

## Daffodil International University Department of Multimedia and Creative Technology (MCT) Faculty of Science & Information Technology (FSIT) Final Examination Schedule, Fall-2022

	Slot A Time: (9.00 am– 11.00 am) Course Code & Course Title	No of Student	Total	Slot B Time: (12.00 pm-2.00 pm) Course Code & Course Title	No of Student	Total	Slot C Time: (03.00 pm-5.00 pm) Course Code & Course Title	No of Student	Total
"12 Dec 2022 Monday"	ENG 113: Basic Functional English and English Spoken[A] [33- Batch]	33	70	CSE122 Structured Programming [A] [32- Batch]	27	102			
	MCT135 Film Studies & Appreciation [A] [Batch- 28 & 29] (Project Based)	37		CSE122 Structured Programming [B & C] [ 31- Batch]	52				
				CSE122 Structured Programming [D] [30- Batch]	25				

"13 Dec 2022 Tuesday"				MCT432 Digital+ Cinematography [A] [Batch-26 & 27] MCT432 Digital Cinematography [B]	40	70			
				[Batch-25]					
"14 Dec 2022 Wednesday"	ENG 123: Writing and Comprehension[A] [32- Batch] CIS112 Fundamental of	30	85	CSE112 Computer Fundamentals [A] [33- Batch] MCT332 Graphic Novel(A)	29 23	68	MCT322 Physics-based animation [B] [Batch- 26] (Project Based) MCT322 Physics-based	21 32	83
	Mathematics(A) [28 & 30- Batch]	55		[Batch-29]		-	animation [C] [Batch- 25] (Project Based) MCT337 Character Animation with Lab [B]	30	-
							[Batch-24] (Project Based)		
"15 Dec 2022 Thursday"	MIS575 Project Management [A] [Batch-27]	26	55	CSE122 Structured Programming Lab[B & C] [ 31- Batch] (Project Based)	52	86	MCT231 Object- Oriented Programming Lab (A) [Batch-29] (Project Based)	17	67
	CSE122 Structured Programming Lab [A] [32- Batch] (Project Based)	27		CSE122 Structured Programming Lab[D] [30- Batch] (Project Based)	25		MCT418 Web Engineering Lab (A) [Batch-28] (Project Based)	23	
				MCT421 Game Analysis & Development lab [A] [Batch-24] (Project Based)	25		MCT 334 Script Programming (A) [Batch 26] (Project Based)	27	

"17 Dec 2022 Saturday"	MCT221 3D Design and Modeling(A) [Batch-27] (Project Based)	26	26	MCT231 Object-Oriented Programming(A) [Batch-29]	19	97	MCT337 Character Animation with Lab [A] [Batch-25] (Project Based)	38	53
				BDS 101 Bangladesh Studies ( A) [33- Batch]	34	-	MCT424 Augmented and Virtual Reality Development/AR/VR Development [A] [Batch-24] (Project Based)	15	
				BDS 101 Bangladesh Studies (B) [32 28 & 26- Batch]	63				
"18 Dec 2022 Sunday"	MCT 138 Fundamentals of 3D Design and Modeling [A&B] [31- Batch] (Project Based)	35+28	66	MCT213 Motion Graphics [A] [30- Batch] (Project Based)	31	31	MCT324 3D Animation 2 [A] [Batch-25] (Project Based)	37	86
	MCT113 Drawing & Sketching [B] [32- Batch] (Project Based)	31					MCT324 3D Animation 2 [B] [Batch-25] (Project Based)	26	
							MCT211 2D Animation Lab A (Project Based)	23	
"19 Dec 2022 Monday"	MCT 413 New Typeface (A) [ Batch 26] (Project Based)	23	23	MCT223 Mathematics- 2 (Coordinate Geometry)(A) [Batch-29]	16	16	MCT322 Physics-based animation [A] [Batch-27] (Project Based)	24	24

"20 Dec 2022 Tuesday"	MCT135 Figure Drawing (A) [Batch 29] (Project Based)	13	70	AOL201 Art of Living [A] [32 & 33- Batch]	62	137	MCT421 Game Analysis & Development [A] [Batch-24] (Project Based)	25	25
	MCT 336 Texturing (D) [Batch 29] [Project Based]	24		AOL201 Art of Living [B] [31- Batch]	47				
	MCT 411 Digital Matte Painting (B) [Batch 26] (Project Based)	33		AOL201 Art of Living [C] [30- Batch]	28				
"21 Dec 2022 Wednesday"	MCT 111 Fundamentals of Graphic Design with Lab [A] [33- Batch] (Project Based)	35	110	MCT 411 Digital Matte Painting (C) [Batch 24] (Project Based)	25	60	MCT134 Calligraphy (A) [Batch 29] (Project Based)	23	58
	MCT432 Lighting & Rendering Lab (A) [Batch-28] (Project Based)	26		MCT 411 Digital Matte Painting (A) [Batch 26] (Project Based)	35		MCT431 Multimedia Authoring[A] [Batch- 25] (Project Based)	35	
	MCT 137 Perspective Study (A) [Batch 31] (Project Based)	26+23							

"22 Dec 2022 Thursday"	MCT331 Visual Effects and Production [B] [Batch-24] (Project Based)	23	53	MCT314 Creative Writing [A&B] [31- Batch] [Project Based]	25+25	50	MCT235 Brand Design and Packaging(A) [Batch-27] (Project Based)	28	126
	MCT 111 Fundamentals of Graphic Design with Lab [ <b>B</b> ] [32- Batch] (Project Based)	30					MCT 336 Texturing (A) [Batch 30] [Project Based]	28	
							MCT 336 Texturing (B) [Batch 29] [Project Based]	30	
							MCT 336 Texturing (C) [Batch 28] [Project Based]	30	
"24 Dec 2022 Saturday"	MCT113 Drawing & Sketching [A] [33- Batch] (Project Based)	31	99	CIS332 Human and Computer Interaction[A] [Batch-28] (Project Based)	22	80	MCT211 2D Animation With Lab (A) [30- Batch] (Project Based)	30	74
	MCT331 Visual Effects and Production [A] [Batch-25] (Project Based)	36		CIS332 Human and Computer Interaction[B] [Batch- 26] (Project Based)	15		MCT333 Character Design & composition (Z brush)[A] [Batch-29 & 24] (Project Based)	44	
	MCT223 Video Production(A) [Batch-27] (Project Based)	32		MCT 121 Principles and Elements of Design With Lab [A&B] [31- Batch] (Project Based)	43				

"Instructions for Students

1. No student will be allowed to sit for examination without clearing their payment to the university or Showing proper document.

2. Each student is instructed to collect his/her Admit Card or Payment Document from Accounts Section and bring it to examination hall. No student will be allowed to sit for Examination without Admit Card.

3. It is mandatory to attend the examination according to the sitting arrangement; if not, students will be strictly redirected to follow the sitting arrangement.

4. Students are strongly advised to write their teachers' initials (for respective courses & sections) correctly to avoid inconvenient circumstances.

5. ID card is mandatory to enter into exam hall.

6. Hang your student ID card with DIU Ribbon with clear visibility."

Dr. Md. Samaun Hasan	
Member	Shah Md. Tanvir Siddiquee
Examination Committee, FSIT	Chairman
	Examination Committee, FSIT