

School of Design Action Taken Report for Students, Faculty, Experts Curriculum Feed Back B.Des 2019-20

Student feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Students	More Weightage is given to the Art and Craft subjects which
2.			will help them in Foundation in order to adopt the same in
			the Specialization subjects in the future semesters

Faculty feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Teachers	Given that this is the students' foundation year, the current syllabus is acceptable. The course syllabus will be modified as needed in the subsequent semesters.

Employer feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Employer	The Present Syllabus is adequate as this is the foundation Year to the students. In the upcoming semesters the Syllabus of Courses will be changed as and when its required.

As per the feedback received and the course changes to be done for the Updation, Course Content Revisions are made for the AY 2020-21 as per Annexure -I and New Courses are introduced as per Annexure -II.

ANNEXURE II

							_	
Semester 1						21		
1	DES 101	Observation & Communication	1	2	3	3	BD	
2	DES 102	Principles of Visual Representation - Elements of Design	1	1	4	4	BD	
3	DES 105	Identity in Design History	1	1	2	2	HS	2
4	DES 106	Social Systems and Design History	1	1	2	2	HS	1
5 DES 109 Designing for Self 6 DES 110 Introduction to Social Design		1	1	2	3	DS		
		1	1	2	3	DS		
7	DES 113	Computer-Aided Skills	0	0	2	1	BD	İ
Semester 2 + Summer Term						23		
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	
2	DES 104	Tools of Analysis	1	1	2	3	BD	İ
3	DES 107	Sustainability and Design History	1	1	0	2	HS	İ
4	DES 108	Technology and Design History	1	1	0	2	HS	
5	DES 111	Designing with Nature	1	1	2	3	DS	
6	DES 118	Computer-Aided Skills-II	0	0	2	1	BD	İ
7	DES 112	Technological Advancement in Design	1	1	2	3	DS] ;
8	DES 114	Methods and Materials workshop	0	0	2	1	DP C] :
9	DES 115	Material Exploration workshop	0	0	2	1	DP C	
10	DES 116	Sketching workshop	0	0	2	1	DP C	
11	DES 117	Fonts and Typography workshop	0	0	2	1	DP C	
Semester 3						24		
1	BCD 201	Visual language Syntactics	1	4	0	3	CC	
2	BCD 202	History of Art and Design	3	0	0	3	HS	
3	BCD 203	Basics of Communication	3	0	0	3	DS] ,
4	BCD 204	Basics of Typography	2	2	0	3	СС]
CY U.D.	BCD 205	Storytelling and Narrative	2	2	0	2	HS	֓֞֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֡֓֡֓֡֓֓֡֓֓֡
65	BCD 206	Visual Merchandising	3	4	0	an	- (-X	ΥU
IQAO E	BCD 207	Digital Design Tools	2	0	0	REGISTRA	k/C	hie

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Semester 4					0	19		
1	BCD 208	Visual Design-II	1	4	0	3	СС	
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS	ĺ
3	BCD 210	Introduction to Interaction Design	1	4	0	3	СС	1
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS	9
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	CC	
Semester 5	DCD 212	BASICS OF THE FORMAL ITT	_	,	0	20		<u> </u>
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/S)	3	0	0	3	СС	
2	BCD 302	Advance Brand Identity Design	1	4	0	3	CC	2
3	BCD 303	Digital Communication for CD	1	4	0	3	DS	0
4	BCD 304	Content Development	1	4	0	3	HS	ĺ
5	BCD 305	Audiography for Communication Designers	3	0	0	3	DE	ĺ
6	BCD 306	Introduction to User Interface Design	2	2	0	3	CC	
Semester 6						22		·
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE	
2	BCD 309	USER INTERFACE DESIGN	1	4	0	3	CC	
3	BCD 310	Printing and Publication	2	2	0	3	CC	
4	BDC 311	Motion Graphics for Communication Designers	1	4	0	3	CC	2
5	BDC 312	FILM MAKING FOR COMMUNICATION DESIGNERS	1	4	0	3	DE	2
6	BCD 313	Design Research Methodology and Research Publication	3	0	0	3	DS	
Semester 7						31		<u> </u>
	DCD 404	Communication Desire Desiret					PP	
1	BCD 401	Communication Design Project	0	0	0	5	1	
2	BCD 402	Design Project Management	2	0	0	2	CC	
3	BCD 403	Basics of System Design	2	4	0	4	CC	3
4	BCD 404	Communication Design Internship	0	0	0	15	PP 2	1
5	BCD 405	Entrepreneurship Management for Designers	1	2	0	2	DS	1
7	BCD 406	Design Thinking and Application	1	2	0	2	DE	1
Semestar		5 5 11			20	(20		
200	BCD 407	GRADUATION DESIGN PROJECT				D. J. M.	LIL SEN	Y BN
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Se	mester 3		2 2				
1	DES1019	Basics of Needle Craft	2	4	4	Program Core	
2	DES1026	History of Textiles	1	4	3	Program Core	
3	DES1023	Analysis of Textile Materials	2	4	4	Discipline Elective	
4	DES1035	Textile Design Development	1	4	3	Discipline Elective	
5	DES2004	Basics of Textile Science	2	4	4	Program Core	
Se	mester 4				2 2		
1	DES1020	Basics of Pattern Making	2	4	4	Discipline Elective	
2	DES1021	Basic Sewing Techniques	2	4	4	Discipline Elective	
3	DES2007	Elements of Fashion Illustration	1	4	3	Program Core	
4	DES1028	Historical Costumes	2	4	4	Program Core	
5	DES1039	Fashion Accessory Design	1	4	3	Program Core	
6	DES2013	Production Planning and Control	3	0	3	Discipline Elective	
Se	mester 5				2		
1	DES2005	Textile & Apparel Wet Processing	2	2	3	Program Core	
2	DES2006	Textile & Apparel Testing	2	2	3	Program Core	
3	DES2008	Advanced Sewing Techniques	2	4	4	Program Core	
4	DES2009	Advanced Pattern Making	2	4	4	Program Core	
5	DES1031	Colour & Trend Forecasting	2	2	3	Discipline Elective	
Se	mester 6				2		
1	DES2088	Concept Development	0	0	4	School Core	
2	DES2011	Art of Draping	1	4	3	Program Core	
3	DES1029	Supply Chain Management	2	0	2	Program Core	
M	DESTRUCTION	Merchandising in Fashion & Apparels	3	0	3	Discipline Elective	

5	DES1040	Cluster Study & Social Intervention	1	4	3	Discipline Elective
6	DES1043	Garment Surface Ornamentation	1	4	3	Program Core
7	7 DES2014	Fashion Retailing, Marketing &	2	0	2	Discipline
		Merchandising	2	U		Elective

Se	emester 7					
1	DES1022	Sewing Technology & Garment Finishing	1	4	3	Program Core
2	DES1024	Lean Manufacturing Process	2	0	2	Program Core
3	DES1032	Fashion Styling & Photography	1	2	2	Discipline Elective
4	DES2010	Concepts of Fashion Portfolio	2	4	4	Program Core

Se	Semester 8					
1	DES1038	Haute Couture Fashion	1	4	3	Discipline Elective
2	DES1034	Fashion Event Management	2	0	2	Discipline Elective
3	DES4001	Design Portfolio & Garment Collection	0	0	7	Program Core

1		BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS	
2		BPD 202	BPD 202	Evolution of Form	1-0-2	2	СС	
3		BPD 203	BPD 203	Form Studies	1-1-2	3	СС	
4	Ш	BPD 204	BPD 204	Materials, Constructions & Processes	1-1-2	3	СС	20
5		BPD 205	BPD 205	Design Processes and Design Thinking (Discipline Elective - I)	1-1-0	2	DE	
6		BPD 206	BPD 206	Simple Product Design and Prototype	1-2-4	5	DPC	
7		BPD 207	BPD 207	Basics of Ergonomics	1-0-2	2	CC	
					L-T-P	С		
1		BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	
2		BDP 209	BPD 209	Advanced Representation Techniques - II (Discipline Elective - II)	1-1-2	3	DE	
3	IV	BDP 210	BPD 210	Evolution of Forms - II	1-0-4	3	СС	20
4	10	BDP 211	BPD 211	Form Studies - II	1-0-4	3	СС	20
5	137	BDP 212	BPD 212	Advance Material Skills and Processes	1-0-4	3	CC	
161) [[]	AUP 21	BPD 213	Craft Techniques and Product Design Prototyping Methods	1-2-4	5	DPC	



				L-T-P	С								
	BDP 301	BPD 301	Digital prototyping	1-0-4	3	СС							
	BDP 302	BPD 302	History of Art & Craft - I	1-0-4	3	DS							
,	BDP 303	BPD 303	Material Decisions and Preparation	0-0-8	4	СС	22						
۷ [BDP 304	BPD 304	Design Research Methodologies	3-0-0	3	СС	22						
	BDP 305	BPD 305	Simple Product Design (Space)	0-0-8	4	DPC							
	BDC 306	BCD 306	Introduction to User Interface Design (Discipline Elective - III)	2-0-2	3	DE	_						
				L-T-P	С								
	BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS							
	BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS							
VI	BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	24						
	BDP 310	BPD 310	Advance Ergonomics	0-0-8	4	СС							
	BDP 311	BPD 311	Simple Product Design For Space(Prototyping)	For Space(Prototyping) 0-0-8 4									
				L-T-P	С								
	BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC							
	BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE							
VII	BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	23						
	BDP 404	BPD 404	Complex Product Design	4-0-8	8	DPC							
	BDC 402	BCD 402	Design Project management (Discipline Elective - V)	2-0-0	2	DE							
				L-T-P	С								
		BPD 410	Product Portfolio	0-0-0	2	CC							
VIII	BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	28						
	BDP 405	BPD 405	Internship - Product Design	0-0-0	10	PP							
•	VII	BDP 302 BDP 303 BDP 304 BDP 305 BDC 306 BDP 307 BDP 308 BDP 309 BDP 310 BDP 311 BDP 401 BDP 402 BDP 403 BDP 403 BDP 404 BDC 402 ////////////////////////////////////	BDP 302 BPD 302 BDP 303 BPD 303 BDP 304 BPD 304 BDP 305 BPD 305 BDC 306 BCD 306 BDP 307 BPD 307 BDP 308 BPD 309 BDP 309 BPD 309 BDP 310 BPD 310 BDP 311 BPD 311 BDP 401 BPD 401 BDP 402 BPD 402 BDP 403 BPD 403 BDP 404 BPD 404 BDC 402 BCD 402 ///////////////////////////////////	BDP 302 BPD 302 History of Art & Craft - I BDP 303 BPD 303 Material Decisions and Preparation BDP 304 BPD 304 Design Research Methodologies BDP 305 BPD 305 Simple Product Design (Space) BDC 306 BCD 306 Introduction to User Interface Design (Discipline Elective - III) BDP 307 BPD 307 Color Material Trim Design BDP 308 BPD 308 History of Art and Craft - II BDP 309 BPD 309 Manufacturing Techniques BDP 310 BPD 310 Advance Ergonomics BDP 311 BPD 311 Simple Product Design For Space(Prototyping) BDP 401 BPD 401 Trend Forecasting and analysis BDP 402 BPD 402 System Design (Discipline Elective - IV) BDP 403 BPD 404 SPD 404 Complex Product Design BDC 402 BCD 402 Design Project management (Discipline Elective - V) BDP 401 BPD 408 BPD 408 Graduation Project - Product Design	BDP 302 BPD 302 History of Art & Craft - I 1-0-4 BDP 303 BPD 303 Material Decisions and Preparation 0-0-8 BDP 304 BPD 304 Design Research Methodologies 3-0-0 BDP 305 BPD 305 Simple Product Design (Space) 0-0-8 BDC 306 BCD 306 Introduction to User Interface Design (Discipline Elective - III) 2-0-2 L-T-P	BDP 302 BPD 302 History of Art & Craft - I 1-0-4 3	BDP 302 BPD 302 History of Art & Craft - I 1-0-4 3 DS						

	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3		3		
	DS BSD 202 DS BSD 203		History of Design-I (Architecture and Interiors)	1	1	0	2		2		
			Material technology-I (Materials and Applications)	3	0	0	3		3		
l III	""	BSD 204	Computer Aided Design and Drafting	1	0	4	3	20	3	20	
		BSD 205	Discipline elective - I	1	0	2	2		2		
	CC BSD 206		Space Analysis- Studio Project	0	2	6	5		5		
118	DECY	Discipline elective - II		1	1	0	2		2		
X	3/C	BSD 208	Design Studio Projects -I	1	0	6	4	23	4	23	

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	сс	BSD 209	Furniture Design-I	2	0	4	4		4	
	CC	BSD 210	Building Construction and Detailing	2	0	2	3		3	
	DS	BSD 211	History of Design-II	2	0	2	3		3	
	DS	BSD 212	Material technology-II	2	0	2	3		3	
	DE	BSD 213	Discipline elective - III	1	0	4	3		3	
	CC	BSD 214	Digital Illustration	1	0	4	3		3	
	CC	BSD 301	Design Studio -II	2	0	4	4		4	
	СС	BSD 302	Furniture Design-II	1	0	6	4		4	
$ _{V} $	DE	BSD XXX	Discipline elective - IV	1	0	4	3	24	3	24
V	CC	BSD 304	Working Drawing	1	0	4	3	24	3	24
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
	СС	BSD 307	Design Studio III	1	0	6	4		4	
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
VI	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4	24	4	24
	DS	BSD 310	Landscape Design	1	0	4	3		3	
	PP	BSD 311	Retail Design	1	0	6	4		4	
\/!!	PP	BSD 401	Space Design Internship	0	0	0	15	22	15	22
VII	DPC	BSD 402	Pre - Thesis	1	0	12	7	23	7	23
VIII	DPC	BSD 403	Design Thesis	2	0	36	20	23	20	23





School of Design

Action Taken Report for Students, Faculty, Experts Curriculum Feed Back B.Des 2020-21

Student feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Students	The concept of Text books does not exist in design. For the same reason more Design reference books are recommended and the same is shared to the students. Through online as Online Classes conducted for the reason of Covid
2.			LAB components training was missing due to the on line class during Covid. The same concepts have been taught to students practically once off line classes begun.

Faculty feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Teachers	The concept of Text books does not exist in design. As it was online Teachers Shared their Personal E Resources to the Students.
2.			As it was online Practical work could not be satisfied so Visual journals ware made compulsory in order to engage the students actively in Domain Specific Subjects.





Employer feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Employer	More online Resources was added according to the concern of the employers as to quench the Students need of knowledge as most of the course was online. Additional information will also be provided in future to the students as and when it is needed.
2.			As it was online Practical work could not be satisfied so Visual journals ware made compulsory in order to engage the students actively in Domain Specific Subjects.

As per the feedback received and the course changes to be done for the Updation, Course Content Revisions are made for the AY 2020-21 as per Annexure -I and New Courses are introduced as per Annexure -II.

ANNEXURE I

								-
Semester 1						21		
1	DES 101	Observation & Communication	1	2	3	3	BD	
2	DES 102	Principles of Visual Representation - Elements of Design	1	1	4	4	BD	
3	DES 105	Identity in Design History	1	1	2	2	HS	2
4	DES 106	Social Systems and Design History	1	1	2	2	HS	1
5	DES 109	Designing for Self	1	1	2	3	DS	Ì
6	DES 110	Introduction to Social Design	1	1	2	3	DS	
7	DES 113	Computer-Aided Skills	0	0	2	1	BD	
Semester 2 + Summer Term						23		
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	
2	DES 104	Tools of Analysis	1	1	2	3	BD	
3	DES 107	Sustainability and Design History	1	1	0	2	HS	2
R CY CAV	DES 108	Technology and Design History	1	1	0	2	HS	3
5 (2)	DES 111	Designing with Nature	1	1	2	am	DEN	TY U
IQAE T	DES 118	Computer-Aided Skills-II	0	0	2 _	REGISTRA	R B	hist

7	DES 112	Technological Advancement in Design	1	1	2	3	DS	
8	DES 114	Methods and Materials workshop	0	0	2	1	DP C	
9	DES 115	Material Exploration workshop	0	0	2	1	DP C	
10	DES 116	Sketching workshop	0	0	2	1	DP C	
11	DES 117	Fonts and Typography workshop	0	0	2	1	DP C	
Semester 3						24	Ū	
1	BCD 201	Visual language Syntactics	1	4	0	3	CC	
2	BCD 202	History of Art and Design	3	0	0	3	HS	
3	BCD 203	Basics of Communication	3	0	0	3	DS	
4	BCD 204	Basics of Typography	2	2	0	3	СС	2
5	BCD 205	Storytelling and Narrative	2	2	0	2	HS	4
6	BCD 206	Visual Merchandising	3	4	0	5	СС	
7	BCD 207	Digital Design Tools	2	0	0	3	СС	
Semester 4					0	19		
1	BCD 208	Visual Design-II	1	4	0	3	CC	
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS	
3	BCD 210	Introduction to Interaction Design	1	4	0	3	СС	1
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS	9
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	СС	
Semester 5					0	20		
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/ S)	3	0	0	3	СС	
2	BCD 302	Advance Brand Identity Design	1	4	0	3	CC	2
3	BCD 303	Digital Communication for CD	1	4	0	3	DS	0
4	BCD 304	Content Development	1	4	0	3	HS	
5	BCD 305	Audiography for Communication Designers	3	0	0	3	DE	
6	BCD 306	Introduction to User Interface Design	2	2	0	3	CC	
Semester 6						22		
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE	
2	BCD 309	USER INTERFACE DESIGN	1	4	0	3	CC	2
B CNCY LBV	BCD 310	Printing and Publication	2	2	0	3	CC	2
4	BDC 311	Motion Graphics for Communication Designers	1	4	0	an	CCN	Y UNIA
IQAE S	BDC 312	FILM MAKING FOR COMMUNICATION DESIGNERS	1	4	0	REGISTRA	R DY	No.

		ı		1			, ,		1	
	6	BCD 313	Design Research Methodology and Research Publication		3	0	0	3	DS	
	Semester 7							31		
	1	BCD 401	Communication Design Project		0	0	0	5	PP 1	
	2	BCD 402	Design Project Management	:	2	0	0	2	СС	
	3	BCD 403	Basics of System Design	:	2	4	0	4	СС	3
	4	BCD 404	Communication Design Internship	(0	0	0	15	PP 2	1
	5	BCD 405	Entrepreneurship Management for Designers		1	2	0	2	DS	
	7	BCD 406	Design Thinking and Application		1	2	0	2	DE	
	Semester 8						20	20		
	1									
	2	BCD 407	GRADUATION DESIGN PROJECT					DPC		2
	3		GRADOATION DESIGN FROSECT					Drc		0
L	4									
Se	mester 3				2					
1	DES1019	Basics of Needle Craft	2	4	4	Prog	ram Co	re		
2	DES1026	History of Textiles	1	4	3		ram Co	re		
3	DES1023	Analysis of Textile Materials	2	4	4	Elect				
4	DES1035	Textile Design Development	1	4	3	Disci Elect	pline tive			
5	DES2004	Basics of Textile Science	2	4	4	Prog	ram Co	re		
Se	mester 4				2					
1	DES1020	Basics of Pattern Making	2	4	4	Disci Elect	pline tive			
2	DES1021	Basic Sewing Techniques	2	4	4	Disci Elect	pline ive			
3	DES2007	Elements of Fashion Illustration	1	4	3		ram Co			
4	DES1028	Historical Costumes	2	4	4		ram Co			
5	DES1039	Fashion Accessory Design	1	4	3		ram Co	re		
6	DES2013	Production Planning and Control	3	0	3	Disci Elect	pline ive			
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1	DES2005	Textile & Apparel Wet Processing	2	2	3	Program Core
2	DES2006	Textile & Apparel Testing	2	2	3	Program Core
3	DES2008	Advanced Sewing Techniques	2	4	4	Program Core
4	DES2009	Advanced Pattern Making	2	4	4	Program Core
5	DES1031	Colour & Trend Forecasting	2	2	3	Discipline Elective
Se	mester 6				2 1	
1	DES2088	Concept Development	0	0	4	School Core
2	DES2011	Art of Draping	1	4	3	Program Core
3	DES1029	Supply Chain Management	2	0	2	Program Core
4	DES1042	Merchandising in Fashion & Apparels	3	0	3	Discipline Elective
5	DES1040	Cluster Study & Social Intervention	1	4	3	Discipline Elective
6	DES1043	Garment Surface Ornamentation	1	4	3	Program Core
7	DES2014	Fashion Retailing, Marketing & Merchandising	2	0	2	Discipline Elective
Se	mester 7				2 0	
1	DES1022	Sewing Technology & Garment Finishing	1	4	3	Program Core
2	DES1024	Lean Manufacturing Process	2	0	2	Program Core
3	DES1032	Fashion Styling & Photography	1	2	2	Discipline Elective
4	DES2010	Concepts of Fashion Portfolio	2	4	4	Program Core
Se	mester 8				1 2	
1	DES1038	Haute Couture Fashion	1	4	3	Discipline Elective
2	DES1034	Fashion Event Management	2	0	2	Discipline Elective
3	DES4001	Design Portfolio & Garment Collection	0	0	7	Program Core

	1		BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS		
	2	1115	BFD 202	BPD 202	Evolution of Form	1-0-2	2	CC	20	
9	\ 3 ((SE)	BPD 203	BPD 203	Form Studies	1-1-2	3	СС	20	İ
	4	(ES)	BDD 2012	BPD 204	Materials, Constructions & Processes	1-1-2	3	CC		



5		BPD 205	BPD 205	Design Processes and Design Thinking (Discipline Elective - I)	1-1-0	2	DE	
6	1	BPD 206	BPD 206	Simple Product Design and Prototype	1-2-4	5	DPC	
7	-	BPD 207	BPD 207	Basics of Ergonomics	1-0-2	2	CC	
		5, 5 20,	5, 5 20,		L-T-P	C		
1		BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	
2		BDP 209	BPD 209	Advanced Representation Techniques - II (Discipline Elective - II)	1-1-2	3	DE	
3		BDP 210	BPD 210	Evolution of Forms - II	1-0-4	3	CC	
4	IV	BDP 211	BPD 211	Form Studies - II	1-0-4	3	CC	20
5		BDP 212	BPD 212	Advance Material Skills and Processes	1-0-4	3	CC	
6		BDP 213	BPD 213	Craft Techniques and Product Design Prototyping Methods	1-2-4	5	DPC	
					L-T-P	С		
1		BDP 301	BPD 301	Digital prototyping	1-0-4	3	CC	
2		BDP 302	BPD 302	History of Art & Craft - I	1-0-4	3	DS	
3		BDP 303	BPD 303	Material Decisions and Preparation	0-0-8	4	CC	
4	V	BDP 304	BPD 304	Design Research Methodologies	3-0-0	3	CC	22
5		BDP 305	BPD 305	Simple Product Design (Space)	0-0-8	4	DPC	
6		BDC 306	BCD 306	Introduction to User Interface Design (Discipline Elective - III)	2-0-2	3	DE	
					L-T-P	С		
1		BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS	
2		BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS	
3	VI	BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	24
4	1	BDP 310	BPD 310	Advance Ergonomics	0-0-8	4	CC	
5		BDP 311	BPD 311	Simple Product Design For Space(Prototyping)	0-0-8	4	DPC	
					L-T-P	С		
1		BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC	
2	1	BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE	
3	VII	BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	23
4		BDP 404	BPD 404	Complex Product Design	4-0-8	8	DPC	
6		BDC 402	BCD 402	Design Project management (Discipline Elective - V)	2-0-0	2	DE	
					L-T-P	С		
1			BPD 410	Product Portfolio	0-0-0	2	CC	
2	VIII	BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	28
38	6	CB/DIP/405	BPD 405	Internship - Product Design	0-0-0	10	PP	
5	182	15%	١					181
	1 4 -	IOAC =						



	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3		3	
	DS	BSD 202	History of Design-I (Architecture and Interiors)	1	1	0	2		2	
	DS	BSD 203	Material technology-I (Materials and Applications)	3	0	0	3		3	
III	CC	BSD 204	Computer Aided Design and Drafting	1	0	4	3	20	3	20
	DE	BSD 205	Discipline elective - I	1	0	2	2		2	
	СС	BSD 206	Space Analysis- Studio Project	0	2	6	5		5	
	DE	BSD 207	Discipline elective - II	1	1	0	2		2	
	CC	BSD 208	Design Studio Projects -I	1	0	6	4		4	
	СС	BSD 209	Furniture Design-I	2	0	4	4		4	
	CC	BSD 210	Building Construction and Detailing	2	0	2	3		3	
IV	DS	BSD 211	History of Design-II	2	0	2	3	23	3	23
	DS	BSD 212	Material technology-II	2	0	2	3		3	
	DE	BSD 213	Discipline elective - III	1	0	4	3		3	
	СС	BSD 214	Digital Illustration	1	0	4	3		3	
	CC	BSD 301	Design Studio -II	2	0	4	4		4	
	СС	BSD 302	Furniture Design-II	1	0	6	4		4	
V	DE	BSD XXX	Discipline elective - IV	1	0	4	3	24	3	24
\ \	СС	BSD 304	Working Drawing	1	0	4	3	24	3	24
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
	CC	BSD 307	Design Studio III	1	0	6	4		4	
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
VI	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4	24	4	24
	DS	BSD 310	Landscape Design	1	0	4	3		3	
	PP	BSD 311	Retail Design	1	0	6	4		4	
VII	PP	BSD 401	Space Design Internship	0	0	0	15	23	15	23
"	DPC	BSD 402	Pre - Thesis	1	0	12	7	23	7	
VIII	DPC	BSD 403	Design Thesis	2	0	36	20	23	20	23





Annexure II

		Semester 3				
1	BDG 201	Basic Visual Skills	1	0	4	3
2	BDG XXX	Evolution and Apprehension of Game Design (Discipline -I)	2	0	2	3
3	BDG 203	CAD Design Skills	1	0	6	4
4	BDG 204	Storytelling	1	0	4	3
5	BDG 205	Basic Character Design	1	0	4	3
		Semester 4				
1	BDG 206	Advanced Character Design	1	0	6	4
2	BDG 207	Intermediate CAD Skills	1	0	6	4
3	BDG 208	Basics of Animation	1	0	6	4
4	BDG 209	Board Game Design	0	0	6	3
5	BDG 210	Basic Level Design	1	0	6	4
		Semester 5				
1	BDG XXX	Photography and Videography (Discipline -II)	1	0	4	3
2	BDG 302	Advanced CAD Skills	1	0	6	4
3	BDG 303	C# Basics for Game Development	1	0	4	3
4	BDG 304	2D Game Design	1	0	6	4
5	BDG XXX	Creating Cinematic For Games (Discipline -III)	1	0	6	4
6	BDG 306	Game Ethics	2	0	0	2
		Semester 6				
1	BDG 307	Advanced C# for Game Development	1	0	6	4
2	BDG XXX	Digital Sculpting (Discipline -IV)	1	0	4	3
3	BDG 309	Advanced Level Design	1	0	6	4
4	BDG 310	Advanced Texturing and Rendering	1	0	6	4
5	BDG 311	Basic AI in Games	1	0	4	3
		Semester 7				
1	BDG 401	Internship				7
2	BDG 402	Environmental Design	1	0	6	4
3	BDG 403	UI/UX For Game	1	0	4	3
4	BDG 404	Narrative and Sound Design	1	0	4	3
5	BDG 405	Game Juice	1	0	6	4
6	BDG 406	Hyper-casual Game Design	1	0	4	3
<u>_a</u>	SCY II	Semester 8				
	50C 407	3d Game Design	1	0	6	4
2	BOG 408	Project				10



3	BDG 409	Portfolio				10
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Semester 3					21		
1	BDC 201	Visual Design - 1	1	4	3	BD	
2	BDC 202	History of Art and Design	2	0	2	HS	1 1
3	BDC 203	Basics of Communication	3	0	3	СС	-
4	BDC 204	Typography	3	0	3	BD	18
5	BDC 205	Storytelling and Narrative	2	0	2	DE	1
6	BDC 206	Visual Merchandising	3	4	5	DE	1
Semester 4		Ç			22		
1	BDC 208	Applied Visual Design II	1	4	3	BD	
1	BDC 209	Marketing and Advertising for Designers	3	0	3	DS	i i
2	BDC 210	INTRODUCTION TO INTERACTION DESIGN	1	4	3	DE	1 ,
3	BDC 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	3	СС	22
4	BDC 212	BASICS OF PHOTOGRAPHY	1	4	3	СС	1
5	BDC 213	RESEARCH METHODOLOGY	3	0	3	DS	1
Semester 5					19		
1	BDC 301	Cognitive Ergonomics and Ergonomics in Communication Design	2	2	3	DS	
2	BDC 302	Advanced Brand Identity Design-II	1	4	3	DPC] [
3	BDC 303	Digital Communication for CD	1	4	3	DS	18
4	BDC 304	Content Development	1	4	3	HS]
5	BDC 305	Audiography for CD	2	2	3	DE]
6	BDC 306	Introduction to User Experience Design	2	2	3	CC	
Semester 6					20		
1	BDC 308	PACKAGING DESIGN	1	4	3	DPC	
2	BDC 309	USER INTERFACE DESIGN	1	4	3	CC] [
3	BDC 310	Printing and Publication	2	2	3	CC] ,,
4	BDC 311	Motion Graphics for Communication Designers	0	6	3	DE	22
5	BDC 312	FILM MAKING FOR COMMUNICATION DESIGNERS	1	4	3	DE]
0 6 NC	y BC 313	Design Research Methodology and Research Publication	3	0	3	DS	
Senfesty	(C)				29		amie

1	BDC 401	Communication Design Studio Project	0	0	5	PP 1	
2	BDC 402	Design Project Management	2	0	2	CC	
3	BDC 403	Basics of System Design	2	4	4	CC	29
4	BDC 404	Communication Design Internship	0	0	15	PP 2	
5	BDC 405	Entrepreneurship Management for DESIGNERS	2	2	3	HS	
Semester					20		
8							
1							
2	BDC 406	CDADUATION DDOUGCT			40	555	
3		GRADUATION PROJECT			19	DPC	20
4							

BDF 201	CC	Textile Weave and Technology	0-0-6	3		
BDF 202	СС	Fibre, Yarn and Fabric Technology	4-0-0	4		
BDF 203	DPC	Development of Textile Designs	0-0-8	4	20	
BDF 204	СС	Art of Sewing Techniques	0-0-8	4		
BDF 205	DE	Colour Theory (Discipline Elective - I)	0-0-6	3		
BDF 206	CC	Basics of Pattern Making	2-0-4	4		
BDF 207	CC	Basics of Sewing	2-0-4	4		
BDF 208	DPC	Fashion Illustration and Accessories	2-0-4	4	25	
BDF 209	DS	Clothing Culture and Communication	4-0-0	4		
BDF 210	СС	Analysis and Testing of Fabrics	2-0-4	4		
BDF 301	СС	Advanced Pattern Making	0-0-8	4		
BDF 302	CC	Advanced Sewing Techniques	0-0-8	4		
BDF 303	DS	Fashion and Trend Forecasting	3-0-0	3	19	
BDF 304	CC	Apparel Testing and Quality Management	4-0-0	4		
BDF 305	DE	Fashion Merchandising (Discipline Elective - II)	4-0-0	4		
BDF 306	DPC	Fabric Manipulations and Embellishments	1-0-4	3		
BDF 307	CC	Draping and Garment Finishing	0-0-8	4		
BDF 308	СС	Wet Processing of Textiles	1-0-4	3	17	
BDF 309	DS	Visual Merchandising	2-0-4	4		
BDF 310	DE	Fashion Management (Discipline Elective - III)	3-0-0	3		
BDF 401	CC	Introduction to Fashion Portfolio	2-0-4	4		
SDF 402	PP	Studio Project - Fashion Design	NTCC	5	27	
BDF 403	PP	Internship - Fashion Design	NTCC	15		
	BDF 202 BDF 203 BDF 204 BDF 205 BDF 206 BDF 207 BDF 208 BDF 209 BDF 210 BDF 301 BDF 302 BDF 303 BDF 304 BDF 305 BDF 306 BDF 307 BDF 308 BDF 309 BDF 310 BDF 401	BDF 202 CC BDF 203 DPC BDF 204 CC BDF 205 DE BDF 206 CC BDF 207 CC BDF 208 DPC BDF 209 DS BDF 210 CC BDF 301 CC BDF 301 CC BDF 302 CC BDF 303 DS BDF 304 CC BDF 305 DE BDF 306 DPC BDF 307 CC BDF 307 CC BDF 308 CC BDF 309 DS BDF 310 DE BDF 310 DE BDF 310 DE	BDF 202 CC Fibre, Yarn and Fabric Technology BDF 203 DPC Development of Textile Designs BDF 204 CC Art of Sewing Techniques BDF 205 DE Colour Theory (Discipline Elective - I) BDF 206 CC Basics of Pattern Making BDF 207 CC Basics of Sewing BDF 208 DPC Fashion Illustration and Accessories BDF 209 DS Clothing Culture and Communication BDF 210 CC Analysis and Testing of Fabrics BDF 301 CC Advanced Pattern Making BDF 302 CC Advanced Sewing Techniques BDF 303 DS Fashion and Trend Forecasting BDF 304 CC Apparel Testing and Quality Management BDF 305 DE Fashion Merchandising (Discipline Elective - II) BDF 306 DPC Fabric Manipulations and Embellishments BDF 307 CC Draping and Garment Finishing BDF 308 CC Wet Processing of Textiles BDF 309 DS Visual Merchandising BDF 310 DE Fashion Management (Discipline Elective - III) BDF 401 CC Introduction to Fashion Portfolio	BDF 202 CC Fibre, Yarn and Fabric Technology BDF 203 DPC Development of Textile Designs BDF 204 CC Art of Sewing Techniques BDF 205 DE Colour Theory (Discipline Elective - I) BDF 206 CC Basics of Pattern Making BDF 207 CC Basics of Sewing BDF 208 DPC Fashion Illustration and Accessories BDF 209 DS Clothing Culture and Communication BDF 210 CC Analysis and Testing of Fabrics BDF 301 CC Advanced Pattern Making BDF 302 CC Advanced Sewing Techniques BDF 303 DS Fashion and Trend Forecasting BDF 304 CC Apparel Testing and Quality Management BDF 305 DE Fashion Merchandising (Discipline Elective - II) BDF 307 CC Draping and Garment Finishing BDF 308 CC Wet Processing of Textiles BDF 309 DS Visual Merchandising BDF 309 DS Visual Merchandising BDF 300 CC Introduction to Fashion Portfolio BDF 401 CC Introduction to Fashion Design NTCC	BDF 202 CC Fibre, Yarn and Fabric Technology BDF 203 DPC Development of Textile Designs DPC Development of Textile Designs DPC O-8 4 BDF 204 CC Art of Sewing Techniques DPC DE Colour Theory (Discipline Elective - I) DPC Designs BDF 205 DE Colour Theory (Discipline Elective - I) DPC Designs DPC	



	BDF XXX	DE	Discipline Elective - IV	3-0-0	3	
1/111	BDF 405 DPC Portfolio and Garment Collection NTCC 18	20				
VIII	BDF XXX	DE	Discipline Elective - V	2-0-0	2	20

V

1		BDP201	BDP 201	Design Drawing & Concepts	1-0-4	3	DS	
2		BDP202	BDP 202	Evolution of Forms	1-0-4	3	CC	
3		BDP203	BDP 203	Form Studies	1-0-4	3	CC	21
4	'''	BDP204	BDP 204	Material Constructions & Processes	1-0-4	3	СС	21
5		BDP206	BDP 206	Simple Product Design	1-0-6	4	DPC	
7		BDP207	BDP 207	Basics of Ergonomics	1-0-4	3	СС	
					L-T-P	С		
1		BDP 208	BDP 208	Advance Representation Techniques I	0-0-6	3	сс	
2		BDP 209	BDP 209	Advance Representation Techniques II (Discipline Elective I)	0-0-6	3	DE	
3	IV	BDP 210	BDP 210	Evolution of Forms II	2-0-2	3	СС	21
4	10	BDP 211	BDP 211	Form Studies II	0-0-6	3	СС	21
5		BDP 212	BDP 212	Advance Material skills and Processes	0-0-6	3	СС	
6		BDP 213	BDP 213	Craft Techniques and Product Design Prototyping	0-0-8	4	DPC	
					L-T-P	С		
1		BDP301	BDP 301	Digital Prototyping	1-0-4	3	СС	
2		BDP302 V BDP303 BDP304 BDP305	BDP 302	History of Art & Craft - I	2-0-2	3	DS	
3			BDP 303	Material Decisions & Preparation	1-0-4	3	СС	19
4	'		BDP 304	Design Research Methodologies	1-0-4	3	СС	19
5			BDP305	Simple Product Design (Space)	1-0-6	4	DPC	
7		BDC 306	BDC 306	Introduction to UXD (Discipline Elective II)	2-0-2	3	DE	
					L-T-P	C		
1		BDP 307	BDP 307	Color Material Trim Design	1-0-4	3	СС	
		BDP 308	BDX XXX (BDG308)	Digital Sculpting (Discipline Elective III)	1-0-4	3	DE	
2				- g	_ •			
3	VI		BDX XXX (BDG 310)	Advance Texturing and rendering (Discipline Elective IV)	1-0-6	4	DE	18
4	زد	BDP 310	BDP 310	Advance Ergonomics	1-0-4	3	СС	
	150	50F 311	BDP 311	Simple Product Design - Prototyping	1-0-8	5	DPC	
7/	RES	IQAC			L-T-P	С		



1		BDP401	BDP 401	Trend Forecasting and analysis	2-0-4	4	DPC	
2		BDP 309	BDP 309	Manufacturing Techniques	2-0-4	4	СС	
3		BDP 403	BDP 403	Form and Functions (Biomimicry)	1-0-6	4	СС	
4	VII	BDP 404	BDP 404	Complex Product Design	1-0-6	4	DPC	28
6		BDP405	BDP 405	Internship	0-0-0	10	PP	
7		BDP 406	BDP 406	Project management (Discipline Elective V)	2-0-0	2	DE	
3		BPD 408	BDP 408	Graduation Project	NA	15	PP	
			-					165

	CC	BDS 201	BDS 201	Design studio foundation in spatial language	1	0	4	3		
İ	DS	BDS 202	BDS 202	History of design 1	1	0	4	3		
	DS	BDS 203	BDS 203	Material techonology 1	1	0	4	3		
l III	CC	BDS 204	BDS 204	Auto - Cad	1	0	4	3	22	9
	DE	BDS XXX	BDS XXX	Dicipline elective - I	1	0	4	3		
	CC	BDS 206	BDS 206	Space Analysis	1	0	4	3		
	DE	BDS XXX	BDS XXX	Dicipline elective - II	1	0	2	2		
	CC	BDS 208	BDS 208	Design Studio Project I	1	0	6	4		
İ	CC	BDS 209	BDS 209	Furniture Design I	1	0	4	3		
İ	CC	BDS 210	BDS 210	Building Construction and Detailing	1	0	4	3		
IV	DS	BDS 211	BDS 211	History of Design II	1	0	4	3	27	9
	DE	BDS XXX	BDS XXX	Discipline Elective - III	1	0	4	3		
	CC	BDS 213	BDS 213	Building Services I	1	0	4	3		
	CC	BDS 214	BDS 214	Digital Illustration	1	0	4	3		
	CC	BDS 301	BDS 301	Design Studio II	3	0	4	5		
	CC	BDS 302	BDS 302	Furniture Design II	2	0	4	4		
V	DE	BDS XXX	BDS XXX	Discipline Elective - IV	2	0	4	4	21	6
	CC	BDS 304	BDS 304	Detail Working Drawing	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - V	2	0	4	4		
	CC	BDS 306	BDS 306	Design Studio III	1	0	8	5		
l _{VI}	DE	BDS XXX	BDS XXX	Discipline elective - VI	1	0	6	4	17	5
"	DS	BDS 308	BDS 308	Landscape Design	1	0	6	4	1/	
	PP	BDS 309	BDS 309	Retail Design	1	0	6	4		
\\Q_	PFC BDS 401	BDS 401	BDS 401	Space Design Internship	0	0	0	15	23	3
VII)		BDS 402	Pre - Thesis	2	0	12	8	23	3	
VIII	DHO	дно52€3	BDS403	Design Thesis	2	0	32	18	18	2



School of Design

Action Taken Report for Students, Faculty, Experts Curriculum Feed Back B.Des 2021-22

Student feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Students	The concept of Text books does not exist in design. For the same reason more Design reference books are recommended and the same is shared to the students.
2.			LAB components training was missing due to the on line class during Covid. The same concepts have been taught to students practically once off line classes begun.
3.			Baskets for Subjects have been Created in the CBCS Grid and these are being offered to the students from the ensuing Semester.
4.			According to feedback there is a scope to improve the grade from good to excellent. In this case the internship and Project credits have been increased with the revised content.





Faculty feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	Department	Stake holders	Action Taken
1	School Of Design	Teachers	The concept of Text books does not exist in design. For the same reason more Design reference books are recommended and the same is shared to the students.
2.			Baskets for Subjects have been Created in the CBCS Grid and these are being offered to the students from the ensuing Semester.
3.			As School of Design has started from 2019 the Department is yet working towards the research based Education and Fully adopted the Continues Evaluation System to provide students with the time for research in final Years of the Degree of Students. They will be trained and Scrutinized under various projects for the same.

Employers and Subject experts went through the curriculum and syllabus finalized in the handouts and the feedback from the experts were given are as follows:

	Feedback points	Action Taken / Response
1	Languages subjects can be audited then a credited subjects	According to the State govt. rules the languages have to be credited which cannot be changed.
2	The topics taught to the students mentioned in the handouts has to be relevant to the industry standards	The topics and concepts taught to the students will be incorporated in the syllabus when and where it might be needed according to industry standards by taking the feedback from Subject experts during every BOS.





As per the feedback received and the course changes to be done for the Updation, Course Content Revisions are made for the AY 2022-23 as per Annexure -I and New Courses are introduced as per Annexure -II.

ANNEXURE I

Semester 1						21		
1	DES 101	Observation & Communication	1	2	3	3	BD	
2	DES 102	Principles of Visual Representation - Elements of Design	1	1	4	4	BD	
3	DES 105	Identity in Design History	1	1	2	2	HS	2
4	DES 106	Social Systems and Design History	1	1	2	2	HS	1
5	DES 109	Designing for Self	1	1	2	3	DS	
6	DES 110	Introduction to Social Design	1	1	2	3	DS	
7	DES 113	Computer-Aided Skills	0	0	2	1	BD	
Semester 2 + Summer Ferm						23		
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	
2	DES 104	Tools of Analysis	1	1	2	3	BD	
3	DES 107	Sustainability and Design History	1	1	0	2	HS	
4	DES 108	Technology and Design History	1	1	0	2	HS	
5	DES 111	Designing with Nature	1	1	2	3	DS	
6	DES 118	Computer-Aided Skills-II	0	0	2	1	BD	
7	DES 112	Technological Advancement in Design	1	1	2	3	DS	3
8	DES 114	Methods and Materials workshop	0	0	2	1	DP C] 3
9	DES 115	Material Exploration workshop	0	0	2	1	DP C	
10	DES 116	Sketching workshop	0	0	2	1	DP C	
11	DES 117	Fonts and Typography workshop	0	0	2	1	DP C	
Semester 3						24		
1	BCD 201	Visual language Syntactics	1	4	0	3	CC	
2	BCD 202	History of Art and Design	3	0	0	3	HS	
3	BCD 203	Basics of Communication	3	0	0	3	DS	2
4	BCD 204	Basics of Typography	2	2	0	3	СС	1
ENCY USV	BCD 205	Storytelling and Narrative	2	2	0	2	HS	
6	BCD 206	Visual Merchandising	3	4	0	an	CON	ΥU
IQAC S	BCD 207	Digital Design Tools	2	0	0	REGISTRA	R C	oie:

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Semester 4					0	19	
1	BCD 208	Visual Design-II	1	4	0	3	CC
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS
3	BCD 210	Introduction to Interaction Design	1	4	0	3	СС
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	СС
Semester 5					0	20	
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/ S)	3	0	0	3	СС
2	BCD 302	Advance Brand Identity Design	1	4	0	3	СС
3	BCD 303	Digital Communication for CD	1	4	0	3	DS
4	BCD 304	Content Development	1	4	0	3	HS
5	BCD 305	Audiography for Communication Designers	3	0	0	3	DE
6	BCD 306	Introduction to User Interface Design	2	2	0	3	СС
Semester 6						22	
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE
2	BCD 309	USER INTERFACE DESIGN	1	4	0	3	СС
3	BCD 310	Printing and Publication	2	2	0	3	СС
4	BDC 311	Motion Graphics for Communication Designers	1	4	0	3	CC
5	BDC 312	FILM MAKING FOR COMMUNICATION DESIGNERS	1	4	0	3	DE
6	BCD 313	Design Research Methodology and Research Publication	3	0	0	3	DS
Semester 7						31	
1	BCD 401	Communication Design Project	0	0	0	5	PP 1
2	BCD 402	Design Project Management	2	0	0	2	СС
3	BCD 403	Basics of System Design	2	4	0	4	СС
4	BCD 404	Communication Design Internship	0	0	0	15	PP 2
5	BCD 405	Entrepreneurship Management for Designers	1	2	0	2	DS
7	BCD 406	Design Thinking and Application	1	2	0	2	DE
Semester 8					20	20	
1							
NCY Uni	BCD 407	GRADUATION DESIGN PROJECT				DPC	
3 6		GRADOATION DESIGN PROJECT				Jan	LID SEN

			_	
Semester 3			2	_
1 DES1019	Basics of Needle Craft	2		
		2	4 4	
2 DES1026	History of Textiles	1	4 3	
3 DES1023	Analysis of Textile Materials	2	4 4	Elective
4 DES1035	Textile Design Development	1	4 3	Discipline Elective
5 DES2004	Basics of Textile Science	2	4 4	Program Core
			•	•
Semester 4			2	
Semester 4			2	
1 DES1020	Basics of Pattern Making	2	4 4	Discipline Elective
2 DES1021	Basic Sewing Techniques	2	4 4	Discipline Elective
3 DES2007	Elements of Fashion Illustration	1	4 3	Program Core
4 DES1028	Historical Costumes	2	4 4	Program Core
5 DES1039	Fashion Accessory Design	1	4 3	Program Core
6 DES2013	Production Planning and Control	3	0 3	Discipline Elective
Semester 5			2	2
			1	-
1 DES2005	Textile & Apparel Wet Processing	2	2 3	Program Core
2 DES2006	Textile & Apparel Testing	2	2 3	Program Core
3 DES2008	Advanced Sewing Techniques	2	4 4	Program Core
4 DES2009	Advanced Pattern Making	2	4 4	Program Core
5 DES1031	Colour & Trend Forecasting	2	2 3	Discipline Elective
				·
Semester 6			2	
Jennester u			1	

Se	mester 6				2 1	
1	DES2088	Concept Development	0	0	4	School Core
2	DES2011	Art of Draping	1	4	3	Program Core
3	DES1029	Supply Chain Management	2	0	2	Program Core
149	DESTOATIVE	Merchandising in Fashion & Apparels	3	0	3	Discipline Elective

5	DES1040	Cluster Study & Social Intervention	1	4	3	Discipline Elective
6	DES1043	Garment Surface Ornamentation	1	4	3	Program Core
7	DEC2014	Fashion Retailing, Marketing &	3	0	2	Discipline
'	7 DES2014	Merchandising	2		2	Elective

Se	mester 7				2 0	
1	DES1022	Sewing Technology & Garment Finishing	1	4	3	Program Core
2	DES1024	Lean Manufacturing Process	2	0	2	Program Core
3	DES1032	Fashion Styling & Photography	1	2	2	Discipline Elective
4	DES2010	Concepts of Fashion Portfolio	2	4	4	Program Core

Se	mester 8	ster 8 2						
1	DES1038	Haute Couture Fashion	1	4 3	Discipline Elective			
2	DES1034	Fashion Event Management	2	0 2	Discipline Elective			
3	DES4001	Design Portfolio & Garment Collection	0	0 7	Program Core			

1		BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS	
2		BPD 202	BPD 202	Evolution of Form	1-0-2	2	CC	
3		BPD 203	BPD 203	Form Studies	1-1-2	3	CC	
4	Ш	BPD 204	BPD 204	Materials, Constructions & Processes	1-1-2	3	CC	20
5		BPD 205	BPD 205	Design Processes and Design Thinking (Discipline Elective - I)	1-1-0	2	DE	
6		BPD 206	BPD 206	Simple Product Design and Prototype	1-2-4	5	DPC	
7		BPD 207	BPD 207	Basics of Ergonomics	1-0-2	2	CC	
					L-T-P	С		
1		BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	
2		BDP 209	BPD 209	Advanced Representation Techniques - II (Discipline Elective - II)	1-1-2	3	DE	
3	IV	BDP 210	BPD 210	Evolution of Forms - II	1-0-4	3	CC	20
40	IV	CBDP,211	BPD 211	Form Studies - II	1-0-4	3	CC	20
3	13/	BDP 212	BPD 212	Advance Material Skills and Processes	1-0-4	3	CC	
6	J. J. J. J. J. J. J. J. J. J. J. J. J. J	BP [21]€	BPD 213	Craft Techniques and Product Design Prototyping Methods	1-2-4	5	DPC	



					L-T-P	С		
1		BDP 301	BPD 301	Digital prototyping	1-0-4	3	СС	
2		BDP 302	BPD 302	History of Art & Craft - I	1-0-4	3	DS	
3	V	BDP 303	BPD 303	Material Decisions and Preparation	0-0-8	4	CC	22
4	V	BDP 304	BPD 304	Design Research Methodologies	3-0-0	3	CC	
5		BDP 305	BPD 305	Simple Product Design (Space)	0-0-8	4	DPC	
6		BDC 306	BCD 306	Introduction to User Interface Design (Discipline Elective - III)	2-0-2	3	DE	
					L-T-P	С		
1		BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS	
2		BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS	
3	VI	BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	24
4		BDP 310	BPD 310	Advance Ergonomics	0-0-8	4	CC	
5		BDP 311	BPD 311	Simple Product Design For Space(Prototyping)	0-0-8	4	DPC	
					L-T-P	С		
1		BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC	
2		BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE	
3	VII	BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	23
4		BDP 404	BPD 404	Complex Product Design	4-0-8	8	DPC	
6		BDC 402	BCD 402	Design Project management (Discipline Elective - V)	2-0-0	2	DE	
					L-T-P	С		
1			BPD 410	Product Portfolio	0-0-0	2	CC	
2	VIII	BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	28
3		BDP 405	BPD 405	Internship - Product Design	0-0-0	10	PP	
								181

	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3		3	
	DS	BSD 202	History of Design-I (Architecture and Interiors)	1	1	0	2		2	
	DS	BSD 203	Material technology-I (Materials and Applications)	3	0	0	3		3	
III	CC	BSD 204	Computer Aided Design and Drafting	1	0	4	3	20	3	20
	DE	BSD 205	Discipline elective - I	1	0	2	2		2	
	СС	BSD 206	Space Analysis- Studio Project	0	2	6	5		5	
NA.	DEC	BSD 207	Discipline elective - II	1	1	0	2		2	
Y iv/	XC	BSD 208	Design Studio Projects -I	1	0	6	4		4	

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	сс	BSD 209	Furniture Design-I	2	0	4	4		4	
	CC	BSD 210	Building Construction and Detailing	2	0	2	3		3	
	DS	BSD 211	History of Design-II	2	0	2	3	23	3	23
	DS	BSD 212	Material technology-II	2	0	2	3	23	3	23
	DE	BSD 213	Discipline elective - III	1	0	4	3		3	
	CC	BSD 214	Digital Illustration	1	0	4	3		3	
	CC	BSD 301	Design Studio -II	2	0	4	4		4	
	СС	BSD 302	Furniture Design-II	1	0	6	4		4	
	DE	BSD XXX	Discipline elective - IV	1	0	4	3	24	3	24
V	СС	BSD 304	Working Drawing	1	0	4	3	24	3	24
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
	CC	BSD 307	Design Studio III	1	0	6	4		4	
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
VI	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4	24	4	24
	DS	BSD 310	Landscape Design	1	0	4	3		3	
	PP	BSD 311	Retail Design	1	0	6	4		4	
\//11	PP	BSD 401	Space Design Internship	0	0	0	15	22	15	22
VII	DPC	BSD 402	Pre - Thesis	1	0	12	7	23	7	23
VIII	DPC	BSD 403	Design Thesis	2	0	36	20	23	20	23

Annecure II

		Semester 3				
1	BDG 201	Basic Visual Skills	1	0	4	3
2	BDG XXX	Evolution and Apprehension of Game Design (Discipline -I)	2	0	2	3
3	BDG 203	CAD Design Skills	1	0	6	4
4	BDG 204	Storytelling	1	0	4	3
5	BDG 205	Basic Character Design	1	0	4	3
		Semester 4				
1	BDG 206	Advanced Character Design	1	0	6	4
2	BDG 207	Intermediate CAD Skills	1	0	6	4
3	BDG 208	Basics of Animation	1	0	6	4
4	BDG 209	Board Game Design	0	0	6	3
.5 9	BDG 2100	Basic Level Design	1	0	6	4
	137	Semester 5				
1	BOGINA	Protography and Videography (Discipline -II)	1	0	4	3



2	BDG 302	Advanced CAD Skills	1	0	6	4
3	BDG 303	C# Basics for Game Development	1	0	4	3
4	BDG 304	2D Game Design	1	0	6	4
5	BDG XXX	Creating Cinematic For Games (Discipline -III)	1	0	6	4
6	BDG 306	Game Ethics	2	0	0	2
		Semester 6				
1	BDG 307	Advanced C# for Game Development	1	0	6	4
2	BDG XXX	Digital Sculpting (Discipline -IV)	1	0	4	3
3	BDG 309	Advanced Level Design	1	0	6	4
4	BDG 310	Advanced Texturing and Rendering	1	0	6	4
5	BDG 311	Basic AI in Games	1	0	4	3
		Semester 7				
1	BDG 401	Internship				7
2	BDG 402	Environmental Design	1	0	6	4
3	BDG 403	UI/UX For Game	1	0	4	3
4	BDG 404	Narrative and Sound Design	1	0	4	3
5	BDG 405	Game Juice	1	0	6	4
6	BDG 406	Hyper-casual Game Design	1	0	4	3
		Semester 8				
1	BDG 407	3d Game Design	1	0	6	4
2	BDG 408	Project				10
3	BDG 409	Portfolio				10

	Semester 3						
1	DES 1106	Basic Visual Design and Tools	1	4	3		
2	DES 2052	Elements of Play	1	4	3		
3	DES 2064	2064 Basics of Animation					
4	DES 2053	Story Telling and Storyboarding	1	4	3		
5	DES 2061	Basic Character Design	1	6	4		
6	DES 1102	Art and Aesthetics		2	3		
		Semester 4					
1	DES 1107	Game Ideation	1	4	3		
2	DES 2054	Concept Art	1	4	3		
3,	DES 3020	Advanced Character Design	1	6	4		
	DES 2069	Rigging and Animation(2D)	1	4	3		
5	DES 2066	Protography and Videography	1	4	3		



		Semester 5			
1	DES 3022	Level Design	1	4	3
2	DES 2058	C# Basics for Game Development	1	4	3
3	DES 2067	3D Modelling	1	4	3
4	DES 3021	2D Game Design		4	3
5	DES 1104	Game Ethics		0	2
	Semester 6				
1	DES 2065	UI/UX for Game	1	4	3
2	DES 2062	Costume Design for Game	1	4	3
3	DES 2055	Advanced C# for Game Development	1	6	4
4	DES 3023 3D Animation				4
Semester 7					
1	DES 3030	Game Design Internship			3
2	DES 2056	Advanced Texturing and Rendering	1	4	3
3	DES 3024	Visual Effects For Game	1	4	3
4	DES 3025	3D Game Design	1	4	3
5	DES 2073	Mobile Game Design	1	2	2
6	DES 1108	Sound For Game Design	1	2	2
		Semester 8			
1	DES 2072	Creating Cinematic For Games	1	2	2
2	DES 2071	Environmental Modelling	1	4	3
3	DES 4005	Project/Portfolio			6

Semester					21		
1	BDC 201	Visual Design - 1	1	4	3	BD	
2	BDC 202	History of Art and Design	2	0	2	HS	
3	BDC 203	Basics of Communication	3	0	3	СС	10
4	BDC 204	Typography	3	0	3	BD	18
5	BDC 205	Storytelling and Narrative	2	0	2	DE	
6	BDC 206	Visual Merchandising	3	4	5	DE	
Semester 4					22		
1	BDC 208	Applied Visual Design II	1	4	3	BD	0
18 1 ENC	A (BDC 508	Marketing and Advertising for Designers	3	0	3	DS	22
25/	BD(210	INTRODUCTION TO INTERACTION DESIGN	1	4	3	DE	amin
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ĺ		1	ı	İ	ı	I	
3	BDC 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	3	CC	
4	BDC 212	BASICS OF PHOTOGRAPHY	1	4	3	CC	
5	BDC 213	RESEARCH METHODOLOGY	3	0	3	DS	
Semester 5					19		
1	BDC 301	Cognitive Ergonomics and Ergonomics in Communication Design	2	2	3	DS	
2	BDC 302	Advanced Brand Identity Design-II	1	4	3	DPC	
3	BDC 303	Digital Communication for CD	1	4	3	DS	18
4	BDC 304	Content Development	1	4	3	HS	
5	BDC 305	Audiography for CD	2	2	3	DE	
6	BDC 306	Introduction to User Experience Design	2	2	3	СС	
Semester 6					20		
1	BDC 308	PACKAGING DESIGN	1	4	3	DPC	
2	BDC 309	USER INTERFACE DESIGN	1	4	3	CC	
3	BDC 310	Printing and Publication	2	2	3	СС	22
4	BDC 311	Motion Graphics for Communication Designers	0	6	3	DE	22
5	BDC 312	FILM MAKING FOR COMMUNICATION DESIGNERS	1	4	3	DE	
6	BDC 313	Design Research Methodology and Research Publication	3	0	3	DS	
Semester 7					29		
1	BDC 401	Communication Design Studio Project	0	0	5	PP 1	
2	BDC 402	Design Project Management	2	0	2	CC	
3	BDC 403	Basics of System Design	2	4	4	CC	29
4	BDC 404	Communication Design Internship	0	0	15	PP 2	
5	BDC 405	Entrepreneurship Management for DESIGNERS	2	2	3	HS	
Semester 8					20		
1							
2	BDC 406	GRADUATION PROJECT			19	DPC	20
3		GRADUATION PROJECT			19	DPC	20
4							

ON BOP 201	СС	Textile Weave and Technology	0-0-6	3	
BDA 202	CC	Fibre, Yarn and Fabric Technology	4-0-0	4	20
IQARDF 203	DPC	Development of Textile Designs	0-0-8	4	



	BDF 204	СС	Art of Sewing Techniques	0-0-8	4		
	BDF 205	DE	Colour Theory (Discipline Elective - I)	0-0-6	3		
	BDF 206	CC	Basics of Pattern Making	2-0-4	4		
	BDF 207	CC	Basics of Sewing	2-0-4	4		
IV	BDF 208	DPC	Fashion Illustration and Accessories	2-0-4	4	25	
	BDF 209	DS	Clothing Culture and Communication	4-0-0	4		
	BDF 210	CC	Analysis and Testing of Fabrics	2-0-4	4		
	BDF 301	CC	Advanced Pattern Making	0-0-8	4		
V	BDF 302	CC	Advanced Sewing Techniques	0-0-8	4	19	
	BDF 303	DS	Fashion and Trend Forecasting	3-0-0	3		
	BDF 304	CC	Apparel Testing and Quality Management	4-0-0	4		
	BDF 305	DE	Fashion Merchandising (Discipline Elective - II)	4-0-0	4		
	BDF 306	DPC	Fabric Manipulations and Embellishments	1-0-4	3		
	BDF 307	CC	Draping and Garment Finishing	0-0-8	4		
VI	BDF 308	CC	Wet Processing of Textiles	1-0-4	3	17	
	BDF 309	DS	Visual Merchandising	2-0-4	4		
	BDF 310	DE	Fashion Management (Discipline Elective - III)	3-0-0	3		
	BDF 401	CC	Introduction to Fashion Portfolio	2-0-4	4		
\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \	BDF 402	PP	Studio Project - Fashion Design	NTCC	5	27	
VII	BDF 403	PP	Internship - Fashion Design	NTCC	15	27	
	BDF XXX	DE	Discipline Elective - IV	3-0-0	3		
\/UI	BDF 405	DPC	Portfolio and Garment Collection	NTCC	18	20	
VIII	BDF XXX	DE	Discipline Elective - V	2-0-0	2	20	

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1		BDP201	BDP 201	Design Drawing & Concepts	1-0-4	3	DS	
2		BDP202	BDP 202	Evolution of Forms	1-0-4	3	CC	
3]	BDP203	BDP 203	Form Studies	1-0-4	3	СС	21
4	III	BDP204	BDP 204	Material Constructions & Processes	1-0-4	3	СС	21
5		BDP206	BDP 206	Simple Product Design	1-0-6	4	DPC	
7		BDP207	BDP 207	Basics of Ergonomics	1-0-4	3	СС	
1		BDP 208	BDP 208	Advance Representation Techniques I	0-0-6	3	СС	
29	1/4	BDP/209	BDP 209	Advance Representation Techniques II (Discipline Elective I)	0-0-6	3	DE	21
3		BDP 2100	BDP 210	Evolution of Forms II	2-0-2	3	СС	

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		BDP 211	BDP 211	Francis II all	0-0-6	3	СС	
4				Form Studies II				
5		BDP 212	BDP 212	Advance Material skills and Processes	0-0-6	3	CC	
6		BDP 213	BDP 213	Craft Techniques and Product Design Prototyping	0-0-8	4	DPC	
1		BDP301	BDP 301	Digital Prototyping	1-0-4	3	cc	
2		BDP302	BDP 302	History of Art & Craft - I	2-0-2	3	DS	
3	V	BDP303	BDP 303	Material Decisions & Preparation	1-0-4	3	СС	19
4	V	BDP304	BDP 304	Design Research Methodologies	1-0-4	3	СС	19
5		BDP305	BDP305	Simple Product Design (Space)	1-0-6	4	DPC	
7		BDC 306	BDC 306	Introduction to UXD (Discipline Elective II)	2-0-2	3	DE	
1		BDP 307	BDP 307	Color Material Trim Design	1-0-4	3	СС	
2		BDP 308	BDX XXX (BDG308)	Digital Sculpting (Discipline Elective III)	1-0-4	3	DE	
3	VI		BDX XXX (BDG 310)	Advance Texturing and rendering (Discipline Elective IV)	1-0-6	4	DE	18
4		BDP 310	BDP 310	Advance Ergonomics	1-0-4	3	CC	
6		BDP 311	BDP 311	Simple Product Design - Prototyping	1-0-8	5	DPC	
1		BDP401	BDP 401	Trend Forecasting and analysis	2-0-4	4	DPC	
2		BDP 309	BDP 309	Manufacturing Techniques	2-0-4	4	СС	
3	VII	BDP 403	BDP 403	Form and Functions (Biomimicry)	1-0-6	4	СС	28
4	VII	BDP 404	BDP 404	Complex Product Design	1-0-6	4	DPC	20
6		BDP405	BDP 405	Internship	0-0-0	10	PP	
7		BDP 406	BDP 406	Project management (Discipline Elective V)	2-0-0	2	DE	
2			BDP 409	Creative Methods	1-0-4	3	DS	
3		BPD 408	BDP 408	Graduation Project	NA	15	PP	

	CC	BDS 201	BDS 201	Design studio foundation in spatial language	1	0	4	3		
	DS	BDS 202	BDS 202	History of design 1	1	0	4	3		
III	DS	BDS 203	BDS 203	Material techonology 1	1	0	4	3		
	CC	BDS 204	BDS 204	Auto - Cad	1	0	4	3	3 22	9
	DE	BDS XXX	BDS XXX	Dicipline elective - I	1	0	4	3		
	CC	BDS 206	BDS 206	Space Analysis	1	0	4	3		
	DE	BDS XXX	BDS XXX	Dicipline elective - II	1	0	2	2		
18	GC	BD\$ 208	BDS 208	Design Studio Project I	1	0	6	4	27	9
	/CC	BD\$ 209	BDS 209	Furniture Design I	1	0	4	3	21	9
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	СС	BDS 210	BDS 210	Building Construction and Detailing	1	0	4	3		
	DS	BDS 211	BDS 211	History of Design II	1	0	4	3		
	DE	BDS XXX	BDS XXX	Discipline Elective - III	1	0	4	3		
	CC	BDS 213	BDS 213	Building Services I	1	0	4	3		
	CC	BDS 214	BDS 214	Digital Illustration	1	0	4	3		
V	CC	BDS 301	BDS 301	Design Studio II	3	0	4	5		
	CC	BDS 302	BDS 302	Furniture Design II	2	0	4	4	21	
	DE	BDS XXX	BDS XXX	Discipline Elective - IV	2	0	4	4		6
	CC	BDS 304	BDS 304	Detail Working Drawing	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - V	2	0	4	4		
	CC	BDS 306	BDS 306	Design Studio III	1	0	8	5		
l _{VI}	DE	BDS XXX	BDS XXX	Discipline elective - VI	1	0	6	4	17	5
"	DS	BDS 308	BDS 308	Landscape Design	1	0	6	4	1/	
	PP	BDS 309	BDS 309	Retail Design	1	0	6	4		
VII	PP	BDS 401	BDS 401	Space Design Internship	0	0	0	15	23	3
"	DPC	BDS 402	BDS 402	Pre - Thesis	2	0	12	8	23	3
VIII	DPC	BDS403	BDS403	Design Thesis	2	0	32	18	18	2



