

Hindi Vidya Prachar Samiti's Ramniranjan Jhunjhunwala College of Arts, Science & Commerce (Autonomous College)

Affiliated to

UNIVERSITY OF MUMBAI

Syllabus for the MAEMA Part 1

(CBCS)

2020-2021

Program: MA in Entertainment, Media and Advertising Program Code: RJAPEMA

DISTRIBUTION OF TOPICS AND CREDITS

MAEMA SEMESTER I

Course	Nomenclature	Credits	Topics
RJAPEMA101	Overview - Entertainment Media & Advertising	06	 Size of M&E industry- Indian & G lobal Indian and Global Film Industry Dynamics of each content delivery platform for filmed entertainment Indian and Global Animation Industry size and growth rate for satellite broadcasting Understanding dynamics of revenue Indian and Global advertising industry
RJAPEMA102	Management: Events, Live Media & Radio	06	 Fundamentals of Event Management Supplier Management Creative visualization and packing Event Inventories Planning and Budgeting International Radio Broadcasting Trends Radio-Legal Framework and Societal Awareness Radio-Content Creation & Technology in Changing Times Radio Business
RJAPEMA103	Basics of Finance & Accounting	06	 Principles of Corporate Finance Basic Micro-Economic Theory Pricing Media Properties for Different Media Introduction to Accounting and: Cost Accounting Fundamentals Balance Sheet and Profitability Analysis
RJAPEMA104	Marketing Management	06	 Introduction to Marketing Consumer Frameworks Marketing Metrics Marketing Functions Marketing Functions:Pricing Brand Equity and Brand Management Understanding Strategy Introduction to Advertising Direct Marketing Strategy Global Marketing Strategy

MA EMA Syllabus Semester I & II

MAEMA SEMESTERII

Course	Nomenclatu re	Credits	Topics
RJAPEMA201	Principles of Management	06	 Concept and Importance of Management Different Schools of Management thought Management Planning Fundamentals of Organizing Fundamentals of Staffing Psychological Aspects of Management Social& Ethical Aspects of Management Social and EconomicResponsibilities
RJAPEMA202	Integrated Marketing Communicat ions	06	 The Communications Process Marketing Communications in Context IMC Advertising Tools Advertising Design
RJAPEMA203	Management - Film, TV, Animation	06	 Film Industry Overview Film Promotion and Marketing Merchandising and the Film Industry Distribution Management Talent Spotting, Management and Casting Introduction to Animation, VFX and Gaming Processes Costing for Animation, VFX and Gaming Industries Challenges of New Media New Media Business Promotions
RJAPEMA204	Entrepreneu rship & Innovation	06	 Business Creation Media Law, Copyright and Intellectual Property Contracts and Negotiations & Conflict Resolutions Scouting for business opportunities Innovation: Types of innovation

SEME	STER I	L	Cr
Paper-I: Overview - Entertainment Media & Advertising	Paper Code: RJAPEMA101	60	06
UN	IT I	04	
Size of M&E ind	lustry- Indian & Global		
Key Figs and Trends of the indust operating in each segment, Spread actions	ry, Key players/companies ross value chain of major entertainment		
UN	IT II	10	
Indian and (GlobalFilm Industry		
Cycle for filmed entertain release, home video right	ghts, satellite, cable and terrestrial and		
UNI	T III	08	
=	ontent delivery platform for entertainment		
Film Distribution, Home Video, Mus (physical and digital), Satellite teleca and online download rights, Merchan models and agreements, revenue earn revenue across value chain and share contribution of each platformin the top	st, overseas distribution, New Media dising rights. Revenue sharing ing potential, flow of of revenue		
UN	IT IV	10	
Case stud	ies and examples		
Blockbuster hit and flop films and livery platform, reasons behind the fi	their performance on each content de lms performance, etc.		

Potential of regionalcinema in India and its dynamics; International studio models and its adaptation in India; Career opportunities in filmed entertainment space, Piracy: Value and volume, copyright, IPR protection measures like DRM, government laws, regulations andacts to counter piracy, other private bodies involved in vigilance for copyright protection.		
UNIT V	12	
Indian and Global		
 Market Size, growth rate, international trends, major international gaming studios, etc., Evolution ofgaming: 8 bit to console gaming. Gaming platforms: PC, console, online gaming, mobile gaming, multi player gaming and their potenti al. Platforms and Product Life Cycle for gaming entertainment: PC, Console g ames (Playstation, X-box, Nintendo, others), sequels, etc. Film based Indian and International gaming franchises: Sales performance, successful case studies, etc. Career opportunities in gaming space. 		
UNIT VI	10	
Indian and Global Animation		
• Industry Market Size,growth rate, international trends, major international ani mation studios, etc., Indian and International franchises: A comparative study. Dynamics of Indian Animation Industry: Revenue generated from exploitation of each content deliveryplatform. Case studies of International and Indian successful animation films: Spiderman, Batman, Krish, Hanuman and many more. Merchandising and Licensing: Sales Potential, case studies of International and Indian properties. Career opportunities in animation space.		
UNIT VII	06	
Industry size and growth rate for satellite broadcasting		
Major channels and their programming genres viz; GEC, Sports, Kids, Music, news,etc. Understanding concepts of reach, viewership andTRPs, their effect on advertising rates, current ad spot rates of various channels, prime time rates v/s ROS rates, etc., Content acquisition and production models of various channels, including licensing of international reality show formats		

UNIT VIII	06	
Understanding dynamics of revenue		
Digitization – Advantages & Govt. Mandate/Ruling. Future trend - Concept of embedded advertising. Resource requirements for various types of channels depending on their content strategy. Career oppor tunities in satellite broadcasting space.		
UNIT IX	06	
Indian and Global advertising industry		
• Interdependence betweenadvertising and entertainment industry in the entire ecosystem, Understanding role of advertising agencies. Top advertising agencies and their campaigns. Share of traditional and digital advertising platforms in the total revenue pie.		

SEME	STER I	L	Cr
Paper-II: Management: Events, Live Media & Radio	Paper Code: RJAPEMA102	60	06
UN	TIT I	10	
Fundamentals	of Event Management		
Event Creation, Understanding Event	ent Briefs, Event Content Management		
UN	IT II	15	
Supplie	er Management		
Roles, definitions and event suppliers	s, Negotiations and Conflict Management		
UNI	TT III	10	
Creative visus	alization and packing		
From Idea to Execution: Event Inven	tories, Practical Exercise and Case Study		
UN	TIT IV	15	
Even	t Inventories		
Event Content Heads and Inventory Measurement and Tracking	Mapping, Process-to- Process		
UN	VIT V	10	
Planning	g and Budgeting		
	heets, Budgeting and Pricing Events, Event Evaluations, Event Metrics,		

Product-Based Event Evaluations, New Methodologies in Event Measurement , Response Monitoring	
UNIT VI	
International Radio Broadcasting Trends	
Basics of operations and Management, International Business	
UNIT VII	
Radio-Legal Framework and Societal Awareness	
Regulation: Defamation, Copyright, Prohibited content, Changes in Government policies in India, Airwaves as Public Property, Legal & Technical issues: case Studies	
UNIT VIII	
Radio-Content Creation & Technology in Changing Times	
Radio in India - emerging trends, The Radio Spectrum- Understanding Bandwidth issues. News, Features, Live Shows (dial INS, events, interviews, et al) film promotion. AM & FM & World Space -Reach, Profiling & Programming.	
UNIT IX	
Radio Business	
Business basics, Selling Space on Radio, Revenue streams for radio, Programming for business, Sales pitch	

SEME	SEMESTER I		Cr
Paper-III: Basics of Finance & Accounting	Paper Code: RJAPEMA103	60	06
UN	IIT I	04	
Principles of	f Corporate Finance		
Internal Rate of Return and Disc	Concepts, Present Value of FutureReturns, counted Cash Flow Methods, Financial ures and Capital Markets, Financial		
UN	IT II	04	
Basic Micro	o-Economic Theory		
	icro-Economic Theory, Rent, Interest and Understanding Equilibrium, Oligopolistic		
UNI	IT III	08	
Pricing Media Pro	perties for Different Media		
Television Pricing, Print Media Pricing	ng, Animation Pricing		
UN	IT IV	06	
	unting and: Cost Accounting ndamentals		
Trial Balances, Ledgers and Jou Accounting Definitions and terms, C	urnal Entries, Accounting Rules, Cost ost Accounting Tutorial using Tally		

UNIT V	06	
Balance Sheet and Profitability Analysis		
Understanding Schedule VIII, Profit and Loss Statement Analysis, Financial Ratios		

SEMES	SEMESTER I		Cr
Paper-IV: Marketing Management	Paper Code: RJAPEMA104	60	06
UN	IT I	06	
Introduct	ion to Marketing		
Definitions and Functions of Marketin and Tools	ng, Fundamental Marketing Concepts		
UNI	TT II	08	
Consum	er Frameworks		
Customer Orientation, Buyer Behavior CustomerMarkets	our Frameworks, Analyzing		
UNI	T III	10	
Mark	eting Metrics		
Planning Inventories, Research and Football to Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets, New Production Strategies – Case Study: Launching Analyze New Markets – Case Study: Launching Analyze New Mar	et Development and Setting Product		
UNI	T IV	10	
Market	ting Functions		
	riffusion and Product Research, Channels Wholesaling, Retailing and Logistics		

UNIT V	10	
Marketing Functions: Pricing		
Pricing-Penetration Vs Skimming, Numerical Analyses of Pricing Using MS Excel		
UNIT VI	06	
Brand Equity and Bran d Management		
 Introduction to Brand Management-Brand Identity, Brand Management: Creating Brand Positioning, CaseStudy: World Space - Positioning g a Radio channel, Brand Management: Dealing with Positioning – Case Study: N DTV and M SN: Co-Marketing 		
UNIT VII	10	
Understanding Strategy		
Marketing Strategy: Analyzing Business Markets, Marketing Strategy: Understanding Segmentation and Positioning		
UNIT VIII		
Introduction to Advertising		
Introduction t o Integrate d Marketing Communications, Advertising, Sales Promotions, Publicity		
UNIT IX		
Direct Marketing Strategy		

Direct Marketing Strategy, Interactive Marketing	
UNIT X	
Global Marketing Strategy	
Deciding Whether to Market Globally , Deciding Which Markets to Enter, Global Marketing Programme	

SEMESTER II		L	Cr
Paper-I: Principles of Management	Paper Code: RJAPEMA201	60	06
UN	IT I	06	
Concept and Import	Concept and Importance of Management		
Definition, Nature and Scope, Ro Management	les and Principles, Evolution of		
UNIT II		08	
Different Schools of	Different Schools of Management thought		
Different Schools of Management thought, Managementfunctions and skills, Case studies on contemporary Management Theory			
UNIT III		10	
Management Planning			
 Concept, Nature and Importance, Planning types and Steps, Corporate and Functional Planning, Strategic and Operational Planning, Problems and Prospects of Planning, Planning premises and forecasting, decision making 			
UNIT IV		10	
Fundamentals of Organizing			
Example			
UN	UT V	04	

Fundamentals of Staffing		
Recruitment, Training and Performance Appraisal - Case Study on Performance Management		
UNIT VI	06	
Psychological Aspects of Management		
Motivation Theories, Leadership, Communication, Fundamentals of Direct ing, Controlling, Operational Control Techniques		
UNIT VII	06	
Social& Ethical Aspects of Management		
 Social Responsibility of Managers, Business Ethics, Ethics, Morality and values, Culture and Ethics - Relationship between Ethics and Corporate Excellence 		
UNIT VIII		
Social and EconomicResponsibilities		
Role Legislation and other bodies in enforcing ethical behavior in business		

SEMESTER II		L	Cr
Paper-II: Integrated Marketing Communications	Paper Code: RJAPEMA202	60	06
UN	IT I	06	
The Communi	ications Process		
Theory and Concepts: Introduction to communication process, Basic mode communications: Introduction & model.	ls of communication, Mass		
UNIT II		08	
Marketing Commu	nications in Context		
	ns - Definition, Plan, Components of IM agement, Consumer Buyer Behaviour,		
UNIT III		02	
IMC Adve	rtising Tools		
nning and research	cation market analysis, Communications Media selection, Creative brief		
UNIT IV		03	
Advertisi	ing Design		
Advertising theories, Advertising approximately frameworks, ad creation - Advertisin Media Selection: Media Strategy, Media mix - Media selection.	edia		

PROMOTIONS AS COMMUNICATION TOOLS: OOH, Introduction to OOH, Types of OOH Media, How/ when/ why it should be used, How can the medium be used effectively, Events, Introduction, Types of events, Key elements of an event, How do you events effectively, Promotions, Types of promotions, How to come up with a promo idea, How do you execute the promo idea effectively

SEMESTER II		L	Cr
Paper-III: Management- Film, TV, Animation	Paper Code: RJAPEMA203	50	06
UN	UNIT I		
Film Industry Overview			
• Indian Film Industry : Size and Growth, Film Content Creation, Storyboarding			
UNIT II		04	
Film Promotion and Marketing			
Film Marketing Management: Functions and Policies, Film Promotion Methodologies			
UNIT III		04	
Merchandising and the Film Industry			
Merchandizing Planning and Production, Case Studies			
UNIT IV		04	
Distribution Management			
Film Rights, Film Auctions and Underwriting, Managing Theatres,			

UNIT V	06	
Talent Spotting, Management and Casting		
 Artist and Repertoire Management, Casting and Talent Promotion : Role of Agencies 		
UNIT VI	04	
Introduction to Animation		
Introduction to Animation, VFX and Gaming Processes		
UNIT VII	06	
Costing for Animation, VFX and Gaming Industries		
Case Studies; Pixar, Pent media, Avatar, God of War, World of Warcraft		
UNIT VIII	06	
Challenges of New Media		
Metrics and Calibration, Infringements and Cross-Media Analysis, Reach v/s cost of delivery		
UNIT IX	04	
New Media Business Promotions		
Overview; Interconnectivity between mediums, Cross Media penetration, Merchandising and brand connections		

SEMESTER II		L	Cr
Paper-IV: Entrepreneurship & Innovation	Paper Code: RJAPEMA204	50	06
UN	IT I	04	
Business	Business Creation		
Business Plans and Ideation: Entrepreneurship Routes, Case Studies: Steve Jobs, Warren Bennis, Introduction to Company Creation, Processes of Registration and Incorporation, Company Law, Introduction to Company Law, Registration Procedures and Exceptions, Company Procedure and Ethics			
UNIT II		06	
Media Law, Copyright a	Media Law, Copyright and Intellectual Property		
IPR Laws, Copyright Agreements: Short-Term vs. Long-Term Agreements, Media Law and Infringements: Case Studies, Statutory and non-statutory bodies formed to fight piracy			
UNIT III		06	
Contracts and Negotiations & Conflict Resolutions			
Negotiations and Bargaining : Role Play Exercise, Research Methodology for Business Planning			
UNIT IV		10	
Scouting for business opportunities			
Investor Pitch Exercises, Business Planer Projections for Businesses	an Formulation and Redesign, Financial		
UN	IT V	02	
Innovation: Types of innovation			
Product, process, etc, Innovation mat innovations, Project in Entrepreneurs	rix, Case Studies of successful and failed hip		