



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 will help them in Foundation in order to adopt the same in the Specialization subjects in the future semesters
2.			

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:

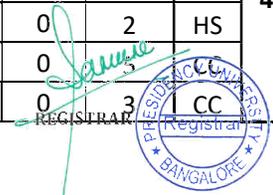
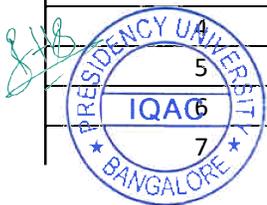
	Department	Stake holders	Action Taken
1	School Of Design	Employer	The Present Syllabus is adequate as this is the foundation Year to the students. In the upcoming semesters the Syllabus of Courses will be changed as and when its required.

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.

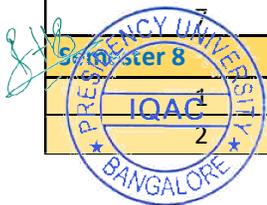


ANNEXURE II

Semester 1							21	
1	DES 101	Observation & Communication	1	2	3	3	BD	2 1
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	
4	DES 106	Social Systems and Design History	1	1	2	2	HS	
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 Term							23	
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	2 3
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	
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 4
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	CC	
5	BCD 205	Storytelling and Narrative	2	2	0	2	HS	
6	BCD 206	Visual Merchandising	3	4	0	3	CC	
7	BCD 207	Digital Design Tools	2	0	0	3	CC	



Semester 4						0	19		
1	BCD 208	Visual Design-II	1	4	0	3	CC	19	
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS		
3	BCD 210	Introduction to Interaction Design	1	4	0	3	CC		
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS		
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	CC		
Semester 5						0	20		
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/ S)	3	0	0	3	CC	20	
2	BCD 302	Advance Brand Identity Design	1	4	0	3	CC		
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	CC		
Semester 6							22		
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE	22	
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		
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	31	
2	BCD 402	Design Project Management	2	0	0	2	CC		
3	BCD 403	Basics of System Design	2	4	0	4	CC		
4	BCD 404	Communication Design Internship	0	0	0	15	PP 2		
5	BCD 405	Entrepreneurship Management for Designers	1	2	0	2	DS		
	BCD 406	Design Thinking and Application	1	2	0	2	DE		
Semester 8						20	20		
	BCD 407	GRADUATION DESIGN PROJECT						20	20

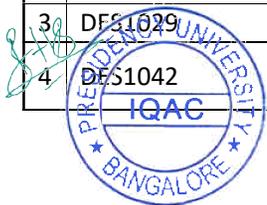


Semester 3					2	2
1	DES1019	Basics of Needle Craft	2	4	4	Program Core
2	DES1026	History of Textiles	1	4	3	Program Core
3	DES1023	Analysis of Textile Materials	2	4	4	Discipline Elective
4	DES1035	Textile Design Development	1	4	3	Discipline Elective
5	DES2004	Basics of Textile Science	2	4	4	Program Core

Semester 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

Semester 5					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	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

Semester 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

Semester 8

1
2

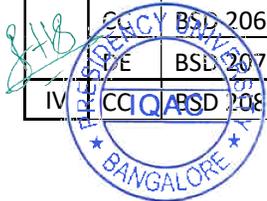
1	DES1038	Haute Couture Fashion	1	4	3	Discipline Elective
2	DES1034	Fashion Event Management	2	0	2	Discipline Elective
3	DES4001	Design Portfolio & Garment Collection	0	0	7	Program Core

1	III	BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS	20
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		BPD 204	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		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	C		
1	III	BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	20
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		BDP 211	BPD 211	Form Studies - II	1-0-4	3	CC	
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	C			
1	V	BDP 301	BPD 301	Digital prototyping	1-0-4	3	CC	22
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		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	C			
1	VI	BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS	24
2		BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS	
3		BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	
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	C			
1	VII	BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC	23
2		BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE	
3		BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	
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	C			
1	VIII		BPD 410	Product Portfolio	0-0-0	2	CC	28
2		BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	
3		BDP 405	BPD 405	Internship - Product Design	0-0-0	10	PP	
							181	

III	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3	20	3	20
	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	
	CC	BSD 204	Computer Aided Design and Drafting	1	0	4	3		3	
	DE	BSD 205	Discipline elective - I	1	0	2	2		2	
	CC	BSD 206	Space Analysis- Studio Project	0	2	6	5		5	
	DE	BSD 207	Discipline elective - II	1	1	0	2		2	
IV	CC	BSD 208	Design Studio Projects -I	1	0	6	4	23	4	23



	CC	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	
V	CC	BSD 301	Design Studio -II	2	0	4	4		4	24
	CC	BSD 302	Furniture Design-II	1	0	6	4		4	
	DE	BSD XXX	Discipline elective - IV	1	0	4	3	24	3	
	CC	BSD 304	Working Drawing	1	0	4	3		3	
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
VI	CC	BSD 307	Design Studio III	1	0	6	4		4	24
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4	24	4	
	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		7	
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.



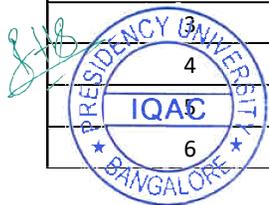
Employer feedback was taken on curriculum in which some aspects of feedback on curriculum and classes were a concern. The following questions were asked for which certain actions were taken:

	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 were made compulsory in order to engage the students actively in Domain Specific Subjects.

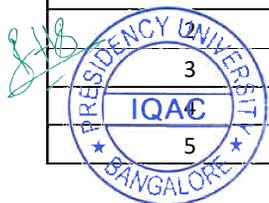
As per the feedback received and the course changes to be done for the Updation, Course Content Revisions are made for the AY 2020-21 as per Annexure -I and New Courses are introduced as per Annexure –II.

ANNEXURE I

Semester 1							21		
1	DES 101	Observation & Communication	1	2	3	3	BD	2 1	
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		
4	DES 106	Social Systems and Design History	1	1	2	2	HS		
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 Term							23		
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	2 3	
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	
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	24
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	CC	
5	BCD 205	Storytelling and Narrative	2	2	0	2	HS	
6	BCD 206	Visual Merchandising	3	4	0	5	CC	
7	BCD 207	Digital Design Tools	2	0	0	3	CC	
Semester 4					0	19		
1	BCD 208	Visual Design-II	1	4	0	3	CC	19
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS	
3	BCD 210	Introduction to Interaction Design	1	4	0	3	CC	
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS	
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	CC	
Semester 5					0	20		
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/ S)	3	0	0	3	CC	20
2	BCD 302	Advance Brand Identity Design	1	4	0	3	CC	
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	CC	
Semester 6						22		
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE	22
	BCD 309	USER INTERFACE DESIGN	1	4	0	3	CC	
3	BCD 310	Printing and Publication	2	2	0	3	CC	
	BDC 311	Motion Graphics for Communication Designers	1	4	0	3	DE	
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	3 1
2	BCD 402	Design Project Management	2	0	0	2	CC	
3	BCD 403	Basics of System Design	2	4	0	4	CC	
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		GRADUATION DESIGN PROJECT					DPC	2 0
2	BCD 407							
3								
4								

Semester 3

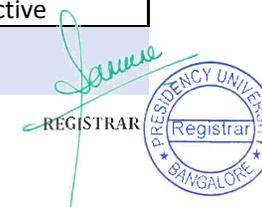
						2	
						2	
1	DES1019	Basics of Needle Craft	2	4	4	Program Core	
2	DES1026	History of Textiles	1	4	3	Program Core	
3	DES1023	Analysis of Textile Materials	2	4	4	Discipline Elective	
4	DES1035	Textile Design Development	1	4	3	Discipline Elective	
5	DES2004	Basics of Textile Science	2	4	4	Program Core	

Semester 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	

Semester 5

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
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

Semester 7

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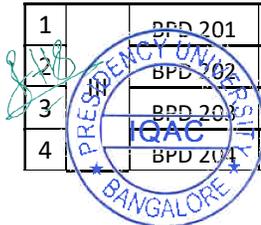
1	DES1022	Sewing Technology & Garment Finishing	1	4	3	Program Core
2	DES1024	Lean Manufacturing Process	2	0	2	Program Core
3	DES1032	Fashion Styling & Photography	1	2	2	Discipline Elective
4	DES2010	Concepts of Fashion Portfolio	2	4	4	Program Core

Semester 8

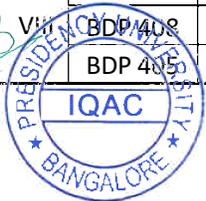
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1	DES1038	Haute Couture Fashion	1	4	3	Discipline Elective
2	DES1034	Fashion Event Management	2	0	2	Discipline Elective
3	DES4001	Design Portfolio & Garment Collection	0	0	7	Program Core

1	BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS	20
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	BPD 204	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		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	C		
1	IV	BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	20
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		BDP 211	BPD 211	Form Studies - II	1-0-4	3	CC	
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	C		
1	V	BDP 301	BPD 301	Digital prototyping	1-0-4	3	CC	22
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		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	C		
1	VI	BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS	24
2		BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS	
3		BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	
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	C		
1	VII	BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC	23
2		BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE	
3		BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	
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	C		
1			BPD 410	Product Portfolio	0-0-0	2	CC	28
2	VIII	BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	
3		BDP 405	BPD 405	Internship - Product Design	0-0-0	10	PP	
								181

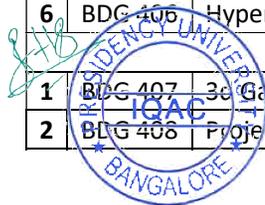


III	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3	20	3	20
	DS	BSD 202	History of Design-I (Architecture and Interiors)	1	1	0	2		2	
	DS	BSD 203	Material technology-I (Materials and Applications)	3	0	0	3		3	
	CC	BSD 204	Computer Aided Design and Drafting	1	0	4	3		3	
	DE	BSD 205	Discipline elective - I	1	0	2	2		2	
	CC	BSD 206	Space Analysis- Studio Project	0	2	6	5		5	
	DE	BSD 207	Discipline elective - II	1	1	0	2		2	
IV	CC	BSD 208	Design Studio Projects -I	1	0	6	4	23	4	23
	CC	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	
V	CC	BSD 301	Design Studio -II	2	0	4	4	24	4	24
	CC	BSD 302	Furniture Design-II	1	0	6	4		4	
	DE	BSD XXX	Discipline elective - IV	1	0	4	3		3	
	CC	BSD 304	Working Drawing	1	0	4	3		3	
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
VI	CC	BSD 307	Design Studio III	1	0	6	4	24	4	24
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4		4	
	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		7	
VIII	DPC	BSD 403	Design Thesis	2	0	36	20	23	20	23

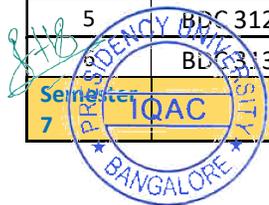


Annexure II

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
Semester 8						
1	BDG 407	3d Game Design	1	0	6	4
2	BDG 408	Project				10

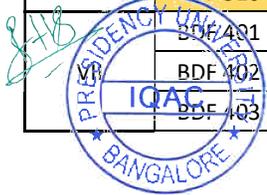


Semester 3					21		
1	BDC 201	Visual Design - 1	1	4	3	BD	18
2	BDC 202	History of Art and Design	2	0	2	HS	
3	BDC 203	Basics of Communication	3	0	3	CC	
4	BDC 204	Typography	3	0	3	BD	
5	BDC 205	Storytelling and Narrative	2	0	2	DE	
6	BDC 206	Visual Merchandising	3	4	5	DE	
Semester 4					22		
1	BDC 208	Applied Visual Design II	1	4	3	BD	22
1	BDC 209	Marketing and Advertising for Designers	3	0	3	DS	
2	BDC 210	INTRODUCTION TO INTERACTION DESIGN	1	4	3	DE	
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	18
2	BDC 302	Advanced Brand Identity Design-II	1	4	3	DPC	
3	BDC 303	Digital Communication for CD	1	4	3	DS	
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	22
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	
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	29
2	BDC 402	Design Project Management	2	0	2	CC	
3	BDC 403	Basics of System Design	2	4	4	CC	
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		GRADUATION PROJECT			19	DPC	20
2	BDC 406						
3							
4							

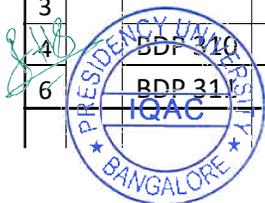
III	BDF 201	CC	Textile Weave and Technology	0-0-6	3	20
	BDF 202	CC	Fibre, Yarn and Fabric Technology	4-0-0	4	
	BDF 203	DPC	Development of Textile Designs	0-0-8	4	
	BDF 204	CC	Art of Sewing Techniques	0-0-8	4	
	BDF 205	DE	Colour Theory (Discipline Elective - I)	0-0-6	3	
IV	BDF 206	CC	Basics of Pattern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



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

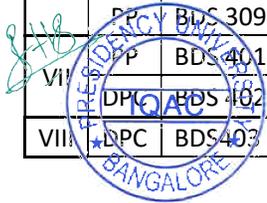
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1	III	BDP201	BDP 201	Design Drawing & Concepts	1-0-4	3	DS	21
2		BDP202	BDP 202	Evolution of Forms	1-0-4	3	CC	
3		BDP203	BDP 203	Form Studies	1-0-4	3	CC	
4		BDP204	BDP 204	Material Constructions & Processes	1-0-4	3	CC	
5		BDP206	BDP 206	Simple Product Design	1-0-6	4	DPC	
7		BDP207	BDP 207	Basics of Ergonomics	1-0-4	3	CC	
				L-T-P	C			
1	IV	BDP 208	BDP 208	Advance Representation Techniques I	0-0-6	3	cc	21
2		BDP 209	BDP 209	Advance Representation Techniques II (Discipline Elective I)	0-0-6	3	DE	
3		BDP 210	BDP 210	Evolution of Forms II	2-0-2	3	CC	
4		BDP 211	BDP 211	Form Studies II	0-0-6	3	CC	
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	
				L-T-P	C			
1	V	BDP301	BDP 301	Digital Prototyping	1-0-4	3	CC	19
2		BDP302	BDP 302	History of Art & Craft - I	2-0-2	3	DS	
3		BDP303	BDP 303	Material Decisions & Preparation	1-0-4	3	CC	
4		BDP304	BDP 304	Design Research Methodologies	1-0-4	3	CC	
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	
				L-T-P	C			
1	VI	BDP 307	BDP 307	Color Material Trim Design	1-0-4	3	CC	18
2		BDP 308	BDX XXX (BDG308)	Digital Sculpting (Discipline Elective III)	1-0-4	3	DE	
3			BDX XXX (BDG 310)	Advance Texturing and rendering (Discipline Elective IV)	1-0-6	4	DE	
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	
					L-T-P	C		



1		BDP401	BDP 401	Trend Forecasting and analysis	2-0-4	4	DPC	28
2		BDP 309	BDP 309	Manufacturing Techniques	2-0-4	4	CC	
3		BDP 403	BDP 403	Form and Functions (Biomimicry)	1-0-6	4	CC	
4	VII	BDP 404	BDP 404	Complex Product Design	1-0-6	4	DPC	
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

III	CC	BDS 201	BDS 201	Design studio foundation in spatial language	1	0	4	3	22	9
	DS	BDS 202	BDS 202	History of design 1	1	0	4	3		
	DS	BDS 203	BDS 203	Material technology 1	1	0	4	3		
	CC	BDS 204	BDS 204	Auto - Cad	1	0	4	3		
	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		
IV	CC	BDS 208	BDS 208	Design Studio Project I	1	0	6	4	27	9
	CC	BDS 209	BDS 209	Furniture Design I	1	0	4	3		
	CC	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	21	6
	CC	BDS 302	BDS 302	Furniture Design II	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - IV	2	0	4	4		
	CC	BDS 304	BDS 304	Detail Working Drawing	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - V	2	0	4	4		
VI	CC	BDS 306	BDS 306	Design Studio III	1	0	8	5	17	5
	DE	BDS XXX	BDS XXX	Discipline elective - VI	1	0	6	4		
	DS	BDS 308	BDS 308	Landscape Design	1	0	6	4		
	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		
VIII	DPC	BDS403	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:

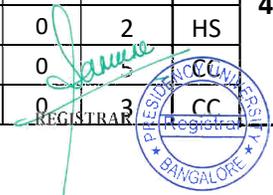
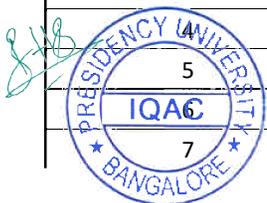
	Feedback points	Action Taken /Response
1	Languages subjects can be audited then a credited subjects	According to the State govt. rules the languages have to be credited which cannot be changed.
2	The topics taught to the students mentioned in the handouts has to be relevant to the industry standards	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.



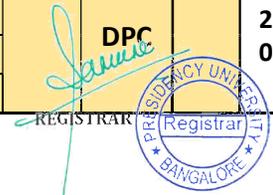
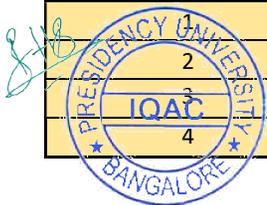
As per the feedback received and the course changes to be done for the Updation, Course Content Revisions are made for the AY 2022-23 as per Annexure -I and New Courses are introduced as per Annexure –II.

ANNEXURE I

Semester 1							21		
1	DES 101	Observation & Communication	1	2	3	3	BD	2 1	
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		
4	DES 106	Social Systems and Design History	1	1	2	2	HS		
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 Term							23		
1	DES 103	Principles of Aesthetic Representation	1	1	4	4	BD	2 3	
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		
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 4	
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	CC		
5	BCD 205	Storytelling and Narrative	2	2	0	2	HS		
6	BCD 206	Visual Merchandising	3	4	0	3	CC		
7	BCD 207	Digital Design Tools	2	0	0	3	CC		



Semester 4						0	19		
1	BCD 208	Visual Design-II	1	4	0	3	CC	19	
2	BCD 209	Marketing and Advertising for Designers	3	3	0	3	DS		
3	BCD 210	Introduction to Interaction Design	1	4	0	3	CC		
4	BCD 211	INTRODUCTION TO BRAND AND BRAND IDENTITY	1	4	0	3	DS		
5	BCD 212	BASICS OF PHOTOGRAPHY	1	4	0	3	CC		
Semester 5						0	20		
1	BCD 301	Cognitive Ergonomics and Ergonomics in Communication Design(W/ S)	3	0	0	3	CC	20	
2	BCD 302	Advance Brand Identity Design	1	4	0	3	CC		
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	CC		
Semester 6							22		
1	BCD 308	PACKAGING DESIGN	1	4	0	3	DE	22	
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		
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	31	
2	BCD 402	Design Project Management	2	0	0	2	CC		
3	BCD 403	Basics of System Design	2	4	0	4	CC		
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		
2	BCD 407	GRADUATION DESIGN PROJECT						20	
4									

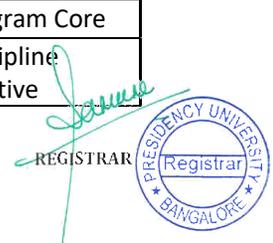
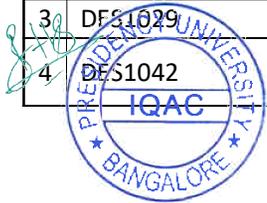


Semester 3						2	2
1	DES1019	Basics of Needle Craft	2	4	4	Program Core	
2	DES1026	History of Textiles	1	4	3	Program Core	
3	DES1023	Analysis of Textile Materials	2	4	4	Discipline Elective	
4	DES1035	Textile Design Development	1	4	3	Discipline Elective	
5	DES2004	Basics of Textile Science	2	4	4	Program Core	

Semester 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	

Semester 5						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	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

Semester 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

Semester 8

1
2

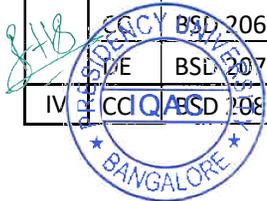
1	DES1038	Haute Couture Fashion	1	4	3	Discipline Elective
2	DES1034	Fashion Event Management	2	0	2	Discipline Elective
3	DES4001	Design Portfolio & Garment Collection	0	0	7	Program Core

1	III	BPD 201	BPD 201	Design Drawing and Concepts	1-1-2	3	DS	20
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		BPD 204	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		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	C			
1	III	BDP 208	BPD 208	Advanced Representation Techniques - I	1-1-2	3	DS	20
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		BDP 211	BPD 211	Form Studies - II	1-0-4	3	CC	
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	

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				L-T-P	C			
1	V	BDP 301	BPD 301	Digital prototyping	1-0-4	3	CC	22
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		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	C			
1	VI	BDP 307	BPD 307	Color Material Trim Design	0-0-8	4	DS	24
2		BDP 308	BPD 308	History of Art and Craft - II	3-0-0	3	DS	
3		BDP 309	BPD 309	Manufacturing Techniques	3-0-0	3	CC	
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	C			
1	VII	BDP 401	BPD 401	Trend Forecasting and analysis	1-0-6	4	DPC	23
2		BDP 402	BPD 402	System Design (Discipline Elective - IV)	2-0-4	4	DE	
3		BDP 403	BPD 403	Form and Functions (Biomimicry)	1-0-6	4	CC	
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	C			
1	VIII		BPD 410	Product Portfolio	0-0-0	2	CC	28
2		BDP 408	BPD 408	Graduation Project - Product Design	0-0-0	16	PP	
3		BDP 405	BPD 405	Internship - Product Design	0-0-0	10	PP	
							181	

III	CC	BSD 201	Design Studio: Form and Space/ Foundation in Spatial Language	1	0	4	3	20	3	20
	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	
	CC	BSD 204	Computer Aided Design and Drafting	1	0	4	3		3	
	DE	BSD 205	Discipline elective - I	1	0	2	2		2	
	DE	BSD 206	Space Analysis- Studio Project	0	2	6	5		5	
	DE	BSD 207	Discipline elective - II	1	1	0	2		2	
IV	CC	BSD 208	Design Studio Projects -I	1	0	6	4	4		



	CC	BSD 209	Furniture Design-I	2	0	4	4	23	4	23
	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	
V	CC	BSD 301	Design Studio -II	2	0	4	4	24	4	24
	CC	BSD 302	Furniture Design-II	1	0	6	4		4	
	DE	BSD XXX	Discipline elective - IV	1	0	4	3		3	
	CC	BSD 304	Working Drawing	1	0	4	3		3	
	DE	BSD XXX	Discipline elective - V	1	0	4	3		3	
	DE	BSD 306	Discipline elective - VI	1	0	4	3		3	
VI	CC	BSD 307	Design Studio III	1	0	6	4	24	4	24
	CC	BSD 308	Detail Working Drawing	1	0	6	4		4	
	DS	BSD 309	Eco - Friendly Interiors	1	0	6	4		4	
	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		7	
VIII	DPC	BSD 403	Design Thesis	2	0	36	20	23	20	23

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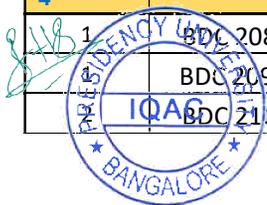
Semester 3							
1	BDG 201	Basic Visual Skills		1	0	4	3
2	BDG XXX	Evolution and Apprehension of Game Design (Discipline -I)		2	0	2	3
3	BDG 203	CAD Design Skills		1	0	6	4
4	BDG 204	Storytelling		1	0	4	3
5	BDG 205	Basic Character Design		1	0	4	3
Semester 4							
1	BDG 206	Advanced Character Design		1	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
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	Basics of Animation	1	4	3	
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	2	3	
Semester 4						
1	DES 1107	Game Ideation	1	4	3	
2	DES 2054	Concept Art	1	4	3	
3	DES 2020	Advanced Character Design	1	6	4	
4	DES 2069	Rigging and Animation(2D)	1	4	3	
5	DES 2056	Photography 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	1	4	3
5	DES 1104	Game Ethics	2	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	1	6	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 3					21		
1	BDC 201	Visual Design - 1	1	4	3	BD	18
2	BDC 202	History of Art and Design	2	0	2	HS	
3	BDC 203	Basics of Communication	3	0	3	CC	
4	BDC 204	Typography	3	0	3	BD	
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	22
	BDC 209	Marketing and Advertising for Designers	3	0	3	DS	
	BDC 210	INTRODUCTION TO INTERACTION DESIGN	1	4	3	DE	



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	18
2	BDC 302	Advanced Brand Identity Design-II	1	4	3	DPC	
3	BDC 303	Digital Communication for CD	1	4	3	DS	
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	22
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	
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	29
2	BDC 402	Design Project Management	2	0	2	CC	
3	BDC 403	Basics of System Design	2	4	4	CC	
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		GRADUATION PROJECT			19	DPC	20
2	BDC 406						
3							
4							

BDF 201	CC	Textile Weave and Technology	0-0-6	3	20
BDF 202	CC	Fibre, Yarn and Fabric Technology	4-0-0	4	
BDF 203	DPC	Development of Textile Designs	0-0-8	4	


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

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

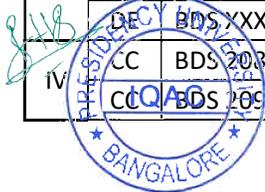
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4		BDP 211	BDP 211	Form Studies II	0-0-6	3	CC	
5		BDP 212	BDP 212	<u>Advance Material skills and Processes</u>	0-0-6	3	CC	
6		BDP 213	BDP 213	Craft Techniques and Product Design Prototyping	0-0-8	4	DPC	
1	V	BDP301	BDP 301	Digital Prototyping	1-0-4	3	CC	19
2		BDP302	BDP 302	History of Art & Craft - I	2-0-2	3	DS	
3		BDP303	BDP 303	Material Decisions & Preparation	1-0-4	3	CC	
4		BDP304	BDP 304	Design Research Methodologies	1-0-4	3	CC	
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		VI	BDP 307	BDP 307	Color Material Trim Design	1-0-4	3	
2	BDP 308		BDX XXX (BDG308)	Digital Sculpting (Discipline Elective III)	1-0-4	3	DE	
3			BDX XXX (BDG 310)	Advance Texturing and rendering (Discipline Elective IV)	1-0-6	4	DE	
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	VII		BDP401	BDP 401	Trend Forecasting and analysis	2-0-4	4	DPC
2		BDP 309	BDP 309	Manufacturing Techniques	2-0-4	4	CC	
3		BDP 403	BDP 403	Form and Functions (Biomimicry)	1-0-6	4	CC	
4		BDP 404	BDP 404	Complex Product Design	1-0-6	4	DPC	
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	

III	CC	BDS 201	BDS 201	Design studio foundation in spatial language	1	0	4	3	22	9
	DS	BDS 202	BDS 202	History of design 1	1	0	4	3		
	DS	BDS 203	BDS 203	Material technology 1	1	0	4	3		
	CC	BDS 204	BDS 204	Auto - Cad	1	0	4	3		
	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		
IV	CC	BDS 208	BDS 208	Design Studio Project I	1	0	6	4	27	9
	CC	BDS 209	BDS 209	Furniture Design I	1	0	4	3		



	CC	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	21	6
	CC	BDS 302	BDS 302	Furniture Design II	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - IV	2	0	4	4		
	CC	BDS 304	BDS 304	Detail Working Drawing	2	0	4	4		
	DE	BDS XXX	BDS XXX	Discipline Elective - V	2	0	4	4		
VI	CC	BDS 306	BDS 306	Design Studio III	1	0	8	5	17	5
	DE	BDS XXX	BDS XXX	Discipline elective - VI	1	0	6	4		
	DS	BDS 308	BDS 308	Landscape Design	1	0	6	4		
	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		
VIII	DPC	BDS403	BDS403	Design Thesis	2	0	32	18	18	2

