Minutes of the Meeting of Ad-hoc board of B. Voc held on June 1, 2015

A meeting of the Ad-hoc Board of B.Voc was held in the Management Council Hall, Administrative building, Dr. Babasaheb Ambedkar Marathwada University, Aurangabad with the Chairman of the board Professor M. D. Shirsat, on Chair.

Other members present were Dr. Mrs. Madhuri Sawant (Assistant Professor, Department of Tourism Administration, Shri D. N. Dharurkar (Managing Director, NAC Group of Industries, Aurangabad), Shri S. Sambrey (CEO, Luans Electronics, Aurangabad), Shri A. Patil (Managing Director, Krish Automation, Aurangabad), Dr. S. N. Helambe (Associate Professor, Department of Computer Science, Deogiri College, Aurangabad), andShri S. Menkudale (Assistant Professor, Department of Automobile, MIT College, N-4, CIDCO)

Following business was transacted in the meeting-

1. It was unanimously resolved to propose that certain uniformity in the syllabi of Bachelor in Vocation (B. Voc) courses running in various colleges/ institutions under the jurisdiction of the University has to be implemented. In order to accomplish the same, the Colleges/ Institutions with B.Voc programme under operation, have to adapt the syllabi of General Education Components framed by the University for the programme running in University Campus, whereas they will be free to module the Skill Components as per requirement of the specific trade. However, while, framing the syllabi, provisions in the recent guidelines of the UGC for implementing of B.Voc programme should be strictly adhered and the syllabi should be passed through/ approved by the Ad-Hoc board of B. Voc. It was decided to request the Director, Board of College and University Development (BCUD) to circulate the above message to all colleges/ institutes running the B.Voc program through academic section.

2. As per the recent guidelines of the UGC for implementing of B.Voc programme, it was unanimously decided to propose that an additional exit point should be offered in terms of Certificate of Vocation (Cert. Voc.) after six months of first entry to the Bachelor in Vocation (B.Voc program).

3. It was unanimously decided to propose to implement Choice Based credit System (CBCS) to the courses running leading to B.Voc degrees under the jurisdiction of the University. Under this pattern, students studying at Semester V and VI will be free to choose among electives (open as well as generic) both in General Education Components and Skill based Components.

It was further decided to propose to implement 50 (continuous internal assessment; CIA): 50 (Semester End Examination, SEE) pattern for assessment of both theory and practical

coursework in each semester. The examination for Practical coursework was decided to be held at respective semester-end. Mode of this 50:50 assessment pattern will be as per following for theory and practical coursework.

- The semester end theory examination for each theory course will be of 50 marks. The total marks shall be 100 for 4 credit theory course (50 marks semester end exam + 50 marks CIA) and 50 for 2 credit theory course (25 marks semester end exam + 25 marks CIA).

- Semester end examination (SEE) time table will be declared by the departmental committee (as per the university annual calendar). The paper setting and assessment of theory courses, laboratory courses and research project will done by external (50 %) and internal (50%) examiners. However, in case of non-availability of external examiner for either paper setting or assessment or both, department committee will be empowered to take appropriate decision.

- Pattern of semester end question paper will be as below:

  - The semester end examination of theory course will have two parts (10+40 = 50 Marks)
  - Part A will be consisting of 10 questions having 1 marks each (multiple choice questions / fill in the blanks/ answer in sentence) as compulsory questions and it should cover entire course curriculum (10 Marks)
  - Part B will carry 8 questions (02 questions from each of 04 units and students will have to attempt any one). Therefore, students will have to attempt 04 questions out of 08 (40 Marks).
  - 20 to 30% weightage can be given to problems/ numerical wherein use of non-programmable scientific calculator may be allowed.
  - Number of sub questions (with allotment of marks) in a question may be decided by the examiner.

- Assessment of laboratory courses and project will also have 50 % internal and 50 % semester end assessment. Semester end practical examination will be of 25 marks and 25 marks will be for internal examination. Student must perform at least eight experiments from each laboratory course. The semester end practical examination will be conducted at the end of each semester along with the theory examination.

- Every student will have privilege for revaluation of answer sheets or recounting of marks for each semester end examination. However, students will have to submit an application within 15 days from the date of declaration of results.

Mode of Continuous Internal Assessment (CIA) for theory papers:

- There will be 50 marks for Continuous Internal Assessment. Distribution of 50 marks will be as follows- 05 marks for tutorials, 05 marks for assignment, 10 marks for seminar

presentation and 30 marks for weekly tests. Weekly tests of 10 marks each based on subjective short questions will be conducted every week during the semester as a part of continuous assessment. At the end of the semester average of all weekly tests will be converted into 30 marks. The setting of the question papers and the assessment will be done by the concerned teacher.

- **Mode of Continuous Internal Assessment (CIA) for practical papers:**

  Weekly tests of 10 marks each based on experiments completed in the respective week will be conducted during the semester as a part of continuous assessment. At the end of the semester average of all weekly tests will be converted into 50 marks.

4. It was also unanimously resolved that the students who fail in certain subject will have to appear for re-examination with current / ongoing examination pattern and curriculum irrespective of the pattern/curriculum he had earlier appeared for examination.

5. It was unanimously decided to propose the credit to contact hour mapping as per following recent guidelines of the UGC for implementing of B.Voc programme –

   (a) One Credit would mean equivalent of 15 periods of 60 minutes each, for theory/tutorials.

   (b) For Workshops/labs/ internship/field work/project, the credit weightage for equivalent hours shall be 50% that for theory lectures /tutorials

   (c) For self- learning, based on e-content or otherwise, the credit weightage for equivalent hours of study should be 50% or less of that for lectures/workshops.

6. In order to maintain the credit award requirements of UGC, it was unanimously decided to propose 3 credits for each lab coursework per semester and following pattern of skill based components for each semester (This will be applicable only for B.Voc courses running in the university campus).

7. A Revision in structure of the existing B.Voc curriculum was proposed and accordingly, the same was revised. It will be implemented from academic year 2015-16. The revised structure is as below (next page).
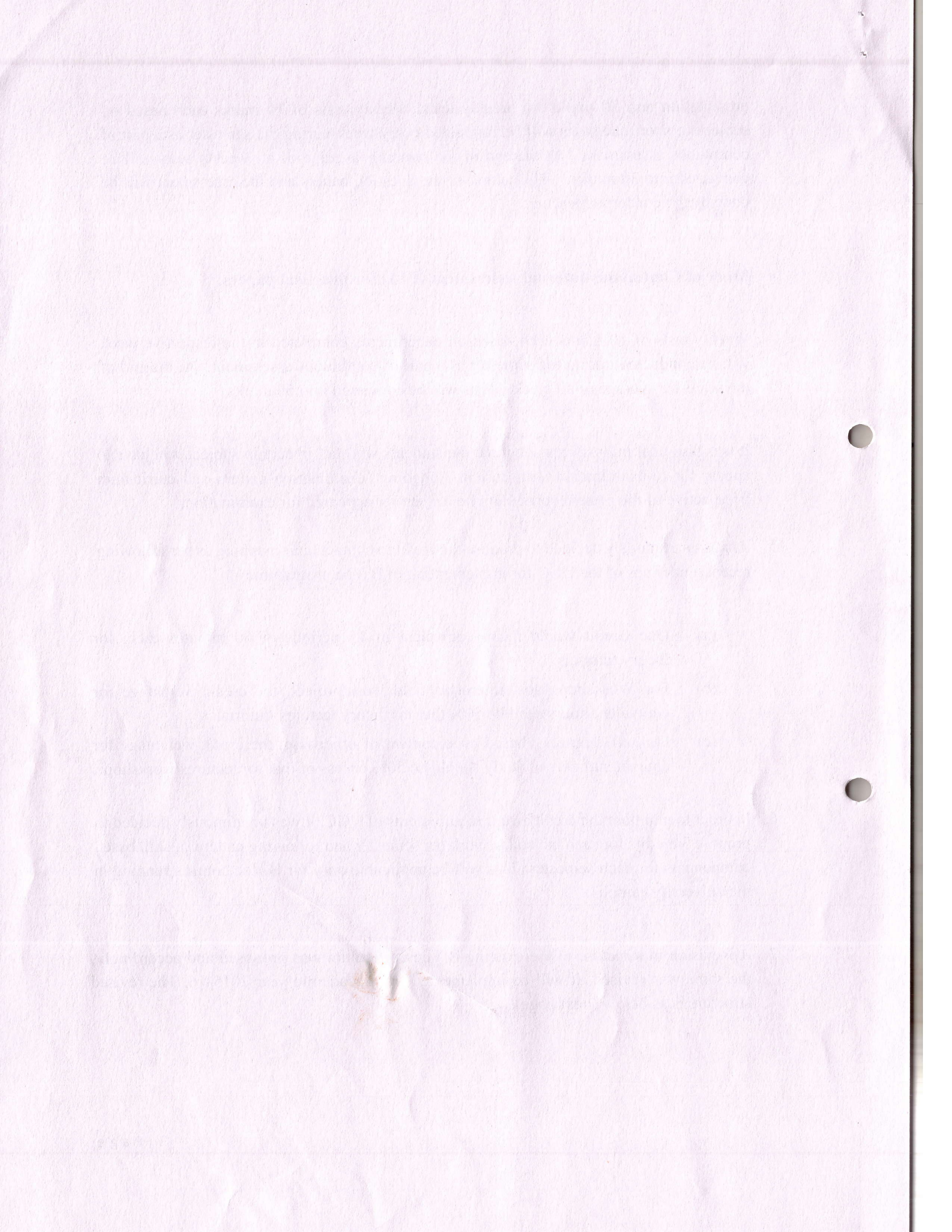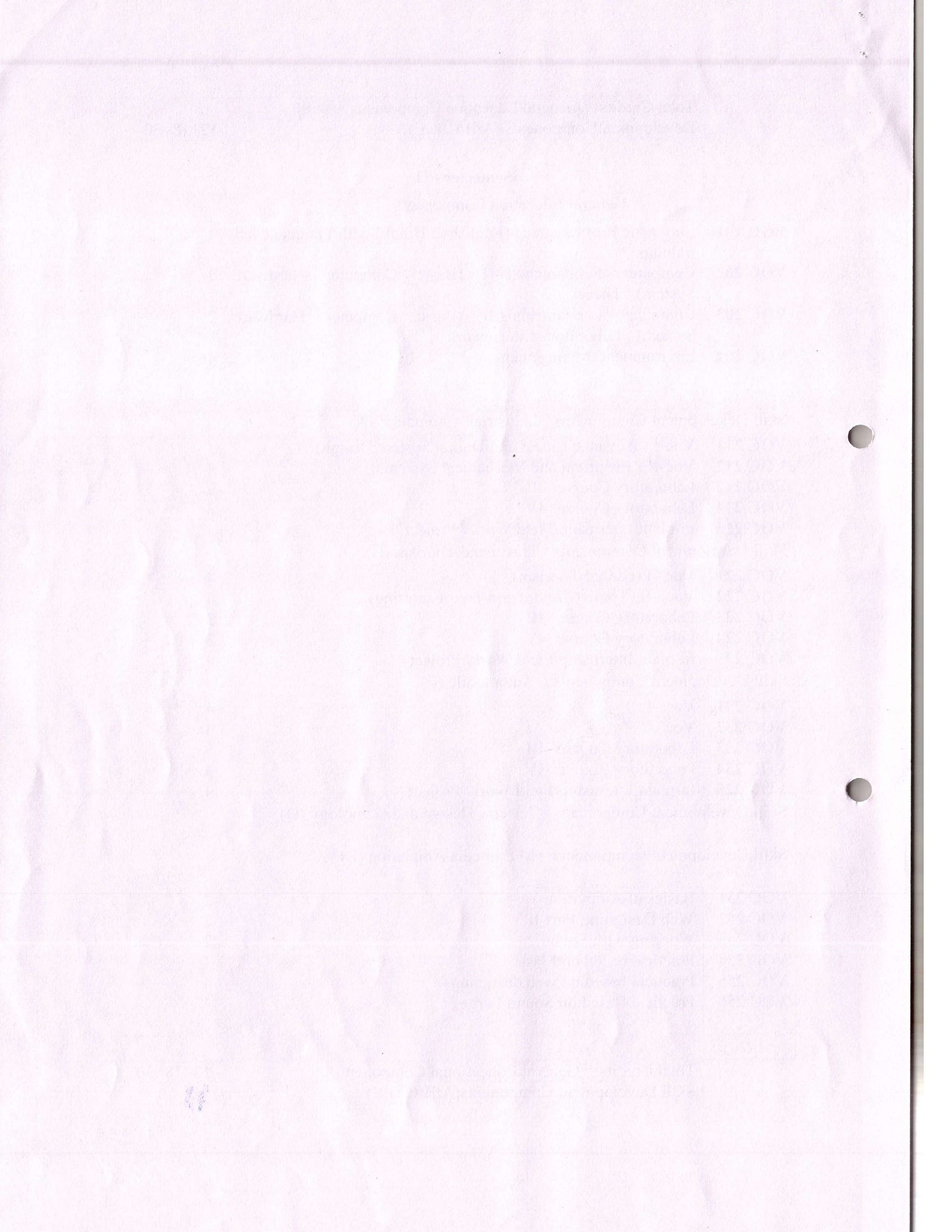
Revised Course Structure

Paper No	Paper Title	Credits
Semester - I		
General Education Components		
VOC 101	Linguistic Proficiency-I (English& Marathi) with Language lab training	4
VOC 102	Computer Fundamentals-I (Information Technology) : Theory	2
VOC 103	Computer Fundamentals-I (Information Technology): Laboratory Coursework	2
VOC 104	Professional Ethics and Management Practices	4
Skill Development Components - Industrial Automation (A)		
VOC 111	Voc-I (Electrical and Mechanical)	4
VOC 112	Voc-II (Electronics and Instrumentation)	4
VOC 113	Laboratory Course –I	3
VOC 114	Laboratory Course –II	3
VOC 115	In-plant Internship/Field Work/Project	4
Skill Development Components - Travel and Tourism (B)		
VOC 121	Voc-I (Introduction to Tourism)	4
VOC 122	Voc-II (Tourism Products of India)	4
VOC 123	Laboratory Course –I	3
VOC 124	Laboratory Course –II	3
VOC 125	In-plant Internship/Field Work/Project	4
Skill Development Components - Automobile (C)		
VOC 131	Voc-I (Automobile Technology-I)	4
VOC 132	Voc-II (Automobile Technology-II)	4
VOC 133	Laboratory Course –I	3
VOC 134	Laboratory Course –II	3
VOC 135	In-plant Internship/Field Work/Project	4
Skill Development Components – Jewelry Design and Gemology (D)		
Skill Development Components – Multimedia Animation (E)		
VOC 151	Fundamentals of Computer Graphics and Corporate Branding	2
VOC 152	Web Designing Part –I	2
VOC 153	Working with Photoshop	2
VOC 154	Practical based on Corel Draw	4
VOC 155	Practical based on Dreamweaver	4
VOC 156	Practical based on Photoshop	4
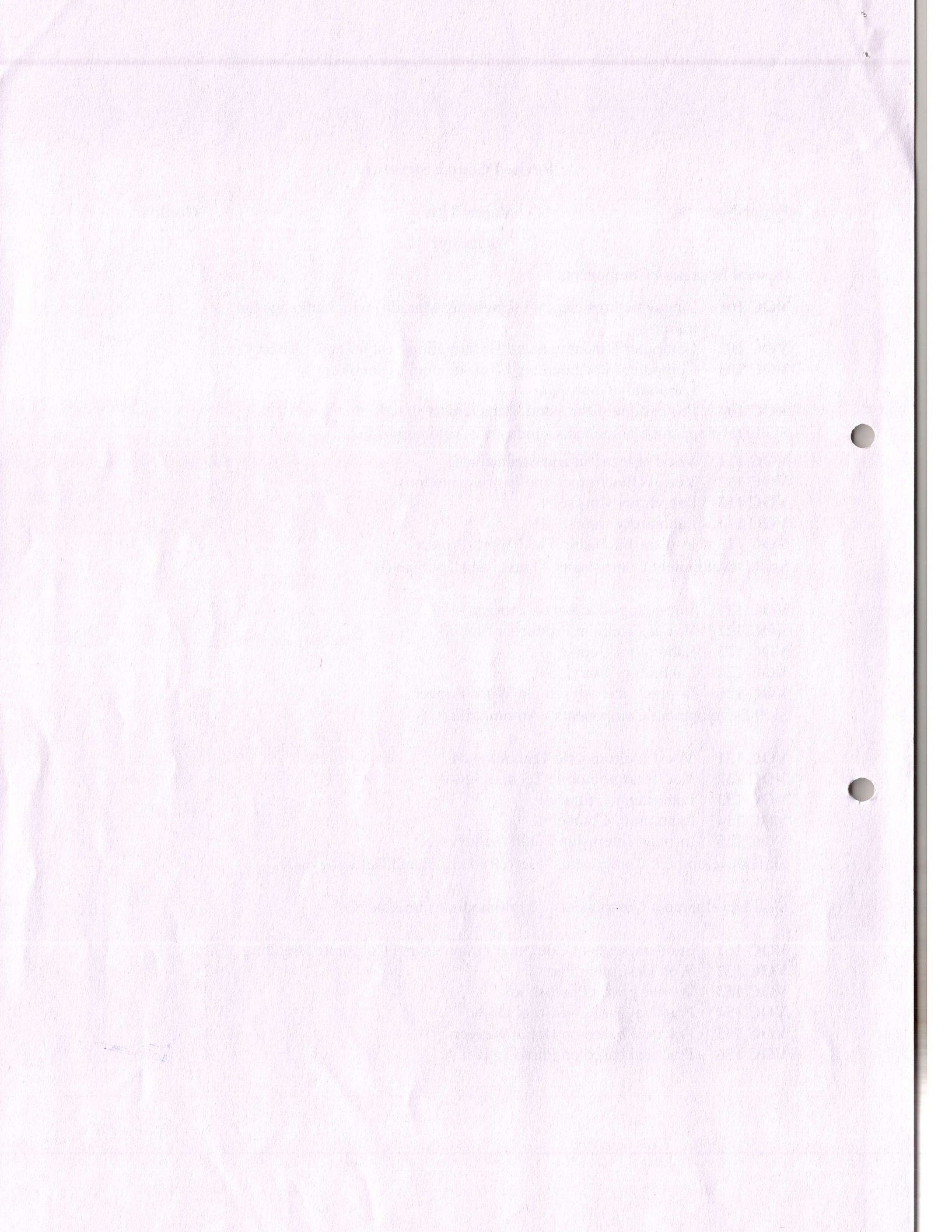
|	Total Credits = General Education Components + Skill Development Components (A/B/C/D/E)	12+18=30
	Semester - II	
	General Education Components	
VOC 201	Linguistic Proficiency-II (English & Hindi) with Language lab training	4
VOC 202	Computer Fundamentals-II (Basic Computer Hardware System) : Theory	2
VOC 203	Computer Fundamentals-II (Basic Computer Hardware System) : Laboratory Coursework	2
VOC 204	Environment Management	4
	Skill Development Components - Industrial Automation (A)	
VOC 211	Voc-I (Advance Linear and Digital System Design)	4
VOC 212	Voc-II (Electrical and Mechanical Systems)	4
VOC 213	Laboratory Course –III	3
VOC 214	Laboratory Course –IV	3
VOC 215	In-plant Internship/Field Work / Project	4
	Skill Development Components - Travel and Tourism (B)	
VOC 221	Voc –I (Global Tourism)	4
VOC 222	Voc –II (Tourist Guides and Tour Escorting)	4
VOC 223	Laboratory Course –III	3
VOC 224	Laboratory Course –IV	3
VOC 225	In-plant Internship/Field Work/ Project	4
	Skill Development Components – Automobile (C)	
VOC 231	Voc –I	4
VOC 232	Voc –II	4
VOC 233	Laboratory Course –III	3
VOC 234	Laboratory Course –IV	3
VOC 225	In-plant Internship/Field Work/ Project	4
	Skill Development Components – Jewelry Design and Gemology (D)	
	Skill Development Components – Multimedia Animation (E)	
VOC 251	Basics of Animation	2
VOC 252	Web Designing Part-II	2
VOC 253	Working with Sound	2
VOC 254	Practical based on Flash	4
VOC 255	Practical based on web designing	4
VOC 256	Practical Based on Sound Forge	4
	Total Credits = General Educational Components + Skill Development Components(A/B/C/D/E)	12+18=30

Semester – III		
General Education Components		
VOC 301	Linguistic Proficiency-III	4
VOC 302	Business Software Tools –I	4
VOC 303	Statistical Tools (Probability and Statistics)	4
Skill Development Components - Industrial Automation (A)		
VOC 311	Voc-III (Control Systems and Drives)	4
VOC 312	Voc-IV (Industrial Electronics and Instrumentation)	4
VOC 313	Laboratory Course –V	3
VOC 314	Laboratory Course –VI	3
VOC 315	In-plant Internship/Field Work/ Project	4
Skill Development Components - Travel and Tourism (B)		
VOC 321	Voc-III (Travel Agency and Tour Operations)	4
VOC 322	Voc-IV (Travel Documentation)	4
VOC 323	Laboratory Course –V	3
VOC 324	Laboratory Course –VI	3
VOC 325	In-plant Internship/Field Work/ Project	4
Skill Development Components – Automobile (C)		
VOC 331	Voc-III	4
VOC 332	Voc-IV	4
VOC 333	Laboratory Course –V	3
VOC 334	Laboratory Course –VI	3
VOC 335	In-plant Internship/Field Work/ Project	4
Skill Development Components – Jewelry Design and Gemology (D)		
Skill Development Components – Multimedia Animation (E)		
VOC 351	**Animation Art**	2
VOC 352	**Working with Action Scripts**	2
VOC 353	**Working with 3D MAX**	2
VOC 354	**Practical based on Animation Art**	4
VOC 355	**Practical based on Flash Action Script**	4
VOC 356	**Practical Based on 3D MAX**	4
	Total Credits = General Education Components + Skill Development Components (A/B/C/D/E)	12+18=30
Semester - IV		
General Education Components		
VOC 401	Industrial Ethics and Safety Management(for Industrial Automation and Automobile) / Ethical, Legal and Regulatory Aspects of Tourism(for Travel & Tourism)	4
VOC 402	Business Software Tools-II	4
VOC 403	Fundamentals of Business and Accounting	4
Skill Development Components - Industrial Automation (A)		
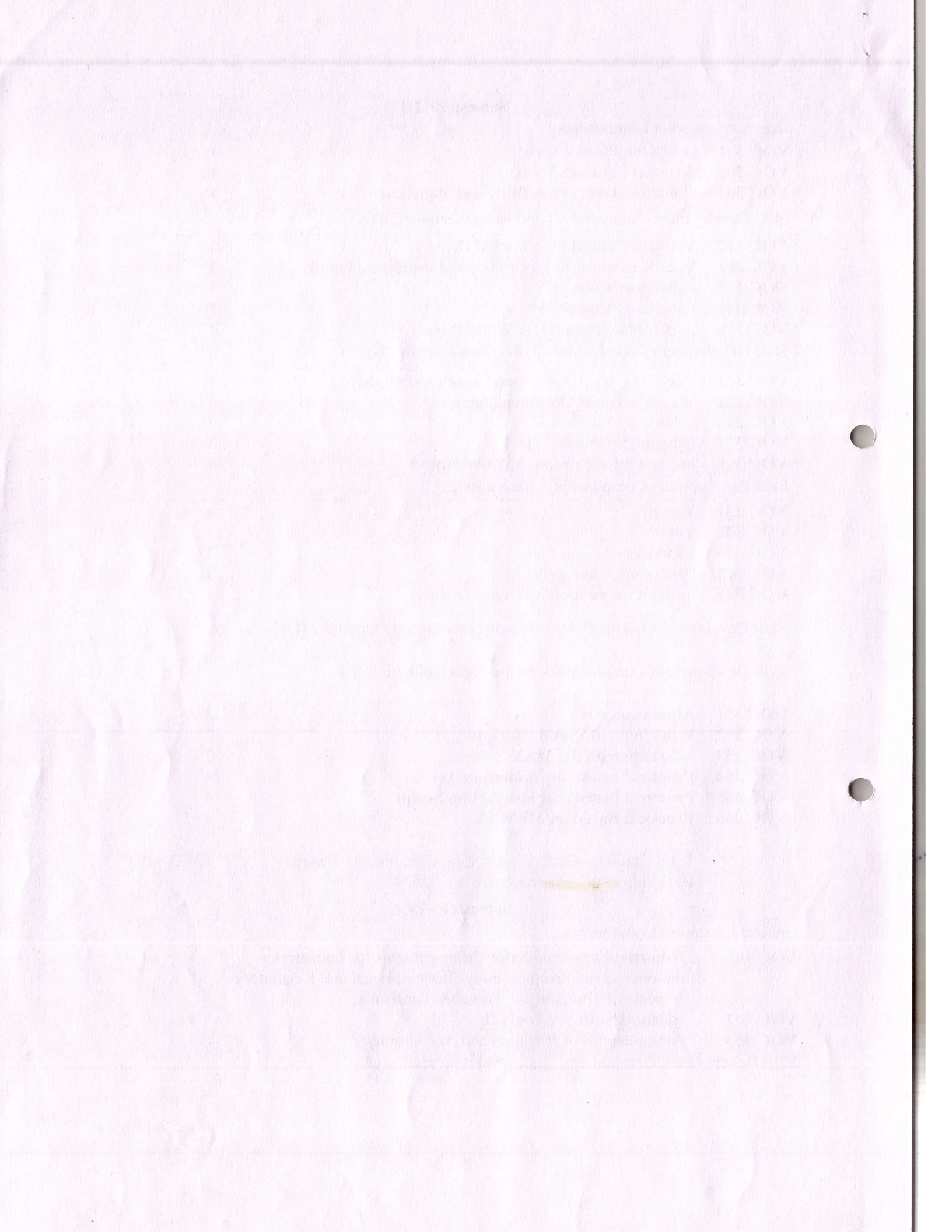
VOC 411	Voc-VI (Embedded System and PLCs- I)	4
VOC 412	Voc-VII (Pneumatics and Hydraulics)	4
VOC 413	Laboratory Course –VII	3
VOC 414	Laboratory Course –VIII	3
VOC 415	In-plant Internship/Field Work/ Project	4

Skill Development Components - Travel and Tourism (B)

VOC 421	Voc-VI (Hotel Operation)	4
VOC 422	Voc-VII (Tourist Transfer Operation)	4
VOC 423	Laboratory Course –VII	3
VOC 424	Laboratory Course –VIII	3
VOC 425	In-plant Internship/Field Work / Project	4

Skill Development Components – Automobile (C)

VOC 431	Voc-VI	4
VOC 432	Voc-VII	4
VOC 433	Laboratory Course –VII	3
VOC 434	Laboratory Course –VIII	3
VOC 435	In-plant Internship/Field Work/ Project	4

Skill Development Components – Jewelry Design and Gemology (D)

Skill Development Components – Multimedia Animation (E)

VOC 451	Video Editing	
VOC 452	Advertising Media	
VOC 453	3D Modeling using 3D MAX	
VOC 454	Practical based on video editing using Adobe Premier Pro	
VOC 455	Practical based on Advertising	
VOC 456	Practical based on 3D modeling using 3D MAX	

	Total Credits = General Education Components + Skill Development Components (A/B/C /D/ E)	12+18=30

### Semester - V

General Education Components

VOC 501	Personality Development and Stress Management	4
VOC 502	Labour Laws and Taxation	4
VOC 503	Business Communication	2
VOC 504	Product ~~Design and~~ Costing	2

Skill Development Components - Industrial Automation (A)

VOC 511	Voc-IX (Embedded Systems and PLCs-II)	4
VOC 512	Voc-X (Manufacturing processes and Mechatronics)	4
VOC 513	Laboratory Course –IX	3
VOC 514	Major Project (Phase – I)	3
VOC 515	In-plant Internship/Field Work/ Project	4

Skill Development Components - Travel and Tourism (B)
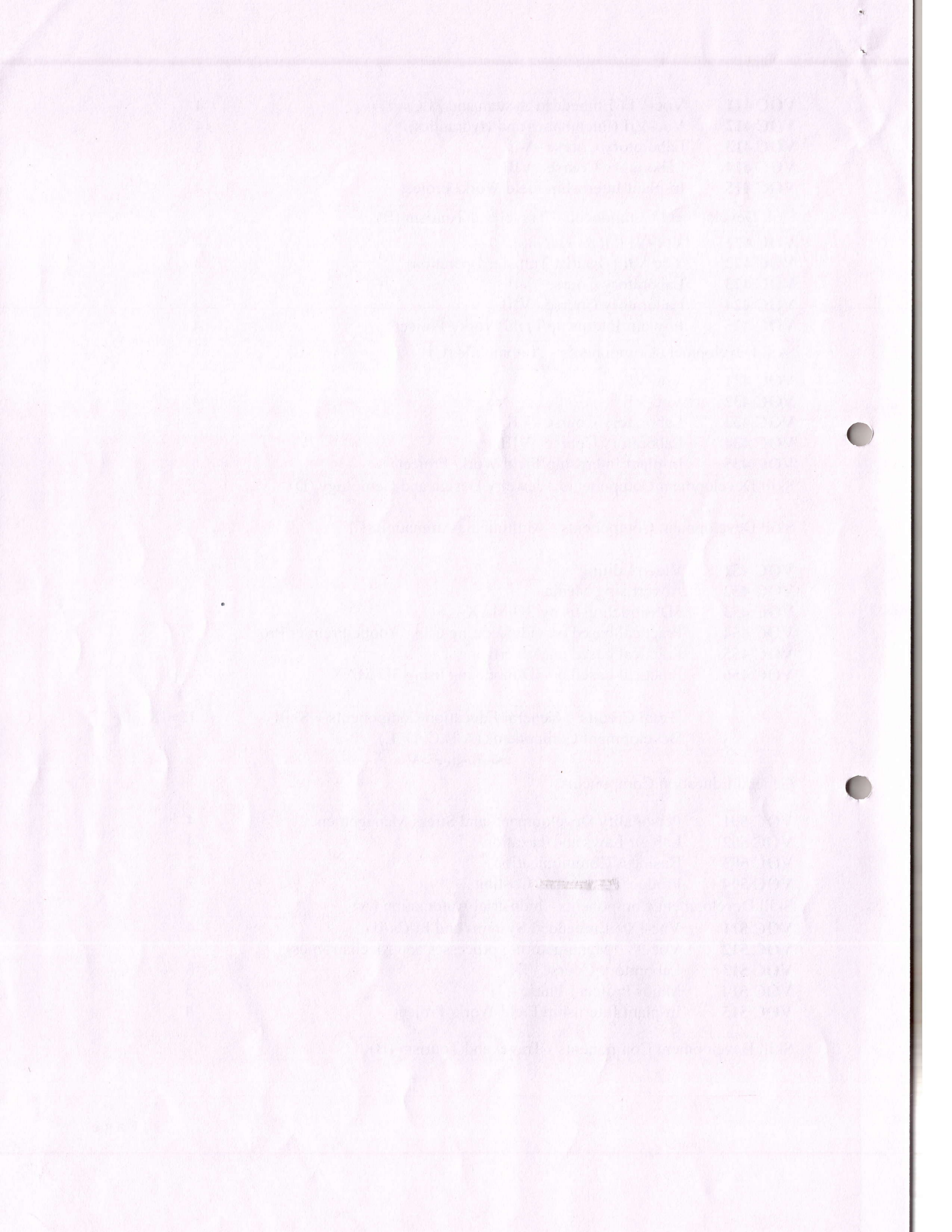
VOC 521	Voc-IX(Entrepreneurship in Tourism)	4
VOC 522	Voc-X(Contemporary Issues in Tourism)	4
VOC 523	Laboratory Course –IX	3
VOC 524	Major Project (Phase – I)	3
VOC 525	In-plant Internship/Field Work/ Project	4

Skill Development Components – Automobile (C)

VOC 531	Voc-IX	4
VOC 532	Voc-X	4
VOC 533	Laboratory Course –IX	3
VOC 534	Major Project (Phase – I)	3
VOC 535	In-plant Internship/Field Work/ Project	4

Skill Development Components – Jewelry Design and Gemology (D)

Skill Development Components – Multimedia Animation (E)

VOC 551	Visual Effects	2
VOC 552	Concepts of Material, Map, Camera & Light	2
VOC 553	Advance 3D MAX	2
VOC 554	Practical Based on VFX	4
VOC 555	Practical based on Material,Map,Camera & Light	4
VOC 556	Practical based on 3D MAX	4

	Total Credits = General Education Components + Skill Development Components (A/B/C /D/E)	12+18=30

Semester - VI

General Education Components

VOC 601	Human Resource Management	4
VOC 602	Entrepreneurship Development	4
VOC 603	Workshop Management (for Industrial Automation and Automobile) / Outdoor Management (for Travel & Tourism)	4

Skill Development Components - Industrial Automation (A)

VOC 611	Voc-XI (Motion Control and Robotics)	4
VOC 612	Voc-XII (Process Control and Tools)	4
VOC 613	Laboratory Course –X	3
VOC 614	Major Project (Phase – II)	3
VOC 615	In-plant Internship/Field Work/ Project	4

Skill Development Components - Travel and Tourism (B)

VOC 621	Voc-XI(Tourism Policy & Planning)	4
VOC 622	Voc-XII (Tourism Administration in India)	4
VOC 623	Laboratory Course –X	3
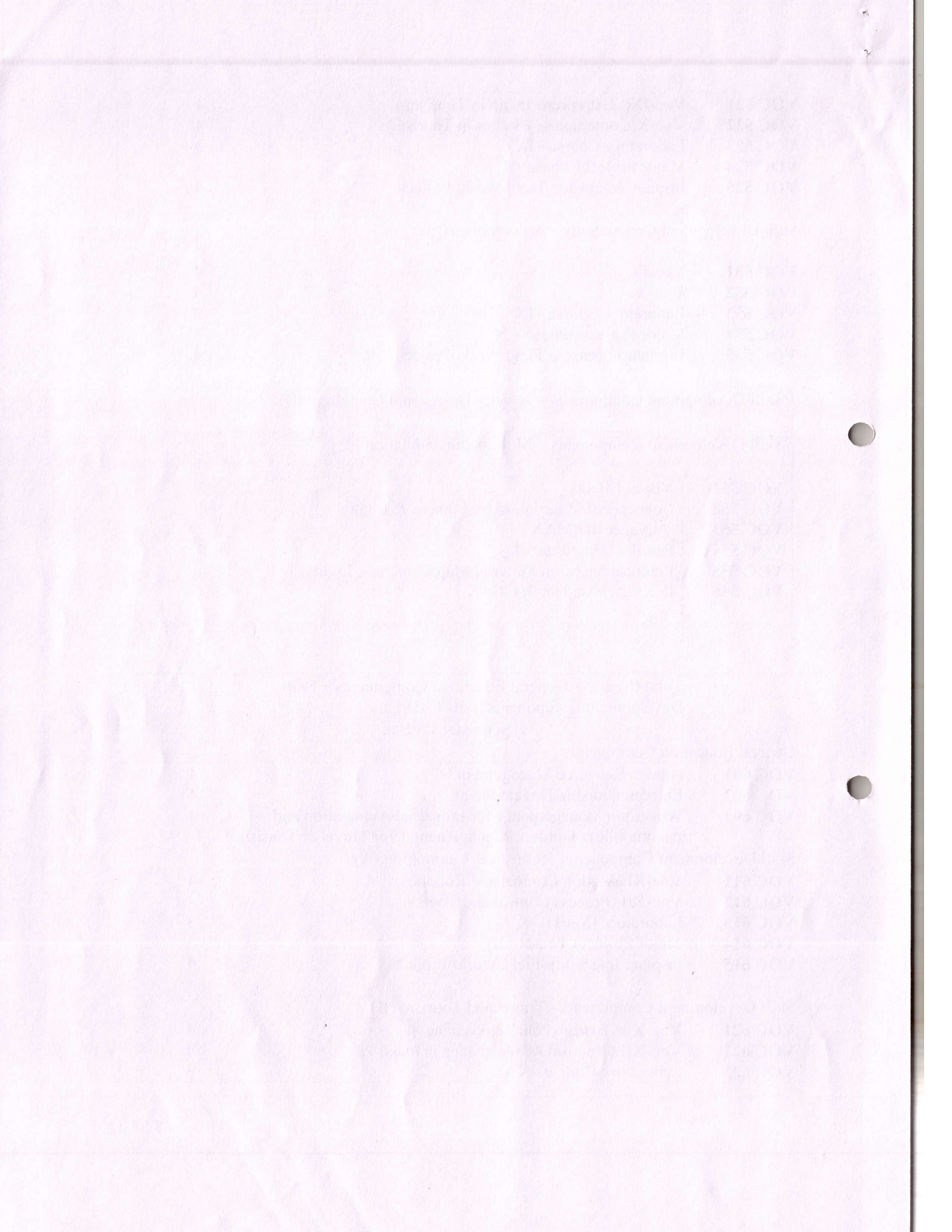
| VOC 624 | Major Project (Phase – II) | 3 |
| VOC 625 | In-plant Internship/Field Work/ Project | 4 |

Skill Development Components - Automobile (C)		
VOC 631	Voc-XI	4
VOC 632	Voc-XII	4
VOC 633	Laboratory Course –X	3
VOC 634	Major Project (Phase – II)	3
VOC 635	In-plant Internship/Field Work/ Project	4

Skill Development Components – Jewelry Design and Gemology (D)		
Skill Development Components – Multimedia Animation (E)		
VOC 651	Script writing and Story Boarding	2
VOC 652	Rigging Techniques	2
VOC 653	Rendering Techniques	2
VOC 654	Major Project	10
VOC 655	Seminar	2

	Total Credits = General Education Components + Skill DevelopmentComponents(A/B/C)	12+18=30
	Total Credits (Semester I to VI)	180

Paper Code Description:

Each course   will be identified by a unique three digit code. The details of code nomenclature is as per following -

First digit: Refers to semester number

Second digit:
0 - Refers to General paper / course
1 - Refers to Industrial Automation
2 - Refers to Travel and Tourism
3 - Refers to Automobile
4- Refers to Jewelry Designing and Gemology
5 - Refers to Multimedia and animation

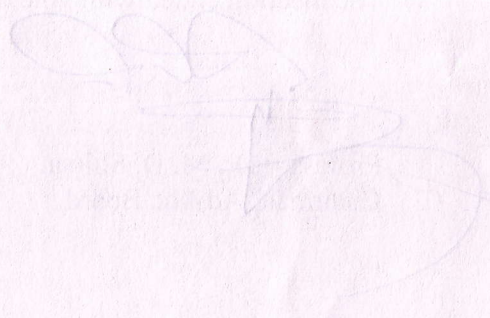**Third digit:** Refers to incremental number for paper / course of respective semester.
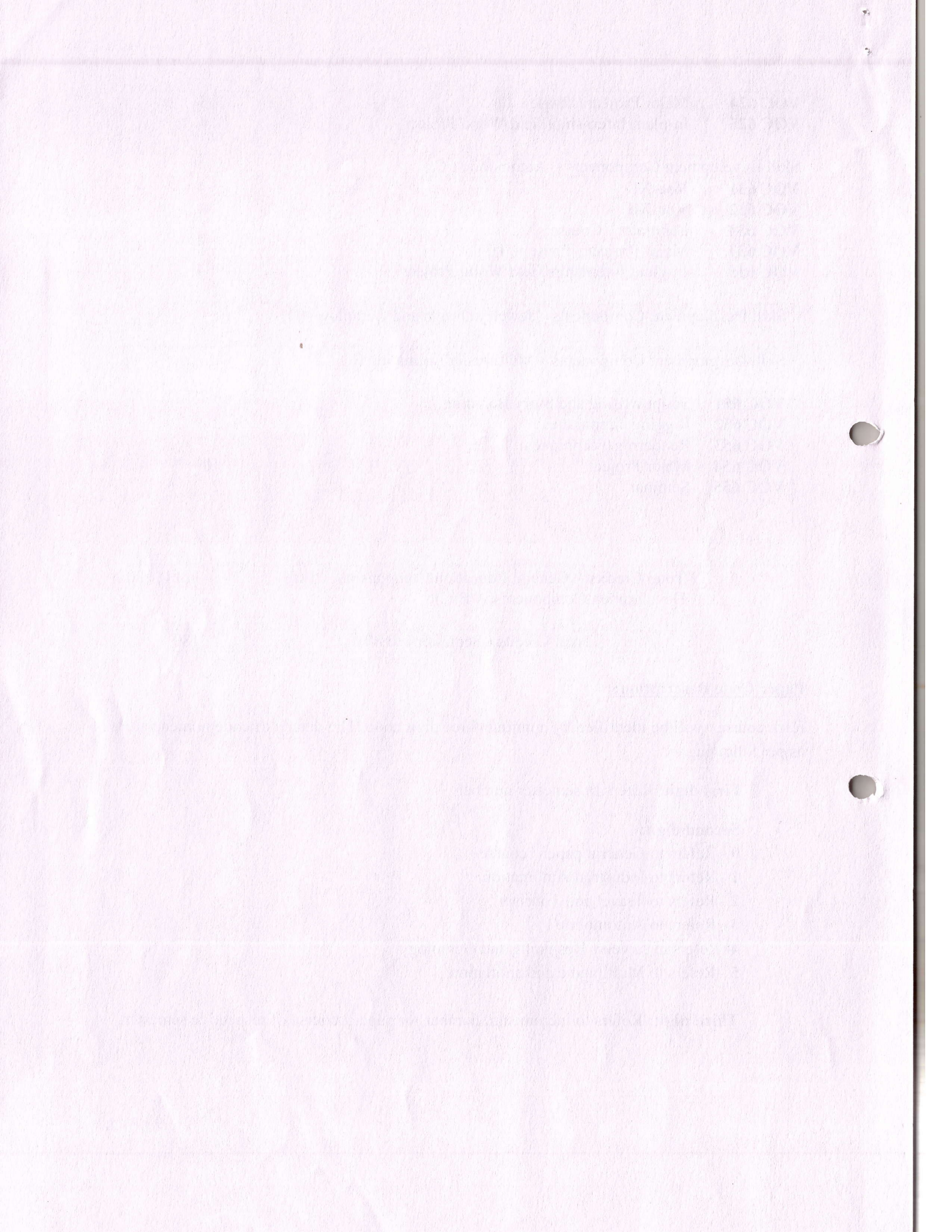
8. The existing syllabi of General Academic as well Skill Based components went through minor revision and the attached curriculum is proposed.

9. Syllabi was finalized for General Education Components of Semester –V and the attached curriculum is proposed.

10. Syllabi was finalized for Skill based Components of Industrial Automation trade (Sem-III and Sem –V), Automobile Trade (Sem -III and Sem –IV), Jewelry Designing and Gemology (Sem–I, II, III and IV) and Multimedia and animation (Sem –I, II, III and IV). The syllabi are proposed herewith.

The meeting ended with vote of thanks to the Chair.
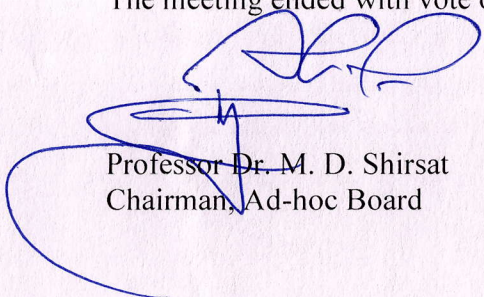
Professor Dr. M. D. Shirsat
Chairman, Ad-hoc Board

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Professor Dr. M. D. Shirsat
Chairman, Ad-hoc Board