study; TCH- Total Contact Hours</b>										

**Note:**

**Publication acceptance in Peer Reviewed or Indexed Journals / Presenting & Publishing in Conference Proceedings / Patent filing is mandatory.**

**A MOOC/NPTEL course is mandatory**

Department Electives	
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Sl. No.	Course Category	Course Type	SEM	Course Code	Name of the Course	L	T	P	C	S	TCH
1.	DE - I	TP	I	AVC02501	Sound Design	1	0	4	3	1	5
2.	DE- I	TP	I	AVC02502	Writing for Media	1	0	4	3	1	5
3.	DE -II	PR	I	AVC02503	Graphics & Digital Design	0	0	6	3	1	6
4.	DE- II	PR	I	AVC02504	Immersive Media Technology	0	0	6	3	1	6
5.	DE -III	PR	II	AVC02505	Television Production	0	0	6	3	1	6
6.	DE- III	PR	II	AVC02506	Multimedia Journalism	0	0	6	3	1	6
7.	DE-IV	TP	II	AVC02507	Game Design	0	0	6	3	2	6
8.	DE-IV	TP	II	AVC02508	Visual effects	0	0	6	3	2	6
9.	DE-V	TH	III	AVC02509	Communication for Development	3	0	0	3	1	3
10.	DE-V	TH	III	AVC02510	Media Psychology	3	0	0	3	1	3
11.	DE-VI	TP	III	AVC02511	Data Journalism	1	0	4	3	1	5
12.	DE -VI	TP	III	AVC02512	UI/UX Design	1	0	4	3	1	5

**L – Lecture; T – Tutorial; P – Practical; C – Credit; S- Self Study; TCH- Total Contact Hours**