



Daffodil International University
Department of Multimedia and Creative Technology
Final Examination Routine, Spring 2024

	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
28/05/2024	0213-123 Composition Study [A] (Project-Based) 46	[35- Batch]	0213-123 Composition Study [B] (Project-Based) 40	[35- Batch]	0213-123 Composition Study [C] (Project-Based) 24	[35- Batch]		
			MCT223 Video Production (Project- Based)(A) 51	[32, 33- Batch]	MCT223 Video Production (B) (Project-Based) 48	[Batch-31]		
			MCT223 Video Production (A) (Project-Based) 51		MCT 319 Architectural Visualization[A] (Project-Based) 38	[28 & 29- Batch]		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
29/05/2024	0213-224 Figure Drawing A (Project-Based) 23	[34- Batch]	0213-224 Figure Drawing B (Project-Based) 21	[34- Batch]	MCT 311 Audio and Video Streaming and Editing[A] (Project-Based) 29	[30- Batch]		
	MCT134 Calligraphy Lab C (Project-Based) 25	[32- Batch]	MCT134 Calligraphy Lab A (Project-Based) 23	[31- Batch]	MCT134 Calligraphy Lab B (Project-Based) 25	[31- Batch]		
	MCT 421 Game Analysis & Development[A] (Project-Based) 34	[26 & 27- Batch]						
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
30/05/2024			3D Environment Design[A] (Project-Based)45	[31- Batch]	MCT337 Character Animation[A] (Project Based) 38	[Batch-29 & 28]		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
1/6/2024	MCT338 Character Animation Lab[A] (Project Based) 37	[Batch-29 & 28]						
	MCT 421 Game Analysis & Development Lab[A&B] (Project-Based) 25+8	[26 & 27- Batch]			MCT334 Script Programming Lab A (Project-Based) 25	[Batch 30]		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch

2/6/2024	MCT211 2D Animation (A) (Project-Based) 24	[Batch-33]	0211-217 Motion Graphics [A] (Project-Based) 49	[34- Batch]	MCT331 Visual Effects Production [A] (Project-Based) 31	[29 & 28- Batch]31		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
3/6/2024	0613-122 Structured Programming Lab [A] (Project-Based) 25	[35- Batch]	0613-122 Structured Programming Lab [B] (Project-Based)23	[35- Batch]	0613-122 Structured Programming Lab [C, D & E] [35- Batch] (Project- Based) 19+21+22	[35- Batch]		
	MCT 324 3D Animation 2 Lab[B] (Project-Based) 23	[30- Batch]	MCT332 Graphic Novel(A) (Project-Based) 48	[Batch-31]	MCT 324 3D Animation 2 Lab[A] (Project-Based) 21	[28- Batch]		
			MCT339 Immersive Learning [A] (Project-Based) 58	[Batch-32]				
			MCT339 Immersive Learning [A] (Project-Based) 58	[Batch-33]				
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
4/6/2024	0212-121 Fundamentals of 3D Design and Modeling [A](Project Based) 50	[35- Batch]	0212-121 Fundamentals of 3D Design and Modeling [B] (Project Based) 38	[35- Batch]	0212-121 Fundamentals of 3D Design and Modeling [C] (Project Based) 28	[35- Batch]		
	MCT431 Multimedia Authoring(A) (Project-Based) 33	[Batch-28 & 29]	MCT414 Simulation and Modeling[A] (Project-Based) 23	[27- Batch]	0212-213 Basic Typography Design(A) (Project-Based) 47	[Batch-34]		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
5/6/2024	0219-125 Creative Writing [A] (Project-Based) 46	[35- Batch]	0219-125 Creative Writing [B] (Project-Based) 41	[35- Batch]	0219-125 Creative Writing [C] (Project-Based) 28	[35- Batch]		
	0213-113 Drawing & Sketching [A] (Project-Based) 53	[36- Batch]			0213-113 Drawing & Sketching [A] (Project-Based) 49	[36- Batch]		
	MCT 313 3D Animation 1[A] (Project-Based) 53	[32 & 33- Batch]	MCT 313 3D Animation 1[B] (Project-Based) 40	[31- Batch]	MCT411 Digital Matte Painting A [A] (Project-Based) 34	[29 & 28- Batch]		

	MCT 313 3D Animation 1[A] (Project-Based)53							
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
6/6/2024	MCT212 2D Animation Lab(A) (Project-Based) 26	[33- Batch]	MCT 235 Brand Design and Packaging[A] (Project-Based) 44	[29 &30- Batch]				
	MCT317 Industrial Design & Inovation Technology Lab[A] (Project-Based) 22	[27- Batch]	MCT 235 Brand Design and Packaging[A] (Project-Based) 44					
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
8/6/2024	0212-111 Fundamentals of Graphic Design [A] (Project-Based) 55	[36- Batch]	0212-111 Fundamentals of Graphic Design [B] (Project-Based) 51	[36- Batch]				
	0212-127 Principles and Elements of Design [A] (Project-Based) 47	[35 Batch]	0212-127 Principles and Elements of Design [A] (Project-Based) 39	[35 Batch]	0212-127 Principles and Elements of Design (Project-Based) 24	[A] [35 Batch]		
	MCT333 Character Design & Composition (Z brush) [A] (Project Based)53	[Batch-32&33]	0212-219 3D Design and Modeling(A) (Project-Based)50	[Batch-34]				
	MCT333 Character Design & Composition (Z brush) [A] (Project Based)53	[Batch-32&33]	MCT333 Character Design & Composition (Z brush) [B] (Project Based) 42	[Batch-31]	MCT333 Character Design & Composition (Z brush) [C] (Project Based) 26	[Batch-30]		
	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
9/6/2024	MCT228 User Interface & Experiance Design A(Project- Based) 26	[Batch-30]	MCT228 User Interface & Experiance Design B(Project- Based) 30	[Batch-32]	MCT228 User Interface & Experiance Design C (Project- Based) 20	[33- Batch]		
	MCT424 Augmented and Virtual Reality (AR\VR) Development [A] (Project-Based) 44	[329 & 28- Batch]	MCT414 Simulation and Modeling Lab[A] (Project-Based) 26	[27- Batch]				

	Slot A: 09:00 am – 11:00 am	Batch	Slot B: 12:00 pm – 02:00 pm	Batch	Slot C: 03:00 pm – 05:00 pm	Batch	Slot D: 06:00 pm – 08:00 pm	Batch
10/6/2024	0212-112 Fundamental of Graphic Design Lab A (Project-Based) 25	[36 Batch]	0212-112 Fundamental of Graphic Design Lab B (Project-Based) 29	[36 Batch]	0212-112 Fundamental of Graphic Design Lab C & D (Project-Based) 24+28	[36 Batch]		
	0212-128 Principles and Elements of Design Lab [A] (Project-Based) 25	[35 Batch]	0212-128 Principles and Elements of Design Lab [B & C] (Project-Based) 21+18	[35 Batch]	0212-128 Principles and Elements of Design Lab [D&E] (Project-Based) 21+23	[35 Batch]		
	MCT 322 Physic-Based Animation (B) (Project-Based) 36	[31- Batch]	MCT 322 Physic-Based Animation (A) [30- Batch] (Project-Based) 33	[Batch-30]				
	0613-216 Object-Oriented Programming Lab(A &B)(Project-Based) 18+24	[Batch-34]	MCT336 Texturing Lab A(Project-Based) 35	[Batch-32]	MCT336 Texturing Lab B(Project-Based) 25	[33- Batch]		

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.



(Contact Point)
(Member)



Shah Md. Tanvir Siddiquee
Chairman
Examination Committee, FSIT

(Member)
(Member)