



Programme Structure

**Sharda School of Design, Architecture & Planning
(Department of Art & Design)**

Bachelors in Design

Programme Code : SDM0201

(Specialization in Fashion Design)

Batch: 2024-2028



Programme Structure
Sharda School of Design, Architecture and Planning
Bachelor of Design (Fashion Design)
Batch: 2024-2028
TERM: I

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	11771	TDC104	History of Art-I	2	0	0	2	CC
Practical Subjects								
2.	11772	JDC101	Drawing & Sketching- I	0	2	4	4	CC
3.	11773	JDC102	Composition- I	0	2	4	4	CC
4.	37524	FDJ102	Design Skills- I	0	2	4	4	DSE
5.	37513	JDC104	Digital Design – Adobe Illustartor	0	1	2	2	SEC
6.	37514	JDC105	Basic Material Studies	0	1	2	2	CC
7.	16254	ARP101	Communicative English I	1	0	2	2	AEC
TOTAL CREDITS – 20								

¹ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses



Programme Structure
Sharda School of Design, Architecture and Planning
Bachelor of Design (Fashion Design)
Batch: 2024-2028

TERM: II

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	37060	TDC204	History of Art-II	2	0	0	2	CC
Practical Subjects								
2.	37061	JDC201	Drawing & Sketching- II	0	2	4	4	CC
3.	37062	JDC202	Composition- II	0	2	4	4	CC
4.	39079	FDJ202	Design Skills- II	0	2	4	4	DSE
5.	39073	JDC204	Digital Design II- Adobe Photoshop	0	1	2	2	SEC
6.	39074	JDC205	Forms & Space	0	1	2	2	CC
7.	37063	ARP102	Communicative English II	1	0	2	2	AEC
8.			OPE/ MOOC	-	-	-	2	OE
TOTAL CREDITS – 22								

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Sharda School of Design, Architecture and Planning
Bachelor of Design (Fashion Design)
Batch: 2024-2028
TERM: III

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	37164	FDT302	History of costume & fashion	2	0	0	2	CC
2.	37165	FDT304	Basics of Textiles- I	2	0	0	2	CC
Practical Subjects								
3.	37166	FDJ301	Research for Fashion	0	2	2	3	CC
4.	37167	FDJ303	Apparel Development - I	0	4	4	6	CC
5.	37168	FDJ305	Fashion Art- Aesthetics	0	2	2	3	DSE
6.	39080	FDJ307	Graphic design for Fashion	0	1	2	2	SEC
7.			OPE/ MOOC	-	-	-	2	OE
TOTAL CREDITS – 20								

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Programme Structure
Sharda School of Design, Architecture and Planning
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TERM: IV

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	37205	FDT401	History of Indian textiles	2	0	0	2	CC
2.	37206	FDT402	Basics of Textiles- II	2	0	0	2	CC
Practical Subjects								
3.	37207	FDJ401	Design for Fashion	0	2	4	4	CC
4.	37208	FDJ403	Apparel Development- II	0	4	4	6	CC
5.	37209	FDJ405	Fashion Art- Dress Culture & society	0	2	4	4	DSE
6.	39081	FDJ407	3D Digital design	0	1	2	2	SEC
7.	33546	CCU108	Community Connect	0	0	4	0 (QUALIFYING)	AEC
TOTAL CREDITS – 20								

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Programme Structure

Sharda School of Design, Architecture and Planning

Bachelor of Design (Fashion Design)

Batch: 2024-2028

TERM: V

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	37305	FDT503	Ornamentation of Textiles	2	0	0	2	CC
2.	39082	FDT506	Fashion Marketing & Merchandising	2	0	0	2	CC
Practical Subjects								
3.	39083	FDJ506	Image creation & styling- I	0	1	2	2	CC
4.	37307	FDJ502	Value addition- I	0	2	2	3	CC
5.	37308	FDJ504	Advanced Apparel Development- I	0	2	4	4	CC
6.	37309	FDJ505	Construction Technique- I	0	2	4	4	CC
7.	39084	FDJ507	Fashion Trends Forecasting	0	2	2	3	CC
8.	17442	ARP505	Critical thinking & leadership skills	0	0	2	0 (AUDIT)	AEC
9.	37303	JDC502	Design Documentation (RBL1)	0	0	4	0 (AUDIT)	Survey/ Project
TOTAL CREDITS – 20								

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TERM:VI

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	37399	FDT603	Sustainable Design	2	0	0	2	CC
2.	39095	TDC601	Research methodology	2	0	0	2	CC
Practical Subjects								
3.	39085	FDJ606	Image creation & styling- II	0	2	2	3	CC
4.	37402	FDJ602	Value addition- II	0	2	2	3	CC
5.	37403	FDJ604	Advanced Apparel Development- II	0	2	4	4	CC
6.	37404	FDJ605	Construction Technique- II	0	2	4	4	CC
7.	39086	FDJ607	Portfolio Development	0	1	2	2	CC
8.	17666	ARP506	Industry Preparedness	0	0	2	0 (AUDIT)	AEC
9.	37398	JDC602	Field Studies (RBL2)	0	0	4	0 (AUDIT)	Survey/ Project
TOTAL CREDITS – 20								

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TERM: VII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39087	TDC704	Intellectual Property Right	2	0	0	2	CC
2.	37519	TDC703	Design entrepreneurship & Professional Practice	3	0	0	3	CC
Practical Subjects								
3.		FDJ701	Future Technology	0	2	2	3	CC
4.	39088	FDJ704	Design Innovation	0	2	4	4	CC
5.	39089	FDJ705	Contextual Studies (RBL3)	0	2	4	4	CC
6.			OPE/ MOOC	-	-	-	2	OE
7.	37523	JDC703	Summer Internship (FSIC)	0	0	8	4	Internship
TOTAL CREDITS – 22								

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TERM: VIII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Practical Subjects								
1.	39090	FDJ802	Capstone Project (RBL4)	0	4	16	12	PROJECT
2.	39078	JDC802	Industrial Internship	0	0	4	4	Internship
TOTAL CREDITS – 16								

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Course Modules

Course Syllabus

Semester I

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: I	
1	Course Code	TDC104	
2	Course Title	History of Art -I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Type		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To know about the interrelation of Human Evolution and Art. ● To make the students understand the true meaning of Art. ● To develop an appreciation of Art. ● To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	<p>CO1 Learn basic terminology of Art & Design studies. CO2 Contextualise and empathise with Art and Design CO3 Understand the timeline and distinguish various styles, genres and movements and apply them in practice. CO4 Learn to appreciate different forms of artistic expression through history. CO5 Identify and translate the learning through application in verbal and textual communication. CO6 Observes and appreciates Art and Design and expresses it by writing about it.</p>	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Ritual, Religion and Belief system	CO1, CO2
	A	Pre-Historic to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in dark ages	
	Unit 2	Society and Politics	CO1, CO2
	A	Renaissance: newer dimensions	
	B	Baroque and drama	
	C	Rococo and decorative arts	
	Unit 3	Gender and Modernity	CO1, CO2, CO3, CO6



A	Design and Art Nouveau			
B	Impressionism and visual illusion			
C	Post Impressionism and individuality			
Unit 4	Distortion & Abstraction and indigenous practices			CO1, CO2, CO3
A	Fauvism and colour			
B	Influence from 'Other' arts			
C	Nature, geometry and Cubism			
Unit 5	Aboriginal and indigenous practices			CO3, CO4, CO6
A	Pottery and rituals			
B	Wearables and performances			
C	Homes and spaces			
Mode of exam	Theory			
Weightage Distribution	CA	MTE	ETE	
	25%	25%	50%	
Text book/s*	<ul style="list-style-type: none">Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)			
Other References	<ul style="list-style-type: none">Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up)Understanding Art by <i>Louis Fischer</i>A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: I	
1	Course Code	JDC101	
2	Course Title	Drawing And Sketching-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
Course Type		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme focuses on inculcating the significance of developing hand and mind coordination. 2. It concentrates on exploring different forms by examining objects. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Examining various sketching techniques such as rendering, line drawing, shading etc. <p>Recognizing the significance of line and demonstrating its nuances.</p>	
6	Course Outcomes	<p><i>The students will be able:</i></p> <p>CO1: To Use materials common to the drawing process</p> <p>CO2: To Develop physical and visual skills related to the drawing process.</p> <p>CO3: To judge proportion, scale, and spatial relationships.</p> <p>CO4: To use Aerial and tonal techniques to depict light and shadow.</p> <p>CO5: Would be able to understand human anatomy.</p> <p>CO6: Would be able to understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p>	
7	Course Description	The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction	
	A	Line	
	B	Form & Space	
	C	Sketching Techniques	
	Unit 2	Shapes	
	A	Two-dimensional shapes rectangle, square, triangle	



	B	Three dimensional shapes cones, cylinder, cubes, cuboid			
	C	Abstract shapes			
	Unit 3	Object study			
	A	Single object study			
	B	Multiple object study by taking things from a single group ex: only three-dimensional shapes like cubes, cones etc			
	C	Multiple object study by taking things from different groups ex: drapery, fruits and cones etc			
	Unit 4	Exploration of forms			
	A	Regular forms			
	B	Abstract forms			
	C	Definitive forms			
	Unit 5	Human Anatomy			
	A	Proportion Study			
	B	Gesture Drawing			
	C	Expression Study			
	Mode of exam	Jury			
	Weightage Distribution	CA	MTE	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> Anatomy and Drawing by <i>Victor Perard</i> 			
	Other References	<ul style="list-style-type: none"> Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: I	
1	Course Code	JDC102	
2	Course Title	Composition-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
Course Type		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand Aesthetics Experience and Applications of related Skills Used in Art & Design 2. To identify frames through which one could enumerate a composition. 3. To recognize compositional structures of both two- and three-dimensional spaces. 4. Understanding the role of line, texture, colour and volume. 5. Creating organic and geometric forms in two dimensional spaces. Composing a pictorial space by placing different elements of Composition & Design	
6	Course Outcomes	CO1: To describe the Aesthetic Experience, evaluation & perception CO2: To understand Environment as Contributors to Aesthetic Experience, Values Derived from Products and Environment CO3: To understand and apply the Visual Elements of Composition Design CO4: To understand and apply Tangible Elements of Art & Design CO5: To understand about the Colour Theory and interaction CO6: To integrate and create composition, artworks and designs using varied Elements	
7	Course Description	The course aims at introducing the students with the significance of studying elements of Art & Design and enables them to apply the same in creating and composing aesthetically evaluated works of Art & Design.	
8	Outline syllabus	CO Mapping	
	Unit 1	Defining Aesthetic Experience	CO1, CO2
	A	Defining Aesthetic Experience, Composition & Types	CO1, CO2
	B	Environment as Contributors to Aesthetic Experience, Value Derived from Products and Environment	CO1, CO2
	C	Factors Influencing Aesthetic Evaluation or Preference	CO1, CO2
	Unit 2	Visual Elements of Art & Design	
	A	Dots – Types, Variations & Application	CO3
	B	Lines – Types, Variations & Application	CO3
	C	Typography	CO3
	Unit 3	Tangible Elements of Art & Design	
	A	Shapes & Forms	CO4



	B	Space – Positive & Negative	CO4	
	C	Textures	CO4	
	Unit 4	Colours & Values	CO5	
	A	Basic terminology & describing colours	CO1, CO2, CO3, CO4,	
	B	Colour wheel selections, Colour Value and combinations	CO1, CO2, CO3, CO4,	
	C	Colour symbolism: Emotional reactions	CO1, CO2, CO3, CO4,	
	Unit 5	Applications of Aesthetics Related Skills Used in Art & Design		
	A	Complexity, Order and Novelty	CO5, CO6	
	B	Creative Activities and Skills	CO5, CO6	
	C	Developers and Promoters of Design Products	CO5, CO6	
	Mode of exam	Jury		
	Weightage Distribution	CA	MTE	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none">Ann Marie, 2010, Fiore Understanding Aesthetics for the Merchandising and Design Professional, Fairchild Books		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: I	
1	Course Code	FDJ101	
2	Course Title	Design Skill- I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
Course Type		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the concept of Fashion Design as product, process & service 2. To develop an understanding of Creative Thinking, Tools & Techniques 3. To provide an in-depth study and application of the Design Thinking & Innovation 4. To develop an Experiential understanding towards Design To ideate, create and present design works	
6	Course Outcomes	CO 1: -The students shall be able to define Design in creative & industrial terms CO2: -The students shall be able to understand Creative Thinking methods and application of the same in real world scenario CO3: - The students shall be able to develop themselves as a design thinker CO 4: -The students shall be able to understand Fashion as Design, basic terminologies, key concepts, theories, material and processes CO 5: -The students shall be able to evaluate, appraise and compare the various design works of prominence in fashion and related fields CO 6: -The students shall be able to integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts	
7	Course Description	The course Design Skills-I introduces Fashion as Design and developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. The pedagogy used is learning by doing with various knowledge processes and a mix to think explicitly about the most appropriate range and sequence of learning activities.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Design	
	A	Introduction to Design	CO1
	B	Three-Dimensional Design-Product, Process & Service	CO2, CO3
	C	Design as Solution – converting Challenges into Opportunities	CO2, CO3
	Unit 2	Creative Thinking & Experiencing Design	
	A	Introduction to Principles of Creativity	CO2
	B	Creative Thinking Tools & Techniques, its application	CO4
	C	Understanding about the added value, emotions & conflicts	CO6



Unit 3	Design Thinking for Innovation			
A	Understanding Design Thinking & Innovation			CO3, CO4
B	Design Making & Design Breaking			CO3, CO4
C	Repeating Design & Experimentation			CO3, CO4
Unit 4	Fashion & Design			
A	Introduction to fashion as Design			CO3, CO4
B	Fashion Design Terminologies, key concepts & theories			CO5, CO6
C	Fashion Design – Basic Materials, processes			CO3, CO4
Unit 5	Integrated Design Projects			
A	Understanding the concept behind creation of Design			CO3, CO4
B	Study of a Designer’s style and creation			CO5, CO6
C	Creating conceptual Integrated Design Project			CO5, CO6
Mode of exam	Jury			
Weightage Distribution	CA	MTE	ETE	
	30%	30%	40%	
Text book/s*	<ul style="list-style-type: none"> Aspelund K., 2015, DESIGNING: An Introduction: Idea Searching for Design, Fairchild Books 			
Other References	<ul style="list-style-type: none"> Kenzie S.M., 2014, How to Develop your Own Style, Bloomsbury Publishing. Parsons T., 2019, Thinking: Objects: Contemporary Approaches to Product Design, Thinking: Objects: Contemporary Approaches to Product Design, Bloomsbury Publishing. Bramston D., Y.L. 2017 How to Research and Develop Design Concepts, Bloomsbury Publishing. Stipelman S., 1996, Illustrating Fashion: Concept Bloomsbury Publishing. Creation, Bloomsbury Publishing. 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester- 01	
1	Course Code	JDC104	
2	Course Title	Digital Design - Adobe Illustrator	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none">• The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator.• Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns• Working with various colour ways schemes and using repeat methods effectively.• Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments.	
6	Course Outcomes	After completion of the course, student will be able to CO1:Use a vocational digital vector drawing tool CO2:Convert ideas into digital vector drawings CO3:Construct their sketched artistic ideas into graphics CO4:Analyse & Express original digital designs as per industrial manufacturing processes & methods CO5:Compile & present creative works in form of portfolio CO6:Create digital creative stories, design ideas & variations	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement



	Unit 1	Getting started with Adobe Illustrator			CO1
	A	Introduction of Vector & Bitmap, file formats,			
	B	Transforming Motif with Rotation, Reflect tool			
	C	Manipulating shapes with Path Finder, Shape Builder tool, Live Paint Bucket Tool			
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1			CO2
	A	Creating contour, Blending shapes			
	B	Adding effects to shapes (pucker, bloat, transform)			
	C	Editing Effects using Appearance Palette			
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products -2			CO3, CO5
	A	From Pencil to digital Format (Scanning, Tracing sketched work)			
	B	Graphics for Objects (Placements prints)			
	C	Editing prints using layer palette			
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products -3			CO4, CO6
	A	Repeats and Pattern (types of patterns)			
	B	Colourways & Colour Separation for Prints			
	C	Creating Story Board (Adding prints to silhouettes using masking technique)			
	Unit 5	Portfolio development			CO5, CO6
	A	Lay outing for Portfolio (e-portfolio, e-book)			
	B	Lay outing for Portfolio (print)			
	C	Portfolio Evaluation			
	Mode of examination	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers. 			
	Other References	<ul style="list-style-type: none"> Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester- 01	
1	Course Code	JDC105	
2	Course Title	Basic Materials Studies	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> Course is designed to familiarize students to work with advanced materials which are used in the field of design quite extensively. 	
6	Course Outcomes	<p>After completion of this course, student will able to:</p> <p>CO1-Understand the nature of material, properties and behaviour along with the practical applications and specifications</p> <p>CO2: Make students aware of different sizes and types of material. Difference in the materials with respect to need and applications.</p> <p>CO3: Understand the handling of materials and introduced them with different installations process</p> <p>CO4: Understand and complications of design and installation</p> <p>CO5: Understand the installation procedures of various designs</p> <p>CO6: Will be to apply the basic texture and materials applications.</p>	
7	Course Description	This will include the applications of different materials along with specifications. It will also make them understand various elements which contribute to design.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to materials	
	A	A) Introduction and Importance of materials	CO1
	B	B) Classification of different kinds of materials	CO2, CO3
	C	C) Understanding the physical properties, appearance, uses etc.	CO2, CO3
	Unit 2	Properties and Applications of materials	
	A	A) Various products and by-products of the material	CO2
	B	B) Various finishes and textures	CO4

	C	C) Properties and Applications Wood, bamboo, clay, rubber, glass, cane, leather, fabric, jute, Paper, Plastic, Steel, Aluminium, etc.			CO6
	Unit 3	Exploration of Materials			
	A	A) Market research			CO3, CO4
	B	B) Tools and Techniques & Industrial practices			CO3, CO4
	C	C) Exploration of materials such as Wood, bamboo, clay, rubber, glass, cane, leather, fabric, jute, Paper, Plastic, Steel, aluminum, etc. Introduction to making material boards.			CO3, CO4
	Unit 4	Basic hands on practices			
	A	A) Types of finishes for different materials			CO3, CO4
	B	B) Process of finishes			CO5, CO6
	C	C) Minor Project/ Prototyping			CO3, CO4
	Unit 5	Design Process of a Final Project			
	A	A) Need Identification and research			CO3, CO4
	B	B) Conceptualization, Form Generation and Theme board			CO5, CO6
	C	C) Final designed Project and post Design Analysis			CO5, CO6
	Mode of examination	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> • Interior Design Illustrated BY: Francis D. K. Ching (Author) • The Interior Design Handbook BY: Frida Ramstedt (Author) <ul style="list-style-type: none"> • The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every Day BY: Chris Grimley (Author) 			
	Other References	<ul style="list-style-type: none"> • Interior Detailing: Concept to Construction 1st Edition BY: David Kent Ballast (Author) 			

School: SSDAP		Batch: 2024-2028
Programme: B. Design		Academic Year: 2024-2025
Branch: Foundation		Semester: 1st
1	Course Code	ARP101
2	Course Title	Communicative English-1
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Type	Compulsory
5	Course Objective	To minimize the linguistic barriers that emerges in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.
6	Course Outcomes	After completion of this course, students will be able to: CO1 Develop a better understanding of advanced grammar rules and write grammatically correct sentences CO2 Acquire wide vocabulary and punctuation rules and learn strategies for error-free communication. CO3 Interpret texts, pictures and improve both reading and writing skills which would help them in their academic as well as professional career CO4 Comprehend language and improve speaking skills in academic and social contexts CO5 Develop, share and maximise new ideas with the concept of brainstorming and the documentation of key critical thoughts articulated towards preparing for a career based on their potentials and availability of opportunities. CO6 Function effectively in multi-disciplinary teams through the knowledge of team work, Inter-personal relationships, conflict management and leadership quality
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.
8	Outline syllabus	CO Mapping
	Unit 1	Sentence Structure CO1
	A	Subject Verb Agreement
	B	Parts of speech
	C	Writing well-formed sentences
	Unit 2	Vocabulary Building & Punctuation



A	Homonyms/ homophones, Synonyms/Antonyms			CO1, CO2
B	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)			CO1, CO2
C	Conjunctions/Compound Sentences			CO1, CO2
Unit 3	Writing Skills			CO3
A	Picture Description – Student Group Activity			CO3, CO2, CO3
B	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself			CO2, CO3
C	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full-Length Feature Film)			CO3
D	Digital Literacy Effective Use of social media			CO3
Unit 4	Speaking Skill			
A	Self-introduction/Greeting/Meeting people – Self branding			CO4
B	Describing people and situations - To Sir with Love (Watching a Full-Length Feature Film)			CO4
C	Dialogues /conversations (Situation based Role Plays)			CO4
Unit 5	Professional Skills Career Skills			
A	Exploring Career Opportunities			CO4, CO5
B	Brainstorming Techniques & Models			CO4, CO5
C	Social and Cultural Etiquettes			CO4, CO5
D	Internal Communication			CO4, CO5
Unit 6	Leadership and Management Skills			
A	Managerial Skills			CO6
B	Entrepreneurial Skills			CO6
Mode of exam				
Weightage Distribution	CA	MTE	ETE	
	30%	30%	40%	
Text book/s*	<ul style="list-style-type: none"> Evaluations 			
Other References	<ul style="list-style-type: none"> Texts & References Library Links 			



Course Syllabus

Semester II



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: II	
1	Course Code	TDC204	
2	Course Title	History of Art II	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To know about the inter-relation of Human Evolution and Art. ● To make the students understand the meaning of Art. ● To develop an appreciation of Art. ● To study and understand the influence of various eras on the development of art from the classical to current modern times. 	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Learn basic terminology of Art & Design studies. CO2: Contextualize and empathize on Art and Design CO3: Understand the timeline and distinguish various styles, genres and movement and apply in practice. CO4: Learn to appreciate different forms of artistic expression through history. CO5: Identify and translate the learning through application in verbal and textual communication. CO6: Observe and appreciate Art and Design and express by writing about it.</p>	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Beyond an Eye	
	A	Signs, Allegory and Symbolism	CO1, CO2
	B	Art & Craft Movement	CO1, CO2
	C	Art Nouveau	CO1, CO2
	Unit 2	Beyond meaning and Interpretation	
	A	Abstraction	CO1, CO2



	B	Abstract Expressionism	CO1, CO2	
	C	Three-dimensional abstract	CO1, CO2	
	Unit 3	Deconstruction and anti-aestheticism		
	A	Constructivism and anti-art	CO1, CO2, CO3, C	
	B	Dadaism and beyond rules	CO1, CO2, CO3, CO6	
	C	Surrealism and beyond conscious	CO1, CO2, CO3, CO6	
	Unit 4	Bauhaus		
	A	Movement or institute?	CO1, CO2, CO3	
	B	The philosophy and design	CO1, CO2, CO3	
	C	In Graphic, Furniture and other design innovations	CO1, CO2, CO3	
	Unit 5	Breaking Boundaries in Contemporary		
	A	Installations & Public Art	CO3, CO4, CO6	
	B	Performance art & activism	CO3, CO4, CO6	
	C	New media & meta media	CO3, CO4, CO6	
	Mode of exam	Theory		
	Weightage	CA	MTE	ETE
	Distribution	25%	25%	50%
	Text book/s*	<ul style="list-style-type: none"> History of Art by H.W. Janson, Anthony F. Janson 		
	Other References	<ul style="list-style-type: none"> The Story of Art by E.H. Gombrich, Understanding Art by <i>Louis Fischer</i> 		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester: II	
1	Course Code	JDC201	
2	Course Title	Drawing And Sketching-Ii	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● The Programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. ● It concentrates on exploring different materials such as charcoal, water colour, pencil, ink etc. ● Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. ● Promoting the significance of regular sketching and its impact on the overall composition and creative skills. ● Describing movement by studying the anatomy of human as well as animal figures. ● Explaining the significance of line and demonstrating its nuances. 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO 1: -Understand the art materials and explore them.</p> <p>CO2: -Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials.</p> <p>CO3: - Visualize and reproduce different objects by adhering to the principles of proportion and scale.</p> <p>CO 4: -Understand movement through anatomical studies of both animal and human beings.</p> <p>CO5: - Understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO6: -Understand human anatomy in detail.</p>	
7	Course Description	The course enables students to develop an understanding between reality and reproduction. It acts as one of the key platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.	

8	Outline syllabus			CO Achievement
	Unit 1	Practicing through Principles of Art		
	A	Study of scale and proximity		CO1
	B	Study of shape, perspective and proportion		CO1
	C	Capturing Rhythm		CO1
	Unit 2	Surface Study		
	A	Study of Drapery		CO2
	B	Object study of different materials such as glass, aluminium's and wood.		CO2
	C	Foliage Study		CO2
	Unit 3	Outdoor Drawing		
	A	Landscape		CO3
	B	Architectural Studies		CO3
	C	Flora and fauna Study		CO3
	Unit 4	Human Anatomy		
	A	Study of the human skeleton		CO4, CO6
	B	Study part by part: Hands and Legs		CO4, CO6
	C	Study part by part: Torso and Trunk		CO4, CO6
	Unit 5	Human Anatomy and Still life		
	A	Model Study with Drapery		CO4, CO5
	B	Study of portraits		CO4, CO5
	C	Study of Still Life: Plants, draperies and objects		CO4, CO5
	Mode of examination	Jury		
	Weightage Distribution	CA 30%	VV 30%	ETE 40%
	Text book/s*	Anatomy and Drawing by Victor Perard		
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: B. Design		Semester: II	
1	Course Code	JDC202	
2	Course Title	Composition-Ii	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none">● To develop an understanding in new designers from across the design and media disciplines who want to learn the fundamentals of art and design to create an aesthetically valued works● To provide knowledge base that can lead to a correct exposure on both the conceptual as well as those more immediately operational functions.● To appreciate the works of prominent Artists and Designers● To develop good works of Design and Art applying the Basics of Design and Art	
6	Course Outcomes	After completion of this course, the student will be able to CO 1: - Understand the existence of Design in Everyday and varied perspectives CO2: - Understand, visualize and reproduce the spaces on the basis of the principles of a good Design. CO3: - Apply theoretical as well practical understanding of managing a visual space CO 4: -. Work with varied materials and its handling CO 5: - Understand the skill to develop composition and design by carefully analyzing the ones around them and by studying other artist projects. CO6: - The students shall be able to create aesthetically evaluated projects	
7	Course Description	The course aids in visualizing and practicing different forms of developing a composition. It enables students in developing an understanding of creating a space in an aesthetic way and effectively places many of the main theoretical principles that lie behind successful design outcomes.	
8	Outline syllabus		CO Achievement

Unit 1	Introduction to Art & Design			
A	Brief on Art, Creativity & Design		CO1	
B	Structural, Functional & Sustainable		CO1	
C	Art & Design in Everyday Things		CO1	
Unit 2	Principles of Art & Design			
A	Defining the Principles of Design		CO2	
B	Discussing- Balance, Emphasis, Rhythm, Movement, Proportion, Unity, Contrast		CO2	
C	Applying Principles to create a good Design		CO2	
Unit 3	Dimensional Study			
A	Basics of geometry: Curves & Surfaces		CO3	
B	Golden ratio		CO3	
C	2D & 3D Modelling		CO3	
Unit 4	Material Study			
A	Paper & Print Making		CO4	
B	Clay & Pottery		CO4	
C	Yarn Craft		CO4	
Unit 5	Integrated Project			
A	Study and appreciate prominent Design works		CO5, CO6	
B	Rethinking and Relating the Fundamentals of Design		CO5, CO6	
C	Think, Apply & Create Integrated Work of Art & Design		CO5, CO6	
Mode of examination	Jury			
Weightage Distribution	CA 30%	VV 30%	ETE 40%	
Text book/s*	<ul style="list-style-type: none"> Design Methods - John Chris Jones 			
Other References	<ul style="list-style-type: none"> Randolph P. Hoelscher and Clifford, 1957, Engineering Drawing and Geometry, H Springer. IH Morris, 2012, Geometrical Drawing for Art Student, University Press MC Escher, The Life and Works of MC Escher Docci M., 1996, Theory and practice of drawing, Publisher: Yale University Press, V Raghavan, 2004, Material Science, Prentice Hall India Learning Private Limited 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester: II	
1	Course Code	FDJ202	
2	Course Title	Design Skill- 2	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● The course aims at interpreting the significance of Principles used in Design ● To develop an understanding of fashion illustration ● To provide an in-depth study of colour theory using both demonstration as well as lecture methods. ● To enhance the visual and communication skill ● To ideate, create and present design works 	
6	Course Outcomes	After completion of this course, the student will be able to CO 1: -Gain knowledge about the fundamentals of fashion CO2: - Understand the fashion sketching CO3: - Acquire the skill to understand use of different medias to create design works CO 4: -Demonstrate their personal style of illustration CO 5: -Develop ideate and create a range line up CO 6: -Develop Visual Communication Skill to express their ideas and designs	
7	Course Description	The course is designed to introduce Fashion, the key concepts, terminologies, categories and seasons. Its aims at building individual fashion aesthetics through Fashion drawings and Colour theories to enable to communicate their knowledge and learning essential for design practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Fashion	
	A	Fashion Terms- Fashion, style, Acceptance, timelines, Zeitgeist	CO1
	B	Fashion as art, function & communication	CO1
	C	Fashion Categories & seasons- Avant Garde, Couture, Ready to wear, Fashion Seasons	CO1
	Unit 2	Fashion Figure Drawing	
	A	Fashion Figure Proportions	CO2



	B	Movements & Postures	CO2
	C	Faces & Hairstyles	CO2
	Unit 3	Colour Theory for Fashion	
	A	Understanding Colour theories applicable to Fashion	CO2, CO3
	B	Colour combinations for Fashion	CO2, CO3
	C	Developing concepts and surfaces	CO2, CO3
	Unit 4	Stylisation	
	A	Stylisation of Fashion Figure	CO4, CO6
	B	Drawing Accessories	CO4, CO6
	C	Magazine study to develop fashion illustrations	CO4, CO6
	Unit 5	Study of Design Projects	
	A	Understanding the concept behind creation of Design Collections	CO1, CO5, CO6
	B	Study of a Designer's style and creation	CO1, CO5, CO6
	C	Creating a final Fashion Design Line-up drawing of your chosen collection	CO1, CO5, CO6
	Mode of exam	Jury	
	Weightage Distribution	CA 30%	VV 30%
			ETE 40%
	Text book/s*	<ul style="list-style-type: none"> ● Bina AblingB., (1988), Fashion Sketchbook, Fairchild Publications. 	
	Other References	<ul style="list-style-type: none"> ● Kenzie S.M., (2014), How to Develop your Own Style, Bloomsbury Publishing ● Stiplema S., (2010), Illustrating Fashion: Concept to Consumer, Bloomsbury Publishing ● Grace L. M., (2014), Iconic Designs: 50 Stories about 50 Things, Bloomsbury Publishing 	



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester: II	
1	Course Code	JDC204	
2	Course Title	Digital Design - Adobe Photoshop	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none">• The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop.• Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns• Working with various colourways schemes and using repeat methods effectively.• Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments.	
6	Course Outcomes	After completion of the course, student will be able to CO1: Become aware of a vocational bitmap drawing tool CO2: Convert ideas into bitmap imagery CO3: Construct their sketched artistic ideas into graphics CO4: Express & render original digital designs as per industrial manufacturing processes & methods CO5: Compile & present creative works in form of portfolio CO6: Create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus	CO Achievement	
	Unit 1	Getting started with Adobe Photoshop	



	A	Introduction of Vector & Bitmap, file formats, Resolution for different devices		CO1
	B	Photoshop Palettes – Layer, Channels & Paths		CO1
	C	Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool)		CO1
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1		
	A	Photo Montage & Collages		CO2
	B	Graphics for T-shirt (Placements), Products, Accessories, Fabrics & Interiors		CO2
	C	Compositions for Magazine/ Advertisements		CO2
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products- 3		
	A	From Pencil to digital Format (Scanning, Tracing sketched work)		CO3, CO6
	B	Repeats and Pattern (geometrical & seamless)		CO3, CO6
	C	Colour ways & Colour Separation for Prints (manual printing/ digitally printing)		CO3, CO6
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products – 4		
	A	Refining Scanned/ Clicked Fashion Illustration, Figures, Accessories, Furniture and other Objects		CO4, CO6
	B	Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Painting Techniques		CO4, CO6
	C	Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Masking Techniques		CO4, CO6
	Unit 5	Portfolio development		
	A	Lay outing for Portfolio (e-portfolio, e-book)		CO5, CO6
	B	Lay outing for Portfolio (print)		CO5, CO6
	C	Portfolio Evaluation		CO5, CO6
	Mode of examination	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books. 		



	Other References	<ul style="list-style-type: none">● Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.	
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School: SSDAP		Batch : 2024-25	
Program: B. Design		Current Academic Year: 2024-2025	
Branch: Foundation		Semester: 2	
1	Course Code	JDC205	
2	Course Title	Shapes and Forms	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	The program intends to introduce the followings:- 1. Elements of Design-point, line, form (2D/3D), movement, colour, colour psychology, pattern, texture etc. 2. Design Overview and Visual Thinking, Colour theory and composition 3. Design- balance, proportion, rhythm, emphasis, unity etc. 4. Creativity in Design process. 5. Mediums of Design- textile, clay, metal, wood, glass, ceramics etc. 6. Design Process and Methods.	
6	Course Outcomes	The student will be able to : CO1: Comprehend the significance of line and point in a design. CO2: Visualise and reproduce visual forms by using principle of design which includes movement and space. CO3: Organize compositions using directional lines and basic geometric shapes to convey/change meaning. CO4: Apply the concept of positive and negative space to black and white designs. CO5: Employ a value volume, scale and proportion in creating compositions. CO6: Will be to apply the basic tools to understand texture and lights effects.	
7	Course Description	The course aims at introducing the basic elements and principles of design and their application. It also focuses on comprehending the difference between various materials significant for visualizing and reproducing visual forms.	
8	Outline syllabus		CO Achievement
	Unit 1	2D Composition - 3D Form Generation	
		a) Creating Shapes from Elements : Line & Dots	CO1
		b) Converting 2D shapes into 3D space	CO2, CO3
		c) Shapes & Emotion	CO2, CO3
	Unit 2	Colour	
		a) Colour Theory- warm & cool colours , Tint – Tone - Shades	CO2
		b) Effects of Colour in Geometrical forms	CO4

		c) Exercise based on pattern & texture using colour theory	CO6
	Unit 3	Additive & Subtractive	
		a) Additive based Exercises using Soft material	CO3, CO4
		b) Subtractive based Exercises using Soft material	CO3, CO4
		c) Abstract Design Exercises using Soft material	CO3, CO4
	Unit 4	Movement, Space and Time - Environment	
		a) The Process of changing place or direction, orientation, and Position the visual illustration	CO3, CO4
		b) Positive and Negative space	CO5, CO6
		c) Typography & Graphics	CO3, CO4
	Unit 5	Final project with Form Exploration	
		a) Conceptualization	CO3, CO4
		b) Form Generation and Theme board	CO5, CO6
		c) Final designed Project and post Design Analysis	CO5, CO6
		Jury/Practical/Viva	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	<ul style="list-style-type: none"> The Non-Designers Design Book by Robin Williams Design Basic Index by Jim Krause 	
	Other References	<ul style="list-style-type: none"> Theory of Colours Book by Johann Wolfgang von Goethe Interaction of color Book by Josef Albers 	

Schools: SSDAP		Batch: 2024-2028	
		Current Academic Year: 2024-2025	
		Semester: II	
1	Course Code	ARP102	
2	Course Title	Communicative English -2	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	After completion of this course, students will be able to: CO1 Acquire Vision, Goals and Strategies through Audio-visual Language Texts CO2 Synthesize complex concepts and present them in creative writing CO3 Develop MTI Reduction/Neutral Accent through Classroom Sessions & Practice CO4 Determine their role in achieving team success through defining strategies for effective communication with different people CO5 Realize their potentials as human beings and conduct themselves properly in the ways of world. CO6 Acquire satisfactory competency in use of Quantitative aptitude and Logical Reasoning	
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus		CO Mapping
	Unit 1	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	
	A	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	B	12 Angry Men / Ethics & Principles	CO1
	C	The King's Speech / Mission statement in life strategies & Action Plans in Life	CO1
	Unit 2	Creative Writing	
	A	Story Reconstruction - Positive Thinking	CO2
	B	Theme based Story Writing - Positive attitude	CO2
	C	Learning Diary Learning Log – Self-introspection	CO2



	Unit 3	Writing Skills 1			
	A	Precis			CO2
	B	Paraphrasing			CO2
	C	Essays (Simple essays)			CO2
	Unit 4	MTI Reduction/Neutral Accent through Classroom Sessions & Practice			
	A	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs			CO3
	B	Vowel Sound drills, Consonant Sound drills, Affricates and Fricative Sounds			CO3
	C	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress			CO3
	Unit 5	Gauging MTI Reduction Effectiveness through Free Speech			
	A	Jam sessions			CO3
	B	Extempore			CO3
	C	Situation-based Role Play			CO3
	Unit 6	Leadership and Management Skills			
	A	Innovative Leadership and Design Thinking			CO4
	B	Ethics and Integrity			
	Unit 7	Universal Human Values			
	A	Love & Compassion, Non-Violence & Truth			CO5
	B	Righteousness, Peace			CO5
	C	Service, Renunciation (Sacrifice)			CO5
	Unit 8	Introduction to Quantitative aptitude & Logical Reasoning			CO6
	A	Analytical Reasoning & Puzzle Solving			
	B	Number Systems and its Application in Solving Problems			
9	Weightage Distribution	CA	MTE	ETE	
		30%	30%	40%	
10	Texts & References Library Links	<ul style="list-style-type: none"> • Wren, P.C.&Martin H. High English Grammar and Composition, S. Chand& Company Ltd, New Delhi. • Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication • Comfort, Jeremy(et.al). Speaking Effectively. Cambridge University Press. The Luncheon by W. Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf			

Course Syllabus

Semester III



School: SSDAP		Batch: 2024-2028	
Programme: B. Des		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDT302	
2	Course Title	History of Costumes & Fashion	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● Introduction to early clothing and establish its connection with contemporary times ● Chart the progress and changes in clothing through various times ● Construct Visual research boards of each time period for visual recall & analysis ● Write about influences & effects of various events/ developments on fashion 	
6	Course Outcomes	<p>Students will be able to understand</p> <p>CO 1: - Ancient history of clothing & its development through various ages & civilizations</p> <p>CO2: - Knowledge about 16th-19th century fashion influences and express it through the fashion style of the time</p> <p>CO3: - The changes in fashion from 20th century to the end of World War II using visual references</p> <p>CO 4: - The influence of youth culture after World War II to the end of 20th century</p> <p>CO 5: - The influence & direction fashion world takes in the new millennium</p> <p>CO 6: - Construct visual case studies & write about the influences of economic, political, technological advancements, art, lifestyle & culture on changes in clothing & fashion from ancient history to the 21st century</p>	
7	Course Description	<p>The course will use lecture, group discussion & studio pedagogy to examine changes & developments in clothing & fashion along time building a profound understanding about fashion. The learnings & outcomes of the course can be used for developing design diary, choosing inspirations & influences in all the future fashion design studio & fashion art studio subjects.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Ancient History	CO1, CO6
	A	Origin, types Of Costume, Factors influencing Costume Development	



	B	Ancient Greece & Egypt			
	C	Ancient Rome & Byzantine era			
	Unit 2	16th- 19th Century Renaissance & Industrial revolution			CO2, CO6
	A	Introduction to the concept of Zeitgeist			
	B	Fashion capital of the World, Effects of Industrial Revolution,			
	C	Victorian Fashion & Dress reforms of the time, Feminization of Fashion, Birth of Haute Couture & Vogue			
	Unit 3	Haute Couture- 1900-1946			CO3, CO6
	A	Edwardian fashion			
	B	Female body liberation & Influence of Hollywood on Fashion			
	C	Effects of World war			
	Unit 4	Youth Culture- 1947-1990's			CO4, CO6
	A	Youth Culture & Subculture			
	B	The Glamour era, Space age & Avant Garde Designers			
	C	The shockers, minimalism & globalisation			
	Unit 5	The new millennium			CO5, CO6
	A	Fashion's Sustainability challenge			
	B	Individuality vs. Conformity			
	C	Anti-fashion, Rise & fall of Fast fashion			
	Mode of examination	THEORY			
	Weightage Distribution	CA	MTE	ETE	
		25%	25%	50%	
	Text book/s*	<ul style="list-style-type: none"> Seeling, C., & Teibler, C. (2010). <i>Fashion: 150 years: couturiers, designers, labels.</i> Hfullmann. Köhler, C. (2012). <i>A history of costume.</i> Courier Corporation. 			

	Other References	<ul style="list-style-type: none"> • Gronow, J. (1993). Taste and fashion: The social function of fashion and style. <i>Acta Sociologica</i>, 36(2), 89-100. URL: https://www.jstor.org/stable/4200841 • Simmel, G. (1957). Fashion. <i>American journal of sociology</i>, 62(6), 541-558. 	
		<ul style="list-style-type: none"> • Joseph, A. (2014). "A Wizard of Silks and Tulle": Charles Worth and the Queer Origins of Couture. <i>Victorian Studies</i>, 56(2), 251-279. 	

School: SSDAP		Batch :2024-2028		
Programme: B. Design		Current Academic Year: 2025-2026		
Branch: Fashion Design		Semester: 03		
1	Course Code	FDT304		
2	Course Title-	Basics of Textiles- I		
3	Credits	2		
4	Contact Hours (L-T-P)	2-0-0		
	Course Status	Compulsory		
5	Course Objective	<ul style="list-style-type: none"> ● To give Basic knowledge of Textiles. ● To give knowledge of the source, manufacturing & processing and properties of fibres, Yarns & Fabrics ● To identify the woven, knitted, felts and non-woven. ● To develop an understanding in the areas of new research and concepts or problems in relation to environment. 		
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO1- Understand the basic Textile facts and terms</p> <p>CO2- Understanding of source, manufacturing process and properties of Textile Fibber& yarns</p> <p>CO3- Understand the basic processes involved in fabric production.</p> <p>CO4- Be aware of New technological developments in fabric manufacturing</p> <p>CO5- Be aware about the method of making and their effect on fabric properties.</p> <p>CO6: Analyses the effect of textile processing on environment.</p>		
7	Course Description	This lecture course introduces students to the types and properties of fashion Fibre. By investigating the Fibre, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.		
8	Outline syllabus		CO Achievement	
	Unit 1	Introduction to Textiles Fibre		CO1, CO2
	A	Introduction to Fibre & their Classification		
	B	Fibre Properties- Primary & Secondary		
	C	Environmental concerns regarding Textiles		



	Unit 2	Natural Fibre			CO1, CO2
	A	Natural Fibre- their origin & production			
	B	Properties & sustainability issues of natural Fibre			
	C	Fibre's identification, their uses & by products			
	Unit 3	Man-made & regenerated fibre			CO2, CO4, CO6
	A	Man-made Fibre, their origin & production			
	B	Properties & sustainability issues of Man-made Fibre			
	C	New developments & Concerns in the area of Textile Fibre			
	Unit 4	Yarn			CO3, CO4, CO5
	A	Introduction to yarn Manufacturing process and Yarn Count			
	B	Yarn properties, classification & identification- Novelty, Simple & Textured yarns			
	C	New developments			
	UNIT 5	Fabric Construction Methods			CO3, CO5, CO6
	A	Introduction to weaving & knitting			
	B	Other Fabric construction methods			
	C	Environmental concerns related to Textile products and Processes			
	Mode of examination	Theory			
	Weightage Distribution	MTE	CA	ETE- Theory	
		25%	25%	50%	
	Text book/s*	<ol style="list-style-type: none"> 1. Corbman, P.B. (1983). "Textiles: Fibre to Fabric", 6th Ed. New York, McGraw-Hill. 2. Udale, J. (2008). Basics Fashion Design 02: Textiles and Fashion (Vol. 2). Ava Publishing. 			
	Other References	<ol style="list-style-type: none"> 1. Needles, H.L. (1986). "Textiles: Fibres, Dyes, Finishes and Processes", 1st Ed. Elsevier Publications. 2. Collier, B.J. & Tortora P. (2001). "Understanding Textiles" 6th Ed. Pearson Publications 3. Cohen A.C, Johnson I & Pizzuto J.J(2011) "J.J. Pizzuto's Fabric Science" 4. Muthu S.S. (2014), "Roadmap to Sustainable Textiles and Clothing: Environmental and Social Aspects of Textiles and Clothing Supply Chain". Springer 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDJ301	
2	Course Title	Research for Fashion	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • The objective of the course is to introduce students to Fashion Design process • To enable students to create their 'Design Diary' capturing the Design Process in detail. • To build experiential understanding of design briefs, target markets & creating collection themes • To enable students to translate their research into design ideas expressed inform of story boards, artworks & surface development swatches. 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO 1: - State the reasons, types & components of fashion research & design brief</p> <p>CO2: -Interpret and write a Design brief, as per appropriate theme for Fashion Collection.</p> <p>CO3: -The student will be able to use Fashion research for design process.</p> <p>CO 4: - Use research analysis techniques to build initial Design ideas & concepts</p> <p>CO 5: -Create & present Thematic Story Boards</p> <p>CO 6: -Translate Market specific research into design ideas.</p>	
7	Course Description	<p>The course Research for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on introducing & applying Design Process in Couture, Avant Garde & Ready to wear market segments. The final outcome will be development of Story boards & concept ideas in form of collages, artworks & swatches.</p> <p>The students will be required to apply their understanding & learnings of Elements & principles of design, Design Skills, Adobe Illustrator & Adobe Photoshop.</p>	



8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Design Process (10%)		CO1
	A	Fashion Research- Why, How, Components (Influence, Colour, Material, Trends, Shapes & Structure, Details)		
	B	Types of Inspiration- Visual, Conceptual, Narrative		
	C	Design Brief- Why, What, Market, or, Muse		
	Unit 2	Design Brief & Brainstorming (15%)		CO2
	A	How to write a Brief		
	B	Brainstorming the Brief		
	C	Choosing a Theme		
	Unit 3	Conducting Research (25%)		CO3
	A	Research- Influence		
	B	Research- Trends (Global & Indian)		
	C	Research- Material & Detailing		
	Unit 4	Assembling Research & Building concepts (25%)		CO4, CO5
	A	Techniques for assembling Research in a Sketchbook- - Collage, Juxtaposition, Deconstruction, Cross-referencing		
	B	Analysis of Research- Colour & Material play		
	C	Analysis of Research- early design sketches & drapes		
	Unit 5	Creating Story Boards (25%)		CO5, CO6
	A	Story Boards- Key Elements		
	B	Creating Theme & Inspiration Boards		
	C	Creating Colour & Material Boards		
	Mode of examination	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ol style="list-style-type: none"> Seivewright, S., & Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. Calderin, J., & Volpintesta, L. (2013). The Fashion Design Reference & Specification Book: Everything Fashion Designers Need to Know Every Day. Rockport Publishers Incorporated. 		
	Other References	<ol style="list-style-type: none"> Sorger, R., & Udale, J. (2017). The fundamentals of fashion design. Bloomsbury Publishing. Aspelund, K. (2014). The design processes. Bloomsbury Publishing. Seeling, C., & Teibler, C. (2010). Fashion: 150 years: couturiers, designers, labels. Hf ullmann. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week. 		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDJ303	
2	Course Title	Apparel Development I	
3	Credits	6	
4	Contact Hours (L-T-P)	0-4-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To introduce student to the basics of Patternmaking ● To be able to take measurements of human figure & dress form. ● To familiarize students with terminologies used in patternmaking ● To know & develop skill for different hand stitches and seams ● To be able to do various seam finishes and garment finishes 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO1: Gain knowledge about the concept of pattern making and various tools and terminology used for pattern making.</p> <p>CO2: Measure the different Body types & the dress form with the knowledge of landmarks of body and sizing.</p> <p>CO3: Gain knowledge about the different sewing machines and basic terminology used for Clothing construction</p> <p>CO4: Apply the different types of garments finishing techniques and hand stitches.</p> <p>CO5: Identify the different types of fabrics, garment accessories for production and use of different fasteners.</p> <p>CO6: Apply different kind of garment finishes, their uses in garments.</p>	
7	Course Description	After successful completion of this course, the students should be able to employ the art/ technique of pattern making for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used in patternmaking and different seams and hand stitches used for garment production.	

8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Apparel Construction		CO1, CO2
	A	Introduction to AD & Pattern making- methods of pattern making and their importance.		
	B	Taking body measurements & size charts.		
	C	Tools and terminology used for pattern making and draping.		
	Unit 2	Basic garment Construction Techniques		CO1, CO2
	A	Basics of sewing machines for knitted & woven fabric.		
	B	Introduction to fabric terminologies: warp, weft, selvedge, fabric grain – types, identification and importance in apparel construction		
	C	Preparation of fabrics for clothing construction- shrinking, straightening, amount of ease and seam allowances, layout, marking and cutting of patterns.		
	Unit 3	Hand & Machine stitches		CO1, CO3
	A	Types of Machine stitches & their applications.		
	B	Types of Hand Stitches & their applications		
	C	Seam Finishing techniques		
	Unit 4	Pattern making to construct basic bodice		CO1, CO4, CO6
	A	Pattern making of basic front & back bodice		
	B	Muslin fit Construction of basic bodice		
	C	Refitting & finishing of Basic bodice		
	Unit 5	Garment Fasteners & Accessories		CO5, CO6
	A	Types of fasteners and attachment techniques		
	B	Fastener attachment techniques		
	C	Attachment of fasteners on basic bodice		
	Mode of exam	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Armstrong, H. J., & Maruzzi, V. J. (2010). Pattern making for fashion design. Prentice hall. 		
	Other References	<ul style="list-style-type: none"> Bubonia, J. E. (2017). Apparel production terms and processes: Studio Instant Access. Bloomsbury Publishing USA. Ireland, P. J. (2008). New encyclopedia of fashion details. Anova Books. Reader's Digest. (2010). Reader's Digest Complete Guide to Sewing: Step-by-step Techniques for Making Clothes and Home Accessories. Taylor & Francis. 		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDJ305	
2	Course Title	Fashion Art – Aesthetics	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● The course aims at interpreting fashion from different perspectives ● To develop an understanding of fashion and History ● To provide an in-depth study of Art as a major inspiration for Fashion ● To enhance the visual and communication skill ● To ideate, create and present design works 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO1: Appreciate and contextualize fashion design—from everyday clothing to couture garments—through many different perspectives.</p> <p>CO2: Relate the history, development, and impact of garments over time, and explore how they may be reinvented.</p> <p>CO3: Investigate garments through multiple lenses including politics, identity, and economics.</p> <p>CO4: Understand more about the lifecycle of clothing.</p> <p>CO5: Comprehend the choices made about fashion with respect to the visual language of dress, issues of sustainability, and body politics.</p> <p>CO6: Appraise the concept of Fashion as Art</p>	
7	Course Description	The course Fashion Aesthetics will describe Fashion from different perspectives, the established relationship between Fashion as Function & Art. Understanding fashion from multifaceted views, combining the history of ideas and representations, material culture, and the history of modern and contemporary art.	
8	Outline syllabus		CO Achievement
	Unit 1	Perspectives on Fashion	



	A	Introduction to Fashion		CO1
	B	Fashion as Function		
	C	About Fashion Heroes		
	Unit 2	Silhouettes & Body		CO2
	A	Fashion Figure Proportions		
	B	Silhouettes & Body Shapes		
	C	Theory of Pert-a-Porter		
	Unit 3	The theory of ‘Couture’		CO3, CO4
	A	Fashion as Identity		
	B	Understanding the bespoke outfits		
	C	Developing concepts and design line up		
	Unit 4	Fashion Lifecycle		CO4, CO5
	A	Understanding the fashion lifecycles		
	B	The process of Consumption, Production & Disposal		
	C	The Relevance of the Fashion lifecycle		
	Unit 5	Fashion as Expression		CO2, CO3, CO6
	A	Understanding fashion as Art		
	B	Study of a Designer’s style and creation		
	C	Form Generation and range development		
Mode of exam	Jury			
Weightage Distribution	CA	VV	ETE	
	30%	30%	40%	
Text book/s*	<ul style="list-style-type: none"> Delong M. , 1998, The Way We Look: Dress and Aesthetics 			
Other References	<ul style="list-style-type: none"> Steele V., 2010, THE BERG COMPANION TO FASHION Eicher, Joanne B, "Introduction: Dress as Expression of Ethnic Identity." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSE THN0005 Bulag, Uradyn. "Wearing Ethnic Identity: Power of Dress." Berg Encyclopedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library. DOI: http://dx.doi.org/10.2752/BEWDF/EDch6014 Eicher, Joanne B, Sumberg, Barbara, "World Fashion, Ethnic and National Dress." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSE THN0020 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDJ307	
2	Course Title	Graphic Design for Fashion	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none">• The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator, Photoshop, InDesign.• Student refines his/her skills to observe and stylize visual imagery and develop a range of garments• Working with various colourways schemes and using repeat methods effectively.• Students will submit the whole process of ensemble creation in the form of a digital presentation (portfolio) along with hard copies of class assignments. Laser cutting, or any other 3D design tool.	
6	Course Outcomes	After completion of the course, student will be able to - CO1: To become aware about the multiple digital design & presentation tools at various stages of Design process CO2: To digitally express design ideas focusing on all aspects & details CO3: To draw technical drawings across product categories CO4: To explore design variations & modulations CO5: To compile & present creative works in form of portfolio CO6: To create digital creative stories, design ideas & renderings & presentations using mixed mediums starting from hand sketching to a variety of digital design software	
7	Course Description	Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop, Illustrator & InDesign. Course assignments emphasize digital design development sketching techniques, colour stories, line planning, silhouette, and fabric design. Explore multiple product categories- clothing, Accessories, Footwear, Make up	



8	Outline syllabus			CO Achievement
	Unit 1	Introduction to digital design using multiple platforms		CO1, CO6
	A	Introduction to the course project brief		
	B	Explore Digital design & presentation tools virtually and in audio & video formats		
	C	Create Mood boards- covering garment shapes & details, determining fabric qualities, using colour & print.		
	Unit 2	Design Detail		CO1, CO2, CO6
	A	Develop Forms & Shape variations		
	B	Develop surface Design details: focus on Print		
	C	Create Construction details- Trims, sewing details, labels, etc		
	Unit 3	Flat Sketch Templates: Construction details		CO1, CO3, CO6
	A	Develop Flat sketch templates of clothing products		
	B	Develop Flat sketch templates of Accessories		
	C	Develop Flat sketch templates of Footwear		
	Unit 4	Design Variations & Line planning		CO1, CO4, CO6
	A	Render Surface detail on Flat sketch templates: Clothing Products, Footwear & Accessories		
	B	Create multiple Colourways of each design: Clothing products, Footwear & Accessories		
	C	Analyse & edit to create final collection		
	Unit 5	Digital Look Book		CO1, CO5, CO6
	A	Create Fashion sketches for select looks: focus on styling		
	B	Create creative digital look book using Adobe InDesign		
	C	Compile final presentation using Adobe InDesign		
	Mode of examination	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. Szkutnicka, B. (2010). Flats: Technical Drawing for Fashion, Portfolio Skills: Fashion & Textiles. 		
	Other References	<ul style="list-style-type: none"> Burrough, X. (2013). Foundations of Digital Art and Design with the Adobe Creative Cloud. Pearson Education. Jackson, C., & Ciolek, N. (2017). Digital design in action: Creative Solutions for Designers. CRC Press. 		

Course Syllabus

Semester IV

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester- 04	
1	Course Code	FDT401	
2	Course Title	History of Indian Textiles	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory 2	
5	Course Objective	<ul style="list-style-type: none"> ● To develop a sense of appreciation for traditional art and craft ● To use traditional textiles to create clothing and life style products ● To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Gain knowledge about vast history of Indian traditional textiles CO2: Gain knowledge of different woven textiles of India CO3: Develop sense of appreciation for traditional embroideries in India. CO4: Understanding of painted, printed traditional textiles. CO5: Gain knowledge of different surface embellishment techniques and materials. CO6 Innovative design creation traditional Indian textiles	
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction -Traditional India Textiles	
	A	Brief history of Indian textiles- Ancient, Medieval and modern period	
	B	Contemporary fashion influence on Indian traditional textiles	
	C	Case studies	
	Unit 2	Traditional hand-woven textiles	
			CO1



	A	Stories & techniques of woven textiles of north & South – Ikat, Patola, Brocade of Banaras, Himrus & Amrus, Pochampalli, Kanjeevaram, Jamdani 2b. 2c.		CO1, CO2
	B	Stories & techniques of woven textiles of west & east- Dacca Muslin, Baluchari, chanderi, Mesheshwari sarees, Kota dora		
	C	Contemporary/ traditional creative developments of chosen technique/s		
	Unit 3	Traditional embroidered textiles		
	A	Origins & embroidery techniques from north, south & east- Kashida, Phulkari, chikankari, Chambaramal, Kasuti, Kantha		CO1, CO3
	B	Origins & embroidery techniques from west–Kutch embroidery, sindhi, Kathiawar, Ahirbharat, Mochi Bharat, Rabari etc.		
	C	Contemporary/ traditional creative developments of chosen technique/s		
	Unit 4	Traditional Dyeing, Printed, Painted textiles		
	A	Natural dye colours, effects & benefits		
	B	Printed Fabrics -Block, Batik, screen & stencil printing, Bagri		CO1, CO4
	C	Painted textiles – Madhubani, Kalamkari, Rogan and warli Painting, Pichwai etc		
	Unit 5	Creative developments		
	A	Traditional appliques & quilting techniques & stories		CO5, CO6
	B	Case study of chosen technique/s of each category		
	C	Sample swatch file development showcasing application		
	Mode of examination	THEORY		
	Weightage Distribution	CA	MTE	ETE
		25%	25%	50%
	Text book/s*	<ul style="list-style-type: none"> ● Chattopadhyaya, K. (1977). Indian embroidery. ● Naik, S. D. (1996). Traditional embroideries of India. APH Publishing. 		
	Other References	<ul style="list-style-type: none"> ● Jettmar, G., Irwin, J., & Hall, M. (1976). Indian Embroideries, Vol. II-Historic Textiles of India at the Calico Museum. ● Das, S. (1992). Fabric art: heritage of India. Abhinav Publications. ● Gupta, C. S. (1996). Zardozi: Glittering gold embroidery. Abhinav Publications. 		

School: SSDAP		Batch: 2024-28	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester 04	
1	Course Code	FDT402	
2	Course Title-	Basics of Textiles- II	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To give knowledge of Textiles in terms of Fiber, yarn and Fabric. ● To identify the woven, knitted, felts and non-woven. ● To give knowledge of the weaving process, its types and the properties of different weaves ● To give knowledge of the Knitting process, types of knits and their properties & uses. ● To impart knowledge of other fabric construction process like felts and non-woven, ● Methods of creating non-woven, their construction, properties and uses. ● To impart knowledge in the areas of other textile materials which are used as fabric, leather. 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO1 Use knowledge of fundamentals of textile to understand different fabric constructions</p> <p>CO2- Identification of different textile construction process and do research on them.</p> <p>CO3- Understand the basic processes in fabric production, their effect on fabric properties and provide specific solution in relation to needs of society.</p> <p>CO4- will gain basic knowledge of leather processing and knotted fabric construction in terms of usage and need.</p> <p>CO5- Conduct research on uses of different woven knitted nonwoven and other textile materials.</p> <p>CO6 – Design & create their own design alterations, as per the need of sustainability.</p>	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fabric, quality, construction, care and finishing of	



		textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction to Fabric construction			CO1, CO5
	A	Types of Fabric construction techniques			
	B	Introduction to weaving			
	C	Parts of loom and the weaving Process			
	Unit 2	Types of weaves and their uses			CO2, CO5, CO6
	A	Basic Weaves, Construction and properties			
	B	Decorative weaves construction and properties			
	C	Identification of different woven fabrics and uses			
	Unit 3	Knitting			CO2, CO3, CO5
	A	Introduction to knitting & difference between knitting and weaving			
	B	Types & properties of knitting- Flat, circular, Jacquard			
	C	Opportunities & limitations of knitting			
	Unit 4	Non-woven			CO2, CO6, CO5
	A	Introduction & types non-woven textiles			
	B	Functional properties of non-woven textiles			
	C	Applications of Non-woven textiles			
	UNIT 5	Leather & Knotted textiles			CO3, CO4, CO5
	A	Introduction to sources & processing leather			
	B	Leather finishes & fur, Uses & properties			
	C	Knotted textiles- braided, crochet, Macramé, etc			
	Mode of exam	Theory			
	Weightage Distribution	MTE 25%	CA 25%	ETE- Theory 50%	
	Text book/s*	<ul style="list-style-type: none"> Corbman, P.B. (1983). "Textiles: Fibre to Fabric", 6th Ed. New York, McGraw-Hill. 			
	Other References	<ul style="list-style-type: none"> Cohen A.C, Johnson I & Pizzuto J.J(2011) "J.J. Pizzuto's Fabric Science" Shenai, V.A. (1979) Technology of Textile Processing: Vol. 4 Technology of Printing. Sevak Publications Shenai V.A. (1996) "Technology of Textile Processing: Vol. 6 Technology of Dyeing". Sevak Publications 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 04	
1	Course Code	FDJ401	
2	Course Title	Design for Fashion	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none">• The objective of the course is to experientially explain students the Fashion Design process• To enable students to develop their first fashion collection & understand the process of converting research into design ideas and design ideas into product developments• To enable students, explore & find their individual design styles & preferences in terms of sustainable design ideas, Avant Garde design ideas & customised hi-end couture	
6	Course Outcomes	After completion of this course, the student will be able to CO 1: -Understand the various design works of prominence CO2: -The students will be able to extend Fashion research techniques & processes to build initial design ideas CO3: - Construct story boards & detailed design concepts including prints, embroideries & embellishments CO 4: -Apply design development techniques to break down design ideas into product variations CO 5: -Convert design ideas from paper to product CO 6: -Integrate skills to develop an exhibit in form of design stories & products	
7	Course Description	The course Design for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on enabling students to design & develop their first fashion collection. Integrating their understanding & learnings of Research for Fashion, Digital design studio, Fashion Art- Aesthetics, Apparel development & Textile study. The final outcome will be development of Design Diary, Story boards & concept ideas in form of collages, artworks & swatches & Muslin fits.	

8	Outline syllabus			CO Achievement
	Unit 1	Study & Analysis of Fashion Collections		CO1
	A	Create Visual Research Boards on-A Sustainable design collection- Material, Process & Market		
	B	A Historically iconic fashion collection- Influence, Process, Elements & Principles		
	C	Avant Garde Collection- Inspiration, Influence, Techniques, Elements & Principles		
	Unit 2	Research for Fashion		CO2
	A	Read, evaluate, brainstorm & research on the given Market specific Design Brief		
	B	Conduct market driven Material & Trend study		
	C	Assemble Research & build initial concepts		
	Unit 3	Story & Concept Development		CO3, CO6
	A	Create Story Boards		
	B	Design development: Develop concepts to create series of ideas		
	C	Design Detail development- Print, embroidery, embellishments, etc		
	Unit 4	Design development		CO4, CO6
	A	Product design: Refinement of individual garments to create variations as Technical Drawings		
	B	Selection of final Designs to form the Collection		
	C	Create Final Collection Design Boards including Fashion sketches & Technical drawings		
	Unit 5	Product Development		CO5, CO6
	A	Develop patterns & Muslin fits of selected looks		
	B	Develop Final Design Detail ideas as Swatches/ Artworks		
	C	Exhibit Presentation of the Final edits		
	Mode of examination	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Seivewright, S., & Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. Fletcher, K. (2013). Sustainable fashion and textiles: design journeys. Routledge. 		
	Other References	<ul style="list-style-type: none"> Jenkyn, S. (2011). Fashion design. Laurence King Publishing. Seeling, C., & Teibler, C. (2010). Fashion: 150 years: couturiers, designers, labels. Hf ullmann. Pedersen, E. R. G., & Andersen, K. R. (2013). SocioLog. d x. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week. 		

School: SSDAP		Batch: 2024-2028		
Programme: B. Design		Current Academic Year: 2025-2026		
Branch: Fashion Design		Semester: 04		
1	Course Code	FDJ403		
2	Course Title	Apparel Development II		
3	Credits	6		
4	Contact Hours (L-T-P)	0-4-4		
	Course Status	Compulsory		
5	Course Objective	<ul style="list-style-type: none"> ● Basic design and sampling of a garment ● Basic fabric selection and garment styling ● Understand body scaling and draping 		
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO1: Develop understanding of creating the different garment styles through pattern alterations.</p> <p>CO2: Gain knowledge and skill for making basic pattern blocks for bottoms.</p> <p>CO3: Gain knowledge and skill of basic Detailing of garment</p> <p>CO4: Student will be able to apply pattern making principles on paper to final test fit.</p> <p>CO5: Develop ability to use, acquire and integrate relevant technical skills to solve pattern making problems</p> <p>CO6: Develop capacity to interpret & solve problems in development and construction of garments.</p>		
7	Course Description	This studio course explores the development of basic level apparel styles through the application of the draping principles on the three-dimensional dress form. Students study the process from initial design concept through first sample.		
8	Outline syllabus			CO Achievement
	Unit 1	Fabric & pattern manipulation techniques		
	A	Tucks & darts		CO1, CO5
	B	Gathers & pleats		
	C	Ruffles & Flounce		
	Unit 2	Basic Lower bodice- skirt & pant blocks		
	A	Pattern making of front & back skirt bodice		CO1, CO2, CO4
	B	Pattern making of front & back pant bodice from draping technique		
	C	Refitting & finishing of Basic bodice of skirt & Pant		
	Unit 3	Pockets, plackets & zippers		



	A	Types of pockets and their application	CO3, CO5	
	B	Types of plackets and their application		
	C	Attachment of zippers		
	Unit 4	Sleeves & neck finishes	CO3, CO5	
	A	Neckline variations- Front & back with facing & piping		
	B	Basic collar -convertible collar, stand collar & variations		
	C	Sleeve variations		
	Unit 5	Dart Manipulation	CO4, CO5, CO6	
	A	Dart manipulation techniques: Slash & spread technique and pivot method		
	B	Pattern with Princess line		
	C	Construction of creative variation of basic bodice, skirt & pant		
Mode of exam	JURY			
	CA	VV	ETE	
	30%	30%	40%	
Text book/s*	<ul style="list-style-type: none"> Armstrong, H. J., & Maruzzi, V. J. (2010). Pattern making for fashion design. Prentice hall. 			
Reference book/s*	<ul style="list-style-type: none"> Aldrich, W. (2015). Metric pattern cutting for women's wear. John Wiley & Sons. Fischer, A. (2008). Basics fashion design 03: Construction (Vol. 3). Ava Publishing. 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2025-2026	
Branch: Fashion Design		Semester: 04	
1	Course Code	FDJ405	
2	Course Title	Fashion Art – Dress, Culture & Society	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To understand the meaning of costume, fashion, and design ● To understand the origin of various costumes ● To understand the influences of Culture and Society on Dressing Up ● To understand about globalization and technological advancements on Costume & Dresses 	
6	Course Outcomes	<p>After completion of this course, the student will be able to</p> <p>CO 1: - Gain knowledge upon the similarities and differences among dress, costume, and fashion.</p> <p>CO2: - Understand influences of Society & Culture on Costumes</p> <p>CO3: - Appraise what goes into the making of a Dress</p> <p>CO 4: - Compare about the standards and ideals of Human Body</p> <p>CO5: Understand the concept of ‘Dress & Ethnicity’</p> <p>CO6: Express their understanding through fashion art</p>	
7	Course Description	The course Fashion Art-Dress, Culture & Society is designed to introduce the students to the concept of Costumes, its details and how it is used in societies to communicate	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction: Perception on Dress, Costume & Fashion	CO1, CO6
	A	Define dress, costumes and fashion	
	B	The terms “culture,” “society,” “subculture,” and “intentional community.”	
	C	Studying - Dress & Politics	
	Unit 2	Culture and Society	CO2, CO6
	A	Material & Non- Material Culture	
	B	What does the Dress Communicate –Dress, Undress & Nudity	
	C	Major Cultural Influences	
	Unit 3	Beyond the Visual	



	A	Comparing Class, Gender & Society		CO3, CO6
	B	Fashion Dedicated to Royalty		
	C	Growth of Middle Class		
	Unit 4	Clothing Classification		CO4, CO6
	A	Study of basics of Menswear		
	B	Study of basics of Womenswear		
	C	Study of basics of Childrenswear		
	Unit 5	Global Fashion		CO5, CO6
	A	Effect of World War on Fashion		
	B	Fashion Centres		
	C	Communication, Retail, Leisure & Industry		
	Mode of exam	Jury		
	Weightage Distribution	CA	VV	ETE
		25%	25%	50%
	Text book/s*	<ul style="list-style-type: none">Lamp, Frederick, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, Berg Fashion Library online.		
	Other References	<ul style="list-style-type: none">Tortora, Phyllis, 2010, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, the Berg Fashion LibraryJoanne B. Eicher, 2011 Berg Encyclopaedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library.		



School: SSDAP		Batch: 2023-2027	
Programme: B. Design		Current Academic Year: 2024-2025	
Branch: Fashion Design		Semester: 04	
1	Course Code	FDJ407	
2	Course Title	3D Digital Design	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To equip the students with Computer Aided tools and techniques To Student refines his/her skills to observe and stylize visual imagery and develop a range of garments and other elements To digitally develop & present a production ready & creative collection through TUKACAD other virtual & 3D tools. Students will be able to develop Design collection and prototypes digitally 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1: Orient themselves with Computer Aided tools to optimize & digitalize prototyping & presentation processes.</p> <p>CO2: Understand the application of 3D Software</p> <p>CO3: Create basic Patterns and graded patterns with CAD</p> <p>CO4: Use Digital Tools and software for Textures, Print & Surface Development</p> <p>CO5: Create prototypes, fits, designs and other details with Computer Aided Design</p> <p>CO6: Create 3D equipped Design Collection</p>	
7	Course Description	The course will introduce digital prototype & virtual design & presentation tools for the students. Lesson plans will include blended, flipped & learning by doing teaching pedagogy. The course will be delivered using a series of tutorials & assignments. Assignments will be focused on giving students individual practice time to work on individual & group projects.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Computer Aided tools	CO1, CO2
	A	Introduction to 3D Tuka CAD	



	B	Drafting patterns for basic Upper bodice, Shirt, Sleeves, Tops			
	C	Drafting patterns for lower bodice, Skirt and Trouser			
	Unit 2	Grading and Marking			
	A	Using advanced grading tools- angle grading, variation grading			CO2, CO3
	B	Using advanced marker making tools and report generation			
	C	Applying different types of markers (singular, tubular, one way, etc.) for different garment categories			
	Unit 3	Colours, Prints & Textures			
	A	Creating textile print design			CO2, CO4
	B	Developing Colour separation, repeats, colourways			
	C	Developing Textures			
	Unit 4	3D design Visualizer- Marvelous designer, Clo3D, TUKA Visualizer			
	A	Introduction to the use and application of software			CO2, CO5
	B	3D simulation & layering			
	C	3D garment edit			
	Unit 5	3D Design Project			
	A	Planning a set of collection, Developing Flat Sketches with Prints and texture			CO1, CO2, CO6
	B	Grading the selected set of ensembles			
	C	Creating 3D prototypes for the set of collection supported by Design Concept and Story Boards			
	Mode of exam	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Other References	<ul style="list-style-type: none"> Istook, C. L., Newcomb, E. A., & Lim, H. (2011). Three-dimensional (3D) technologies for apparel and textile design. In Computer technology for textiles and apparel (pp. 296-325). Woodhead Publishing. Trivedi, V. (2014). Innovation in computer aided garment designing. 			

School: SSDAP		Batch: 2024 - 2028
Programme: B. DES (FASHION DESIGN)		Current Academic Year: 2025-2026
Branch: NA		Semester: IV
1	Course Code	CCU108
2	Course Title	Community Connect
3	Credits	0 (QUALIFYING)
4	Contact Hours (L-T-P)	0-0-4
Course Type		Co-Requisite
5	Course Objective	To let the student, engage and connect directly with the community/society. In this survey-based course students will get hand-on experience of the real- world situation by directly accessing and analysing the information collected from the people in the community under study. The course aims to sensitize the student towards society and social issues. This course will also give a proper field exposure to the student, where student will not only interact with the community but will analyse the data and try to find solutions to the larger issues affecting the community and the country at large.
6	Course Outcomes	On completion of the course, the student will be able to CO1: Apply the knowledge and skills acquired during classroom teaching. CO2: Contribute to the society by bringing out the issues and the necessary solutions. CO3: Identify the issues in the community/society CO4: Develop sense of belonging, sympathy and responsibility towards society. CO5: Evaluate the importance of community engagement in higher education. CO6: Create research plans for the betterment of the society.
7	Course Description	This course is design especially for the students to connect with the community and understand the problems of the people in the community and get a sense of belonging to the community.
7.1	Theme	Major Sub-themes for research: <ul style="list-style-type: none"> ● Major developmental issue (Socio-Economic, gender, environmental etc.) ● Consumer habits/ product usage/skills ● Community perceptions
8.1	Guidelines for Faculty Members	<ul style="list-style-type: none"> ● It will be a group assignment (4 to 5 students), the student will work together as a team, they have to survey at least 250 respondents (per team), and the faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report (the faculty member will collect all the questionnaires of survey and final report and submit to CCC coordinator within stipulated time). ● The questionnaire should be well design and it should carry at least 20 questions (Including demographic questions).

		<ul style="list-style-type: none"> ● The topic of the research should be related to social, economic or environmental issues concerning the common man. The report should contain 2,500 to 3,000 words and relevant charts, tables and photographs. ● The student should submit the report to CCC-Coordinator signed by the faculty guide in the assigned time frame. The students have to send the hard copy of the Report and PPT to CCC coordinator and then only they will be allowed for External Exam.
8.2	Role of CCC-Coordinator	The CCC Coordinator will supervise the whole process and assign students to faculty members.
8.3	Layout of the Report	<p>Abstract (250 words)</p> <ol style="list-style-type: none"> Front Page (sample design will be provided by Community Connect Coordinator/Mentor) Certificate of originality duly signed by the faculty supervisor Acknowledgement Content Page Abstract Introduction Objective of the report Methodology Results, finding, conclusion Recommendation/plan of action References Appendices <p>Note: Research report should base on primary data.</p>
8.4	Guideline for Report Writing	<p>Title Page: The following elements must be included:</p> <p>Title of the article; Name(s) and initial(s) of author(s), preferably with first names spelled out; Affiliation(s) of author(s); Name of the faculty guide and Co-guide</p> <p>Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper.</p> <p>Text: Manuscripts should be submitted in Word.</p> <ul style="list-style-type: none"> ● Use a normal, plain font (e.g., 12-point Times Roman) for text. ● Use italics for emphasis. ● Use the automatic page numbering function to number the pages. Save your file in docx format (Word 2007 or higher) or doc format (older Word versions) <p>Reference list:</p> <ul style="list-style-type: none"> ● The list of references should only include works that are cited in the text and that have been published or accepted for publication. ● The entries in the list should be in alphabetical order.

		<p>Journal article</p> <ul style="list-style-type: none"> ● Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. <i>Ann. Mat. Pura Appl.</i> 169, 321–354 (1995) ● Article by DOI ● Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. <i>Appl. Phys. A</i> (2007). doi:10.1007/s00339-007-4137-z ● Book ● Geddes, K.O., Czapor, S.R., Labahn, G.: <i>Algorithms for Computer Algebra</i>. Kluwer, Boston (1992) ● Book chapter ● Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) <i>Software Pioneers</i>, pp. 10–13. Springer, Heidelberg (2002) ● Online document ● Cartwright, J.: Big stars have weather too. IOP Publishing PhysicsWeb. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007 ● Always use the standard abbreviation of a journal’s name according to the ISSN List of Title Word Abbreviations, see ● www.issn.org/2-22661-LTWA-online.php ● For authors using End Note, Springer provides an output style that supports the formatting of in-text citations and reference list. ● End Note style (zip, 2 kB)
8.5	Format:	<p>The report should be Spiral/ hardbound</p> <ul style="list-style-type: none"> ● The Design of the Cover page to report will be given by the coordinator- CCC ● Cover page ● Acknowledgement ● Content ● Project report ● Appendices <p>Font Times New Roman, Headings 16, subhead 14, body text 12. Justified text. Line spacing 1.5. Margins should be 3 cm at binding side, 2 cm top, bottom and remaining side.</p>
8.6	Important Dates:	<ol style="list-style-type: none"> 1. Students needs to submit the hard copy of the report, duly signed and approved by the faculty supervisor. 2. A trip to village will be organized by the University for the students in the 1st week of May. It will be mandatory for all the students. <p>The final jury examinations will be held as per the date sheet, announced by the Dy. COE of the school.</p>



8.7	ETE	The students will be evaluated by panel of faculty members on the basis of their presentation on date announced by the Dy. COE of the School.
8.8	Method of Evaluation	Interpretative evaluation by Internal / external expert(s) Qualifying COURSE

Course Syllabus

Semester V



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 05	
1	Course Code	FDT506	
2	Course Title	Fashion Marketing & Merchandising	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	This module will introduce students to the marketing and management functions of the Fashion Industry. It will give an overview of the activities of the diverse agents and activities required to establish a Fashion business.	
6	Course Outcomes	After completion of the course, student will be able to CO1: Develop an understanding of the basics and essential concepts of Marketing CO2: Develop an awareness of Consumer Demand on Fashion Industry CO3: Understand the process of product development and lifecycle. CO4: Understand the concept of brand and develop branding strategies CO5: Understand about the marketing strategies and apply the same. CO6: Prepare an industry-ready strategic plan for marketing	
7	Course Description	To match the trend in the fast-moving fashion world. Fashion buying and merchandising course refers to the planning required to have the right merchandise, at the right time, place, price, and with the good sales promotion	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Basics of Marketing	CO1
	A	Evolution, Scope and Objectives of Marketing	
	B	Concept of Differentiation in Marketing	
	C	Concept of Marketing Mix	
	Unit 2	Consumer Demand	CO2
	A	Segmentation, Target Market & Positioning	
	B	Influences on Consumer Demand	
	C	Meeting Consumer Demand	
	Unit 3	Product Development	CO3
	A	Product & Product Development Strategy	
	B	Product Development Process	



	C	Product Life Cycle			
	Unit 4	Branding Strategies			CO4
	A	Concept & Elements of Brand			
	B	Brand equity			
	C	Brand Strategy			
	Unit 5	Marketing Strategies			CO5
	A	Target Market Selection Strategies			
	B	Product & Product Mix			
	C	Developing Marketing Strategies			
	Mode of exam	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25%	25%	50%	
	Text book/s*	● Fashion from Concept to Consumer, Gene Stephens Frings (1994)			
	Other References	● Marketing Management, Philip Kotler, 2020			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester 5	
1	Course Code-	FDT503	
2	Course Title-	Ornamentation of Textiles	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To give knowledge of Ornamentation process of textiles To give knowledge of the basic and advance finishing of textiles in fashion industry To develop the skill of creating patterns with dyeing and printing techniques. To impart knowledge in the areas of Garment and textile washes in reference to market demand' new research and concepts or environmental concerns due to textile processing. 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1- Be aware of different finishes & their uses for fibre yarn & fabrics</p> <p>CO2- Student will gain basic knowledge of Dyeing and printing of textile materials.</p> <p>CO3- Understand & learn different Dyeing and printing Techniques.</p> <p>CO4- the students will gain knowledge of garment washing & its effect on durability of textiles</p> <p>CO5- Be aware about the role of dyeing printing finishing and garment washes in terms of environment protection& sustainability.</p> <p>CO6: The students will be able to apply their technical knowledge and skill to create new patterns and concepts.</p>	
7	Course Description	This lecture course introduces students to the preparation and ornamentation of fashion fabrics. By understanding the different methods and techniques of Finishing, dyeing printing and Garment washing, students will be able to explore and apply their knowledge for their design collections.	
8	Outline syllabus		CO Achievement
	Unit 1	Textile Finishes	
	A	Definition and Classification of textile finishes	CO1, CO5
	B	Types of Finishes and their Uses	
	C	Finishes and concept of sustainability -	



	Unit 2	Introduction, classification and selection of dyes.			
	A	Types of dyes used for different fibres			CO2, CO3
	B	Methods of dyeing & Application & environmental concerns			
	C	Identifying dyeing defects			
	Unit 3	Printing			CO5 CO2, CO3,
	A	Difference between dyeing & printing			
	B	Preparation of fabric for printing, printing Auxiliaries, Defects in printed fabrics.			
	C	Printing Techniques & Applications of dyeing and printing.			
	Unit 4	Fabric and textile Washes and their uses			CO2, CO3, CO4, CO5
	A	Different types of washes in Textile industry			
	B	Objectives and advantages of garment washes			
	C	Environmental effect of Dyes and printing and washing process			
	Unit 5	Research & Application			CO1, CO2, CO4, CO5, CO6
	A	Concept selection of any method of Finishing, Dyeing, printing or washing			
	B	Research and process analysis			
	C	Concept Development and application			
	Mode of exam	Theory			
	Weightage Distribution	MTE 25%	CA 25%	ETE- Theory 50%	
	Text book/s*	<ul style="list-style-type: none"> Textiles- Fiber to Fabric by Bernard P. Corbman Gohl & Vilensky- Textile Science, CBS publisher, New Delhi, 1999 Howard L. Needles:- Textiles- Fibres, dyeing & Printing 			
	Other References	<ul style="list-style-type: none"> VA Shenai- Textile Printing VA Shenai- Textile Finishing Clarke. W. 1974. An Introduction to Textile Printing. London, Newness Butter Worth J.J. Pizzuto's Fabric Science-Seventh Edition, Fairchild publication, london Johnson Smith, J.L. Textile Processing: Printing, Finishing, Dyeing. H.Panda. Modern Technology of Textile: Dyes & Pigments. Garment washing by Rajeev Sharan (www.slideshare.com) Paul R. Denim: Manufacture, Finishing and Applications 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 05	
1	Course Code	FDJ506	
2	Course Title	Image creation & styling- I	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<p>The objective of the course is to</p> <ul style="list-style-type: none">● Provide a framework to the student through which she/ he will be able to produce a substantial body of industry-ready visual work that clearly identifies a personal aesthetic and vision resonant with fashion and wider cultural trends.● Provide an opportunity to the student to apply their traditional Indian textiles knowledge to create handmade hand stitched designs.● Enable the student to build on their fashion aesthetics and understanding of dress, culture & society to stylize and accessorize their original designs	
6	Course Outcomes	<p>After completion of the course, student will be able to-</p> <p>CO1:Develop an understanding of the designer's and stylist's role in spotting and instigating new cultural trends (K2)</p> <p>CO2:Apply their knowledge of design process and Indian textiles (K3)</p> <p>CO3:Analyse the chosen theme to research and design original fashion concepts. (K4)</p> <p>CO4:Integrate traditional Indian textiles and handmade garment techniques to develop original designs. (K5)</p> <p>CO5:Synthesize their work with the course Value addition I to create an integrated project. (K5)</p> <p>CO6:Prepare an industry-ready creative portfolio presentation of fashion collection of stylized and accessorized collection of designs. (K6)</p>	
7	Course Description	<p>The studio-based course focus on creation of Fashion Portfolio. The course uses studio, experiential & flipped pedagogy. The self-directed project will be based on a unique, culturally resonant theme of your</p>	



		choice with sufficient depth and scope to result in a creative presentation of a fashion collection of stylized & accessorized designs. The focus areas of the course will be application of traditional Indian textiles techniques to develop a portfolio of handmade & hand stitched designs. The course assignments will be focused on research and development of concepts, designs & portfolio.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction & project brief	CO1, CO2
	A	Introduction to the project-based course and outcomes	
	B	Brainstorming & identifying a cultural or social trends or directions for the project	
	C	Developing a thematic and target market centric framework of your role as a designer and stylist of your project within the wider culture.	
	Unit 2	Creative image direction	CO2
	A	Historic and trends research from global and Indian context	
	B	Market research of benchmark brands and material sourcing	
	C	Develop story boards	
	Unit 3	Image Visualization & conceptualization	CO3, CO4
	A	Visualization of image through fashion drawing and sketching	
	B	Design and development of key concepts 1- flat sketches and hand done construction concepts	
	C	Design and development of key concepts 2- Indian traditional textile techniques	
	Unit 4	Design development	CO4, CO5
	A	Develop rendered design boards based on selected concepts and visual image	
	B	Application of concepts into final garments	
	C	Finishing fitouts	
	Unit 5	Portfolio design	CO6
	A	Interpretation of Visual image concepts through photoshoot- to accessorize and style final looks	
	B	Organize the portfolio beginning from project introduction, brainstormed ideas, research journal pages, story boards, fashion drawings, flat sketches, photoshoot images.	
	C	Develop Print portfolio and publish digital portfolio	



	Mode of examination	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none">● Fashion: 150 years: couturiers, designers, labels by Seeling, Charlotte● Indian Fashion- Tradition, Innovation, style by Arti Sandhu			
	Other References	<ul style="list-style-type: none">● Fashion-ology: An Introduction to Fashion Studies (Dress, Body, Culture) by Yuniya Kawamura			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: B Design (FASHION DESIGN)		Semester: 05	
1	Course Code	FDJ502	
2	Course Title	Value addition- I	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To develop basic concept of surface development for designers To develop a sense of appreciation for traditional art and craft To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1: Develop appreciation of surface development techniques</p> <p>CO2: Explore natural dyeing techniques and raw materials</p> <p>CO3: Explore dyeing surface design techniques</p> <p>CO4: Understand and develop hand embroidery & embellishments application techniques</p> <p>CO5: Develop original artworks for the value addition techniques learnt in the subject Develop original artworks</p> <p>CO6: Document and record the experiments in form of swatch folder including recipes and material details.</p>	
7	Course Description	To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
	A	Study of surface innovation through designer's works	
	B	Design Process of surface design developments	
	C	Environmental concerns and waste related with dyeing, embroidery and embellishments	



	Unit 2	Exploration with Dyeing techniques 1			CO2, CO3
	A	Types of Dyeing techniques & Dyes			
	B	Application & limitation of Dyeing techniques			
	C	Study and analysis of traditional dyeing methods			
	Unit 3	Exploration with Dyeing techniques 2			CO3
	A	Fabric choice, material & methods for dyeing			
	B	Extracting dyes out of natural material			
	C	Fixing dye colour and wash test			
	Unit 4	Explorations with embroidery and embellishments			CO4
	A	Fabrics and artwork choice based on technique			
	B	Embroidery stitches & techniques- Open work, machine embroidery, stump work embroidery, Applique			
	C	Explorations with embellishments- Beading, Sequins, Foil & glitter			
	Unit 5	Integrated Project- Creative explorations			CO5, CO6
	A	Artwork creation based on technique applications for collection development			
	B	Design development and presentation			
	C	Final compilation of Swatch folder			
	Mode of examination	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> Irwin, K.A. (2015). Surface Design for Fabric. London:Fairchild Books. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781501304187.ch-001 			
	Other References	<ul style="list-style-type: none"> Cadigan, E. (2014). Surface Design. In Sourcing & Textiles for Fashion (pp. 80–107). London: Fairchild Publications. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781474218566.ch-003 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 05	
1	Course Code	FDJ504	
2	Course Title	Advance Apparel Development -I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● Drafting of patterns of different styles of garments. ● Advanced understanding of garment styling. ● Comprehensive understanding of the production process. 	
6	Course Outcomes	<p>After the successful Completion of this course the student will be able to-</p> <p>CO1: Develop female apparel styles through the application of pattern drafting & Manipulation.</p> <p>CO2: Understand the process from initial design concept through test fits.</p> <p>CO3: Evaluate design faults from initial design concept to test fits.</p> <p>CO4: Apply of basic knowledge of garment construction to the fashion industry.</p> <p>CO5: Identify and discuss concepts related to the design, production and evaluation of apparel products.</p> <p>CO6: Create a garment collection.</p>	
7	Course Description	This studio course explores the development of intermediate level apparel styles through the application of pattern drafting principles. Students draft and execute professional standard patterns through flat pattern methods, measurements, and rub-off. Students study the process from initial design concept through first sample.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1,CO2
	A	Dart manipulation in bodice and skirts.	
	B	Yoke and its variation, Halters/ cowl	
	C	Cowl- Bodice and skirt	
	Unit 2	Skirts & its variations	CO2, CO3
	A	Basic skirt	
	B	Variation of skirts	
	C	Adaptation of different technique to form sample	



	Unit 3	Dresses without waistline			CO3, CO4
	A	Tent & Empire			
	B	Jumper and over size dress			
	C	Construction of garment			
	Unit 4	Development of advanced Patterns and drapes			CO4, CO5
	A	Panel Dress. Strapless, and Bias-cut Patterns			
	B	Drapes of basic dress with style lines			
	C	Bustier dress, circular dress by draping			
	Unit 5	Creating a design collection			CO5, CO6
	A	Concept development-			
	B	Pattern or drape alteration for final designs			
	C	Evaluation of pattern through test fit and final garments			
	Mode of exam	Jury			
	Weightage Distribution	CA	Viva Voce	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> • Armstrong H. J. (2010) “Patternmaking for fashion design” (Pearson Publications) • Connie Amaden Crawford “The Art of Fashion Draping” 			
	Other References	<ul style="list-style-type: none"> • Aldrich, W. (2015) Metric pattern cutting for women’s wear. John Wiley & sons • Fischer, A. (2008) Basics of Fashion design 03: Construction(vol3) Ava Publishing 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 05	
1	Course Code	FDJ505	
2	Course Title	Construction Technique- I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • Comprehensive understanding of the garment construction techniques used in industry • This course give opportunity to analysis construction techniques applied by famous designers with unique trend collection 	
6	Course Outcomes	<p>After completion of this course, the students will be able to:</p> <p>CO1: Identify basic garment construction.</p> <p>CO2: Identify fundamentals of construction techniques-appropriate sewing technique for different components of garments</p> <p>CO3: Apply principles of design while exploring the advanced construction technique</p> <p>CO4: Execute professional standard for finishing different categories of garments construction</p> <p>CO5: Familiarize students with the different concepts and processes of the Indian apparel Industry.</p> <p>CO6: Develop skills related to value addition techniques on apparels and textiles.</p>	
7	Course Description	This studio course explores the construction techniques of intermediate level apparel styles. Construction technique course is designed to give comprehensive overview of developing apparel style through applying knowledge of fabric, colour, texture, quality and fit	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
	A	Introduction to Pattern Making techniques, Human Body Anatomy and measurements	CO1
	B	Construction of Yoke, Cowl & its variation	
	C	Test fit of Halters and its variation	
	Unit 2	Skirts & its variations	
	A	Construction of Basic skirt with waistband	CO2, CO3
	B	Making of Test fit of Variation of skirts with placket	



	C	Correction of pattern as per test fit requirement of different technique to for correct fit.			
	Unit 3	Shirts & its variation			CO2, CO3
	A	Basic shirts construction with collar & cuff			
	B	Casual shirt			
	C	Shirt Facing and placket Variations, Hidden button/buttonhole closure			
	Unit 4	Dresses without waistline			CO2, CO3
	A	Tent & Empire with appropriate seams			
	B	Jumper and Panel dress			
	C	Adding Zippers to garments Problems related to pattern making & construction			
	Unit 5	Bias cut Dresses			CO4, CO5, CO6
	A	Nature of Bias-cut fabric & selection of fabric for Bias-cut			
	B	All in one bias dresses			
	C	Design variation and finishing of garment with Zipper (invisible)			
	Mode of exam	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> • Connie, A.C. (2019). A guide to Fashion Sewing. 6th edition. Fairchild publications. • Jennifer, D. Mc. (2018). Basic Hand Sewing guide. Kindle edition 			
	Other References	<ul style="list-style-type: none"> • Vatsala, R and Labanya, M. (2004). Text book of Fundamentals of Clothing Construction. ICAR Publication. • Mary Mathews. (1993). Practical Clothing Construction II. Cosmic Press, Madras. • Gerry Cooklin. (1991). Introduction Clothing Manufacture. Black well Publications. London. 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 05	
1	Course Code	JDC502	
2	Course Title	Design Documentation (RBL1)	
3	Credits	0 (AUDIT)	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	<p>The objective of the course is to</p> <ol style="list-style-type: none"> 1. Sensitize the students about the contemporary/traditional design practices in India to build a stronger community connect. 2. Build a research-based and self-exploratory approach in the students. 3. Develop authentic documenting and creatively expressive report writing skills of students 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1: Understand and study contemporary/traditional design practices of India</p> <p>CO2: Outline the production process involved in the selected design practice/ crafts.</p> <p>CO3: Conduct preliminary research by interviewing craft persons/ designers in detail and make authentic records and contribution to social upliftment</p> <p>CO4: Inspect the problems associated with in the design practice/ crafts</p> <p>CO5: Ideate design solutions for social upliftment.</p> <p>CO6: Build authentic craft/ design documentation report</p>	
7	Course Description	<p>The course Design Documentation is summer field project in which students individually or in a group will study a chosen local craft/ design practice. They will record, categorize and disseminate the information, through both graphic, written, photographic mediums. The resulting document in form of report should include following details about the chosen local craft/ design practice- the materials, process, tools and techniques involved in creating it.</p>	
8	Outline syllabus		CO Achievement



	Unit 1	Literature Study		
	A	Learning about indigenous crafts/ design practices of India		CO1
	B	Identifying local design/ craft development centres		
	C	Do detailed literature study about the chosen craft/ design practice		
	Unit 2	On site Study- raw material, procedure, end product, social life		
	A	Observation- to understand the procedure		CO2
	B	Observation- Field drawings		
	C	Observation- Photographic and/or video graphic documentation of crafts person's way of life and end product		
	Unit 3	Data Collection		
	A	Collection of data about the design practice/ craft through survey/ questionnaire/ interview.		CO3
	B	Recording of data using pictures, videos, sketches and sample collection.		
	C	Documenting the collected data		
	Unit 4	Data Analysis		
	A	SWOT analysis		CO4
	B	Problem identification		
	C	Finding solutions		
	Unit 5	Design solution & Documentation		
	A	Providing solution to the problems identified in the form of design		CO5, CO6
	B	Preparation of document		
	C	Authenticating the document with design practice/ crafts person/ crafts cluster.		
	Mode of examination	Rubric based evaluation		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	Crafts of India- Handmade in India- Aditi Ranjan & MP Ranjan, Council of Handicraft Development Corporations		

School : SSDAP		Batch: 2024-28	
Programme: B.Des (Fashion Design)		Current Academic Year: 2026-27	
Branch: Fashion Design		Semester: V	
1	Course Code	FDJ507	
2	Course Title	Fashion Forecasting	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	The course gives them the ability to pick the right fashion concept to work on by establishing links between politics, economics, technology, art, music.	
6	Course Outcomes	<p>After successful completion of this course, student will be able to:</p> <ul style="list-style-type: none"> 1: Understand Fashion forecasting tools, consumer behaviour & mapping of trends on fashion curve 2: Investigate emerging global issues and strategically respond to their impact in the fashion industry. 3: Recognize and analyse global trends appropriate for Indian consumer 4: Make professional trend presentation boards to recognize global trends applicable to Indian market. 5: Predicting Fashion trends in Indian market for different seasons. 6: Applying Trends forecast on Fashion styling 	
7	Course Description	<p>The course begins with studying basic fashion forecasting & research methodologies and applying the learning to Contemporary fashion & key fashion concepts that are aligned with fashion future.</p> <p>The course will use journaling & trend board creation as research & presentation tools. The course assignments will be research focused and should include extensive reading & continuous trend mapping on fashion curve.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction & Zeitgeist	
	A	Fashion forecasting: What, Why, Who & How; Types of Fashion forecasts: Long, short, seasonal	CO1
	B	Target Market segmentation: Identify target customer & segmentation defining Demographics, Geographic & Psychographics	CO1, CO2



	C	Observing the Zeitgeist of the current times: Nystrom's Framework for			CO1, CO2
	Unit 2	Fashion forecasting tools: Consumer & Fashion scan			
	A	Identify Social & economic trends focusing on culture, global economics, politics influences			CO3, CO4
	B	Identify environmental, science & technological influences			CO3, CO4
	C	Spot emerging fashion & lifestyle trends focusing on color, textiles & styles			
	Unit 3	Fashion Analysis 1: Consumer behavior			CO 3
	A	Predict dominating ideas that may influence future trends			
	B	Predict future consumer behaviour- write a report			
	C	Predict themes & moods of future trends aligned with consumer behaviour			
	Unit 4	Fashion Analysis 2: Edit & Interpret fashion trends			CO4
	A	Color- formulate ideas, develop stories aligned to the themes			
	B	Textiles & materials- source & analyze			
	C	Looks & design elements- source & analyze			
	Unit 5	Develop Fashion forecasts			CO5, CO6
	A	Develop theme, color & material forecast			
	B	Develop Looks & design detail forecasts			
	C	Compile & present the final edits			
	Mode of examination	CA & End Term Jury			
	Weightage Distribution	CA	CA (VIVA)	ETE	
		30%	30%	40%	
	Other References				



School: SSDAP		Batch: 2024-2028	
		Academic Year: 2026-2027	
		Semester: V	
1	Course Code	ARP505	
2	Course Title	Critical Thinking & Leadership Skills	
3	Credits	0 Credit (Audit)	
4	Contact Hours (L-T-P)	0-0-2	
	Course Status	Active	
5	Course Objective	To enhance holistic development of students and improve their elements of Leadership Skills, Leadership Traits, and Leadership Attributes in conjunction with Critical thinking and problem-solving abilities. To up skill and upgrade students across Aptitude and Reasoning Skills. By the end of this semester, a student will have entered the threshold of his/her employability enhancement and skill building activity exercise.	
6	Course Outcomes	After completion of this course, students will be able to: CO1: Identify the critical factors that influence a students' performance and improving their planning and management of teams and tasks CO2: Describe your own interpersonal relationship style and its impact on those they lead CO3: Be better able to lead the variety of people they manage and control resources CO4: Understand the communication processes necessary to develop an effective team CO5: Develop higher level strategic critical thinking and problem-solving skills CO6: Demonstrate higher level of quantitative aptitude and reasoning tools for making business decisions	
7	Course Description	This course bundle allows students to acquire and build a rudimentary level of leadership vision, mission and strategy along with acquiring critical thinking and problem-solving capabilities. Students will also acquire advanced Quantitative Aptitude and Reasoning skills	
8	Outline syllabus		CO MAPPING
	Unit 1	Introduction to Leadership Theories	
	A	Define Leadership – Understanding the Concepts of Leadership and learn to define and interpret Leadership	CO1
	B	Leadership Philosophies – Understand and interpret Leadership Philosophies and learn to apply them in their lives	CO2 CO3
	C	Behaviour Studies of Leaders – Understand, assimilate, imbibe and learn the behavioural patterns and attributes of different leaders	



	D	Leaders and their styles of Leadership – Know about some of the distinguished leaders across domains and get acquainted with their leadership styles	
	Unit 2	Introduction to APTITUDE TRAINING- Reasoning- Logical/ Analytical	
	A	Coding Decoding, Ranking & Their Comparison Level-2	CO4
	B	Series, Blood Relations & Number Puzzle	CO5
	Unit 3	Critical Thinking & Problem Solving	
	A	Identify the assumptions needed to analyse the case or problem	CO2
	B	Identify the relevant information presented in the case or problem	
	C	Identify the alternative solutions to the problem or case	
	D	Solve problems effectively and creatively	
	Unit 4	Team Building & Team Synergy	
	A	Introduction to and Understanding of Teams	CO5
	B	Team Building & Team Synergy Activities and Games	CO6
	Weightage Distribution	CA – 25 % VIVA 25% ETE 50%	
	Text book/s*	Wiley's Quantitative Aptitude-P Anand Quantum CAT – Arihant Publications Quicker Maths- M. Tyra Dare to Lead – Brene Brown Leaders eat Last – Simon Sinek Critical Thinking Skills – Stella Cottrell	

Course Syllabus

Semester VI



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 06	
1	Course Code	FDT603	
2	Course Title	Sustainable Design	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<p>The objective of the course is to</p> <ul style="list-style-type: none">● Build awareness of the student about the concept, history and need of sustainable design.● Give students a detailed framework within which they can explore design in a sustainable manner.● Ensure that students apply the at least 1 or all of the primary concepts sustainable design in all their future projects.● Enable students to critically evaluate all the design, manufacturing methods and business models within sustainable design framework.	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1: To build awareness & understanding of sustainable design.</p> <p>CO2: To extend the concept of sustainable design into research & design for a sustainable future</p> <p>CO3: To translate their design ideas using eco- friendly design methods.</p> <p>CO4: To interpret sustainable designs with respect to green manufacturing methods.</p> <p>CO5: To perceive designs for and within sustainable business models & related concepts.</p> <p>CO6: To design sustainably within industrial framework and for their student projects.</p>	
7	Course Description	<p>The theory course explores the history, concept and the critical need for future designers to design in a sustainable manner. The students will also learn about the sustainable design framework that they can apply into their design or entrepreneurial projects. The course will be taught using both lecture and flipped pedagogy using case studies.</p>	



8	Outline syllabus			CO Achievement
	Unit 1	Introduction		CO1, CO2
	A	Need for sustainability- The global crisis an impact of unsustainable consumption and production practices		
	B	History of the concept of sustainability, The Brundtland Report		
	C	Current global perspectives on sustainability: UNDP Climatic pacts, Fashion industry, etc		
	Unit 2	Design for Sustainability		CO2
	A	Definition of Sustainable Design and the 3P's		
	B	Philosophies & principles of a 'Good Design'		
	C	Redefinition of value in relation with 'Natural capital' 'Social capital' and 'Human capital' Ethical design practices		
	Unit 3	Environmentally Friendly		CO3, CO4
	A	"Bill of Rights for the Planet" or "Hannover Principles"		
	B	Eco-friendly raw material with respect to pre-and-post-consumer impact: Biodegradable, Organic, Recycled		
	C	Eco-friendly process- Circular process		
	Unit 4	Green Manufacturing		CO4, CO5
	A	Product lifecycle management systems		
	B	Waste management methods		
	C	Greenhouse gas emission and energy efficient methods		
	Unit 5	Building a Sustainable Business		CO6
	A	Sustainable business methods: collaboration & partnerships, Service centric business models,		
	B	Transparent product lifecycle management systems Sustainability standards & certification followed by Textile & apparel industry		
	C	Case studies- Puma, Mud Jeans, Nike, Patagonia, Pero		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		25%	25%	50%
	Text book/s*	<ul style="list-style-type: none"> Textiles and clothing sustainability edited by subramanian senthilkanan muthu published by springer2 assessing the environment al 		



		<p>impact of Textiles and the Clothing Supply chain by senthil kanan Muthu</p> <ul style="list-style-type: none">● McLennan, J. F. (2004). The philosophy of sustainable design: The future of architecture. Ecotone publishing.	
	Other References	<ul style="list-style-type: none">● Handbook of sustainable luxury textiles and fashion by subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer● The UN Sustainable goal for Textiles & Fashion by Subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer● The Brundtland report, 1987	

Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Common		Semester: 6	
1	Course Code	TDC601	
2	Course Title	Research Methodology	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	The focus of this course is not on mastery of statistics but on the ability to use research in the Design environment.	
6	Course Outcomes	<i>After the completion of the course, student will be able to:</i> CO1: Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO3: Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create an effective research proposal CO6: Evaluating the issues of lighting in a particular space.	
7	Course Description	To develop an understanding among students about an overview of the important concepts of research design, data collection, statistical and interpretative analysis, and final report presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction	CO1, CO2
	A	Foundations of Research: Meaning, Objectives, Motivation, Utility	
	B	Concept of theory, empiricism, deductive and inductive theory	
	C	Characteristics of scientific method – Understanding the language of research – Concept, Construct, Definition, Variable. Research Process	
	Unit 2	Problem Identification And Hypothesis Generation	CO1, CO3
	A	Problem Identification & Formulation and Measurement Issues	
	B	Hypothesis – Qualities of a good Hypothesis –Null Hypothesis & Alternative Hypothesis.	
	C	Hypothesis Testing – Logic & Importance	
	Unit 3	Research Design	CO2, CO3, CO4, CO5,
	A	Research Design: Concept and Importance in Research – Features of a good research design	
	B	Exploratory Research Design , Descriptive Research Designs ,Concept of Independent & Dependent variables.	
	C	Qualitative and Quantitative Research: Qualitative research – Quantitative research – Concept of measurement, causality, generalization, replication and merging the two approaches.	



	Unit 4	Sampling			CO2, CO3 CO4, CO5, CO6
	A	Measurement: Concept of measurement– measured , Problems in measurement in research – Validity and Reliability and Levels of measurement			
	B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size			
	C	Determining size of the sample – Practical considerations in sampling and sample size			
	Unit 5	Data Analysis And Interpretation			CO3, CO4, CO5, CO6
	A	Data collection methods for qualitative and quantitative research, Data Preparation and Data Analysis; data representation methods			
	B	Interpretation of Data and analysis methods			
	C	Report Writing – Layout of a Research Paper, Ethical issues related to publishing, Plagiarism and Self-Plagiarism and Effective report writing. Citation styles and bibliography			
	Mode of exam	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25%	25%	50%	
	Text book/s*	1. Research Methodology – C.R. Kothari 2. Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition.			
	Other References				

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 06	
1	Course Code	FDJ601	
2	Course Title	Image creation & styling- II	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<p>The objective of the course is to</p> <ul style="list-style-type: none"> ● Provide a framework to the student through which she/ he will be able to produce a substantial body of industry-ready visual work that clearly identifies a personal aesthetic and vision resonant with sustainable fashion ● Provide an opportunity to the student to apply their print design knowledge to develop fabric surface as well as visual publication of creative outcome. ● Enable the student to build on their fashion aesthetics and understanding of dress, culture & society to stylize and accessorize their original designs 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1:Develop understanding of sustainable design concepts experientially.</p> <p>CO2:Apply the knowledge of Design process and garment manufacturing methods.</p> <p>CO3:Analyse the chosen theme to research and design mixed medium original fashion concepts.</p> <p>CO4:Develop innovative textile development methods</p> <p>CO5:Synthesize their work with the course Value addition II to create an integrated project.</p> <p>CO6:Prepare an industry-ready creative portfolio presentation of fashion collection of stylized and accessorized collection of sustainable and mixed medium designs.</p>	
7	Course Description	The studio-based course focus on creation of Fashion Portfolio. The course uses studio, experiential & flipped pedagogy. The self-directed project will be based on a socially relevant theme of your choice with sufficient depth and scope to result in a creative presentation of a fashion collection of original ideas that are stylized & accessorized. The focus areas of the course will be	



		application of sustainable design concepts such as use of environment friendly raw material and processes with low carbon footprint and waste utilization to develop a portfolio of sustainable ready to wear designs. The course assignments will be focused on research and development of concepts, designs & portfolio.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction & project brief	
	A	Introduction to the project-based course and outcomes	CO1, CO2
	B	Brainstorming & identifying social needs and consumer trends for the project	
	C	Developing a thematic and outcome centric framework. Ideating around circular design methods and techniques using mixed mediums.	
	Unit 2	Creative image direction	
	A	Research on benchmark circular design methods	CO2
	B	Material sourcing	
	C	Develop story boards	
	Unit 3	Image Visualization & conceptualization	
	A	Visualization of image through fashion drawing and sketching	CO3, CO4
	B	Design and development of key concepts 1- flat sketches and construction concepts	
	C	Design and development of key concepts 2- surface design using printing, weaving and other mixed medium techniques	
	Unit 4	Design development	
	A	Develop rendered design boards based on selected concepts and visual image	CO4, CO5
	B	Application of concepts into final garments	
	C	Finishing fitouts	
	Unit 5	Portfolio design	
	A	Interpretation of Visual image concepts through photoshoot- to accessorize and style final looks	CO6
	B	Organize the portfolio beginning from project introduction, brainstormed ideas, research journal pages, story boards, fashion drawings, flat sketches, photoshoot images.	
	C	Develop Print portfolio and publish digital portfolio reflecting the collection story and values	
	Mode of exam	Jury	



Weightage Distribution	CA	VV	ETE	
	30%	30%	40%	
Text book/s*	<ul style="list-style-type: none">● Fashion: 150 years: couturiers, designers, labels by Seeling, Charlotte● Handbook of sustainable luxury textiles and fashion by subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer			
Other References	<ul style="list-style-type: none">● Fashion-ology: An Introduction to Fashion Studies (Dress, Body, Culture) by Yuniya Kawamura			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 06	
1	Course Code	FDJ602	
2	Course Title	Value addition- II	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To develop basic concept of surface development for designers ● To develop innovative surface development skills ● To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	<p>After completion of the course, student will be able to</p> <p>CO1: Develop macrame, cording application and quilting techniques</p> <p>CO2: Explore handweaving & fibre manipulation techniques</p> <p>CO3: Learn about and explore Industrial printing techniques</p> <p>CO4: Learn about and explore hand printing and painting techniques</p> <p>CO5: Develop original artworks to develop mixed medium designs, using multiple techniques and exploring apparel and non-apparel design.</p> <p>CO6: Document and record the experiments in form of swatch folder including recipes and material details.</p>	
7	Course Description	<p>To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started- Cording and quilting	
	A	Study of surface innovation through designer's works	CO1
	B	Fabric choice, material & methods for cording and quilting	
	C	Exploration with cording and quilting	



	Unit 2	Explorations with fibre manipulation			CO2, CO3
	A	Fabric choice, material & methods- chemical effects on fibre, Heat effects on fibre			
	B	Fabric choice, material & methods for marbling			
	C	Explorations with fibre manipulation			
	Unit 3	Explorations with Industrial printing			CO3
	A	Industrial printing techniques- Screen, Digital, Rotary			
	B	Limitation and application of Industrial printing techniques			
	C	Explorations with Industrial printing- Creating artworks for design development- Placement and all-over			
	Unit 4	Explorations with traditional printing & painting techniques			CO4
	A	Traditional printing & painting techniques- Block, resist, screen, painting			
	B	Limitation, difference & application of traditional printing & painting techniques			
	C	Explorations with traditional printing and painting techniques			
	Unit 5	Integrated Project- Creative explorations			CO5, CO6
	A	Artwork creation based on technique applications for collection development			
	B	Design development and presentation			
	C	Final compilation of Swatch folder			
	Mode of exam	Jury			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> Irwin, K.A. (2015). Surface Design for Fabric. London: Fairchild Books. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781501304187.ch-001 			
	Other References	<ul style="list-style-type: none"> Cadigan, E. (2014). Surface Design. In Sourcing & Textiles for Fashion (pp. 80–107). London: Fairchild Publications. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781474218566.ch-003 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 06	
1	Course Code	FDJ604	
2	Course Title	Advanced Apparel Development II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • Detailed, advanced understanding of the garment finishing process • In-depth know-how of the entire apparel design and manufacturing process • First-hand experience of the final execution of finished garments 	
6	Course Outcomes	<p>After completion of the course, student will be able to-</p> <p>CO1. Develop skill of different categories of garment.</p> <p>CO2. Apply pattern making principles on paper for final test fit.</p> <p>CO3. Able to use, acquire and integrate relevant technical skills</p> <p>CO4. Interpret and solve complex design problems or ideas through pm and draping skills</p> <p>CO5. Apply his knowledge for construction and finishing of specific fabric types and styles of garments.</p> <p>CO6- Create and Develop a garment range as per trends.</p>	
7	Course Description	<p>This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to different categories of garments	
	A	Women's categories	CO1, CO2
	B	Men's categories	
	C	Study of different designer work	



	Unit 2	Advanced construction for Women's wear			CO2, CO3
	A	Pattern of bustier, bra top torso and off shoulders			
	B	Checking the test fits			
	C	Adaptation of design as per global trends			
	Unit 3	Men's wear			CO2, CO3 CO4
	A	Pattern making for basic shirt and trouser			
	B	Adaption of Yoke, casual and formal shirts			
	C	Adaptation of pleated, casuals and Jean pants			
	Unit 4	Knitted Garments			CO4, CO5, CO6
	A	Pattern adaptation for Knit Top and Lower			
	B	Checking the Test fits pattern alteration			
	C	Pattern alteration as per requirement			
	Unit 5	Functional clothing			CO4, CO5, CO6
	A	Adaptation of pattern according to selected theme			
	B	Construction of garments based of selected theme			
	C	Finishing of garments			
	Mode of exam	Jury			
	Weightage Distribution	CA	Viva	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> Armstrong H. J. (2010) "Patternmaking for fashion design" (Pearson Publications) Connie Amaden Crawford "The Art of Fashion Draping" 			
	Other References	<ul style="list-style-type: none"> Aldrich, W. (2015). Metric pattern cutting for women's wear. John Wiley & sons Fischer, A. (2008) Basics of Fashion design 03: Construction(vol3) Ava Publishing 			

School - SSDAP		BATCH 2024-28	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester -6	
2	Course Title	Construction Techniques -II	
3	Course Code	FDJ605	
4	Credits	4	
5	Contact Hours (L-T-P)	0-2-4	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To understand the relevance of draping in fashion ● To apply the technique effectively for a desired fit in a garment ● To apply inputs from other related techniques (patternmaking) to create garments 	
6	Course Outcomes	<p>After completion of this course, the students will be able to:</p> <p>CO1: Recognizes different Specialized categories garment in industry</p> <p>CO2: Exploring different materials for specialized garment construction</p> <p>CO3: Apply principles of design while exploring the advanced construction technique</p> <p>CO4: Understand the essence of tradition and fuse it with contemporary styles</p> <p>CO5: Familiarize students with the different concepts and processes of the Indian apparel Industry.</p> <p>CO6: Develop skills related to value addition techniques on apparels and textiles.</p>	
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments	
8	Outline syllabus		CO Achievement
	Unit 1	Women's Wear construction	CO1
	A	Three strapless garment- princess line with gathers, princess line Torso & bra-top torso.	
	B	Construction support for strapless garment	
	C	Fitting problems & solution	
	Unit 2	Knits construction	



	A	Stretch & Shrinkage factor, direction of stretch, variance in stretch			CO1, CO2
	B	Construction of test fit – Dart less stretchy knit & firm Knit			
	C	Finishing of Knit with proper seams			
	Unit 3	Men’s wear Construction			CO3 CO4, CO5
	A	Cutting of pattern & inner lining			
	B	Construction of Test Fit			
	C	Finishing with proper seams			
	Unit 4	Construction of Advanced Dresses			CO4, CO5
	A	Dungarees & Jumpsuits			
	B	Pant variations			
	C	Test fit			
	Unit 5	Collection plan-			CO5, CO6
	A	Adaptation of pattern to selected theme for garment construction.			
	B	Making of Test fit and alterations			
	C	Finishing of garments			
	Mode of exam	Jury			
	Weightage Distribution	CA	Viva	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> • Connie, A.C. (2019). A guide to Fashion Sewing. 6th edition. Fairchild publications. • Jennifer, D. Mc. (2018). Basic Hand Sewing guide. Kindle edition 			
	Other References	<ul style="list-style-type: none"> • Vatsala, R and Labanya, M. (2004). Text book of Fundamentals of Clothing Construction. ICAR Publication. • Mary Mathews. (1993). Practical Clothing Construction II. Cosmic Press, Madras. • Gerry Cooklin. (1991). Introduction Clothing Manufacture. Black well Publications. London • Doongaji and Deshpandey. (1977). Basic Processes of Clothing Construction. Raj prakashan Publishings, New Delhi • Gini Stephens Frings (2007), Fashion from concept to consumer, Pearsons publication company, 9th edition 			

School: SSDAP		Batch : 2024-28	
Program: B.Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: VI	
1	Course Code	FDJ607	
2	Course Title	Portfolio Development	
3	Credits	2	
4	Contact Hours (L-T-P)	(0-1-2)	
Course Status		Compulsory	
5	Course Objective	The subject aims to develop contemporary portfolio practices and enables students to create portfolios that serve as both evolving collections of creative solutions to design problems and evidence of their abilities to visually relay messages. It teaches to how to create not just a collection of design work but a unique marketing tool for a successful design career.	
6	Course Outcomes	CO1: Students will have an understanding of methods to show your designs, skill sets, and creativity CO2: It will focus on both Logical and Creative Design Solutions CO3: Understanding of developing a Portfolio from Concept to a Finished Product CO4: Familiarity with different Layouts , and other methods of presentation in detail as per the Industry standards CO5: Curate better projects of Design & Innovation CO6: Compile Portfolio	
7	Course Description	This course will introduce the students with various techniques of presenting their works from concept to Finished Products.	
8	Outline syllabus		CO Achievement
	Unit 1	The Portfolio : Introduction	
		1a. Understanding the meaning and Need of Portfolio Development	CO1
		1b. The Design Sketch: Exploring the History of Style	CO1
		1c. Collection of works done in previous years	CO1
	Unit 2	Organizing and Content Development	
		2a. Building up a Profile/Resume based on your skill and current market trends	CO1
		2b. Curation of Works and creating Storage Bank to support the Portfolio development	CO2
		2c. The Design Journal to well keep the works of the past and support Portfolio Development	CO2



	Unit 3	Understanding the Customer			
		3a. developing a portfolio as per the customer choices			CO2
		3b. Understanding Interviewer Expectations and ways to achieve the targets			CO2
		3c. Creations for- Men's wear, Women's wear and Children's wear			CO2
	Unit 4	Technical Drawings and Finishes			
		4a. Presentation Boards and Design Concepts & Solutions			CO3
		4b. Developing Fashion Figures and Croqui			CO3
		4c. Creating Flat Sketches and Specs			CO1, CO3
	Unit 5	Presentation & Layouts			
		5a. Developing Hand Portfolio and Digital Portfolio			CO4
		5b. Understanding Platforms to showcase works			CO4
		5c. The Portfolio Projects			CO4
	Mode of examination	Jury			
	Weight age Distribution	CA	MTE	ETE	
		30%	30%	40%	
	Text book/s*	A guide to preparing your Portfolio : By Jay McCauley Bowstead			
	Other References	<ol style="list-style-type: none"> 1. Designing your Fashion Portfolio : From Concept to Presentation : By <i>Joanne Barrett</i> 2. THE FASHION DESIGNER'S SKETCHBOOK: INSPIRATION, DESIGN DEVELOPMENT AND PRESENTATION : By Sharon Rothman 3. Portfolio Presentation for Fashion Designers : By Linda Tain 			

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 06	
1	Course Code	JDC602	
2	Course Title	Field Study (RBL2)	
3	Credits	0 (AUDIT)	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is- 1. To gain practical experience related to student's specialisation. 2. To observe and document design development and management tools/ techniques used in the industry. 3. To develop reports/ case study writing skills in students.	
6	Course Outcomes	After completion of the course, student will be able to CO1:Recognise application of design fundamentals on design specialisations. CO2:Discuss market-oriented or solution-oriented design development process used in the industry. CO3:Analyse & Report on the design/ product management techniques used by the industry. CO4:Examine application of modern tool usage in the field. CO5:Relate how industry is responding to environmental and sustainability concerns. CO6:Assemble the findings in form of a report or case study.	
7	Course Description	The course enables students to conduct field study and examine real-life application of design and product development fundamentals learned during the course. The course will be self-managed by the students as per the pre-approved expected outcome and plan by the industry mentor. The observations must be recorded in form of notes, audio/video recording, drawings and illustrations. Student can choose to present their finding in form of a report or a case study.	
8	Outline syllabus		CO Achievement



	Unit 1	Field study brief			
	A	Identify an organisation to conduct the study and submission of acceptance letters received from the organisation			CO1, CO6
	B	Define the area, scope, objective and limitation of the study.			
	C	Define steps, structure, data collection methodology and questionnaire.			
	Unit 2	On site study			
	A	Identify the target market, product offering and USP of the organisation.			CO1, CO6
	B	Describe the organisational hierarchy of the firm.			
	C	Report the short-term and long-term challenges/ concerns faced by the firm.			
	Unit 3	Study of design development process			
	A	Describe the design development process in detail through a flowchart..			CO2, CO4, CO6
	B	Study the tool, methods and techniques used in design development.			
	C	Identify the bottle necks and constraints of the design development process			
	Unit 4	Study of design/ product management techniques			
	A	Identify the key management techniques used to manage the design/ product development.			CO3, CO4, CO6
	B	Relate the management principles applied.			
	C	Identify the bottle necks and constraints of the design development process			
	Unit 5	Report/ Case Study writing			
	A	Examine the environmental and ethical effects of design/ product development process and management.			CO5, CO6
	B	Assemble the findings as report/ case study			
	C	Review and authentication of the report			
	Mode of examination	Rubric based evaluation			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	



	Text book/s*	<ul style="list-style-type: none">• Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13 : 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_dsk• Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author)	
	Other References		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2026-2027	
Branch: Fashion Design		Semester: 6	
1	Course Code	ARP506	
2	Course Title	Industrial Preparedness	
3	Credits	0 (Audit)	
4	Contact Hours (L-T-P)	0-0-2	
Course Status		Active	
5	Course Objective	To enhance holistic development of students and improve their employability skills. Provide a 360-degree exposure to learning elements of Business English readiness program, behavioural traits, achieve softer communication levels and a positive self-branding along with augmenting numerical and altitudinal abilities. To up skill and upgrade students across varied industry needs to enhance employability skills. By the end of this semester, a will have entered the threshold of his/her 4 th phase of employability enhancement and skill building activity exercise.	
6	Course Outcomes	After completion of this course, students will be able to: CO1: Develop a creative resume, cover letters, interpret job descriptions and interpret KRA and KPI statements and art of conflict management. CO2: Build negotiation skills to get maximum benefits from deals in practical life scenarios. CO3: Develop skills of personal branding to create a brand image and self-branding CO4: Acquire higher level competency in use of logical and analytical reasoning such as direction sense, strong and weak arguments CO5: Develop higher level strategic thinking and diverse mathematical concepts through building analogies, odd one out CO6: Demonstrate higher level quantitative aptitude such as average, ratio & proportions, mixtures & allegation for making business decisions.	
7	Course Description	This penultimate stage introduces the student to the basics of Human Resources. Allows the student to understand and interpret KRA KPI and understand Job descriptions. A student also understands how to manage conflicts, brand himself/herself, understand relations and empathise others with level-4 of quant, aptitude and logical reasoning	
8	Outline syllabus		CO MAPPING
	Unit 1	Ace the Interview	
	A	HR Sensitization (Role Clarity KRA KPI Understanding JD) Conflict Management	
	B	Negotiation Skills Personal Branding	CO1



	C	Uploading & Curating Resumes in Job Portals, getting Your Resumes Noticed Writing Cover Letters Relationship Management	CO3, CO4
	Unit 2	What is Personality? Who Am I? Creating a positive impression	\
	A	Group Discussion, Email writing	CO4
	B	Personal Interviews and Mock PI's followed by personalised feedback	CO5
	C	Story Telling and Analogies	
	Unit 3	Accent neutralization and Power Dressing	
	A	JAM for confidence Building	CO6
	B	MTI reduction - Phonetics (V and A)	
	Unit 4	Written Communication	
	A	• Writing a Letter of Recommendation for Higher Studies	CO1
	B	Email Etiquettes	CO2
	Unit 5	Problem Solving and Case Studies	
	A	Real time Case Study Solving Exercises	CO4
	B	Intra student Mock Situation Handling Exercises	
	Evaluation Weightage	(CA) Class Assignment/Free Speech Exercises / JAM – 60% (ETE) Group Presentations/Mock Interviews (MIP's)/GD/ Reasoning, Quant & Aptitude– 40%	
	Text book/s*	Power of Positive Action (English, Paperback, Napoleon Hill) Streets of Attitude (English, Paperback, Cary Fagan, Elizabeth Wilson) The 6 Pillars of self-esteem and awareness – Nathaniel Brandon Goal Setting (English, Paperback, Wilson Dobson	

Course Syllabus

Semester VII

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: B. Des (Common)		Semester: 07	
1	Course Code	TDC704	
2	Course Title	Intellectual Property Rights	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● Introducing important aspects of intellectual property rights to students who will play a key role in the creation and development of creative industrial projects. ● Spread patent information, patent laws in India and overseas, and details of registration. ● Publicizing information about copy rights and their associated rights and aspects of registration. ● Propagating data on trademarks and elements with registration. ● Collate technical understanding on design, regional acknowledgement, new design protection and ways of registration. ● Latest trends in IPR and Government measures to promote IPR. 	
6	Course Outcomes	<p><i>After completion of this course, student will able to:</i></p> <p>CO.1. Understand the basic Concept of Intellectual Property Right</p> <p>CO2: Understand the patent & elements of patentability (Novelty, Inventive steps, Utility)</p> <p>CO3: Understand copyright Registration methods & Nature of Copyright (Sentence construction, Creative work)</p> <p>CO4: Understand concept of trademark (Various types of tags, brand names, badges, signature, logo, product mark, recognition tags)</p> <p>CO5: Understand the Industrial Application (Non patentable subjects, Eligibility to patent).</p> <p>CO6: Process of patenting and acts involved (sanctions & Penalties Copyright procedure).</p>	
7	Course Description	This program covers the legal strategy relevant to intellectual property and innovation for early-stage Design project. The development cycle of the Design	

		<p>start-ups from invention and early evaluation, through incorporation and product creation, across production and massive funding.</p> <p>The structure for evaluating the legal strategy of intellectual property and innovation behind the development and implementation of a successful & quantifiable business plan. Via this approach, this program will clearly provide a summary of multiple areas substantive law, that include patent, copyright, trademark, trade secret, contract, competition, marketing, advertisement, incorporation and capital. This program aims to define and examine the technical information that is used to protect and create open standards.</p>		
8	Outline syllabus			CO Achievement
	Unit 1	Introduction to IPR		CO1
	A	Copyrights, patents, ID rights		
	B	Differences and similarities		
	C	Applications		
	Unit 2	Understanding Design protection		CO2
	A	IPR famous cases and conflicts		
	B	To write the cases technically		
	C	Design Rights		
	Unit 3	Understanding Trademarks		CO3
	A	Relevance of trademarks		
	B	Usage and its limitations		
	C	Presentations and Discussions		
	Unit 4	Famous cases and suites		CO1, CO2, CO3
	A	Yamaha and TVS IPR Case		
	B	Apple and Samsung case		
	C	Comparison and discussion		
	Unit 5	Possibilities in IPR		CO4, CO5, CO6
	A	Patenting process		
	B	Filing in IPR		
	C	Formalities, requirements and costing involved		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		25%	25%	50%
	Text book/s*	-		
	Other References	Intellectual Property Rights in India-Lexis Nexis		

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: VII	
1	Course Code	TDC703	
2	Course Title	Design Entrepreneurship & Professional Practice	
3	Credits	3	
4	Contact Hours (L-T-P)	3-0-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To make students Understand the difference in invention, Innovation and discovery. 2. To make students learn the art of Innovation and understand the concept of internship 3. To make students Understand the Tools and Tips to incorporate innovation through creative thinking and brainstorming I creating successful business. 4. To make students learn concepts of creating an idea, pitching. Raising funds and maintains their own practices. 	
6	Course Outcomes	<p>After completion of the course, student will be able to-</p> <p>CO1: Get familiarize with types of companies they can start</p> <p>CO2: brainstorm and evaluate an entrepreneurial idea</p> <p>CO3: Understand the changes involved with various stages of entrepreneurship and reframing of the idea.</p> <p>CO4: Determine investments needs</p> <p>CO5: Identify sources of investments for their potential ventures.</p> <p>CO6: Identify problems in development of the concept and get mentored by various entrepreneurs.</p>	
7	Course Description	The course is targeted at everyone who wants to run their own practice as creating their own brand and run an organization. It also Aims at creating a new idea into a reality by developing the idea and reframing it every stage and takes its to its full fruition through entrepreneurship skills. The students will try and test their entrepreneurial ideas in form of assignments.	
8	Outline syllabus		CO Achievement
	Unit 1	Incorporation of Company and Documentation	



	A	Different types of company incorporations			CO1, CO5
	B	Contractual, Not-for-profit, Proprietor, Private limited and LLP Companies			
	C	Challenges in running practices and organizations and benefits of having a mentor			
	Unit 2	Ideas and opportunities			CO2, CO5
	A	Identify an entrepreneurial idea			
	B	Evaluate an entrepreneurial idea - Sizing the market			
	C	Case Study: Dr. John's Spinbrush			
	Unit 3	Building a Business			CO3, CO5
	A	Apply the POCD (People, Opportunity, Context, Deal) framework			
	B	Manage risk and reward through experimentation			
	C	Make decisions with the future in mind Case Study- Rent the Runway			
	Unit 4	Financing a Business			CO4, CO5
	A	Determine how investment can help you create value for yourself and your investors			
	B	Understanding and presenting key financial metrics			
	C	Determining investment needs			
	Unit 5	Sources of investment			CO5, CO6
	A	Understand the opportunities and trade-offs associated with different sources of financing			
	B	Defining key financing terms			
	C	Apply the tools of valuation to start-up ventures Case Study- Intuit			
	Mode of exam	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25%	25%	50%	
	Text book/s*	ISBN: 978-0199670543, ISBN-13: 978-0195643909 Handbook for New Entrepreneurs Hardcover – 8 July 1999 by P. C. Jain (Editor)			
	Other References				

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 07	
1	Course Code	FDJ701	
2	Course Title	Future Technology	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<p>The objectives of the course are-</p> <ul style="list-style-type: none"> ● To build awareness amongst students about new upcoming technologies developed or used in Fashion. ● To give an understanding of the technologies that they can use in their own innovative design developments. 	
6	Course Outcomes	<p>After completion of the course, student will be able to -</p> <p>CO1:Relate with latest apparel and textile inventions</p> <p>CO2:Correlate textile innovations with future of fashion</p> <p>CO3:Plan designs using 3D technologies</p> <p>CO4:Connect with the new technologies developed to build a better customer interface</p> <p>CO5:Develop case studies and research papers in the related technology of their choice with future perspectives</p> <p>CO6:Design fashion for future using latest technologies</p>	
7	Course Description	The course future technology will relate with the new age innovations in textile, clothing and consumer interactions. the students will learn in using lectures and self-exploratory methods. The outcome of the course should be a case study or a research paper originally developed by the students.	
8	Outline syllabus		CO Achievement
	Unit 1	Internet of things	
	A	Internet of things- emerging technological trend in the Fashion market	CO1, CO6
	B	Smart clothing technologies for health and fitness	
	C	Smart clothing technologies for multi functionality and responsive clothing	
	Unit 2	Novel Fabrics	

	A	Why Novel fabrics are future of Fashion		CO2, CO6
	B	New age Fibre for sustainability- recycled, bio-degradable, vegan and ethical		
	C	Touch-responsive textile technology		
	Unit 3	3D technology		CO3, CO6
	A	3D printing applications for accessories, clothing and couture		
	B	Seamless garments using circular knit		
	C	3D design and prototyping- tools, application and benefits		
	Unit 4	New age consumer interface		CO4, CO6
	A	AI for forecast, Impact measurement, enhanced customer experience		
	B	Mobile Commerce		
	C	Block chain for tracking and recording		
	Unit 5	Integrated Project		CO5, CO6
	A	Write and presenting a research paper/ case study on an apparel or textile technology with future perspectives		
	B	Research Objective, topic and methodology		
	C	Literature Review, Data analysis Finding and Conclusion		
	Mode of exam	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	Akiwowo, K. (2016). Garment ID: Textile patterning techniques for hybrid functional clothing. In N. Nimkulrat, F. Kane & K. Walton (Ed.). <i>Crafting Textiles in the Digital Age</i> (pp. 103–120). London: Bloomsbury Academic. http://dx.doi.org/10.5040/9781474285902.ch-008 Functional Clothing Design: From Sportswear to Spacesuits, Book by Lucy Dunne		
	Other references	Indian Journal of Fibre & textile research- Functional clothing Definitions & Classifications by Deepti Gupta Indian Journal of Fibre & textile research- Design & Engineering of Functional clothing by Deepti Gupta		



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 07	
1	Course Code	FDJ704	
2	Course Title	Design Innovation	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to build innovative approach in the students, giving them opportunity to design and experiment in project area of their choice.	
6	Course Outcomes	After completion of the course, student will be able to- CO1: articulate innovation-led design opportunities for Fashion CO2: Analyse user needs of identified target user CO3: Design an innovative solution fulfilling user needs CO4: Develop prototype of illustrated design solution CO5: test the design solution through wearer trials or other testing methods CO6: Invent novel design solutions	
7	Course Description	The course will be run in self-managed and self-exploratory manner, where students will propose and test innovative design solutions in any of the following areas- wearable technology, cross-functional design, protective design, anthropometric design and design for special needs. The students will follow user centric design process and present at least 1 solution in form of prototypes along with test results.	
8	Outline syllabus		CO Achievement
	Unit 1	Fashion and Innovation	CO1
	A	When Is Innovation? When Is Something New?	
	B	Future of Fashion and clothing design	
	C	Definition and discussions on wearable technology, cross-functional design, protective design, anthropometric design and design for special needs	
	Unit 2	Understanding User needs	CO2
	A	User survey to identify user activity and work environment	
	B	User survey to identify user activity and work environment	

	C	Surveying existing design alternatives and studying the improvements required in existing design alternatives		
	Unit 3	Product Design		CO3, CO6
	A	Technology and material selection		
	B	Size and fit development		
	C	Technical sketch of proposed design		
	Unit 4	Product Assembly		CO5, CO6
	A	Pattern development		
	B	Construction- User need appropriate seams, stitches, opening and closures		
	C	Finishing of prototype		
	Unit 5	Testing and analysis		CO5, CO6
	A	Establishing testing parameters required for proposed design solution		
	B	User trials in real life scenario		
	C	Evaluation of test results		
	Mode of exam	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	Akiwowo, K. (2016). Garment ID: Textile patterning techniques for hybrid functional clothing. In N. Nimkulrat, F. Kane & K. Walton (Ed.). <i>Crafting Textiles in the Digital Age</i> (pp. 103–120). London: Bloomsbury Academic. http://dx.doi.org/10.5040/9781474285902.ch-008 Functional Clothing Design: From Sportswear to Spacesuits, Book by Lucy Dunne		
	Other references	Indian Journal of Fibre & textile research- Functional clothing Definitions & Classifications by Deepti Gupta Indian Journal of Fibre & textile research- Design & Engineering of Functional clothing by Deepti Gupta		



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 07	
1	Course Code	FDJ705	
2	Course Title	Contextual Studies (RBL3)	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	The course prepares students for industry by focusing on developing a domain specialisation, developing industry conduct for market exposure & sponsorship.	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Brainstorm and identify problem statement for intended design project. CO2: Select their research and product development methodology. CO3: Conduct secondary research on existing design/ product/ processes in their chosen project area. CO4: Conduct primary research through market and case studies. Ideate & finalize their graduation project topic CO5: Formulate literature review/ case study/ research paper for academic publication CO6: Create design concepts after analysis of their research.	
7	Course Description	In this course, students choose, research & ideate for their final year graduation project. The students are free to choose a fashion collection, image design & styling or a fashion merchandising or marketing project topic. They will conduct a detailed research & present key concepts/ solutions & ideas while working with 2 mentors from design & technical backgrounds. The course will parallelly run with GP: Apparel Development.	
8	Outline syllabus		CO Achievement
	Unit 1	Project Brief	CO1
	A	Identify problem/ solution, Influences/ Inspirations, Target markets/ Focus groups	
	B	Project Topic options: Brainstorming for Final Outcome	
	C	Project Brief writing	
	Unit 2	Historic research & Domain specialisation	



	A	Inspiration research			CO2
	B	Study of Iconic Work- Techniques/ methods/ details			
	C	Case studies: Innovations & advancements review			
	Unit 3	Market research & Industry connect			CO3
	A	Target Audience: Need analysis using interviews/ questionnaires/ experiments/ observations			
	B	Market Analysis & Literature review: existing products/ brands/ services			
	C	Trend analysis			
	Unit 4	Research compilation			CO4, CO5
	A	Research analysis: Sketch/ tables/ graphs			
	B	Documentation: Written/ audio-visual			
	C	Creative journals/ Story boards/ Research Papers			
	Unit 5	Key concepts/ solutions			CO6
	A	Key ideas/ solutions/ concepts			
	B	Compile presentation			
	C	Presentation Review			
	Mode of examination	Rubric based evaluation			
	Weightage Distribution	CA	VV	ETE	
		30%	30%	40%	
	Text book/s*	<ul style="list-style-type: none"> • Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 • Case study research: design & methods by Robert Yin. • Fashionology by Junya Watanabe 			
	Other References	<ul style="list-style-type: none"> • Creating a spectacle: Planning a fashion show by Gill Stark • Digital Disruption of the Fashion Industry by Wendy K. Bendon 			



School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 07	
1	Course Code	JDC703	
2	Course Title	Summer Internship (FSIC)	
3	Credits	4	
4	Contact Hours (L-T-P)	0-0-8	
	Course Status	Compulsory	
5	Course Objective	This course will enable students to apply theories learned in the classroom in the industry, while learning professional ways of working. Student will be able to explore and identify probable career preferences and professional goals.	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Be familiarize with industry principles and practices. CO2: Identify and analyse an appropriate problem. CO3: Develop teamwork and apply prior acquired knowledge in problem. CO4: Demonstrate effective verbal and written communication skills. CO5: Practice designer's or merchandiser's responsibilities, self-understanding, self-discipline and ethical standards. CO6: Identify the career preferences and professional goals.	
7	Course Description	The summer Internship aims to offer students the opportunity to apply their past acquired knowledge in problem solving. Students will acquire skills important for time management, discipline, self-learning and effective communication. The duration of the internship should be at least 4-6 weeks.	
8	Outline syllabus		CO Achievement
	Unit 1	Identify an organisation for summer Internship	CO1, CO2
	A	Identify an industrial organisation related to the study path carried out at the university.	
	B	Internship offer letter.	
	C	Identification of industry mentor, who will oversee the internship program.	
	Unit 2	Internship Objectives	



	A	Define objectives and conditions for the internship, ensuring students that it is related	CO2	
	B	Studying the Company's background.		
	C	Understanding the Job requirements.		
	Unit 3	Internship work plan & execution	CO3, CO4	
	A	The internship work plan is drawn up by developing team work and applies prior acquired knowledge in problem solving.		
	B	Time & project management		
	C	Demonstrate and execute project with the team.		
	Unit 4	Evaluation	CO5	
	A	Submission of assignments		
	B	Evaluation by Industry mentor		
	C	Self-evaluation		
	Unit 5	Internship Report Writing	CO6	
	A	Report writing		
	B	Plagiarism checks of report		
	C	Approval of report		
	Mode of examination	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13: 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_dsk Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author) 		
	Other references			

Course Syllabus

Semester VIII

School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 08	
1	Course Code	FDJ802	
2	Course Title	Capstone project (RBL4)	
3	Credits	12	
4	Contact Hours (L-T-P)	0-4-16	
	Course Status	Compulsory	
5	Course Objective	The course is in continuation to the course Contextual studies. In this course the students will be able to construct and present the design concepts developed in 'Contextual Studies' into final products/ research papers/ patents, etc. The objective is to let students develop a professional portfolio with a research-based domain specialization, to seek employment, establish a business or apply for higher education.	
6	Course Outcomes	After completion of the course, student will be able to: CO1: Design solutions for complex design problems in consideration of cultural/ societal/ environmental needs. CO2: Construct design solutions in consideration with environmental and ethical principles. CO3: Execute the project using feasible project and finance management techniques. CO4: Implement presentation & marketing techniques to effectively communicate the developed design solutions. CO5: Understand author case studies/ research papers/ patents/ book chapters on their designs. CO6: Create industry ready design solutions in form of product collections.	
7	Course Description	The course is a final application of design fundamentals and theories studied & practiced throughout the program.	
8	Outline syllabus		CO Achievement
	Unit 1	Project Initiation & preparation	
	A	Develop a Time and action calendar with a reminder system and meeting schedule with mentor (s)	CO1
	B	Feedback overview of Research & study to rewrite final Brief	
	C	Vendors/ experts/ organizations & Budget for development of project to be identified & communication established after approval by Mentor	
	Unit 2	Design Development 1/ Data Analysis	
	A	Design Development/ Research Data analysis	



	B	Material exploration & development/ Data analysis outcome		CO2, CO3
	C	Design Collection Finalization / Relative Data Analysis		
	Unit 3	Collection/ Thesis frontage		CO2, CO3
	A	Pattern making & Draping/ Topic finalization		
	B	Fit approval/ Thesis Executive summary, Abstract, Introduction, Index		
	C	Buying & sourcing/ Figures & abbreviations		
	Unit 4	Production/ Content Compilation		CO3, CO4
	A	Final construction/ Main body compilation		
	B	Final Fit outs, Finishing & labelling/ Research outcome writing		
	C	Conclusion & Review		
	Unit 5	Presentation		CO3,C O4, CO5,C O6
	A	Styling, Model Trials & Fittings, Photoshoot location/ References & citation		
	B	Photoshoot/ Plagiarism check		
	C	IPR filing & Portfolio Presentation/ Publication		
	Mode of exam	Rubric based evaluation		
	Weightage Distribution	CA 30%	VV 30%	ETE 40%

Text book/s*	<ul style="list-style-type: none"> ● Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 ● Fashion Thinking: Creative Approaches to the Design Process by Medium) Fiona Dieffenbacher, Fairchild Books, 2013 ● Appearance and Identity: Fashioning the Body in Postmodernity by L. Negrin ● Fashionology by Junya Watanabe ● Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author) 	
Other References	<ul style="list-style-type: none"> ● Creating a spectacle: Planning a fashion show by Gill Stark ● Digital Disruption of the Fashion Industry by Wendy K. Bendon ● The Fashion Show, Author Gill Stark 	



	<ul style="list-style-type: none">● ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds)● Indian Saris: Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design● Designing with Smart Textiles by Design Author Sarah Kettley● Functional Clothing Design by Susan Watkins and Lucy Dunne	
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School: SSDAP		Batch: 2024-2028	
Programme: B. Design		Current Academic Year: 2027-2028	
Branch: Fashion Design		Semester: 08	
1	Course Code	JDC802	
2	Course Title	Industrial Internship	
3	Credits	4	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	This course will expose students to apply theories learned in the classroom and provides current technological developments relevant to the subject area of training. Student will be able to identify the career preferences and professional goals.	
6	Course Outcomes	After completion of the course, student will be able to- CO1: Get familiarize with industry principles and practices. CO2: Identify and analyze an appropriate problem. CO3: Develop teamwork and apply prior acquired knowledge in problem. CO4: Demonstrate effective verbal and written communication skills. CO5: Practice designer's or merchandiser's responsibilities, self-understanding, self-discipline and ethical standards. CO6: Identify the career preferences and professional goals.	
7	Course Description	The Industrial Internship aims to offer students the opportunity to offer students the opportunity to apply their past acquired knowledge in real industrial situation. Students will acquire skills important for time management, team work, discipline, self-learning and effective communication. The duration of internship has to be minimum 12 weeks.	
8	Outline syllabus		CO Achievement
	Unit 1	Identify an organization for summer Internship	CO1, CO2
	A	Identify an industrial organization related to the study path carried out at the university.	
	B	Internship offer letter	

	C	Identification of industry mentor, who will oversee the internship program.		
	Unit 2	Internship Objectives		CO2
	A	Define objectives and conditions for the internship, ensuring students that it is related		
	B	Studying the Company's background.		
	C	Understanding the Job requirements.		
	Unit 3	Internship work plan & execution		CO3, CO4
	A	The internship work plan is drawn up by developing team work and applies prior acquired knowledge in problem solving.		
	B	Time & project management		
	C	Demonstrate and execute project with the team.		
	Unit 4	Evaluation		CO5
	A	Submission of assignments		
	B	Evaluation by Industry mentor		
	C	Self-evaluation		
	Unit 5	Internship Report Writing		CO6
	A	Report writing		
	B	Plagiarism checks of report		
	C	Approval of report		
	Mode of exam	Jury		
	Weightage Distribution	CA	VV	ETE
		30%	30%	40%
	Text book/s*	<ul style="list-style-type: none"> Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13: 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_ds_k Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill 		

		Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author)	
	Other references		