



TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF FINE ARTS (B.F.A.) – GAME DESIGN
EXAMINATION: NOVEMBER – 2018

TIME-TABLE

SEMESTER – VI			
Day & Date	Time	Subject	Code No.
Thursday 29/11/2018	10.00 am to 11.30.am	Game Distribution & marketing(Th)	221611
Friday 30/11/2018	2.00 pm to 4.00 pm	Idea Generation for Game(Th)	221613

15-16Batch

Examination Centre :-

Theory :- Tilak Maharashtra Vidyapeeth, Mukund Nagar, Gultekdi, Pune – 411037.

INSTRUCTIONS: □

- **Examination centre once selected cannot be changed in any circumstances.**
- **For Repeaters** - Repeaters should appear for their backlogs as per the time - table of that particular paper/s. For backlog papers seat no. will be the same.
- A candidate should be present at the examination center on the first day 30 minutes before and on the remaining days 15 minutes before the examination starts.
- N/o candidate will be allowed to enter the examination hall 30 minutes after the examination starts.
- All the details on the cover page of the answer book should be filled up carefully.
- Examination Seat Number, Subject Code mentioned on the Hall Ticket attached herewith should be written carefully on the Answer book.
- Documents such as Hall Ticket, Identity Card, Receipt of Fees etc. are to be carried along and presented at the time of the examination.
- eating arrangement will be displayed at the Examination Centre.
- Separate passing is essential for both Internal Assessment and Annual Examination (External Assessment.)
- **Warning against Mal - practices: Vidyapeeth authorities are empowered to take strict action against any kind of mal-practices at the time of examination.** Police action may also be taken under the Maharashtra Prevention of Mal - practices at Vidyapeeth, Board and other Specified Examinations Act 1982. Cases of the mal-practices during the examination will be tried before the committee specially appointed for the purpose.
- **Cell phones are not allowed in the examination hall.**

Pune - 411037.

Date: 01/11/2018

Acting Registrar.

