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

| | Slot A<br>Time: (9.00 am– 10.30 am)<br>Course Code & Course Title | No of Student | Total | Slot B<br>Time: (11.30am-1.00 pm)<br>Course Code & Course Title | No of Student | Total |
|---|---|---|---|---|---|---|
| 10 Oct 2022<br>Monday | ENG 113: Basic Functional English and English Spoken[A] [33- Batch] | 36 | 36 | MCT113 Drawing & Sketching [B] [32- Batch] (Project Based) | 29 | **29** |

| | Slot B<br>Time: (11.30am-1.00 pm)<br>Course Code & Course Title | No of Student | Total | Slot C<br>Time: (2.00pm-3.30 pm)<br>Course Code & Course Title | No of Student | Total |
|---|---|---|---|---|---|---|
| 11 Oct 2022<br>Tuesday | AOL201 Art of Living [B & C] [30 & 31- Batch] | 45+28 | 96 | | | |
| | MCT332 Graphic Novel(A) [Batch-29] | 23 | | | | |

| | Slot B<br>Time: (11.30am-1.00 pm)<br>Course Code & Course Title | No of Student | Total | Slot C<br>Time: (2.00pm-3.30 pm)<br>Course Code & Course Title | No of Student | Total |
|---|---|---|---|---|---|---|
| 12 Oct 2022<br>Wednesday | ENG 123: Writing and Comprehension[A] [32- Batch] | 31 | 97 | MCT322 Physics-based animation [B] [Batch-26] (Project Based) | 12 | **80** |
| | CSE112 Computer Fundamentals[A] [33-Batch] | 38 | | MCT322 Physics-based animation [C] [Batch-25] (Project Based) | 39 | |
| | MIS575 Project Management [A] [Batch-27] | 26 | | MCT337 Character Animation [B] [Batch-24] (Project Based) | 29 | |

| Date | Course | Count | Total | Course | Count | Total |
|---|---|---|---|---|---|---|
| 15 Oct 2022 Saturday | BDS 101 Bangladesh Studies [A] [33- Batch] | 38 | 114 | MCT424 Augmented and Virtual Reality Development/AR/VR Development [A] [Batch-24] (Project Based) | 18 | **100** |
| | BDS 101 Bangladesh Studies [B] [32, 28 & 26- Batch] | 61 | | MCT 138 Fundamentals of 3D Design and Modeling [A&B] [31- Batch] (Project Based) | 31+28 | |
| | MCT223 Mathematics- 2 (Coordinate Geometry)(A) [Batch-29] | 15 | | MCT322 Physics-based animation [A] [Batch-27] (Project Based) | 23 | |
| 16 Oct 2022 Sunday | | | | MCT337 Character Animation [A] [Batch-25] (Project Based) | 36 | **61** |
| | | | | MCT221 3D Design and Modeling(A)[Batch-27] (Project Based) | 25 | |
| 17 Oct 2022 Monday | MCT231 Object-Oriented Programming(A) [Batch-29] | 18 | | MCT 111 Fundamentals of Graphic Design[A] [33- Batch] (Project Based) | 34 | **34** |
| | CIS112 Fundamental of Mathematics(A) [28 & 30- Batch] | 55 | | | | |
| 18 Oct 2022 Tuesday | MCT432 Digital+ Cinematography [A][Batch-26 & 27] | 39 | 70 | | | |
| | MCT432 Digital cinematography [B] [Batch-25] | 30 | | | | |
| 19 Oct 2022 Wednesday | CSE122 Structured Programming [A] [32- Batch] | 29 | 106 | MCT113 Drawing & Sketching [A] [33- Batch] (Project Based) | 35 | **126** |
| | CSE122 Structured Programming [B & C] [30 & 31- Batch] | 45+31 | | MCT211 2D Animation A (Project Based) | 28 | |
| | | | | MCT333 Character Design & composition (Z brush)[A] [Batch-29 & 24] (Project Based) | 43 | |
| | | | | MCT413 New Typeface Design (A) [Batch-26] (Project Based) | 20 | |
| 22 Oct 2022 Saturday | MCT314 Creative Writing [A&B] [31- Batch] | 22+25 | 47 | MCT 111 Fundamentals of Graphic Design[A] [32- Batch] (Project Based) | 30 | **87** |
| | | | | MCT213 Motion Graphics A [30- Batch] (Project Based) | 31 | |
| | | | | MCT432 Lighting & Rendering(A)[Batch-28] (Project Based) | 25 | |

| Date | Course | | | Course | | |
|---|---|---|---|---|---|---|
| 23 Oct 2022 Sunday | | | | MCT235 Brand Design and Packaging(A) [Batch-27] (Project Based) | 27 | **123** |
| | | | | MCT431 Multimedia Authoring[A] [Batch-25] (Project Based) | 34 | |
| | | | | MCT421 Game Analysis & Development [A] [Batch-24] (Project Based) | 25 | |
| | | | | MCT135 Film Studies & Appreciation [A] [Batch-28 & 29] (Project Based) | 37 | |
| 24 Oct 2022 Monday | AOL201 Art of Living[A] Online [32 & 33- Batch] | 65 | 65 | MCT 121 Principles and Elements of Design [A&B] [31- Batch] (Project Based) | 23+24 | |
| 25 Oct 2022 Tuesday | CIS332 Human and Computer Interaction[B] [Batch-28 & 26] | 22+13 | 35 | MCT211 2D Animation(A) [30- Batch] (Project Based) | 28 | **129** |
| | | | | MCT331 Visual Effects and Production [A] [Batch-25] (Project Based) | 36 | |
| | | | | MCT331 Visual Effects and Production [B] [Batch-24] (Project Based) | 33 | |
| | | | | MCT223 Video Production(A [Batch-27] (Project Based) | 32 | |

## 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, Examination Committee, FSIT

**Shah Md. Tanvir Siddiquee**
Chairman
Examination Committee, FSIT