

**School of Science and Computer Studies**  
**BCA (GAME DEVELOPMENT)**

**Scheme of Teaching and Evaluation (STE)**  
**Batch [2025-28]**



I Semester

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School / Dept	Contact Hours/ Week	Credit Distribution L-T-P-C
<b>Program Core</b>							
8CSPL1442	C++ Programming and Lab	Foundation	FC	Major Core	SSCS	7	3-0-2-5
8MATH1041	Mathematics	Foundation	FC	Major Core	SSCS	3	3-0-0-3
8CSGD1011	Game Design 1	Foundation	Fundamental	Major Core	SSCS	3	3-0-0-3
8CSGD3191	2D Art for Games	Foundation	FC	CC	SSCS	4	0-0-2-2
8CSGD1221	Narrative Design for Games	Foundation	FC	CC	SSCS	2	2-0-0-2
<b>Common Core</b>							
CPSAD1013	Design Thinking	PS	CC	AECC	DCCC	2	2-0-0-2
CPSSD1061	Creating with AI	KSC	CC	AECC	DCCC	2	1-0-0-1
GCSCD1011	Community Service Programme-I (COS-I) *	CS	-	-	DCCC	2	0-0-1-1*
<b>Total</b>							<b>18+ 1*</b>

\*The Community Service Programme- I (COS-I) of 30 hours has to be carried out in the I Semester. The corresponding 1 credit and the CIE will be reflected in the VI Semester.



## II Semester

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School/ Dept	Contact Hours/ Week	Credit Distribution L-T-P-C
<b>Program Core</b>							
8CSPL2412	C# Programmin g and Lab	Foundation	FC	Major Core	SSCS	7	3-0-2-5
8CSGC1582	Data Structures and Lab	Foundation	FC	Major Core	SSCS	7	3-0-2-5
8CSGD2051	Game Design 2	Foundation	Intermediate	Major Core	SSCS	3	3-0-0-3
8CSGD3201	3D art for Game Environments	Foundation	Intermediate	Major Core	SSCS	4	0-0-2-2
	IDE 1	Interdiscipl inary	Fundamental	Minor	SOEC/ SOM/ SSCSH /SOET	3	3-0-0-3
<b>Common Core</b>							
CPSAL1061 / 71 / 81	Hindi / Kannada / English	PS	CC	AECC	DCCC	2	2-0-0-2
CPSAL1121	Active Communicati on	PS	CC	AECC	DCCC	3	3-0-0-3



CPSDB1011	Career Preparedness Program-I	PS -		AECC	DCCC	2	0-0-1-1
GCSCD1021	Community Service Programme-I I (COS-II) *	CS	-	-	DCCC	2	0-0-1-1*
<b>Total</b>							<b>24+ 1*</b>

\*The Community Service ProgrammeII (COS-II) of 30 hours has to be carried out in the II Semester. The corresponding 1 credit and the CIE will be reflected in the VI Semester.



### III Semester

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School/ Dept	Contact Hours/ Week	Credit Distribution L-T-P-C
<b>Program Core</b>							
8CSAI3121	Artificial Intelligence	Foundation	FC	CC	SSCS	3	3-0-0-3
8CSGD1022	Game Development 1(Introduction to Unity)	Foundation	Fundamental	Major Core	SSCS	7	3-0-2-5
8CSGD1032	Human Computer Interaction in Game Design	Foundation	Fundamental	Major Core	SSCS	3	3-0-0-3
	IDE2	Interdisciplinary	Fundamental	Minor		3	3-0-0-3
8CSGD3171	Interactive Game System using Python	Foundation	Fundamental	Major Core	SSCS	7	3-0-2-5
<b>Common Core</b>							
CKSAA1033	Introduction to Philosophical Thoughts	KSC	CC	AECC	DCCC	1	1-0-0-1
CPSBD1011	Career Preparedness Program-II	CS	CC	AECC	DCCC	2	1-0-0-1
GCSCD1031	Community Service Programme-III (COS-III) *	CS	-	-	DCCC	2	0-0-1-1*
<b>Total</b>							<b>21+1</b>

\*The Community Service Programme- III (COS-III) of 30 hours has to be carried out in the III Semester. The corresponding 1 credit and the CIE will be reflected in the VI Semester



**IV Semester**

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School/Dept	Contact Hours/Week	Credit Distribution L-T-P-C
<b>Program Core</b>							
8CSPL3481	Java Programming for Game Development and Lab	Foundation	Intermediate	Major core	SSCS	7	3-0-2-5
8CSGD2042	Game Development-2 (Advanced Concepts in Unity)	Foundation	Intermediate	Major core	SSCS/ Industry	7	3-0-2-5
8CSGD3211	Game Psychology	Foundation	Fundamental	Major Core	SSCS	3	0-3-0-3
8MOOC1011	MOOC			Major core		4	4-0-0-4
	IDE3	Interdisciplinary	Fundamental	Minor		3	3-0-0-3
<b>Common Core</b>							
CKSAM1051	Indian Constitution	KSC	CC	AECC	DCCC	2	2-0-0-2
CPSDR1011	Career Preparedness Program-III	KSC	CC	AECC	DCCC	1	1-0-0-1
<b>Total</b>							<b>23</b>

*Internship - I (SIP) of 4 credits to be carried out between IV and V Semester break. The corresponding 4 credits will be reflected in the VI Semester.*



### V Semester

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School/ Dept	Contact Hours/ Week	Credit Distribution on L-T-P-C
<b>Program Core</b>							
8CSGD2061	Virtual and Augmented Reality and Lab	Foundation	IC	CC	SSCS	7	3-0-2-5
8CSGD2071	Game Development-3 (Introduction to Unreal using Blueprints)	Foundation	IC	CC	SSCS	7	3-0-2-5
8CSGD2081 /8CSGD2091	<b>Elective1 :</b> Integrating Online Services/Mobile Game Development	Foundation	FC	CC	SSCS	7	3-0-2-5
8INTS3010	Internship I <sup>†</sup> (SIP)	Internship	-	CC	SSCS		
<b>Common Core</b>							
CKSAM1031	Ethics and Values	KSC	CC	AECC	DCCC	2	2-0-0-2
CCSAE1011	Disaster Management		CC	AECC	DCCC	2	2-0-0-2
<b>Total</b>							<b>19</b>
	Training and placement	PS		- AECC	DCCC	2	GR

<sup>††</sup> **Internship I- Summer Internship Program (SIP) credits are reflected in the VI Semester**



### VI Semester

Course Code	Course	CMRU Category	CMRU Sub Category	UGC Category	School/ Dept	Contact Hours/ Week	Credit Distribution L-T-P-C
<b>Program Core</b>							
8CSGD3101	Game Development – 4 (Unreal Game Development using C++)	Advanced	IC	CC	SSCS	7	3-0-2-5
8CSGD3181 / 8CSCC3231	<b>Elective2 :</b> Game Testing / Blockchain and Gaming	Advanced	IC	CC	SSCS	3	3-0-0-3
CKSHA1011	Indian Traditions: Values and Critical Inquiry			CC	DCCC	2	2-0-0-2
8CAPS40101	Capstone :2D/3D (Genre Based)	Project	Project	DSE	SSCS	12	0-0-6-6
8INTS3010	Internship I <sup>††</sup> (SIP)	Internship	IC	CC	SSCS	-	0-0-4-4 <sup>††</sup>
GCSCD1011	Community Service Programme -I (COS-I)*	CS	-	-	DCCC	-	0-0-1-1*
GCSCD1021	Community Service Programme - II (COS-II)*	CS	-	-	DCCC	-	0-0-1-1*



GCSCD1031	Community Service Programme - III (COS-III)*	CS	-	-	DCCC	-	0-0-1-1*
<b>Total</b>							<b>23</b>

†† The credits of Internship I - - Summer Internship Program (SIP) taken up after the IV Semester is reflected in the VI Semester

\* The credit of Community Service Programme- I (COS-I) / Community Service Programme- II (COS-II) / Community Service Programme- III (COS-III) of 30 hours each that was carried out in the I / II and III Semesters respectively is reflected in the Semester

### **INTERDISCIPLINARY ELECTIVE (IDE) COURSES:**

<b>Course Code</b>	<b>School</b>	<b>Course Name</b>	<b>Semester</b>
3IDSS1011	SOEC	Accounting for Beginners	Odd
3IDSS1031	SOEC	Introduction to Taxation	Odd
3IDSS1051	SOEC	Personal Income Tax	Odd
3IDSS1071	SOEC	Financial Markets and Personal Investments	Odd
6IDSS1011	SOM	Introduction to Financial Management	Odd
6IDSS1031	SOM	Basics of Entrepreneurship	Odd
6IDSS1051	SOM	Finance for Non-Finance Students	Odd
6IDSS1071	SOM	Marketing - For the Uninitiated	Odd
5IDSS1011	SOLS	Essentials of Human Rights and Public Interest Law	Odd
7IDSS1021	SOSSH	Personality & Development	Odd
7IDSS1031	SOSSH	Media & Cultural Studies	Odd
7IDSS1051	SOSSH	Mental Health at workplace	Odd
7IDSS1071	SOSSH	Positive Psychology	Odd
4IDSS1011	SOET	Basics of Microcontroller	Odd
4IDSS1021	SOET	Principles of Digital system	Odd
4IDSS1031	SOET	Mobile Communication	Odd