INSTITUTE OF AERONAUTICAL ENGINEERING
(Autonomous)
Dundigal, Hyderabad - 500043, Telangana

INFORMATION TECHNOLOGY

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	**Mr. KS R SAGAR**	Department:	**Information Technology**
Regulation:	**IARE - UG20**	Batch:	**2022-2026**
Course Name:	**Fundamentals of Multimedia**	Course Code:	**AITC13**
Semester:	**V**	Target Value:	**60% (1.8)**

Attainment of COs:

	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Demonstrate Knowledge and Understanding of the concepts Temporal, Non-Temporal, and Hypertext, Hypermedia	1.60	2.20	1.7	Not Attained
CO2	Describe integrate audio, visual, and interactive elements into a comprehensive immersive experience	0.90	2.30	1.2	Not Attained
CO3	Analyze the ability to extend their basic in Multimedia systems architecture, USB port	0.90	2.20	1.2	Not Attained
CO4	Evaluate Current trends of AR and VR media delivery to propose options to potential clients, and discuss the benefits challenges and misconceptions involved with working in AR and VR	0.90	2.20	1.2	Not Attained
CO5	Evaluate various interaction schemes common to AR/VR experiences.	0.90	2.20	1.2	Not Attained
CO6	Use immersive effects of visual and audio assets to AR/VR experiences and evaluate implementation methods	0.90	2.20	1.2	Not Attained

Action Taken Report: (To be filled by the concerned faculty / course coordinator)

CO1:

Need to Conducted remedial classes and interactive quizzes to reinforce understanding of Temporal, Non-Temporal, Hypertext, and Hypermedia concepts.

CO2:

Need to Arranged practical sessions and project-based learning to improve integration of audio, visual, and interactive elements in immersive experiences.

CO3: Students Need to focused lab sessions and provided supplementary materials to strengthen understanding of multimedia architecture and USB interfacing.
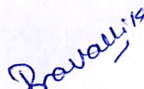
CO4:

Need to give seminars and case study discussions on AR/VR trends to enhance understanding of real-world applications, benefits, challenges, and misconceptions.

CO5:

To Conduct Organized hands-on workshops and demonstrations to familiarize students with different AR/VR interaction schemes.

CO6: Need to give practical labs and guided projects to enhance skills in applying immersive visual and audio effects in AR/VR experiences.

Course Coordinator

Mentor

Head of the Department