



LJ University
University with a Difference

Diploma in Gaming Animation



Course Code:025110105

Computer Applications& Peripherals

Programme/ Branch Name			Diploma in Gaming Animation			
Course Name	Computer Applications & Peripherals				CourseCode	025110105
Course Type	HSSC	BSC	ESC	PCC	OEC	PEC

Legends: HSSC: Humanities and Social Sciences Courses

ESC: Engineering Science Courses

OEC: Open Elective Courses

BSC: Basic Science Courses

PCC: Program Core Courses

PEC: Program Elective Courses

1. Teaching and Evaluation Scheme

Teaching Hours / Week				Evaluation Scheme			
L	T	P	Total Credit	CCE	SEE (Th)	SEE (Pr)	Total
0	0	4	2	50	-	50	100

Legends:

L: Lectures

T: Tutorial

P: Practical

CCE: Continuous & Comprehensive Evaluation

SEE (Th): Semester End Evaluation (Theory)

SEE (Pr): Semester End Evaluation (Practical)

2. Prerequisites

✓ None.

3. Rationale

This course is designed to get basic understanding of Computer system and its components, operating system & word processing, spreadsheet and presentation software. Course give introduction of the Computer system hardware and software and working of both.

4. Objectives

- ✓ Student will learn about basic computer hardware and software
- ✓ Student will learn about different application software of OS
- ✓ Identify and classify Computer Parts
- ✓ Understand concept of Memory
- ✓ Create documents using Word
- ✓ Create spreadsheet for different usages
- ✓ Prepare presentation on various topics

5. Contents

Unit No.	Unit Name	Topics	Learning Outcomes	% Weightage	Hours
1	Computer System Basics	1.1. Basics of Computer 1.2. Hardware Parts and Cables 1.3. I/O Devices 1.4. Memory & Storage devices 1.5. Networking Fundamentals	<ul style="list-style-type: none"> Students can identify and classify Computer Parts Knowledge and concept about Memory devices in Computer system Understand basic computer networking. 	15	10
2	Operating System Applications	2.1. Introduction and basic features 2.2. Notepad, Paint, Calculator and Accessories programs 2.3. Creating Files, Icons, and Folders 2.4. Introduction of Internet and Browser 2.5. Email Basics	<ul style="list-style-type: none"> Awareness about basics features of an Operating system. Ability to apply knowledge of mathematical foundations in computing problems. 	25	12
3	Document Creation	3.1. Introduction and Create various types of documents 3.2. Preparation of different documents 3.3. Document Printing	<ul style="list-style-type: none"> Create documents using document creation tool. Navigate and perform common tasks in documentation tool, such as opening, viewing, editing, saving, and printing documents, and configuring. 	30	16
4	Spreadsheets	4.1. Introduction and Create various types of Sheets 4.2. Apply formula and functions 4.3. Preparation of different spreadsheets 4.4. Excel Sheet Printing	<ul style="list-style-type: none"> Create spreadsheet for different usages. Ability to understand the Software concepts and their applications. 	20	10

5	Presentations	5.1. Basic Operations of PowerPoint 5.2. Use of Themes and Master slide 5.3. Preparation of different Presentations	<ul style="list-style-type: none"> • Prepare presentation on various topics. • Identify the names and functions of the interface. 	10	8
				Total Hours	56

6. List of Practicals / Exercises

The practicals/exercises have been properly designed and implemented in an attempt to develop different types of skills, so that students can acquire the competencies/programme outcomes. Following is the list of practicals/exercises.

Sr. No	Practicals / Exercises	Key Competency	Hours
1.	Demonstration of Computer Parts.	Students will get familiar of Computer parts	2
2.	Demonstration of I/O devices and Ports.	Students will get familiar of I/O devices	2
3.	Demonstration of Memory and Storage devices.	Students will know about Memory & data storage	2
4.	Working with network devices: repeater, hub, bridge, switch, router.	Students will learn about different types of networking devices	2
5.	Working with crimping in networking: Wired and Wireless connection.	Students will learn about crimping	2
6.	Working with Windows OS: Introduction and basic features.	Students will get familiar of Windows OS features	2
7.	Working with Windows OS: Notepad, Paint, Calculator and other programs from Accessories menu.	Students will get familiar of OS Applications	2
8.	Working with Windows OS: Managing Files, Icons, and Folders.	Students will learn about files and folders	2
9.	Working with Windows OS: Introduction of Internet and Browser.	Students will get familiar of Internet and Browser	2
10.	Use various mail utilities such as write mail, send mail, forward mail, reply mail, attach a file, draft, etc	Students will learn about email communication	4
11.	Working with Word Processor: Introduction and Create various types of documents.	Students will get familiar of Word Processor	4

12.	Working with Word Processor: Formatting text in Word Processor.	Students will learn to format text in document	2
13.	Working with Word Processor: Preparation of Resume/BIO-DATA.	Students will learn to write resume	2
14.	Working with Word Processor: Preparation of Application.	Students will learn to create application.	2
15.	Working with Word: Preparation of Brochure.	Students will learn to create Brochure.	4
16.	Working with Word Processor: Printing a Word Document.	Students will learn to print a Document.	2
17.	Working with Spreadsheets: Introduction and Create various types of Sheets.	Students will get familiar of spreadsheet applications	2
18.	Working with Spreadsheets: Apply formula and functions in the sheet.	Students will learn about formula and function	2
19.	Working with Spreadsheets: Create Spreadsheetfor Company Sales Figures.	Students will learn to create Spreadsheet	4
20.	Working with Spreadsheets: Printing a spreadsheet.	Students will learn to print a spreadsheet	2
21.	Working with Presentations: Basic Operations of PowerPoint.	Students will get familiar of Presentation	4
22.	Working with Presentations: Use of Themes and Master slide	Students will learn to use Theme and Master slide	4
		Total Hours	56

7. Text Books

- 1) PC Hardware A Beginner's Guide by Ron Gilster, Latest Edition, Tata McGraw HillPublication.
- 2) Computer Basics Absolute Beginner's Guide, Windows 10 Edition by Michael Miller, Latest Edition, Pearson Education.

8. Reference Books

- 1) MS-Office for Dummies by Wallace Wang, Latest Edition, Wiley Publication.

9. Open Sources (Website, Video, Movie)

- 1) <https://edu.gcfglobal.org/en/computerbasics/>
- 2) <https://support.microsoft.com/en-us/windows>
- 3) <https://support.microsoft.com/en-in/training>
- 4) <https://www.learn-html.org/>
- 5) <https://html.com/>

