

**Table Learning Outcome Matrix – Modules to EP BA 60611100 – Television technology
(Audiovisual technologies)**

Learning Outcomes (critical units of competence)	Name module	
LO 2. Able to making decisions informed by philosophical and historical knowledge, techniques of discussion and debate. An ability to function effectively on a team whose members together provide leadership	HUM101	The newest History of Uzbekistan
LO 2. Able to making decisions informed by philosophical and historical knowledge, techniques of discussion and debate. An ability to function effectively on a team whose members together provide leadership	HUM102	Religious studies
LO 2. Able to making decisions informed by philosophical and historical knowledge, techniques of discussion and debate. An ability to function effectively on a team whose members together provide leadership	HUM103	Philosophy
LO 1. Able to communicate effectively with a range of audience and competently express oneself in Uzbek, Russian, and other foreign languages.	FRL101	Foreign language I
LO 1. Able to communicate effectively with a range of audience and competently express oneself in Uzbek, Russian, and other foreign languages.	FRL102	Foreign language II
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	MTH101	Calculus
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	PHY101	Physics I
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	PHY102	Physics II
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	MTH102	Differential equations
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	MTH103	Discrete structures
LO 6. Able to create and manipulate 3D models and develop proficiency and design computer systems and their components using modern programming languages.	PRG101	Programming I
LO 6. Able to create and manipulate 3D models and develop proficiency and design computer systems and their components using modern programming languages.	PRG102	Programming II
LO 1. Able to communicate effectively with a range of audience and competently express oneself in Uzbek, Russian, and other foreign languages.	AWR101	Academic writing
LO 7. Able to design, implement, and manage database systems, ensuring data integrity.	DBM201	Database
LO 8. Able to implement cybersecurity measures and understand the principles of cryptography and network security.	CSF201	Fundamentals of Cyber Security
LO 9. Able to analyze and design efficient algorithms and data structures to solve computational problems.	DSA201	Data structure and algorithms
LO 10. Able to design, implement, and analyze digital systems using hardware description languages and tools.	EAC 201	Electronics and circuits
LO 11. Able to create and manipulate 3D models and develop proficiency and design computer systems and their components using modern visualization programming languages	3DM301	3D modeling and visualization
LO 12. Able to apply vector calculus to solve problems involving electromagnetic fields, including divergence, curl, and gradient operations. Solve boundary value problems related to electrostatics and magnetostatics using techniques such as separation of variables and method of images.	EFW201	Electromagnetic fields and waves

Learning Outcomes (critical units of competence)	Name module	
LO 13. Able to apply fundamental AI principles and techniques, design and implement audio and video systems, and utilize data mining methods to extract meaningful patterns and insights from large datasets for solving complex engineering problems.	AIF201	Fundamentals of Artificial Intelligence
LO 14. Able to record, analyze and process signals using digital signal and audio processing techniques.	TFA301	Theoretical foundations of acoustics
LO 14. Able to record, analyze and process signals using digital signal and audio processing techniques.	ADP301	Audio data processing
LO 13. Able to apply fundamental AI principles and techniques, design and implement audio and video systems, and utilize data mining methods to extract meaningful patterns and insights from large datasets for solving complex engineering problems.	VSE401	Visual special effects in media products
LO 15. Able to create and manipulate 3D models and their components using modern visualization tools, deploy computer vision applications.	ITS415	Virtual reality visualization
LO 5. Able to apply foundational and advanced knowledge in the fields of mathematics, natural sciences, and technical sciences to complex engineering tasks, utilizing the latest scientific advancements to solve computational problems.	MTH204	Probability and statistics
LO 13. Able to apply fundamental AI principles and techniques, design and implement audio and video systems, and utilize data mining methods to extract meaningful patterns and insights from large datasets for solving complex engineering problems.	ITS417	Artificial intelligence in audio and video processing
LO 17. Able to apply knowledge in the field of engineering in practice and effectively use engineering knowledge when conducting qualifying training and processing the results of experiments and drawing valid conclusions based on them.	IDP301	Individual project
LO 16. Able to design and test embedded systems by integrating hardware and software components for applications., deploy computer vision applications.	EMS301	Embedded management systems
LO 4. Able to making decisions informed by health, safety, and workplace dynamics, utilizing methods to ensure the safety of social systems to preserve, develop, and enhance the effective functioning of individuals and society.	PHT101	Physical Training
LO 3. Able to making decisions informed by principles of engineering psychology, pedagogy and ecology.	GEN301	Pedagogy. Psychology
LO 3. Able to making decisions informed by principles of engineering psychology, pedagogy and ecology.	GEN302	Ecology
LO 4. Capable of making decisions informed by health, safety, and workplace dynamics, utilizing methods to ensure the safety of social systems to preserve, develop, and enhance the effective functioning of individuals and society.	GEN303	Power supply of information communication systems
LO 4. Capable of making decisions informed by health, safety, and workplace dynamics, utilizing methods to ensure the safety of social systems to preserve, develop, and enhance the effective functioning of individuals and society.	GEN304	Life safety
LO 18. Able to develop and utilize application graphics, software packages, and apply computational modeling techniques to simulate and solve real-world engineering problems.	ITS403	Computer graphics packages
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling	ITS405	Digital video cameras
LO 13. Able to apply fundamental AI principles and techniques, design and implement audio and video systems, and utilize data mining methods to extract meaningful patterns and insights from large datasets for solving complex engineering problems.	ITS407	Technologies for creating audio-video media products
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling	ITS409	Modern television studios
LO 14. Able to record, analyze and process signals using digital signal and audio processing techniques.	ITS411	Design of audio studios

Learning Outcomes (critical units of competence)	Name module	
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling	ITS413	Experimental television
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling.	ITS404	Film visualization
LO 18. Able to develop and utilize application graphics, software packages, and apply computational modeling techniques to simulate and solve real-world engineering problems	ITS206	UX/UI design
LO 18. Able to develop and utilize application graphics, software packages, and apply computational modeling techniques to simulate and solve real-world engineering problems	ITS208	Infographics
LO 14. Able to record, analyze and process signals using digital signal and audio processing techniques..	ITS210	Audio post-production
LO 15. Able to create and manipulate 3D models and their components using modern visualization tools, deploy computer vision applications.	ITS212	VR/AR technologies
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling	ITS216	Video post-production
LO 18. Able to develop and utilize application graphics, software packages, and apply computational modeling techniques to simulate and solve real-world engineering problems	ITS218	Hologram
LO 14. Able to record, analyze and process signals using digital signal and audio processing techniques.	ITS202	Audio recording and editing
LO 16. Able to apply various camera techniques, including shot composition, camera angles, and movement to enhance storytelling. Master lighting techniques to create mood, depth, and emphasis in visual storytelling	ITS201	Photography
LO 15. Able to create and manipulate 3D models and their components using modern visualization tools, deploy computer vision applications.	ITS214	Introduction to computer vision
LO 17. Able to apply knowledge in the field of engineering in practice and effectively use engineering knowledge when conducting qualifying training and processing the results of experiments and drawing valid conclusions based on them.	QPR301	Practical Training
LO 17. Able to apply knowledge in the field of engineering in practice and effectively use engineering knowledge when conducting qualifying training and processing the results of experiments and drawing valid conclusions based on them.	QPR 402	Pre-graduation work practice
LO 17. Able to apply knowledge in the field of engineering in practice and effectively use engineering knowledge when conducting qualifying training and processing the results of experiments and drawing valid conclusions based on them.	GQW401	Graduation Qualification Work