Programme Structure

School of Design

Bachelor of Design

(Specialization in Interior Design)

Programme Code: SDM0201

Batch: 2025-2029

Dean

School of Design

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

Transformative educational experience

Enrichment by educational initiatives that encourage global outlook

Develop research, support disruptive innovations and accelerate entrepreneurship

Seeking beyond boundaries

Core Values

Integrity

Leadership

Diversity

Community

Sharda School of Design

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professionals of global calibre and thus the society in large.

Mission of the School

To create and sustain a stimulating and responsive academic inclusive environment.

To regularly enhance the teaching contents & techniques in keeping with current and future trends.

To provide a competitive and career-oriented programme.

To encourage students to be socially responsive and responsible architects

Core Values

Innovation

Awareness

Information

Ethics

Department of Art & Design

1.2.1 Vision and Mission of the Department

Vision of the Department

To be a centre of excellence in art & design education for developing creative professionals, imbibing a critical thinking and problem-solving approach to provide creative solution through collaborative design attitude at different levels of industry and global society.

Mission of the Department

To create a global centre of innovation and excellence in art and design industry.

Promoting in-depth research in art and design studies for sustainable practices.

To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.

To develop a sense of social and professional ethics and values.

To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Programme Educational Objectives (PEO)

PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.

PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.

PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.

PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.

1.3.2 Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2 .	School Mission-3	School Mission-4
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	3		3	2
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	2	2	2
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	3	2	1	1
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	1		1	3

1. Slight (Low) **2. Moderate (Medium)** **3. Substantial (High)**

1.3.2 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3	Department Mission-4	Department Mission-5
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	3	1	1	-	-
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	3	3	3
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	3	2	2	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	2	-	2	-

1. **Slight (Low)** **2. Moderate (Medium)** **3. Substantial (High)**

1.3.3 Programme Outcomes (PO's)

PO1. Design knowledge: Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2. Problem analysis: Identify, formulate, review research literature, and analyse complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3. Design/development of solutions: Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5. Modern tool usage: Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6. The design engineering and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7. Environment and sustainability: Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project management and finance: Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PSO1. Interior and product design practice: To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.

PSO2. Fashion design practice: To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices

PSO3. Communication design practice: To be able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Programme Outcome Vs Programme Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	3	2
PO2	1	2	3	2
PO3	1	1	3	3
PO4	1	2	3	1
PO5	3	3	2	1
PO6	2	2	1	3
PO7	3	2	2	3
PO8	2	1	2	3
PO9	1	2	3	2
PO10	3	2	1	2
PO11	3	1	2	3
PO12	3	1	2	3
PSO1				
PSO2	2	2	3	3
PSO3				

1. Slight (Low) ***2. Moderate (Medium)*** ***3. Substantial (High)***

1.3.5 Programme Outcome Vs Courses Mapping Table:

Programme Outcome	Course Name	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
SEMESTER-I																
DCT1104	History of Art & Design-I	2.5	2.4	2.2	2.0	1.7	2.4	2.4	1.8	1.8	2.8	1.4	2.5		1.8	
DCJ1106	Drawing & Sketching	1	2	2	2	2	2	3	2	2	1.2	2	3		2	
DCJ1107	Elements & Principles of Design	2	2	3	2	2	2	2	2	2	3.0	2	2		2	
IDJ1101	Design Skills-I	3	3	2	3	3	1	1	1	1	1.5	1	1		3	
DCJ1104	Digital Design-I Adobe Illustrator			2		3		1	1		2.2	1	2		3	
DCJ1105	Basic Material Studies	2	2	2	3	2	2	2		3	2	2	3	2	2	2
SKP1010	Communicative Essentials -I									1	2.6	1	2			
SEMESTER-II																
DCT1204	History of Art & Design - II	2.5	2.5	2.3	1.5	1.5	2.5	2.5	2.0	1.5	3.0	1.0	2.5		1.8	
DCJ1206	Advance Drawing & Sketching	2.3	2.0	2.0	2.5	2.0	2.2	2.8	2.2	2.3	2.2	1.5	2.2		1.0	
DCJ1207	Composition	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0		2.0	
IDJ1211	Design Skills-II	3.0		2.7		2.7	1.0	1.0	1.0	1.0	2.7	1.0	1.0		2.0	
DCJ1204	Digital Design-II Adobe Photoshop			2.0		3.0		1.3	1.0		2.2	1.0	2.3		2.0	
DCJ1205	Forms & Space	2	2	2	3	2	2	2		3	2	2	3	2	2	2
SKP1020	Communicative English- II	1.0								1.0	2.5	1.0	2.0			
NV40011	AI- Basics in Architecture & Design															
	OPE/ MOOC															

SEMESTER-III																
IDT2302	History of Design	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0		3.0	
IDJ2326	Fundamentals of Design & Drawing	1.4	1.7	2.2	1.5	1.8	2.0	2.4	2.0		1.0	1.8	1.3		3.0	
IDJ2327	Design Process in Interiors			1.5	2.0		2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	
IDJ2321	Basic Material & Finishes	2.5	2.2	2.3	2.7	2.8	1.8	1.2	1.5	1.7	2.6	1.6	2.0		3.0	
IDJ2322	Interior Design Studio - I	2.3	2.3	2.3	1.0	1.8		2.0	1.0	2.0	1.0	1.3	2.3		3.0	
IDJ2324	Digital Design - III			2.0		3.0		1.3	1.0		2.2	1.0	2.3		3.0	
NV540012	AI- Principles in Architecture & Design															
	OPE/ MOOC															
SEMESTER-IV																
IDT2402	Practices of Sustainable Design	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1.0	2.2	2.0	1.0		3.0	
IDT2426	Building Services - I	2.3	2.6	1.8	2.2	2.0	2.3	2.3	2.0	2.0	2.8	2.8	2.2		3.0	
IDJ2421	Interior Design Studio-II (RBL1)	2.7	1.8	2.8	2.2	2.0	2.0	2.2	2.0	2.0	2.8	2.0	1.7		3.0	
IDJ2422	Advanced Material & Finishes	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3.0		2.2	3.0	3.0		3.0	
IDJ2423	Furniture Design	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1.0	2.2	2.0	1.0		3.0	
IDJ2425	Digital Design - IV	3.0	1.5	1.5	2.3	2.3	2.3	1.7	1.0	1.0	1.5		2.0		3.0	
CCU2108	Community Connect						2.7		2.2				2.1		2.0	
	AI- Application in Architecture & Design															

SEMESTER-V																
IDT3525	Visual merchandizing and Retail management	2.3	2.6	1.8	2.2	2.0	2.3	2.3	2.0	2.0	2.8	2.8	2.2		3.0	
IDJ3521	Interior Design Studion - III	2.2	2.4	2.5	2.3	2.0	2.0	1.5	1.0	2.5	2.4	2.3	2.4		1.7	
DCT3501	Research Methods	3.0	1.0	3.0	3.0		2.0	2.0		3.0	3.0	3.0	2.2		3.0	
IDJ3520	Futuristic Interior Spaces	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0		3.0	
IDJ3526	Estimation & Specification in Interiors	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
IDJ3525	Lighting Design & Concepts	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
IDJ3524	Building Services - II	3.0	3.0	3.0	1.0	3.0	1.0	2.0	2.0	3.0	3.0	3.0	3.0	1	1.0	1
ARP505	Critical thinking & Leadership skills	1.0								1.0	2.0	1.0	2.0			
DCJ3502	Design Documentation (RBL2)	3.0	2.7	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0		3.0	
AI401	AI-Project in Architecture & Design															

SEMESTER-VI																
IDJ3629	Sustainable Fit-out Solutions	1.5	2.0		2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0		3.0	
IDJ3621	Interior Design Studio - IV	2.2	1.7	2.0	1.7	1.7	1.0	1.8	1.5	1.5	1.7	1.8	1.7		1.7	
IDJ3627	Heritage Interior Spaces	2.3	2.8	3.0	2.5	3.0	3.0	3.0	2.0	1.5	1.8		3.0		3.0	
IDJ3628	Contextual Studies for ID	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2.0	2.0	2.2		3.0		3.0	
DCT3602	IPR for Design	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0	3	3.0	
IDJ3624	Furnishing, Textiles and Accessories	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
ARP506	Industrial Preparedness	1.0								1.0	2.0	1.0	2.0			
DCJ3602	Field Studies (RBL3)	2.2	2.0		2.0	2.5	3.0	2.8	3.0	1.0	3.0	3.0	3.0		3.0	
SEMESTER-VII																
DCT4706	Entrepreneurship & Professional Ethics in Design	2.7	2.3	1.3	1.8	2.2	2.8	1.3	1.3	2.6	1.2	1.8	1.3		1.6	
IDJ4726	Innovations in Interior Design	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2.0	2.0	2.2		3.0		3.0	
IDJ4727	Capstone Interior Project (PBL2)	3.0	1.0	3.0		1.0	2.0	2.0	2.0	2.5	3.0	3.0	3.0		3.0	
	OPE/ MOOC															
DCJ4704	Summer Project / Internship (FSIC-Prerequisite)	3.0	1.0	2.5	2.0	2.0	2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	
SEMESTER-VIII																
DCJ4803	Industry Apprenticeship	3.0	1.0	2.5	2.0	2.0	2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	

1. Slight (Low) ***2. Moderate (Medium)*** ***3. Substantial (High)***

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: I Batch: 2025-2029

SEMESTER I								
S.No.	Paper ID	Subject Code	Subjects	L	T	P	Credits	1.CC, 2-AECC,3-SEC, 4-DSE
Theory Courses								
1	39141	DCT1104	History of Art & Design –I	2	0	0	2	CC
Practical Courses								
2	39144	DCJ1106	Drawing & Sketching	0	2	2	4	CC
3	39145	DCJ1107	Elements and principle of Design	0	2	2	4	CC
4	39143	DCJ1105	Basic Material Studies	0	1	1	2	CC
5	18045	SKP1010	Communicative Essentials- I	0	1	2	2	AEC
6	39146	IDJ1101	Design Skills-I	0	2	2	4	SEC
7	39142	DCJ1104	Digital Design- Adobe Illustrator	0	1	1	2	SEC
Total Credits								**20**

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: II Batch: 2025-2029

SEMESTER II								
S.No.	**Paper ID**	**Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1.CC,2-AECC, 3-SEC,4-DSE**
Theory Courses								
1	39157	DCT1204	History of Art & Design- II	2	0	0	2	CC
Practical Courses								
3	39160	DCJ1206	Advanced Drawing & Sketching	0	1	2	3	CC
4	39161	DCJ1207	Composition	0	1	2	3	CC
2	18055	SKP1020	Communicative Essentials - II	0	1	2	2	AEC
5	39162	IDJ1211	Design Skills-II	0	2	2	4	SEC
6	39158	DCJ1204	Digital Design – Adobe Photoshop	0	1	1	2	SEC
7			OPE/MOOC	0	0	2	2	OE
8	39159	DCJ1205	Forms and Spaces	0	1	1	2	AEC
9			AI-Basics in Architecture & Design	2	0	2	0	NCVAC
TOTAL CREDITS								**20**

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

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: III Batch: 2025-2029

SEMESTER III								
S. No.	**Paper ID**	**Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1.CC,2-AECC,3 - SEC,4-DSE**
Theory Courses								
1	39172	IDT2303	History of Design	2	0	0	2	CC
Practical Courses								
2	39176	IDJ2326	Fundamentals of Design and Drawing	0	1	2	3	CC
3	39177	IDJ2327	Design process in Interiors	0	1	1	2	CC
4	39173	IDJ2321	Basic material and finishes	0	1	2	3	CC
5	39174	IDJ2322	Interior Design studio –I (RBL -1)	0	2	4	6	CC
6	39175	IDJ2324	Digital design – III	0	1	1	2	SEC
7			OPE/MOOC	0	0	2	2	OE
8	36676	NV41001	AI-Principles in Architecture & Design	2	0	2	0	NCVAC
TOTAL CREDITS							**20**	

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

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: I V Batch: 2025-2029

SEMESTER IV								
S. No	**Paper ID**	**Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1.CC, 2-AECC,3-SEC,4-DSE**
Theory Courses								
1	39214	IDT2402	Practices of Sustainable Design	2	0	0	2	CC
2	39215	IDT2426	Building Services I (Electrical and HVAC)	2	0	0	2	AEC
3	39216	IDJ2421	Interior Design studio –II	0	2	4	6	CC
4	39217	IDJ2422	Advanced Material and finishes	0	2	2	4	CC
5	39218	IDJ2423	Furniture Design	0	2	2	4	AEC
6	39219	IDJ2425	Digital design – IV	0	1	1	2	SEC
7		CCU2108	Community Connect	0	0	4	Qualifying	AEC
8	36677	NV41002	AI-Application in Architecture & Design	2	0	2	0	Audit
TOTAL CREDITS: 20								

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

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: V Batch: 2025-2029

SEMESTER V								
S. No.	**Paper ID**	***Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1-CC, 2-AEC, 3-SEC, 4-DSE**
Theory Courses								
1	39230	IDT3525	Visual merchandizing and Retail management	2	0	0	2	CC
Practical Courses								
2	39232	IDJ3521	Interior Design Studio –III	0	2	4	6	CC
3	39228	DCT3501	Research Methods	2	0	0	2	CC
4	39231	IDJ3520	Futuristic Interior Spaces	0	1	1	2	CC
5	39235	IDJ3526	Estimation and Specification in Interiors	0	1	1	2	AEC
6	39234	IDJ3525	Lighting Design & Concepts	0	1	1	2	AEC
7	39233	IDJ3524	Building Services II (Plumbing, Fire-fighting, Acoustics)	0	2	2	4	AEC
8	39229	DCJ3502	Design Documentation (RBL2)	0	0	4	Audit	Project
9		ARP 505	Critical Thinking & Leadership Skills	0	0	2	Qualifying	AEC
10			AI- Project in Architecture & Design	2	0	2	0	NCVAC
TOTAL CREDITS								**20**
[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement								

Courses, DSE:

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: VI Batch: 2025-2029

SEMESTER VI								
S. No.	**Paper ID**	***Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1.CC,2-AECC, 3-SEC,4-DSE**
Theory Courses								
1	36246	IDJ3629	Fit-out Solutions	0	1	1	2	CC
Practical Courses								
3	39242	IDJ3621	Interior Design Studio –IV	0	2	4	6	CC
4	39244	IDJ3627	Heritage Interior Spaces	0	1	2	3	CC
5	39245	IDJ3628	Contextual Studies for ID (PBL1)	0	2	2	4	CC
6	39246	DCT3602	IPR for Design	2	0	0	2	CC
7	39243	IDJ3624	Furnishing, Textiles and Accessories	0	1	2	3	AEC
8	39247	DCJ3602	Field Studies	0	0	4	Audit	Project
9		ARP 506	Industrial Preparedness	0	0	2	Qualifying	AEC
TOTAL CREDITS								**20**

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

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: VII Batch: 2025-2029

SEMESTER VII								
S.No.	**Paper ID**	***Subject Code**	**Subject**	**L**	**T**	**P**	**Credits**	**1.CC,2-AECC, 3-SEC,4-DSE**
Theory Courses								
1	39253	DCT4706	Entrepreneurship & Professional Ethics in Design	2	0	0	2	CC
Practical Courses								
2	39254	IDJ4726	Innovations in Interior Design	0	1	1	2	CC
3	39256	DCJ4704	Summer Project/ Internship (FSIC)	0	0	2	2	Internship
4	39255	IDJ4727	Capstone Interior Project (PBL2)	0	4	8	12	Project
5			OPE/MOOC	0	0	2	2	OE
6		NV40004	Ace the Interview	0	0	2	0	NCVAC
TOTAL CREDITS								**20**

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

** Note: The Summer Project will be completed after Semester VI during summer break and the evaluation will take place in Semester VII

Sharda School of Design

Bachelor of Design (Interior Design)

Semester/Term.: VIII Batch: 2025-2029

SEMESTER VIII								
S.No.	**Paper ID**	**Subject Code**	**Subjects**	**L**	**T**	**P**	**Credits**	**1.CC,2-AECC,3-SEC,4-DSE**
Practical Courses								
1	39261	DCJ4803	Industry Apprenticeship	0	10	10	20	Internship
TOTAL CREDITS							**20**	
Grand Total Credits for Programme: 160								

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

Course Modules

Course Syllabus

Semester I

School of Design		**Batch: 2025-2029**
Programme: **B. Design**		**Academic Year: 2025-2026**
Branch: **Foundation**		**Semester: I**
1	Course Code	**SKP1010**
2	Course Title	**Communicative Essentials-1**
3	Credits	2
4	Contact Hours (L-T-P)	0-1-2
	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	ETE	
		60%	40%	
	Text book/s*	• Evaluations		
	Other References	• Texts & References | Library Links		

Course Articulation Table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO2	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO3	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO5	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO6	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVERAGE	0	0	0	0	0	0	0	0	1	2.6	1	2	0	0	0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**
Programme: B. Design		**Current Academic Year: 2025-2026**
Branch: Foundation		**Semester: I**
1	Course Code	**IDJ1101**
2	Course Title	**Design Skills-I**
3	Credits	4
4	Contact Hours (L-T-P)	0-2-2
	Course Type	Compulsory
5	Course Objective	1. The course aims at interpreting the concept of Interior, Lifestyle and Furniture Design. 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 5. To conceptualize and prepare prototypes.
6	Course Outcomes	After the completion of the course, student will be able to do: CO 1:- Define Design and gain knowledge of Interior, Lifestyle and Furniture Design. CO2:-Understand Creative Thinking Tools & Techniques and application of the same CO3:- Develop Design thinking CO 4:-Apply the tool 2Dimensional & 3Dimensional awareness and visual imagination. CO 5:-Develop analytical thinking abilities to enhance object

		understanding and perception through visualizations & representations CO 6:-Integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts	
7	Course Description	The course Design Skills-I introduces Interior and Accessories Design, developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. It helps to provide the basic knowledge and operational standards for an understanding of the different levels of complexity of an object. pedagogy used is learning by doing with various knowledge processes, 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 Fundamentals of Design, Interior & Accessories	CO1
	B	Form Generation , Three Dimensional Design- Regular, Forms, patterns, Structure & their relationships	CO2, CO3
	C	Geometry in nature , Biomimicry, golden ratio	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	**Visualisation& Representation**	
	A	Understanding various textures and finishes through rendering techniques and strokes	CO3, CO4
	B	Object analysis – analysing various objects, their components and transforming them for an innovative usability	CO5, CO6

	C	Understanding furniture – material, design process and methodology		CO3, CO4
	Unit 5	**Integrated Design Projects**		
	A	Understanding elements of interior design		CO3, CO4
	B	Brainstorming meaningful compositions based on principles of interior design		CO5, CO6
	C	Conceptualizing an Integrated Design Project		CO5, CO6
	Mode of exam	**Jury**		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Aspelund K., 2015, DESIGNING: An Introduction: Idea Searching for Design, Fairchild Books		
	Other References	• 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.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		2	
CO2			1		3		1	1		1	1	2		2	
CO3			2		3		1	1		2	1	2		2	
CO4			3		3		1	1		3	1	2		2	
CO5			2		3		2	1		3	1	3		2	
CO6			3		3		2	1		3	1	3		2	
AVG.			2.0		3.0		1.3	1.0		2.2	1.0	2.3		2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**	
Programme: B.Design		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester: 1**	
1	Course Code	**DCJ1106**	
2	Course Title	**Drawing and Sketching**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Type	Major/ Core Course (CC)	
5	Course Objective	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 work 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. . 6. Recognizing the significance of the line and demonstrating its nuances.	

6	Course Outcomes	After completing this course students will be able to: **CO1:** Define and understand the use of materials for the drawing process. **CO2:** Develop physical and visual skills related to the drawing process. **CO3:** Apply and judge proportion, scale, and spatial relationships. **CO4:** Apply arial and tonal techniques to depict light and shadow. **CO5:** Sketch human figure drawings. **CO6:** Plan , design and create through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.	
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 Achievement
	Unit 1	**Introduction**	CO1
	A	Dot & Line	
	B	Form & Space	
	C	Sketching Techniques	
	Unit 2	**Shapes**	CO2
	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 eg: only three dimensional shapes like cubes, cones etc	

	C	Multiple object study by taking things from different groups eg: drapery, fruits and cones etc	CO3, CO4
	Unit 4	**Exploration of forms**	CO6
	A	Regular forms	
	B	Organic forms	
	C	Definitive forms	
	Unit 5	**Human Anatomy**	CO3, CO5
	A	Proportion Study	
	B	Movement Study	
	C	Expression Study	
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	Anatomy and Drawing by *Victor Perard*	
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers	

Course Articulation table

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	1	2	1	1	1	1						3	
CO2	3	3	3	3	3	1	1	1	1		1	1		3	
CO3	3	3	3	3	3	1	1	1	1		1	1		3	
CO4	3	1	1	2	2	1	1	1	1	1	1	1		3	
CO5	3	3	3	3	3							1		3	
CO6	3	3	3	3	3	2	2	2	1	2	2	3		3	
AVG.	3	3	2	3	3	1	1	1	1	1.5	1	1	0	3	0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**
Programme: **B. Design**		**Current Academic Year: 2025-2026**
Branch: Foundation		**Semester: I**
1	Course Code	**DCJ1107**
2	Course Title	**Elements And Principles Of Design**
3	Credits	4
4	Contact Hours (L-T-P)	0-2-2
	Course Type	Compulsory
5	Course Objective	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 / ETE	
		60% / 40%	
	Text book/s*	• Ann Marie, 2010, Fiore Understanding Aesthetics for the Merchandising and Design Professional, Fairchild Books	

	Other References	• Gavin Ambrose, Paul Harris, 2007, Basics Design 05: Colour, Bloomsbury Publication • Gail Greet Hannah, 2002, Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Princeton Architectural Press • Joshua. Field, 2018, An Illustrated Field Guide to the Principles and Elements of Art + Design, Lulu.com	

Course Articulation table:

POs/COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	3	2	2	2	3	2	1	3	1	2	2	-	2
CO2	3	3	3	1	2	2	2	3	2	3	1	1	-	1	-
CO3	2	-	2	-	3	1	1	2	1	3	-	3	3	2	2
CO4	1	2	2	3	-	3	2	3	3	3	-	2	2	1	3
CO5	3	1	2	2	-	2	3	1	2	3	-	3	2	-	1
CO6	2	3	3	3	-	3	-	-	2	3	3	1	1	3	3
AV G.	2	2	3	2	2	2	2	2	2	3.0	2	2	2	2	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester- I**	
1	Course Code	**DCJ1104**	
2	Course Title	**Digital Design I- Adobe Illustrator**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	• 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	ETE	
		60%	40%	
	Text book/s*	• Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers.		
	Other References	• 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.		

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		3	
CO2			1		3		1	1		1	1	2		3	
CO3			2		3		1	1		2	1	2		3	
CO4			3		3		1	1		3	1	2		3	
CO5			2		3		2	1		3	1	3		3	
CO6			3		3		2	1		3	1	3		3	
AVG.	0	0	2	0	3	0	1	1	0	2.2	1	2	0	3	0

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**
Programme: B.Design		**Current Academic Year: 2025 – 2026**
Branch: Foundation		**Semester: I**
1	Course Code	**DCT1104**
2	Course Title	**History of Art and Design-I**
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	• To study and understand the ancient Indian values & culture and Western eras. • To understand the significance of different forms of art and design from the classical to current modern times. • To develop an appreciation of Art and its relation to Design. • To make the students understand the true meaning of the aesthetics of Indian Art. • To develop an understanding of historical art and design practices through observation and analysis and represent them with creative writing skills and design interpretations.
6	Course Outcomes	CO1 Learn basic terminology of Art & Design studies. CO2 Contextualise and empathise with Art and Design CO3 Understand the timeline, distinguish various Indian and Western 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.
7	Course Description	This course covers the History of ancient civilizations and the Western world, covering culture, art, ancient architecture design, societal structures, and the evolution of philosophical and political thought from early antiquity to the modern era. The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation, and analytical presentation through writing to represent the study of art and design. The learner will also develop a comprehensive understanding of a sustainable model for human existence and its interrelations with other Art and Design practices.
8	Outline syllabus	CO Mapping

	Unit 1	**Design and Cultural Expressions**	CO1, CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in Dark Ages	
	Unit 2	**The Evolution of Style**	CO1, CO2
	A	Renaissance: newer dimensions	
	B	Baroque and drama	
	C	Rococo and decorative arts	
	Unit 3	**Design and Aesthetics in Ancient India**	CO1, CO2,CO3, CO6
	A	Indus Valley Civilization	
	B	Vedic Period	
	C	Mauryan Empire & Gupta Empire the "Golden Age" of India	
	Unit 4	**Artistic Transformations Regional Kingdoms to Mughal Era**	CO1, CO2, CO3
	A	Rise of Regional Kingdoms: Pallavas, Chalukyas, and Rashtrakutas	
	B	Islamic Invasions and Sultanates	
	C	Mughal Empire	
	Unit 5	**Abstraction and Modernity**	CO3, CO4, CO6
	A	Art & Craft Movement and Art Nouveau	
	B	Impressionism and Post-Impressionism	
	C	Fauvism, Nature, geometry, and Cubism	
	Mode of exam	Theory	
	Weightage Distribution	CA: 25% / ETE: 75%	
	Text book/s*	• Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)	
	Other References	• Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up) • Understanding Art *by Louis Fischer* • A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	2	2	2	3	2	3	1	3	2	2	1	1	1
CO2	3	-	2	-	2	2	3	-	-	2	-	2	2	2	2
CO3	2	2	-	2	2	2	-	-	3	-	2	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2	2	2	3	1	-	2	1	2	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	1	1	3	1	3	3	3	3
Average	2.5	2.4	2.2	2.0	1.7	2.4	2.4	1.8	1.8	2.8	1.4	2.5	1.8	1.8	1.8

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester- 01**	
1	Course Code	**DCJ1105**	
2	Course Title	**Basic Material Studies**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	• Course is designed to familiarize students to work with advanced materials which are used in the field of design quite extensively.	
6	Course Outcomes	After completion of this course, student will able to: CO1-Understand the nature of material, properties and behaviour along with the practical applications and specifications CO2: Make students aware of different sizes and types of material. Difference in the materials with respect to need and applications. CO3: Understand the handling of materials and introduced them with different installations process CO4: Understand and complications of design and installation CO5: Understand the installation procedures of various designs CO6: Will be to apply the basic texture and materials applications.	
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	ETE	
		60%	40%	
	Text book/s*	• Interior Design Illustrated BY: Francis D. K. Ching (Author) • The Interior Design Handbook BY: Frida Ramstedt (Author) • • The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every DayBY: Chris Grimley (Author)		
	Other References	• Interior Detailing: Concept to Construction 1st Edition BY: David Kent Ballast (Author)		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1		1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Course Syllabus

Semester II

Schools of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester: II**	
1	Course Code	**SKP1020**	
2	Course Title	**Communicative Essentials -II**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
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, Dipthongs and Tripthongs	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**	CO4
	A	Innovative Leadership and Design Thinking	
	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: 60% / ETE: 40%	
10	Texts & References | Library Links	• 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	

Course Articulation Table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO2	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO3	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO5	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AV G.	1.0								1.0	2.5	1.0	2.0			

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		Batch: 2025-2029	
Programme: B.Design		Current Academic Year: 2025-2026	
Branch: Foundation		Semester: II	
1	Course Code	**DCJ1206**	
2	Course Title	**Advanced Drawing And Sketching**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Major/ Core Course (CC)	
5	Course Objective	1. The programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. 2. It concentrates on exploring different materials such as charcoal, watercolor, pencil, ink etc. 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. Describing movement by studying the anatomy of human as well as animal figures. 6. Explaining the significance of line and demonstrating its nuances.	
6	Course Outcomes	After completing this course students will be able to: **CO1:-** Explore varied art and drawing materials. **CO2:-** Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials. **CO3:-** Reproduce different objects by adhering to the principles of proportion and scale.	

		CO4:- Understand movement through anatomical studies of both animal and human beings. **CO5:-** Observe rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. **CO6:-** Create art and design works using comprehension skills.	
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**	CO1
	A	Study of scale and proximity	
	B	Study of shape, perspective and proportion	
	C	Capturing Rhythm	
	Unit 2	**Surface Study**	CO2
	A	Study of Drapery	
	B	Object study of different materials such as glass, ceramics, fabric, aluminum and wood.	
	C	Foliage Study	
	Unit 3	**Outdoor Drawing**	CO3
	A	Landscape	
	B	Architectural Studies	
	C	Flora and fauna Study	
	Unit 4	**Human Anatomy**	CO4, CO6
	A	Study of the human skeleton	
	B	Study part by part: Hands and Legs	
	C	Study part by part: Torso and Trunk	
	Unit 5	**Human Anatomy and Still life**	CO4, CO5
	A	Model Study with Drapery	

	B	Study of portraits		
	C	Study of Still Life: Plants, draperies, objects and food items		
	Mode of examination	**Jury**		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Anatomy and Drawing by *Victor Perard*		
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		

Course Articulation Table

10	PO 1	PO2	PO 3	PO 4	PO 5	PO 6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	2	1	2	2	1	2	1	2	1	1	1	2	-
CO2	2	2	3	2	3	2	3	3	2	2	2	2	2	-
CO3	3	2	2	3	2	3	3	3	3	2	2	2	3	-
CO4	3	2	2	2	2	3	3	3	2	3	1	2	2	-
CO5	2	2	2	3	1	2	3	2	3	2	2	3	2	-
CO 6	2	2	2	3	2	2	3	1	2	3	1	3	2	-
AVG	2.3	2	2	2.5	2	2.1	2.8	2.1	2.3	2.1	1.5	2.1	2.1	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2025-2026**	
Branch: **Foundation**		**Semester: II**	
1	Course Code	**DCJ1207**	
2	Course Title	**Composition**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	● 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**	**ETE**	
		60%	**40%**	
	Text book/s*	• Design Methods - John Chris Jones		
	Other References	• 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		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO	PSO
CO1	3	1	1	1	3	2	2	2	3	1	1	3		2	
CO2	3			1	3				2	1	1	3		2	
CO3	3			1	3				1	1		3		2	
CO4	3			1	3				2			3		2	
CO5	3			1	3				2	1		3		2	
CO6	3	3	3	3	3	3	2	2	3	3	3	3		2	
AVG.	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0	0	2.0	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester: II**	
1	Course Code	**DCJ1204**	
2	Course Title	**Digital Design II- Adobe Photoshop**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	• 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	**Grahics & 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	ETE	
		60%	40%	
	Text book/s*	• Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.		
	Other References	• Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		2	
CO2			1		3		1	1		1	1	2		2	
CO3			2		3		1	1		2	1	2		2	
CO4			3		3		1	1		3	1	2		2	
CO5			2		3		2	1		3	1	3		2	
CO6			3		3		2	1		3	1	3		2	
AVG.			2.0		3.0		1.3	1.0		2.2	1.0	2.3		2.0	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**
Programme: B. Design		**Current Academic Year: 2025-2026**
Branch: Foundation		**Semester: II**
1	**Course Code**	**DCT1204**
2	Course Title	History of Art & Deign - II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	• To study and understand the ancient Indian values & culture and Western eras. • To understand the significance of different forms of art and design from the classical to current modern times. • To develop an appreciation of Art and its relation to Design. • To make the students understand the true meaning of the aesthetics of Indian Art. • To develop an understanding of historical art and design practices through observation and analysis and represent them with creative writing skills and design interpretations.
6	Course Outcomes	*After the completion of the course, students will be able to:* **CO1:** Learn basic terminology of Indian value culture and Western eras Art & Design studies. **CO2:** Contextualize and empathize on 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:** Observe and appreciate Art and Design and express it by writing about it.
7	Course Description	This course covers the History of ancient civilizations and the Western world, covering culture, art, ancient architecture design, societal structures, and the evolution of philosophical and political thought from early antiquity to the modern era. The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation, and analytical presentation through writing to represent the study of art and design. The learner will also develop a comprehensive understanding of a sustainable model for human existence and its interrelations with other Art and Design practices.
8	Outline syllabus	CO Mapping

	Unit 1	**Shifting Powers and Colonial Influence**	CO1, CO2
	A	Decline of the Mughal Empire - Rise of the Marathas	
	B	British East India Company	
	C	British Rule	
	Unit 2	**Ancient India - Struggle to Sovereignty**	CO1, CO2
	A	Indian Independence Movement	
	B	Partition of India	
	C	Post-Independence India	
	Unit 3	**Evolution of Avant-Garde and Abstract Art**	CO1, CO2, CO3, CO6
	A	Constructivism and anti-art	
	B	Dadaism and Surrealism	
	C	Abstraction, Abstract Expressionism & Three-dimensional abstract	
	Unit 4	**Bauhaus**	CO1, CO2, CO3
	A	Movement or institute?	
	B	The philosophy and design	
	C	In Graphics, Furniture, and other design innovations	
	Unit 5	**Breaking Boundaries in Contemporary**	CO3, CO4, CO6
	A	Installations & Public Art	
	B	Performance art & activism	
	C	New media & meta media	
	Mode of exam	Theory	
	Weightage Distribution	CA: 25% / ETE: 75%	
	Text book/s*	• History of Art by H.W. Janson, Anthony F. Janson	
	Other References	• The Story of Art by E.H. Gombrich, • Understanding Art *by Louis Fischer*	

Course Articulation table:

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	2	-	-	-	-	-	-	-	-	-	-	2		1	
CO2	3	-	-	-	-	-	-	-	-	-	-	2		2	
CO3	2	-	-	-	-	-	-	-	-	-	-	2		1	
CO4	3	3	3	2	2	3	3	2	2	3	1	3		1	
CO5	2	-	2	-	-	-	-	-	-	3	1	3		3	
CO6	3	2	2	1	1	2	2	-	1	3	1	3		3	
AVG.	2.5	2.5	2.3	1.5	1.5	2.5	2.5	2.0	1.5	3.0	1.0	2.5		1.8	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-29**	
Program: B. Design		**Current Academic Year: 2025-2026**	
Branch: Foundation		**Semester: II**	
1	Course Code	**DCJ1205**	
2	Course Title	**Forms and Spaces**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	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	ETE	
		60%	40%	
	Text book/s*	● The Non-Designers Design Book by Robin Williams Design Basic Index by Jim Krause		
	Other References	● Theory of Colours Book by Johann Wolfgang von Goethe ● Interaction of color Book by Josef Albers		

Course Articulation Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1		1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2025-2026**	
Branch: **Foundation**		**Semester: II**	
1	Course Code	**IDJ1211**	
2	Course Title	**Design Skills-II**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	1-To introduce various materials in Interior Designing. 2-To provide knowledge of terminologies, tools and safe working practices 3-To develop an understanding material used for Interior Design Methods and processes 4-To understand aspects of Interior materials, construction and utility 5-To conceptualize and prepare prototypes.	
6	Course Outcomes	*After the completion of the course, student will be able to:* **CO1**:-Understand and learn about the various materials used in Interior design, its classification, behavior, utility and properties. **CO2**: Gain functional knowledge of materials, manufacturing processes and performance. **CO3**:-Analyze, select and handle material **CO4**:-Develop perception to scale, proportions and ratios CO5:-Understand the relationship between Human and Objects **CO6**:-Appraise works of prominence, ideate and create a range line up for their collection of designs	
7		The course is designed to introduce Materials used in Interior design, the key concepts, terminologies, tools and processes. Its aims at building individual	

	Course Description	understanding of using the appropriate material for a Interior. It also equips one's knowledge and learning essential for design practice.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Materials used in Interior Design**	
	A	Introduction to materials, tools and terminologies	CO1
	B	Classification of Soft Materials – Paper, Clay, Wire , POP etc	CO1
	C	Behaviour, Utility and Application of materials	CO1
	Unit 2	**Manufacturing Interiors**	
	A	Understanding manufacturing processes	CO2
	B	Functional knowledge of various materials used to manufacture Interiors	CO2
	C	Understanding performance of materials	CO2
	Unit 3	**Material Selection & Handling**	
	A	Identifying material and its properties	CO2, CO3
	B	Selecting a material	CO2, CO3
	C	Handling materials and Laboratory Practice	CO2, CO3
	Unit 4	**Spaces with scale and proportions**	
	A	Understanding the relevance of scaling up and scaling down various objects in proportion with the human scale.	CO4, CO6
	B	Understanding proportions in terms of various interior design components in terms of contemporary and traditional interiors.	CO4, CO6
	C	Conceptualizing compositions through dots, lines and shapes with an understanding of negative and positive spaces	CO4, CO6
	Unit 5	**Anthropometry and Ergonomics**	

	A	Understanding human dimensions and proportions in relation with design of furniture and interior design components	CO1, CO5, CO6
	B	Understanding functionality of spaces in line with standards of design	CO1, CO5, CO6
	C	Preparation of layouts for various spaces such as bedroom, bathroom etc. based on principles of design and anthropometric data	CO1, CO5, CO6
	Mode of exam	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	• IIID, (2021), A handbook on design tips towards design literacy for all	
	Other References	• Rachael B., Lorraine F., (2010), Materials & Interior Design • Rosemary K., Otie K., (2014), Designing Interiors	

Course Articulation table:

POs / Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3		1		1	1	1	1	1	1	1	1		2	
CO2	3		3		3					3	1			2	
CO3	3		3		3					3	1			2	
CO4	3		3		3					3	1			2	
CO5	3		3		3					3	1			2	
CO6	3		3		3					3	1			2	
AVG.	3.0	0	2.7	0	2.7	1.0	1.0	1.0	1.0	2.7	1.0	1.0	0	2.0	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		Batch 2025-29		Academic Year : 2025-26
Program:		**B.Design**		
Branch:		**Foundation**		
1	Course Code	**NV40011**		
2	Course Title	**AI Basics in Architecture & Design**		
3	Credits	0		
4	Contact Hours (L-T-P)	2-0-2		
	Course Status	VAC/Audit Course		
5	Course Objective	To introduce students in design and architecture to foundational AI concepts, focusing on practical skills in programming, prompt engineering, and data analysis, with applications in design and spatial planning.		
6	Course Outcomes	**CO1:** Develop foundational programming skills, covering variables, data types, control structures, and functions, applied to design and architecture data. **CO2:** Use data structures (e.g., lists, dictionaries, sets, tuples) and tools like Pandas to manage data related to design specifications and spatial analytics. **CO3:** Apply prompt engineering to create AI-driven design assistance tools, enhancing client interaction and data visualization. **CO4:** Generate visual insights using tools such as Matplotlib and Seaborn for architectural data, supporting spatial analysis and project planning. **CO5:** Critically evaluate the ethical implications of AI in design, including privacy concerns, data biases, and societal impacts.		
7	Course Description	This course provides a foundation in AI and programming tailored for design and architecture students. Emphasis is placed on prompt engineering, data analysis for architectural applications, and visualization using industry-relevant tools, making AI concepts accessible and applicable in design and planning.		

8	Outline syllabus		CO Mapping
	Unit 1	**Understanding AI in Design and Architecture**	
	A	Introduction to AI and its role in modern design tools (e.g., automated drafting, generative design, rastering)	CO1, CO2
	B	Types of AI: applications in architectural/design visualization and space optimization	CO1, CO2
	C	Ethical considerations: data privacy, AI bias in design standards	CO5
	Unit 2	**Prompt Engineering for Design Applications**	
	A	Essentials of prompt engineering: creating user-friendly prompts for design suggestions	CO3
	B	Designing prompts for spatial data summaries and layout configurations	CO3
	C	Case studies: prompt examples in virtual 3D model generation	CO3
	Unit 3	**Data Analysis for Design and Architecture**	
	A	Programming basics: variables, data types, operations	CO1
	B	Control structures for design data (e.g., loops for iteration over layouts)	CO1
	C	Introduction to spatial data structures for architectural applications	CO2
	Unit 4	**Design Data Handling and Visualization**	
	A	Using Pandas for design data management (e.g., material specs, layout parameters)	CO2

	B	Visualizing architectural and design data with Matplotlib and Seaborn (e.g., heatmaps for space usage)	CO4
	C	Working with datasets related to project metrics (e.g., client feedback, cost analysis)	CO2, CO5
	Unit 5	**Introductory Project – Analyzing Design Data**	
	A	Organizing and visualizing data on project timelines and space utilization	CO2
	B	Creating interactive dashboards for client presentations using Seaborn and Matplotlib	CO4
	C	Example: Visualizing trends in space allocation for different project types	CO4
	Mode of examination	Jury	
	Weightage Distribution	CA	ETE
		60%	40%
	Text book/s*		

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3		1		1	1	1	1	1	1	1	1		2	
CO2	3		3		3					3	1			2	
CO3	3		3		3					3	1			2	
CO4	3		3		3					3	1			2	
CO5	3		3		3					3	1			2	
CO6	3		3		3					3	1			2	
AVG.	3.0	0	2.7	0	2.7	1.0	1.0	1.0	1.0	2.7	1.0	1.0	0	2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

Course Syllabus

Semester III

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: III**	
1	Course Code	**IDJ2327**	
2	Course Title	**Design Process in Interiors**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	1-To encourage students to develop concepts and designs with a chosen theme and inspirations towards product, accessory or space design. 2-To enable students to be able to present their creative work with understanding of aesthetics and skills, duly met for the final development/prototype with help of concept boards, research sheets and presentations 3-To document the process and emphasis on regular interaction and progress briefing with the faculty guide and peer activities, to establish progress in the concerned design project. 4-To develop a concept prototype keeping in mind the functionality and appeal based on trends. 5-To prepare proper documentation, final concept presentation, visual displays with mood boards and concepts boards in support of their final design.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Conduct research and brainstorm to choose a theme (with concepts, ideations), to depict their suggested product/space design.	

		CO2: Develop various boards (inspiration, mood, colour, etc.) Supporting their theme collection, also with supportive background research and production processes to be implied further. CO3: Research various materials to create material boards, and explore other design elements to visually define the relationship between the space and form. CO4: Develop a User persona or client Board by analyzing questionnaires, keeping in view the current market trends CO5: Create and generate artwork for concept representation along with a final concept prototype, using appropriate hand and software skills. CO.6. Maintain a log book/journal to record the entire design process with numerous sketches, pictures and design ideas.	
7	Course Description	The course focuses on building the understanding of the design development journey of any physical idea. The course enables the students to learn to draft the methods and process throughout the ideation and development stages. They will be able to research, brainstorm, develop a concept and visualize a systematic flow of reaching any product or space development, based on the market requirement and user need.	
8	Outline syllabus		CO Achievement
	Unit 1	**Identifying area of Study**	CO1,CO2
	A.	Brainstorming	
	B.	Mind-mapping	
	C.	Lateral Thinking	
	Unit 2	**Theme Generation**	CO1,CO2,CO3
	A.	Defining Idea and Concept	

	B.	Research and analyse existing designs		
	C.	Finalizing design area and brief		
	Unit 3	**Identifying Users**		CO4
	A.	Generating Questionnaires		
	B.	Empathy mapping		
	C.	Developing user-personas		
	Unit 4	**Developing Visual representations**		CO2,CO3,CO5
	A.	Board Development- Inspiration, Concept, Mood, Color, Storyboard		
	B.	Ideations and Rough Sketches		
	C.	Material Exploration and Material Board		
	Unit 5	**Final Prototyping**		CO5,CO6
	A.	Rendered layouts of Final Concept Designs		
	B.	Final Handbook Journal for Design Process		
	C.	Design Process Presentation		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	**Spatial Strategies for Interior Design** **By- Ian Higgins** **Interior Design Illustrated** **BY: Francis D. K. Ching (Author)**		
	Other References			

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	3	2	3	1	1	2	2	2	3	3	-	-
CO2	3	1	3	2	3	1	1	-	2	2	-	2	3	-	-
CO3	3	2	2	3	1	2	1	-	2	1	2	3	3	-	-
CO4	1	2	2	3	2	2	-	2	2	3	1	2	3	-	-
CO5	2	2	3	2	3	1	-	-	2	3	2	3	3	-	-
CO6	3	1	3	2	1	1	-	-	1	3	-	3	1	-	-
Avg	2.5	1.8	2.5	2.5	2.0	1.7	1.0	1.5	1.8	2.3	1.8	2.7	2.7		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: III**	
1	**Course Code**	**IDJ2321**	
2	**Course Title**	**Basic Material & Finishes**	
3	**Credits**	**3**	
4	**Contact Hours (L-T-P)**	**0-1-2**	
	Course Type	Compulsory	
5	Course Objective	Course is designed to familiarize students to work with advanced materials which are used in the field of interior design quite extensively.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1**-Identify the nature of material, properties and behaviour along with the practical applications and specifications **CO2**:. Understand different sizes and types of material coming from the factories. **CO3**: Apply the materials like different types of boards, laminates and introduced them with different hardware's and installations process **CO4:** Analyze the difference in the materials with respect to need and applications. Understanding of flooring and false ceiling systems **CO5**: Understand specifications and costing of various materials. **CO6**: Incorporate suitable materials as per the requirement of the user.	
7	Course Description	This will include the applications of different materials along with specifications and joinery used in the industry. It will also make them understand various elements which contributes to Interior design like ceiling, hardware and flooring systems.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to various types of materials (Wood, Metal, Glass) a. Source of material, manufacturing process etc. b. Understanding the physical properties, appearance, standard dimensions available etc. c. Understanding the chemical properties of the material, its compatibility with other materials	CO1,CO2
	Unit 2	Assemblage using of basic materials (wood, metal and Glass)	CO1,CO2

		a. Various products and by-products of the material b. Usability of the material in construction practices c. Various finishes, textures and necessary hardware	
	Unit 3	Types of Wood, Metals and Glass a. Classification based on properties, usability etc. b. Capability to work as a composite material c. Specialized techniques	CO2,CO4,CO5
	Unit 4	Various joinery, types of doors, windows etc. a. Joinery details and techniques b. Fixtures and fittings **c.** Flush doors, panel doors and various window styles	
	Unit 5	Scaling in models and prototyping a. Use of material for preparing models b. Tools and techniques for preparation of prototypes c. Cutting and fixing procedures for overall finishing	CO1,CO5,CO6
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	Construction and Detailing for Interior Design (Portfolio Skills) By- Drew Plunkett (Author) Interior Design Illustrated BY: Francis D. K. Ching (Author)	

Course Articulation table:

PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	2	1	2	-	2	1	1	-	2	1	1	2	2	-	-
CO2	3	1	1	2	3	-	2	-	1	1	1	2	2	-	-
CO3	3	-	3	1	1	-	3	-	1	1	3	3	3	-	-
CO4	2	1	1	-	1	-	3	-	3	1	1	2	2	-	-
CO5	2	-	3	2	3	-	2	-	1	2	2	1	3	-	-
CO6	3	1	1	-	1	-	1	-	3	1	1	3	2	-	-
Avg	2.5	1.0	1.8	1.7	1.8	1.0	2.0		1.8	1.2	1.5	2.2	2.3		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: III**	
1	**Course Code**	**IDJ2322**	
2	**Course Title**	**Interior Design Studio-1**	
3	**Credits**	**6**	
4	**Contact Hours (L-P-S)**	**(0-2-4)**	
	Course Status	Compulsory	
5	Course Objective	• To expose students to different works of renowned interior Designers and Interior Spaces for the understanding of whole design development. • To enable students to formally apply methods of design, spatial analysis and form generation to a small-scale project with constraints of site and context.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1**: Understand the methods of model making, drawings and design presentations for residential indoor spaces. **CO2:** Learn from the study of renowned Interior Designers and identify various design processes, methods and means deployed to achieve spatial organization. **CO3:** Apply spatial configuration to different type and scale of projects CO4: Understand the proper tools for research and analysis of different case studies. **CO5-**Prepare residential layouts in accordance with user's requirements and design brief. **CO6:** Create sequence between developing concept to design drawings and mood boards	
7	Course Description	The studio is designed to expose students to different works of Interior Designers and architects and introduce them to methods of case	

		studies. The studio would guide students to formally understand the spatial & Anthropometry and arrive at a design solution to a given problem through architectural methods of model making, drawings and design presentations	
8	Outline syllabus		CO Achievement
	Unit 1	CASE STUDY	
		a) Exercises to understand space transformation and anthropometry b) visual composition and spatial relations c) Understanding interior elements and Materials	CO1, CO2
	Unit 2	DOCUMENTATION	
		a. Interpretation of design methods and concept. b. Drawings & Documents c. Context manipulation	CO1, CO2
	Unit 3	ANALYSIS	
		Design Exercise to expose studio to: a) Design process b) circulation c) space relation	CO1, CO3,CO4
	Unit 4	DESIGN RESPONSE	
		a) Formal application of methods learnt through the preparatory exercises. b) Analyis I c) Arriving at design solutions through physical models, drawings and supportive document	CO2, CO4,CO5,CO6
	Unit 5	REVERSE ENGINEER A PROJECT	CO1, CO3,CO5,CO6
		a) Study of renowned interior space though open models b) Analysis 2 c) Reverse design analysis and criticism Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	

	Text book/s*	Operative Design- A catalogue of spatial Verbs, Di Mari Yoo The Fundamentals of Interior Design 2019 Edition by Simon Dodsworth, Stephen Anderson , Bloomsbury		

Course Articulation table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	2	1	2	2	1	3	1	1	2	1	2	2	2	-	-
CO2	3	1	1	2	1	1	2	1	2	1	1	2	2	-	-
CO3	1	2	3	1	1	1	1	1	3	1	3	1	3	-	-
CO4	2	3	1	2	1	1	-	-	2	1	1	2	2	-	-
CO5	2	3	1	2	2	1	2	1	3	2	1	1	3	-	-
CO6	2	3	1	-	1	1	1	1	3	1	1	2	3	-	-
Avg	2.0	2.2	1.5	1.8	1.2	1.3	1.4	1.0	2.5	1.2	1.5	1.7	2.5		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.DESIGN		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: III**	
1	Course Code	**IDJ2324**	
2	Course Title	**Digital Design -III**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Type	Compulsory.	
5	Course Objective	The objective of Course includes learning advanced Auto-cad and Sketchup 3d for developing the presentation drawings for the projects.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1.** Understand advanced skills using AutoCAD software and the peripherals. **CO2.** Demonstrate an ability to use a range of tools in AutoCAD and Sketchup. **CO3.** Use Sketchup and AutoCAD for iterations in 2D and 3D. **CO4.** Creatively solve visual problems and generate detail renderings. **CO5.** Generate effective Presentation Drawing Using photoshop. **CO6.** Coordinate between AutoCAD and Photoshop	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in DESIGN AND DRAFTING.	
8	Outline syllabus		CO Mapping
	Unit 1	**AutoCAD Overview**	
	A	Revising basic tools and commands.	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to working Drawings.	
	Unit 2	**Autocad 3D**	
	A	Working with UCS .	CO2,CO1
	B	Viewport and 3d Commands.	CO1,CO3
	C	Rendering	CO3
	Unit 3	**Introduction to Sketch up**	
	A	Getting familiar with Basic and Advanced toolbar.	CO1,CO4
	B	Importing cad file for 3d.	CO4,CO2
	C	Working with materials.	CO3
	Unit 4	**Advanced Commands and processes.**	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5
	C	Material application and customization.	CO1,CO3,CO6

	Unit 5	**Rendering & Postproduction**		
	A	Export settings and adjustments.		CO5
	B	Setting viewports.		CO1,CO2,CO3
	C	Using rendering styles.		CO6
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	**AutoCAD 2020 Beginning and Intermediate by Munir Hamad (Author)** **Product details** Publisher : Mercury Learning & Information (April 19, 2019) **AUTOCAD EXERCISES: 400 Practice Drawings For AUTOCAD and Other Feature-Based CAD Software** **By-** Sachidanand Jha		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	2	1	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	-	1	2	-	1	1	-	2	2	-	-
CO3	1	2	3	1	1	2	3	-	-	2	-	3	3	-	-
CO4	2	-	2	2	1	1	1	-	-	1	-	2	2	-	-
CO5	2	-	1	2	3	3	2	-	-	2	-	3	3	-	-
CO6	2	-	1	1	1	2	3	-	-	3	-	3	3	-	-
Avg	2	1.5	1.6	1.6	1.6	1.6	2			1.6		2.5	2.5		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-29**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: SemInterior Design		**Semester: III**	
1	Course Code	**IDT2303**	
2	Course Title	**History of Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	This course has been made to enable the learner to study people's interaction with objects and explore social science techniques to develop understanding that has practical, aesthetic, or playful uses. The goal is to develop an understanding of key ethical, critical, technical, and theoretical debates in product and furniture design.	
6	Course Outcomes	*After the completion of the course, students will be able to:* **CO1-Understand** and **identify the** sociocultural relationship between history and design **CO2-Understand** and know the evolution of furniture and products in various periods. **CO3-Learn** and **apply** basic research methods. **CO4 Understand** design as a responsive medium having **reflections** of historical and cultural influences **CO5-Employ** various digital, visual, and verbal skills to **communicate** and **present** ideas. **CO6- Demonstrate** ability for self-initiated learning and work in a team.	
7	Course Description	The module introduces the learner to some of the critically defining key events and precedents that have influenced and shaped historical and contemporary design. This module engages with the key design ideologies, developing an understanding of the principles of design analysis, critical analysis, academic writing, questioning, and debate.	
8	Outline syllabus		CO Mapping
	Unit 1	**Furniture & Product: Till Renaissance**	**CO2, CO1**
	A	Ancient civilizations and necessity	
	B	Housing and lifestyle	
	C	Design for everyday	
	Unit 2	**Furniture & Product: Till mid-19th Century**	**CO2**
	A	Baroque & dramatic lights	

	B	Rococo & Asymmetry	
	C	Traditional & detailed woodwork	
	Unit 3	**Relating theory and practice**	**CO3, CO5, CO6**
	A	Teamwork	
	B	Mentoring & execution	
	C	Presentation	
	Unit 4	**Ornate to simplification and back**	**CO3,CO4,**
	A	Motifs in Art Nouveau	
	B	Simplicity & Mass production of Bauhaus	
	C	Zigzag Art Deco	
	Unit 5	**Removing layers of exaggeration**	**CO4,**
	A	Carefree Bohemian	
	B	Connecting Nature in Organic	
	C	Minimalism and bare essentials	
	Mode of examination	Theory	
	Weightage Distribution	CA: 25% / ETE: 75%	
	Text book/s*	Furniture Design, Jerzy Smardzewski,	
	Other References	The Design of Everyday Things: Don Norman Emotional Design: Why We Love (or Hate) Everyday Things, Don Norman, History of Furniture Frederick Litchfield	

Course Articulation table:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	-	-	1	1	2	3	2	2	2	2	1	2	-	-
CO2	3	1	1	2	2	-	3	-	2	3	3	1	3	-	-
CO3	2	2	2	3	-	2	2	1	-	2	2	-	2	-	-
CO4	3	3	3	1	1	3	2	2	1	3	3	1	3	-	-
CO5	2	1	1	-	1	-	3	3	2	3	2	1	2	-	-
CO6	3	1	-	1	-	2	2	1	3	3	3	1	3	-	-
Avg	2.7	1.6	1.8	1.6	1.3	2.3	2.5	1.8	2.0	2.7	2.5	1.0	2.5		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design			**Batch 2025-29**	
Program:		**B.Design**	**Current Academic Year 2026-27**	
Branch:		**Interior Design**		
1	Course Code	**NV41001**		**Semester III**
2	Course Title	**AI - Principles Engineering in Architecture & Design**		
3	Credits	0		
4	Contact Hours (L-T-P)	2-0-2		
	Course Status	VAC/Audit Course		
5	Course Objective	To build upon AI101 by introducing intermediate AI techniques such as machine learning and natural language processing for applications in design optimization and spatial analysis.		
6	Course Outcomes	**CO1:** Understand and apply supervised learning for categorizing design elements (e.g., facade types, building materials). **CO2:** Implement and evaluate regression models to predict design costs and timelines. **CO3:** Use clustering algorithms for space categorization and urban design analysis. **CO4:** Apply reinforcement learning concepts to optimize layout planning and resource allocation. **CO5:** Understand neural networks and apply them in generative design or image processing tasks. **CO6:** Discuss ethical considerations of AI in design, such as design standardization biases.		
7	Course Description	This course builds on foundational AI skills, introducing techniques in machine learning, NLP, and advanced data handling. Students apply these tools in tasks like design classification, cost estimation, and data		

		visualization, while also learning ethical considerations in design AI applications.	
8	Outline syllabus		CO Mapping
	Unit 1	**Advanced Data Techniques for Design**	
	A	Functions for design workflows (e.g., reusable code for layout adjustments)	CO1
	B	Data structures for design details (e.g., dictionaries for material specs)	CO2
	C	NumPy for spatial metrics and design calculations	CO2
	Unit 2	**Machine Learning in Design and Planning**	
	A	Supervised and unsupervised learning for design classifications (e.g., landscape vs. structure)	CO3
	B	Classification techniques for architectural and design data (e.g., material identification)	CO3
	C	Predictive modeling for cost estimation and project timelines	CO3
	Unit 3	**NLP in Design Documentation**	
	A	Processing design documentation and user feedback	CO4
	B	Sentiment analysis on client reviews for design refinement	CO4
	C	NLP techniques for summarizing design briefs and specifications	CO4
	Unit 4	**Design-Specific Libraries and Tools**	
	A	Introduction to libraries like OpenCV for image analysis in design and architecture	CO5
	B	PyCaret for simplified machine learning model building in design data	CO5

	C	Exercises with design and architecture datasets for pattern recognition		CO5
	Unit 5	**Intermediate Project – Predictive Design Modeling**		
	A	Identifying and cleaning design data for predictive analysis		CO5
	B	Using ML algorithms (e.g., decision trees) to forecast project resource needs		CO5
	C	Evaluating models to optimize layout for sustainability		CO6
	Mode of examination	Practical		
	Weightage Distribution	CA	ETE	
		60%	40%	

Course Articulation table:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	-	-	1	1	2	3	2	2	2	2	1	2	-	-
CO2	3	1	1	2	2	-	3	-	2	3	3	1	3	-	-
CO3	2	2	2	3	-	2	2	1	-	2	2	-	2	-	-
CO4	3	3	3	1	1	3	2	2	1	3	3	1	3	-	-
CO5	2	1	1	-	1	-	3	3	2	3	2	1	2	-	-
CO6	3	1	-	1	-	2	2	1	3	3	3	1	3	-	-
Avg	2.7	1.6	1.8	1.6	1.3	2.3	2.5	1.8	2.0	2.7	2.5	1.0	2.5		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: III**	
1	Course Code	**IDJ2326**	
2	Course Title	**Fundamentals of Design and Drawings**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	The objective of this course is to enable the student to develop an understanding of preparing design drawings through suitable tools and techniques for producing various types of design drawings/ working drawing which would contribute to their professional career as well as academic projects.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Develop an understanding of appropriate tools and techniques for preparation of presentation drawings CO2: Develop an understanding of appropriate tools and techniques for preparation of working drawings CO3: Develop an understanding for creating mood boards/ material boards, design concepts. CO4: Understand relevance of scale and incorporate the same in their projects appropriately	

		CO5: Create and generate artwork/ drawings for concept representation along with a final concept prototype, using appropriate hand and software skills. CO.6. Incorporate specification, details etc. in their design drawings/ working drawings	
7	Course Description	The course emphasizes on developing an understanding of suitable tools and techniques for preparation of design drawings / working drawings along with incorporation of specification and details.	
8	Outline syllabus		CO Achievement
	Unit 1	**Introduction**	CO1,CO2
	D.	Relevance of Design Drawings	
	E.	Significance of Working Drawings	
	F.	Understanding of line weights and line types in drawings	
	Unit 2	**Scales, measurement and formatting**	CO1,CO2,CO3
	D.	Introduction to paper sizes / sheet sizes	
	E.	Significance of scales and measurement	
	F.	Measurement of Interior Spaces	
	Unit 3	**Preparation of Plan, Elevations, Sections**	CO4
	D.	Plans, Elevations and Sections of basic forms	
	E.	Plans, Elevations and Sections of complex forms or combination of forms	
	F.	Plans, Elevations and Sections of a single enclosure – bedroom / kitchen/ office cabin etc.	
	Unit 4	**Rendering techniques**	CO2,CO3,CO5
	D.	Relevance of various types of digital rendering techniques/ hatch patterns	
	E.	Incorporating suitable hatch patterns/ rendering techniques. to represent different types of materials in drawings	

	F.	Material Exploration and Material Board and their relation with design and drawings		
	Unit 5	**Presentation drawings. working drawings and details**		CO5,CO6
	D.	Rendered layouts of of the project – an enclosure – residential / commercial		
	E.	Rendered elevations/ sections of the project – an enclosure – residential / commercial		
	F.	Complete set of drawings with relevant details and specification		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	**Spatial Strategies for Interior Design By- Ian Higgins** **Interior Design Illustrated** **BY: Francis D. K. Ching (Author)**		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	3	2	3	1	1	2	2	2	3	3	-	-
CO2	3	1	3	2	3	1	1	-	2	2	-	2	3	-	-
CO3	3	2	2	3	1	2	1	-	2	1	2	3	3	-	-
CO4	1	2	2	3	2	2	-	2	2	3	1	2	3	-	-
CO5	2	2	3	2	3	1	-	-	2	3	2	3	3	-	-
CO6	3	1	3	2	1	1	-	-	1	3	-	3	1	-	-
Avg	2.5	1.8	2.5	2.5	2.0	1.7	1.0	1.5	1.8	2.3	1.8	2.7	2.7		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

Course Syllabus

Semester IV

School of Design		**Batch : 2025-2029**	
Programme: **B. Design**		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: IV**	
1	Course Code	**IDT2402**	
2	Course Title	**Practices of Sustainable Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to trigger awareness among students about the need & approach to research & design for a sustainable future. The course is a valuable effort to make students to have a very intensive learning and	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Instigate the need for being sustainable & sincerely understand the vision of SDG CO2: Expand the sustainable approach to map with economic progress of individuals or companies CO3: Learn thoroughly the sustainable design process CO4: Research & design with an emphasis on sustainability CO5: Evaluate the roadmap to sustainability. CO6: Incorporate the whole process through case studies.	
7	Course Description	This course is an essential preparatory course for students to develop their ideas & perspectives to research & design aligned with concepts of sustainable development goals.	

		The course uses relevant case studies on material culture, business models & design process to inspire as well as build understanding of the subject.		
8	Outline syllabus			CO Achievement
	Unit 1	**Sustainable development Goals**		CO1, CO4
		a)Understanding the materials and their consequences		
		b)Defining sustainable development-		
		c) the vision of UNDP		
	Unit 2	**Sustainable Businesses**		CO2, CO4
		a) Sustainable Business model Theory-		
		b) Challenges for sustainability-		
		c) Responsibility & opportunity-		
	Unit 3	**Design for sustainability**		CO3, CO4
		a) What is Sustainable Design		
		b)Tools and guiding aspects towards sustainable design		
		c) Understanding Design when sustainable		
	Unit 4	**Roadmap to sustainability**		CO3, CO5
		a) Circular vs. Linear design process-		
		b) changes needed to move from linear to circular with examples		
		c) Collaboration vs. solo runs-		
	Unit 5	**Case studies**		CO3, CO6
		a) Furniture and home decor companies		
		b) Creative sources working with brands		
		c) Synchronization of partners		
	Mode of Exam.	Theory		
		CA	ETE	

	Weightage Distribution	25%	75%	
	Text book/s*	1. download the book RESTART Sustainable Business Model Innovation by using this link: https://link.springer.com/book/10.1007%2F978-3-319-91971-3		
	Other References	1. The Brundtland report, 1987 2. McLennan, J. F. (2004). *The philosophy of sustainable design: The future of architecture*. Ecotone publishing. 3. https://i-d.vice.com/en_us/article/wjwn5w/if-fashion-is-going-to-clean-up-its-act-we-need-to-stop-talking-about-sustainability		

Course Articulation table:

PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	3	1	2	2	2	1	3	1	2	3	1	2	3	-	-
CO2	3	1	-	2	1	2	3	1	1	1	1	2	3	-	-
CO3	1	2	3	1	1	1	3	-	-	1	-	-	2	-	-
CO4	2	1	1	2	1	1	3	-	3	1	1	2	3	-	-
CO5	3	2	3	2	2	1	3	1	1	2	-	1	3	-	-
CO6	3	1	1	-	1	1	3	2	3	1	-	2	2	-	-
Avg	2.5	1.3	2.0	1.8	1.3	1.2	3.0	1.3	2.0	1.5	1.0	1.8	2.7		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B. Design		**Academic year: 2026-27**	
Branch: Interior Design		**Semester: IV**	
1	Course Code	**IDJ2421**	
2	Course Title	**Interior Design Studio-II**	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	**Course Objective**	1-This course emphasizes on developing concept design thinking and translate it into the three-dimensional composition of space and form with a system of formal Interior ordering. 2-The course cultivates design process tools such as diagramming, drawing, and model making through a series of design explorations including abstract ideation, physical embodiment, architectural composition, and precedent analysis exercises. 3-To learn about relevance of case study and site analysis. 4-To analyse the nature of various activities in any given plan and enhance the optimum use as well as enhance the aesthetics of the given space.	
6	**Course Outcomes**	*After the completion of the course, student will be able to do:* **CO1:** Analyse a particular architectural or interior space, reconstruct and redesign it. **CO2:** Develop basic understanding of space dynamics with respect to anthropometric. **CO3:** Understand the relevance of material and specification; and incorporating the same in the design projects. **CO4:** Develop the skills of understanding, resolving and designing interior projects **CO5**: Evaluate the spaces with three-dimensional visualization through the use of block models and appropriate software's. **CO6**: Prepare detailed layouts coordinating with the sectional elevations and the moods boards	

7	**Course Description**	Course contents deals with developing certain skill sets imperative to Basic Designing with aid of software's and emphasis on different key areas appropriate to that particular level of understanding. This is done through live studio projects of certain functionality in a particular area range conducive to the particular level of understanding. At this level the objectives and outcomes are as detailed above.		
8	Outline syllabus			
	Unit 1	Introduction to the elements of interiors		CO1,CO2
	A.	Basics of Interior Design		
	B.	Ergonomics & Anthropometry		
	C.	Introduction to a project		
	Unit 2	Research –Case study		CO1,CO2,CO3
	A.	Literature & Case Study		
	B.	Pre-design Study – Case study - Space study		
	C.	Pre-design study – Literature study ,Site Analysis		
	Unit 3	Concept Development		CO1,CO2,CO3,CO4
	A.	Concept Formulation and Idea Investigation		
	B.	Preparation of Design requirements-Redesign of existing space.		
	C.	Concept formulation ,Bubble diagram and activity zoning		
	Unit 4	Design development		CO1,CO2,CO3 CO5,CO6
	A.	Interior design development		
	B.	Development of interior settings in a provide space.		
	C.	Plan and Elevation of the various components of Interior and furniture's		
	Unit 5	Design Presentation		CO1,CO2,CO3,CO4,CO5,CO6
	A.	Design Sheets presentation		
	B.	Model making on appropriate scale		
	C.	Final portfolio Submission		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	TIME SAVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING by Karl Ryan Candinato 2-Interior Design Illustrated by Francis DK Ching		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	3	1	2	3	1	1	-	1	1	1	3	3	2	-
CO3	1	3	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	3	2	2	3	1	1	-	3	1	1	3	3	-	-
CO5	2	3	1	2	3	3	2	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3		
Avg	2.0	2.7	1.7	1.7	2.7	1.7	1.2		1.6	1.7	1	2.7	2.8		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2026-27**	
Branch: Interior Design		**Semester: IV**	
1	**Course Code**	**IDJ2422**	
2	**Course Title**	**Advanced Material and finishes**	
3	**Credits**	**4**	
4	**Contact Hours (L-T-P)**	**0-2-2**	
	Course Type	Compulsory	
5	Course Objective	Course is designed to familiarize students with the modular systems involved in the Interior design Industry along with specifications, sizes and factory productions.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1**-Understand various innovative materials, their applications and appearance **CO2:.**Learn about various applications, fixing, and joinery details etc. **CO3**: Determine the contribution of the material towards sustainability **CO4**: Corelate the concept of standardization and customization **CO5** : Assess the advanced designs incorporating latest trends, material, finishes etc. **CO6:** Demonstrate the benefits of latest trends over conventional practices	
7	Course Description	This will include the applications of different standard systems involved in the Interior design Industry. The course will specifically emphasize on Modular Kitchen, furniture and sanitary ware along with basic plumbing details.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to non-conventional materials**	CO1,CO2
	A.	Understanding various innovative interior and construction materials available worldwide, their properties, appearance, dimensions etc	
	B.	Contribution to the sustainable design practices	
	C.	Advanced finishes, textures imparting extra-ordinary outlook	
	Unit 2	**Innovative and eco-friendly design practise**	CO1,CO2
	A.	Learning about latest construction practices incorporating innovative materials	

	B.	Study of sustainable design practices	
	C.	Utilizing conventional material such as bamboo etc., in the most innovative manner for imparting distinctive and environment friendly design	
	Unit 3	Categorization of material and their application	CO2,CO4, CO5,CO6
	A.	Types of laminates & Veneer and its application	
	B.	Types ply/boards/MDF and their applications	
	C.	Market Research discussion	
	Unit 4	**Fabrication of design components and joinery details**	CO3,CO5
	A.	Application as various design components, such as wall panels, partitions, cladding etc.	
	B.	Details of joints and fixing procedure	
	C.	Necessary hardware involved with the joinery	
	Unit 5	Assemblage using of deferent materials (Gypsum, PVC, Acrylic, Fibre Reinforced concrete, ceramics)	CO2,CO3,CO5,CO6
	A.	Understanding the level of standardization and customization with the material	
	B.	Modular design and construction practices with an emphasis on modular kitchens	
	C.	Fixtures, fittings and details of the modules	
	Mode of examination	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	Interior Design Illustrated BY: Francis D. K. Ching (Author) The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every Day BY: Chris Grimley (Author)	
	Other Ref.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	-	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	1	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	1	2	2	3	1	-	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	-	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3	-	-
Avg.	2.0	1.3	1.7	1.7	2.7	1.7	1.0	1.0	1.6	1.7	1.0	2.7	2.8		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**
Programme: B.Design		**Current Academic Year: 2026-27**
Branch: Interior Design		**Semester: IV**
1	Course Code	**IDJ2423**
2	Course Title	**Furniture Design**
3	Credits	4
4	Contact Hours (L-T-P)	(0-2-2)
	Course Status	Compulsory
5	Course Objective	• Identify and evaluate key contextual factors that influence furniture design including historical evolution and the development of various furniture styles. • Geographic, psycho-graphics and demo-graphic influence in the context of furniture. • Classification of furniture on the basis of their use/utility, form of construction, material and manufacturing, etc.
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand the aptitude for furniture with their correlation in any specific place of use. CO2: Develop intrinsic knowledge of the various kinds of furniture in any set of space accurately. CO3: Conceptualize furniture concept respecting the physical properties of the respective materials considered. CO4: Apply visual and physical communication of furniture with the user. CO5: Employ the furniture details in prototyping. CO6: Create the Design process in prototyping
7	Course Description	Fundamentals of furniture and historical theory with segregation of various furniture styles based on utility or functions, material and material construction styles.
8	Outline syllabus	CO Mapping

	Unit 1	**Evolution of furniture Design**	CO1, CO2,CO4
	A	History of Furniture Design fromAncient Egyptian to the pre-independence impact of Europeans on India.	
	B	Choose four design movements and design a furniture piece from each era and writing characteristic on each sketch.	
	C	Discussion on Function, comfort and anthropometrics for various categories of furniture's.	
	Unit 2	**Furniture Fundamentals , Functions and forms**	CO1, CO3
	A	Principal for of Furniture design	
	B	Form ,Spatial Organization & types of furniture	
	C	Study of various furniture Residential,Outdoor, and Commercial sites.	
	Unit 3	**Fundamentals of Construction and Innovations**	CO1, CO3,CO5
	A	Furniture Joinery and Hardware's	
	B	Construction Modifications	
	C	Furniture Case Studies & Innovations	
	Unit 4	**Furniture & Prototyping**	CO1, CO3,CO5
	A	Understanding and Making of Basic furniture	
	B	Assembly	
	C	Sustainable furniture	
	Unit 5	**Furniture Design Process of a Furniture Prototype**	CO1,CO2 CO5,CO6
	A	Need Identification and research	
	B	Conceptualization, Form Generation and Theme board	
	C	Final designed Prototype and post Design Analysis	
	Mode of examination	Jury	

	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	The Key of Interior Design (Illustration of Methods & Principles) Author- Nikita Mittal Architectural Graphics by Francis D. K. Ching		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	1	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	3	3	1	3	2	1	-	-	2	-	2	3	-	-
CO4	2	2	2	2	3	1	1	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	1	-	1	2	-	2	3	-	-
CO6	2	1	1	1	2	2	1	-	2	3	-	2	3	-	-
Avg	2.0	1.7	1.7	1.7	2.7	1.7	1.0	1.0	1.6	1.7	1.0	2.3	2.8		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.DESIGN		**Academic Year: 2026-27**	
Branch: Interior Design		**Semester: IV**	
1	Course Code	**IDJ2425**	
2	Course Title	**Digital Design-IV**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Type	Compulsory.	
5	Course Objective	The course emphasizes on the learning high-end 3D software's such as 3dsmax for transformation of two dimensional technical drawings to three dimensional forms for visualization and understanding of Design form.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1.** Demonstrate advanced skills using 3Dsmax and plugins like V-ray **CO2.** Use a range of tools in 3Dsmax for creating various 3D models. **CO3.** Use 3Dsmax for realistic iteration of designs **CO4.** Create quality visuals and renders **CO5.** Achieve the actual renders quality by putting camera angles and eyelevel **CO6** Generate realistic visuals using after effects on Photoshop	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in 3D Modelling/sketchUP.	
8	Outline syllabus		CO Mapping
	Unit 1	**Overview of 3Dsmax**	
	A	Introduction to user interface, basic tools and geometry	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to Large tool set.	
	Unit 2	**Material application & Texturing and lighting**	
	A	Working with Bitmaps.	CO2,CO1
	B	Creating new materials and their application..	CO1,CO3
	C	Rendering with textures.	CO3
	Unit 3	**Introduction to Basic tools and Plugins.**	
	A	Getting familiar with Basic and Advanced plugins.	CO1,CO4

	B	Working with parameters involved.		CO4,CO2
	C	Effective application in Modelling.		CO3
	Unit 4	**Advanced Commands and processes.**		
	A	Generating sections and Elevations.		CO3
	B	Working with scene settings and camera.		CO2,CO5,CO6
	C	Material application using uv mapping.		CO3,CO4
	Unit 5	**Rendering & Postproduction**		
	A	Introduction to V-ray		CO5,CO6
	B	Importing different 3d files and formats.		CO1,,CO3
	C	Using Library components and exporting.		CO5,CO6
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Autodesk 3ds Max 2021 Fundamentals Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide By Kelly L. Murdock		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	1	1	1	-	2	2	-	-
CO2	3	1	1	2	3	1	-	1	1	1	-	2	2	-	-
CO3	1	-	3	1	3	2	-	1	-	2	-	1	1	-	-
CO4	2	1	2	2	3	1	-	2	3	1	-	2	2	-	-
CO5	2	1	1	2	3	3	-	1	1	2	-	1	1	-	-
CO6	2	-	1	1	2	2	-		2	3	-	-	3	-	-
Avg.	2.0	1.0	1.7	1.7	2.7	1.7	1.0	1.2	1.6	1.7		1.6	1.8		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**
Programme: B.Design		**Current Academic Year: 2026-27**
Branch: Interior Design		**Semester: IV**
1	Course Code	**IDT2426**
2	Course Title	**Building Services-I (Electrical & HVAC)**
3	Credits	2
4	Contact Hours (L-T-P)	(2-0-0)
	Course Status	Compulsory
5	Course Objective	• Understanding the relation between a good interior design and interior services. • Understanding the basic aspects of building services, which makes a building habitable and function the way it has been built for. • Understanding the symbols and notifications used in the sample services drawings and understand the importance of them while overlaying the same in the architectural/ interior layout.
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand and identify any interior space (to be discussed in design studio exercise) with completeness of every aspect of its services. CO2: Understand the space habitable considering the environment it exists. CO3: Develop the practical understanding of all services components. CO4: Understand the coordination between Conceptual Design and Services and learn to prepare the services drawings for the design studio exercises. CO5: Develop the practical understanding of electrical fittings and arrangements etc. CO6: Create the coordinated drawings wrt. functional aspect of HVAC with AC load, ducting etc.
7	Course Description	The course is meant for students to know the interior services which are 1. Electrical system comprises of Load calculation, drawings etc 2. Heating & Air conditioning.

8	Outline syllabus		CO Mapping
	Unit 1	**Electrical**	CO1, CO2
	A	Power layout & technical aspect cable laying through walls, floors and ceilings.	
	B	Analysis of Wires and Fixtures related to the Design Studio exercise.	
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem	
	Unit 2	**Lighting layout**	CO1, CO3
	A	Reflected ceiling plan showing the lighting pattern.	
	B	Analysis of Wires and Fixtures related to the Design Studio exercise.	
	C	Specification of different types of lights.	
	Unit 3	**Heating & Air conditioning.**	CO1, CO3, C0 4
	A	Types of AC and their mechanism	
	B	Analysis of cost of heating and cooling loads and their calculations, aspects of designing a good system for different type	
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem	
	Unit 4	**Ducting system**	CO5, CO6
	A	Ducting design as/per Heat load calculation.	
	B	Diffusers application.	
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem	
	Unit 5	**Reflected Ceiling plan-Coordinated drawing**	CO1, CO3

	A	Relation between lighting, Sprinkler, SD &diffuser AC plan		
	B	Layout grid and dimensions		
	C	Nomenclature and specification		
	Mode of examination	Theory		
	Weightage Distribution	CA	ETE	
		25%	75%	
	Text book/s*	Building Services Handbook – Fred hall and RozerGreeno Butterworth Heinemann Publication		
	Other References	Time Saver Standards for Interior design		
		National Building Code of India 2005		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	-	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	1	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	1	2	2	3	1	-	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	-	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3	-	-
Avg.	2.0	1.3	1.7	1.7	2.7	1.7	1.0	1.0	1.6	1.7	1.0	2.7	2.8		

1-Slight (Low) **2-Moderate (Medium)3-** **Substantial (High)**

School of Design			**Batch : 2025 - 2029**
Programme: B.Design			**Current Academic Year: 2026-2027**
Branch: Interior Design		**Semester: IV**	
1	Course Code	**CCU 2108**	
2	Course Title	**Community Connect**	
3	Credits	**0**	
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:** • Major developmental issue (Socio-Economic, gender, environmental etc.) • Media habits/ Media usage/Audience profiling	

		• Media perceptions
8.1	Guidelines for Faculty Members	• 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 respondent (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). • The topic of the research should be related to social, economical 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	Abstract(250 words) a. Front Page (sample design will be provided by Community Connect Coordinator/Mentor) b. Certificate of originality duly signed by the faculty supervisor c. Acknowledgement d. Content Page e. Abstract f. Introduction g. Objective of the report h. Methodology i. Results, finding, conclusion j. Recommendation/plan of action k. References l. Appendices Note: Research report should base on primary data.
8.4	Guideline for Report Writing	**Title Page: The following elements must be included:** 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 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. **Text: Manuscripts should be submitted in Word.** • 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) **Reference list:** • 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. Journal article • Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995) • Article by DOI • Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z • Book • Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992) • Book chapter • Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, 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:	**The report should be Spiral/ hardbound** • The Design of the Cover page to report will be given by the Coordinator- CCC • Cover page • Acknowledgement • Content • Project report • Appendices 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.
8.6	**I**mportant Dates:	1. Students needs to submit the hard copy of the report, duly signed and approved by the faculty supervisor by 20th April, 2020. 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. The final jury examinations will be held as per the date sheet, announced by the Dy. COE of the school.
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) AUDIT COURSE

Course Articulation Matrix

POs **COs**	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PSO1**	**PSO2**
CO1	3	-	-	-	-	-	-	-	-	-
CO2	3	-	-	2	3	-	-	-	2	-
CO3	3	-	-	3	3	-	-	-	2	-
CO4	3	-	-	-	2	-	-	-	-	-
CO5	3	-	-	-	-	-	-	-	-	-
CO6	3	3	2	-	-	-	3	-	-	-
AVG.	3	3	-	1.3	2.0	2.0	1.0	1.0	2	-

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design			Batch : 2025-29
Program:		B.Design	Academic Year : 2026-27
Branch:		Interior Design	Semester : IV
1	Course Code	--	
2	Course Title	AI Application Engineering in Architecture & Design	
3	Credits	0	
4	Contact Hours (L-T-P)	2-0-2	
	Course Status	VAC/Audit Course	
5	Course Objective	To equip students with advanced AI knowledge, focusing on deep learning and large language models (LLMs) for applications in generative design, spatial analysis, and project planning.	
6	Course Outcomes	**CO1:** Understand the impact of AI in Design and Architecture through real-world case studies. **CO2:** Analyze design-specific AI applications, such as automated drafting, identifying challenges, and proposing solutions. **CO3:** Apply deep learning techniques to solve industry problems in generative design and visualization. **CO4:** Evaluate ethical considerations in design AI, focusing on issues like intellectual property and automation bias. **CO5:** Explore emerging trends in AI for Design and Architecture, such as real-time 3D rendering and interactive LLMs for client interaction. **CO6:** Develop project-based applications demonstrating AI in design and spatial planning.	
7	Course Description	This course covers advanced AI applications in design, such as deep learning, LLMs, and generative design. Students explore real-world case studies and emerging trends in AI, while completing project-based learning to develop AI-driven design solutions.	
8	Outline syllabus		CO Mapping
	Unit 1	**Advanced Prompt Engineering for Design Automation**	

	A	Customizing prompts for design software (e.g., generating 3D models)		CO1
	B	Fine-tuning prompts to assist in spatial design tools		CO1, CO2
	C	Case studies on prompt engineering for automated drafting		CO3
	Unit 2	**Deep Learning and LLMs in Generative Design**		
	A	Basics of neural networks in design automation		CO2, CO3
	B	LLMs for project data analysis and automated client responses		CO2, CO3
	C	Applications in real-time 3D rendering and interactive design tools		CO2, CO3
	Unit 3	**Ethical and Future Considerations**		
	A	Exploring AI ethics in design: intellectual property, biases in generative outputs		CO4
	B	Emerging trends in AI for Design and Architecture: augmented reality, parametric design		CO5
	C	Hands-on project to develop a generative design model or design assistant tool Example - Develop a chatbot that assists with design queries, or create a model that generates optimized layouts based on client needs.		CO6
	Mode of examination	Practical		
	Weightage Distribution	CA	ETE	
		60%	40%	

Course Syllabus

Semester V

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: V**	
1	**Course Code**	**IDJ 3521**	
2	**Course Title**	**Interior Design studio III**	
3	**Credits**	**6**	
4	**Contact Hours (L-P-S)**	**(0-2-4)**	
	Course Status	Compulsory	
5	Course Objective	1-The aim of the studio is to introduce students to design of repetitive units/ Modular focusing on horizontal spatial planning with focus on interrelationship between spaces and their respective hierarchy. 2-To sensitise them to observing their environment and incorporating the learning's into their design. 3-The objective is to focus on design evolution with respect to passive design strategies and site context.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Develop designs for commercial and hospitality spaces. CO2: Assimilate learning of graphics, construction, structures and computers to apply to basic design. CO3: Explore creative processes and idea generation and demonstrate critical evaluation of these processes in their projects. CO4: Appraise how design can impact, interact with, and improve environments. CO5: Understand spaces with three-dimensional visualization through the use of block models and appropriate software's. CO6 : Prepare detailed drawings, complete with sections, elevations, details and material.	
7	Course Description	Looking at the immediate built environment and understanding its fundamental components and their impact on the surroundings. The studio deals with	

		the study of built form and its relationship to the site, surroundings and climatic setting. Design proposals to address sensitivity to climatic and physical settings. The design problem would induce students to experiment with built and open spaces. Exercises relating personal experiences to behavioural needs and translating them into documented information that can be used as a basis for design. Introduction to other role players in the Design process viz; the client and the user.	
8	Outline syllabus		CO Achievement
	Unit 1	Minor Project	CO1,CO2 CO3
		a. Introduction to Minor project b. Form and material based investigation c. Understanding spatial aspects based on activity, space, form and human scale.	
	Unit 2	Minor Project- finalization	CO1,CO2 CO3
		a. Pre design study-Case study and functional standards b. Concept formulation and idea investigation c. Final design presentation	
	Unit 3	Major Project- Conceptual	CO2 CO3,CO4
		a. Introduction to Major project b. Preparation of design requirements, area requirements based on standards and their interrelation and circulation patterns. Site- 5000 sft (appx)	
	Unit 4	Concept Development	CO3,CO4,CO5,CO6
		a. Concept Formulation, Bubble Diagram and activity zoning. b. Design development- site development c. Design development- floor Plans	
	Unit 5	Finalisation	
		a. Design development- sections and elevations b. Model making on appropriate scale	CO3,CO4,CO5,CO6

		c. Final portfolio submission		
	Mode of exami	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	TIME SAVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING by Karl Ryan Candinato 2-Interior Design Illustrated by Francis DK Ching		
	Other References			

Course articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	1	1	1	1	1	1	1	2	3	-	-
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3	-	-
CO3	1	2	3	1	1	1	3	1	1	1	1	1	3	-	-
CO4	2	1	1	2	1	1	1	2	3	1	1	2	1	-	-
CO5	2	1	1	2	2	1	2	1	1	2	1	1	2	-	-
CO6	2	1	1	2	1	1	3	1	1	1	3	2	3	-	-
Avg.	2.0	1.2	1.5	1.8	1.2	1.0	2.0	1.2	1.3	1.2	1.3	1.7	2.5		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: V**	
1	Course Code	**IDJ3526**	
2	Course Title	**Estimation & Specification in Interiors**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	This course teaches students to do the estimation of a interior design project of a space which allows designers to establish prices and budgets that satisfy their clients. This course follows practical guidelines on how to value the cost of designing commercial or residential interiors	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand & identify the major components of any interior project with completeness of every aspect of costing & specification. CO2: Understand about material specification, quantities and estimation. CO3: Prepare estimates for major items of construction work. CO4: Understand the different types of estimates. CO5: Prepare preliminary and detailed estimates for a design project CO6: Create the detailed estimates for one particular design project	
7	Course Description	The estimation is prepared by calculating the quantities required and then calculating the cost at suitable rates , to get the approximate cost of the project.That help in carryout project effectively.	
8	Outline syllabus		CO Mapping
	Unit 1	**Estimates Introduction**	
	A	Types of Estimates	CO1, CO2,CO4
	B	Preliminary and details estimates.	
	C	Calculations of Quantities: Types methods for calculating different items of construction.	
	Unit 2	**Calculations of Quantities**	CO1, CO3
	A	Types methods for calculating different items of construction.	
	B	Software tool for calculations	
	C	Market research	
	Unit 3	**Specifications**	CO1, CO3

	A	Types of Specifications for different materials		
	B	Material, labour & combined cost techniques		
	C	Market research		
	Unit 4	**Detailed Estimation**		CO1, CO3, CO5
	A	GST Calculation		
	B	Calculation of bill summary		
	C	Detailed Specification		
	Unit 5	**Turnkey Projects**		CO3,CO4,CO6
	A	Preparing of Design Proposal		
	B	Analysis of the services and their cost and preparation of their estimation and costing document portfolio.		
	C	BOQ summary		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Estimating and Costing in Civil Engineering B.N. Dutta		
	Other References			

Course Articulation Table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	1	2	1	2	3	1	1	3	3	2	3	2	-	-
CO 2	-	3	3	1	2	-	2	2	-	3	1	2	1	-	-
CO 3	2	2	2	-	2	3	1	2	3	2	3	2	3	-	-
CO 4	3	3	1	2	-	2	2	-	1	1	2	1	2	-	-
CO 5	1	3	1	2	-	2	2	-	1	-	-	2	2	-	-
CO 6	1	3	1	2	-	2	2	-	1	2	-	2	2	-	-
Avg.	1.8	2.5	1.7	1.6	2.0	2.4	1.7	1.7	1.8	2.2	2.0	2.0	2.0		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Academic Year: 2027-28**	
Branch: Interior Design		**Semester: V**	
1	Course Code	**IDJ3525**	
2	Course Title	**Lighting Design & Concepts**	
3	Credits	2	
4	Contact Hours (L-T-P)	(0-1-1)	
	Course Status	Compulsory	
5	Course Objective	1. Understand the advanced approach for any desired interior space. 2. Introduce Sustainable lighting and its control systems 3. Intensive research on various commercial lighting. 4. Correlation of lighting and human factors for Healthcare/Hospitality 5. Quantitative Understanding of Retail Lighting	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand & Identify the different types of lighting systems. CO2: Understand about technical specifications of light for use in interior spaces. CO3: Learn and apply the practical understanding of lights with different projects. CO4: Develop the technical drawings for lighting in projects. CO5: Analyse and employ the various lighting systems. CO6: Demonstrate the cost analyses of different of lighting systems.	
7	Course Description	It will provide proper understanding about different types of lighting systems with technical specifications and various aspects.	
8	Outline syllabus		CO Mapping
	Unit 1	**Practical planning of light and its control systems**	
	A	Living ,Dinning , Bedroom lighting	CO1,CO2,CO3
	B	Light Switches	
	C	Energy Saving Controls	
	Unit 2	**Residential light plans**	
	A	Research	CO1, CO3
	B	Light Planning	
	C	Lighting Drawing and calculation	
	Unit 3	**Commercial Lighting**	CO3,CO4,CO5

	A	Basic Office/Corporate		
	B	Restaurant Lighting		
	C	Lighting Drawing and calculation		
	Unit 4	**Advanced lighting Design I**		CO4,CO5,CO6
	A	Lighting approach for commercial lighting		
	B	Case Study – Office/Corporate lighting		
	C	Case Study – Retail Lighting		
	Unit 5	**Advanced Lighting II- Healthcare/Hospitality**		CO1, CO3
	A	Case study research – Healthcare		CO4,CO5,CO6
	B	Case Study Research- Hospitality		
	C	Documentation		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	ERCO Handbook of Lighting Design, Light Design Basics –Mark Karlen,Time-Saver Standards of Interior Design & Space planning-Joseph de Chaira		
	Other References			

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2	-	-
CO2	3	1	1	2	-	1	2	1	1	1	1	2	3	-	-
CO3	1	2	3	1	1	2	3	1	-	2	3	1	3	-	-
CO4	2	1	2	2	1	1	1	2	3	1	1	2	3	-	-
CO5	2	1	1	2	3	3	2	1	1	2	3	1	3	-	-
CO6	2	-	1	1	1	2	3		2	3	1	-	3	-	-
Avg	2.0	1.2	1.7	1.7	1.6	1.7	2.0	1.2	1.6	1.7	1.7	1.6	2.8		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: V**	
1	**Course Code**	**IDJ 3524**	
2	**Course Title**	**Building services II (Plumbing, Fire-fighting and Acoustics)**	
3	**Credits**	**4**	
4	**Contact Hours (L-T-P)**	**(0-2-2)**	
	Course Status	Compulsory	
5	Course Objective	• Understanding the need of Building Services. • Introduction of various aspects of building interior services that helps to interior more efficient such as acoustics, water supply, drainage, fire fighting etc. • Understanding the basic aspects of building services, which makes a building habitable and function the way it has been built for.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand any interior project with completeness of every aspect of its services. CO2: Make the space habitable considering the environment and surroundings CO3: Develop the practical understanding of all services components. CO4: Understand the coordination between Design and Services. CO5: Prepare drawings for various services in coordination with design CO6: Incorporate suitable materials for services in their design	
7	Course Description	The course is meant for students to know the interior services which are 3. Plumbing, Water supply and Drainage 4. Fire-fighting and safety 5. Acoustics	
8	Outline syllabus		CO Mapping
	Unit 1	**Water supply and plumbing**	CO1, CO2
	A.	Sources of water, requirement and standards	
	B.	Hot water supply, cold water supply, Pipes and necessary fittings and fixtures – material, dimensions etc.	
	C.	Preparation of water supply layout plans	

	Unit 2	**Drainage and sanitation**		CO1, CO2,CO3
	A.	Basic terminology - Pipes, bends, valves, traps etc.		
	B.	Material, dimensions and necessary fittings		
	C.	Preparation of drainage layout plans		
	Unit 3	**Fire fighting**		
	A.	Basic terminology - Fire hose reels, Sprinklers, Smoke detectors		CO1, CO2,CO4
	B.	Firefighting standards, Location of sprinklers		
	C.	Preparation of fire fighting layout,		
	Unit 4	**Acoustics**		CO1, CO2,CO5
	A.	Basic terminology – reverberation, reflectance, absorption etc.		
	B.	Understanding behavior of sound in different mediums and spaces		
	C.	Type of material and surfaces – absor6.25% (1) bers, reflectors etc		
	Unit 5	**Acoustical treatment**		CO1, CO2,CO6
	A.	Study of spaces with requirement of acoustical treatment –theatres, conference areas etc.		
	B.	Identifying various problems and remedies to the acoustical issues		
	C.	Preparation of relevant drawings – plans elevations and sections		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Building Services Handbook – Fred hall and RozerGreeno Butterworth Heinemann Publication		
	Other References	National Building Code of India		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2	-	-
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1	-	-
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3	-	-
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2	-	-
CO5	3	2	2	-	2	3	2	2	3	3	2	1	2	-	-
CO6	3	2	3	1	2	3	2	1	3	-	2	2	2	-	-
Avg.	2.8	2.2	2.2	1.3	2.0	2.8	1.7	1.6	2.6	2.4	2.0	1.8	2.0		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Interior Design		**Semester: V**	
1	Course Code	**DCJ 3502**	
2	Course Title	**Design Documentation (RBL1)**	
3	Credits	0 (Audit)	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory (Summer project)	
5	Course Objective	The objective of the course is to 1. Sensitize the students about the contemporary/ traditional design practices in India to build a stronger community connection. 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	*After the completion of the course, student will be able to do:* CO1: Understand and study contemporary/ traditional design practices of India CO2: Outline the production process involved in the selected design practice/ crafts. CO3: Conduct preliminary research by interviewing craft persons/ designers in detail and make authentic records and contribution to social upliftment CO4: Inspect the problems associated with in the design practice/ crafts CO5: Ideate design solutions for social upliftment. CO6: Create an authentic craft/ design documentation report	
7	Course Description	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.	
8	Outline syllabus		CO Achievement
	Unit 1	**Literature Study**	CO1

		A. Learning about indigenous crafts/ design practices of India 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**	CO2
		A. Observation- to understand the procedure B. Observation- Field drawings C. Observation- Photographic and/or video graphic documentation of craftsperson's way of life and end product	
	Unit 3	**Data Collection**	CO3
		A. Collection of data about the design practice/ craft through survey/ questionnaire/ interview. B. Recording of data using pictures, videos, sketches and sample collection. C. Documenting the collected data	
	Unit 4	**Data Analysis**	CO4
		A. SWOT analysis B. problem identification C. finding solutions	
	Unit 5	**Design solution & Documentation**	CO5, CO6
		A. Providing solution to the problems identified in the form of design B. Preparation of document C. Authenticating the document with design practice/ craftsperson/ crafts cluster.	
	Mode of examination	Rubric Based Evaluation	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	Crafts of India- Handmade in India- Aditi Ranjan & MP Ranjan, Council of Handicraft Development Corporations	
	Other References	Craft traditions of India- http://www.ncert.nic.in/NCERT/1/lehc1ps.pdf	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	3	3	3	-	-	3	3	2	2	-	3	3	-	-
CO2	-	3	3	3	-	3	2	-	2	2	-	3	3	-	-
CO3	-	1		2	-	3	-	-	2	2	-	3	3	-	-
CO4	-	3	3	3	-	3	2	-	2	2	3	3	3	-	-
CO5	-	3		2	-	2	-	-	2	2	3	3	3	-	-
CO6	3	3	3	3	3	3	3	3	2	3	3	3	3	-	-
Avg.	3.0	2.7	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0	3.0		

1-Slight (Low) 2-Moderate (Medium)3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Sem V**	
1	Course Code	**IDT3525**	
2	Course Title	**Visual Merchandising and Retail Management**	
3	Credits	2	
4	Contact Hours(L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	1. Enable students to understand the various types, cost and styling (dressing) of mannequins 2. Have a insight in fixture design ,the various types ,modular fixture and special fixtures for accessory display 3. Understand the significance and scope of window display with various setting and construction details 4. Insight to principals used for store layout.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Sensitize with retail managements concepts and applications CO2: Acquaint with cognitive planning in retailing CO3: Design the Store planning and Fixture Design for various formats CO4: Prepare the Product display and Plannogram CO5: Design External Façade ,and Exterior Signage's CO6: Understand the technical terms in visual merchandising and retailing	
7	Course Description	This course enables students to understand the importance and techniques of Visual communication. Visual communication focuses on communication through a visual aid and is described as the conveyance of ideas and information in forms that can be read or looked upon. includes: signs, typography, drawing, graphic design, illustration, Industrial Design, Advertising, Animation colour and electronic resources	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Retailing**	
	A	Introduction to retailing: Definition and scope, evolution of retailing	CO1
	B	Strategic retailing planning, retailing marketing Mix	
	C	Retailing technical terms , retail operations and human resources	

	Unit 2	**VM -Elements**	**CO2**
	A	Principles and elements of visual merchandising and its applications in VM ; role and tools for VM	
	B	Concept of store Interior : aroma, music, fixtures, display units, props	
	C	Concept of store exterior : marquee, façade, sign Boards, window displays	
	Unit 3	**Products and Display**	CO3
	A	Purpose ,Types of display units and cost	
	B	Choosing the right display for the right product	
	C	Display methods and techniques	
	Unit 4	**Store Planning and External Facade & Signage**	CO4
	A	Purpose and principles of Store planning	
	B	Types of stores and store selection procedure ;Store planning exercise	
	C	Store planning concepts: decompressed zone ; arena principle; power Wall; traffic; aisle	
	Unit 5	**Fixture Design & Types**	CO5, CO6
	A	Importance of Fixture Design	
	B	POP display ,VM tool kit	
	C	Modular Fixtures ,special Fixtures for accessory display	
	Mode of examination	Theory	
	Weightage Distribution	CA / ETE	
		25% / 75%	
	Text book/s*	Visual Merchandising by Tony morgan	
	Other References	Concepts of Visual Merchandising, NeelamAgarwal and Mr. Sanjay, e-Kindle Publications.	

Course Articulation Table

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	-	1	3	2	2	-	2	-	-	-	3	2	-	-
CO2	-	-	1	3	2	2	-	2	-	3	-	-	2	-	-
CO3	-	1	-	3	-	3	1	2	-	-	3	-	2	-	-
CO4	-	-	-	3	-	2	-	3	1	-	3	-	1	-	-
CO5	-	-	1	3	2	2	-	2	-	3	-	-	3	-	-
CO6	-	-	1	3	2	2	-	2	-	-	-	3	-	-	-
Avg.		1.0	1.0	3.0	2.0	2.2	1.0	2.2	1.0	3.0	3.0	3.0	2.0		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**
Programme: B.Design		**Current Academic Year: 2027-28**
Branch: Interior Design		**Semester: V**
1	Course Code	**IDJ3520**
2	Course Title	**Futuristic Interior Spaces**
3	Credits	2
4	Contact Hours (L-T-P)	(0-1-1)
	Course Status	Compulsory
5	Course Objective	• Understanding Futuristic Interior designs, decors, techniques, space planning and latest Furniture in different spaces. • To know about innovative and upcoming materials and Finishes • Categorizing interior and furniture designs on the basis of its utility, on-going and upcoming trends, nature of space like, residential, outdoor, commercial, hospitality, etc. • Innovative forms and advanced interior design schemes
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1. Understand & identify the latest and innovative global Interior design trends CO2. Understand the visual practice of the space utilization, innovative forms incorporating high-tech components of design CO3: Incorporate latest trends and advanced techniques for sustainable indoor spaces. CO4: Understand innovative materials for furniture designs complementing with the overall indoor space. CO5: Use new materials and details with an emphasis on the fabrication techniques. CO6: Incorporate unique details and fittings for the service areas with an emphasis on water and energy conservation.
7	Course Description	The course intends to impart knowledge about global and futuristic trends in interior design, awareness of latest and high-tech finishes, design components and fabrication techniques for development of innovative forms and appearances.
8	Outline syllabus	CO Mapping

	Unit 1	**Study of various trends in Interiors towards innovation**	
	A	Research and survey of advanced and high-tech materials	CO1, CO2,CO3
	B	Various vocabularies in the study of Interiors	
	C	Visual Illustration and case studies of global interior design projects	
	Unit 2	**Fluidic designs and their fabrication**	
	A	Material behaviour and their influence on indoor spaces	CO3, CO4
	B	Combination of materials	
	C	Innovative and high-tech Finishes	
	Unit 3	**Insinuation of advanced machinery and fabrication techniques**	
	A	Innovative techniques for development of design components	
	B	Advanced finishes and their fabrication process	
	Unit 4	**Design Project I**	CO1, CO4,CO5
	A	Conceptualization	
	B	Prototyping of design components	
	C	Precision in material	
	Unit 5	**Final Documentation**	CO4,CO5,CO6
	A	Finalization of write up.	
	B	Final Documentation of the products chosen.	
	C	Pre-preparation of the jury related to board to display furniture accessories, jury discussion and inference.	
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	**Spatial Strategies for Interior Design** **By- Ian Higgins** Total Fluidity: Studio Zaha Hadid, Projects 2000 - 2010 University of Applied Arts, Vienna (Edition Angewandte) **The Fundamentals of Interior Design 2019 Edition by Simon Dodsworth, Stephen Anderson , Bloomsbury**	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	1	1	1	1	1	2	-	-
CO2	3	1	1	2	-	1	2	1	1	1	1	1	1	-	-
CO3	1	2	3	1	1	2	3	1	-	2	1	3	3	-	-
CO4	2	1	2	2	1	1	1	2	3	1	2	1	2	-	-
CO5	2	1	1	2	3	3	2	1	1	2	1	3	3	-	-
CO6	2	1	1	1	1	2	3	-	2	3	-	1	1	-	-
Avg.	1.8	1.2	1.7	1.7	1.6	1.7	2.0	1.2	1.6	1.7	1.2	1.7	2.0		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**	
Programme		**B.Design**	
Branch: Interior Design		**Academic Year: 2027-2028**	
		Semester: V	
1	Course Code	**ARP505**	Course Name: **Critical Thinking & Leadership Skills**
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 – ARP		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
	C	Behaviour Studies of Leaders – Understand, assimilate, imbibe and learn the behavioural patterns and attributes of different leaders	CO3
	D	Leaders and their styles of Leadership – Know about some of the distinguished leaders across domains and get acquainted with their leadership styles	CO3
	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	CO2
	C	Identify the alternative solutions to the problem or case	CO2
	D	Solve problems effectively and creatively	CO2
	Unit 4	**Team Building & Team Synergy**	
	A	Introduction to and Understanding of Teams	CO2
	B	Team Building & Team Synergy Activities and Games	CO2
	Weightage Distribution	CA – 60% / ETE 40%	
	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 Articulation table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
ARP204.1	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.2	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.3	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.5	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVG.	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B. Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: V**	
1	Course Code	**DCT 3501**	
2	Course Title	**Research Methods**	
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	*After the completion of the course, student will be able to do:* 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 a effective research proposals 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 – concept, types and uses, Descriptive Research Designs – concept, types and uses. Experimental Design: 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– what is measured? Problems in measurement in research – Validity and Reliability and Levels of measurement – Nominal, Ordinal, Interval, Ratio.		
	B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size, Non Response. Characteristics of a good sample. Probability Sample – Simple Random Sample, Systematic Sample, Stratified Random Sample & Multi-stage sampling		
	C	Determining size of the sample – Practical considerations in sampling and sample size		
	Unit 5	DATA ANALYSIS AND INTERPRITATION		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	ETE	
		25%	75%	
	Text book/s*	1.Research Methodology – C.R.Kothari 2.Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition. 3.Business Research Methods – Alan Bryman& Emma Bell, Oxford University Press.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	2	3	-	3	-	2	2	-	2	3	2	3	2	1	1
CO 2	3	-	3	-	2	2	1	-	3	2	3	2	2	3	3
CO 3	2	3	-	3	-	2	2	1	-	3	2	-	-	2	1
CO 4	1	2	3	-	2	2	1	-	3	2	3	2	3	1	2
CO 5	3	2	2	-	2	2	1	-	2	-	2	2	1	2	-
CO 6	-	2	2	1	-	2	2	1	-	2	2	3	-	1	1
Avg.	2.0	2.4	2.5	2.3	2.0	2.0	1.5	1.0	2.5	2.4	2.3	2.4	2.0	1.7	1.0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch 2025-29**	**Academic Year: 2027-28**	
Program:		**B.Design**	**Semester V**	
Branch:		**Interior Design**		
1	Course Code	**AI401**		
2	Course Title	AI- Project in Architecture & Design		
3	Credits	0		
4	Contact Hours (L-T-P)	2-0-2		
	Course Status	VAC/Audit Course		
5	Course Objective	To equip students with advanced AI knowledge, focusing on research and development tools, focussing on collection of authentic data, analysis and documentation of the project		
6	Course Outcomes	**CO1:** Understand the impact of AI in design and architecture for identification of research topics **CO2:** Apply deep learning techniques through previous research for Design and Architecture projects/ reports **CO3:** Identification of techniques for collecting the data from various sources **CO4:** Design and Architecture - specific AI applications for analyzing the collected data **CO5:** Identifying various tools to evaluate ethical consideration with respect to Design and Architectural Project **CO6:** Explore emerging trends in AI for documentation of project/ reports of Design and Architecture		
7	Course Description	This course covers advanced AI applications in Design and Architecture. Students explore real-world case studies and emerging trends in AI, while completing project-based learning to develop AI-driven design solutions.		
8	Outline syllabus			CO Mapping
	Unit 1	**Advanced Prompt Engineering for Design and Architecture Automation**		

	A	Customizing prompts for softwares for research in Design and Architecture	CO1
	B	Fine-tuning prompts to assist in various tools used for reviewing the existing literature in Architecture and Design	CO1, CO2
	C	Case studies of previously completed Design and Architectural projects, through AI	CO3
	Unit 2	**AI applications for analysis of data**	
	A	Review of tools for collection of data sets from various sources	CO2, CO3
	B	Tools for project data analysis	CO2, CO3
	C	Applications in real-time Data Processing and interactive tools	CO2, CO3
	Unit 3	**Ethical Considerations**	
	A	Exploring AI ethics in Design and Architecture: intellectual property, biases in generative outputs and authenticity of data	CO4
	B	Emerging trends in AI for Architecture and Design documentation	CO5
	C	Hands-on project to develop a generative design model or design assistant tool Example - Develop a project model that generates optimized outline based on collected data and its analysis	CO6
	Mode of examination	Practical	
	Weightage Distribution	CA: 60% / ETE: 40%	

Course Articulation table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
ARP204.1	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.2	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.3	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.5	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVG.	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

Course Syllabus

Semester VI

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: VI**	
1	**Course Code**	**IDJ3629**	
2	**Course Title**	**Fit-out Solutions**	
3	**Credits**	**2**	
4	**Contact Hours (L-T-P)**	**0-1-1**	
	Course Type	Compulsory	
5	Course Objective	1-Learn and understand tools and techniques for efficient project management 2-This technique for live projects or Design studio projects	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand the Programming of the project from conception to completion. CO2: Prepare Scopes/Specifications for fit out works and preparation of PERT charts CO3: Conduct Final inspections and sign-offs procedures. Formats of Quality control and snag list preparation CO4: Format procedures for conducting fit out approvals in mall scenario and Final Site handover CO5: Understand the overall working and procedures from beginning till handover of the project CO6: Provide solutions to most of the issues related to the project on site.	
7	Course Description	This course focuses on Project management for interior fit-outs. Fit out management is a growing area where specialized expertise plays an important role. The course shall cover the various FM & PM techniques of scheduling ,reporting ,making of PERT charts etc.	
8	Outline syllabus		CO Mapping
	Unit 1	**Study and Analysis of Fit out process and significance**	
	A	Site visit of interior spaces with fit-out in progress	CO1,
	B	Preparing site reports	
	C	Snag list preparation	
	Unit 2	**Making a PERT chart**	
	A	Identification and chronological order of fit out activates	

	B	Identification of Long lead items	CO2
	C	Preparation of Pert chart of a particular project	
	Unit 3	**Fit-out in mall scenario**	CO3
	A	Understanding Fit out process in mall scenario	
	B	Formats for Fit-out approval process	
	C	Formats for various stages in Fit-out approval as site handover format, site inspections,	
	Unit 4	**Application of Fit-out Management Tools and techniques Design Project**	CO4
	A	Identification of design project and its analysis	
	B	Preparing PERT chart	
	C	Identification of Long Lead Items	
	Unit 5	**Handover Process**	CO4
	A	Checklist and Snag lists w.r.t. to Interiors	
	B	Checklist for VM /Signage and handover to Operations	
	C	Checklist and Snag lists w.r.t. to Services	
	Mode of examination	**Theory**	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Other References		

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	3	2	1	1	1	2	-	-
CO2	3	1	1	2	-	3	2	1	1	1	2	1	1	-	-
CO3	1	2	3	1	1	2	2	3	-	2	3	3	3	-	-
CO4	1	2	2	3	1	1	1	2	3	1	2	1	2	-	-
CO5	2	-	1	2	3	3	1	1	1	2	1	3	3	-	-
CO6	2	2	1	3	1	2	3	-	3	3	-	1	1	-	-
Avg.	1.5	1.6	1.7	2.2	1.6	2.0	1.7	2.0	2.0	1.7	1.8	1.7	2.0		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**IDJ 3621**	
2	Course Title	**Interior Design Studio -IV**	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	
	Course Status	Compulsory	
5	Course Objective	1. Study Interior design through Research, Analysis, Programmeming, conceptualization and design of the Interior environment. 2. Understand spatial organization, Building codes and Regulations in addition to Building services.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand and apply the standards applicable to Spatial planning in a space. CO2 : Understand various aspects of designing such as Functionality and Aesthetics. CO3: Learn & apply the various details and regulations involved in Designing and construction. CO4: Design for a particular use by making plan furniture, fixture and equipment layouts and, CO5: Employ the material, furniture, fixture and equipment specifications. CO6: Prepare all drawings from Presentation to the working drawing.	
7	Course Description	The course Enables to understand the fundamentals of special planning, Building by laws, Presentation techniques and Incorporating Services as an integral part of their Design. It would help them to understand all the essential details and fundamentals essential to generate an effective Design which also follows its functional aspects.	
8	Outline syllabus		CO Mapping
	Unit 1	**Space Planning and Design Fundamentals**	
	A	General Overview	CO1, CO2
	B	Functional Aspects	
	C	Aesthetic Aspects	
	Unit 2	**Communication and Drafting Methods**	
	A	Presentation Techniques	
	B	Renderings	CO1, CO3
	C	Building Models	
	Unit 3	**Building Codes and Standards**	
	A	General Overview	
	B	Occupancy Requirements, Classifications and Loads	
	C	Test Ratings and Fire Resistant Materials and Finishes	

	Unit 4	**Barrier Free Design**		CO2, CO4,CO5,CO6
	A	General Overview		
	B	Accessibility Guidelines		
	C	Plumbing Fixtures and Public Lavatories		
	Unit 5	**Specification Writing**		CO4,CO5,CO6
	A	Specification Material Sources		
	B	Types of Specifications		
	C	Specification Format and Organization		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	TIME SAVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING by Karl Ryan Candinato 2-Interior Design Illustrated by Francis DK Ching		
	Other References			

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	1	1	1	1	1	1	1	2	2		
CO2	3	1	1	2	1	1	2	1	1	1	1	2	2		
CO3	1	2	3	1	1	2	3	1	1	1	3	1	3		
CO4	2	1	1	2	1	1	1	2	3	1	1	2	2		
CO5	3	1	1	2	2	-	2	1	-	2	1	1	-		
CO6	2	1	-	2	1	1	3	1	1	1	3	2	1		
AVG	2.0	1.2	1.6	1.8	1.2	1.2	2.0	1.2	1.4	1.2	1.7	1.7	2.0		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year:2027-28**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**DCT3602**	
2	Course Title	**IPR for Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	1. Introducing important aspects of intellectual property rights to students who will pay a key role in the creation and development of creative industrial projects. 2. Spread patent information, patent laws in India and overseas, and details of registration. 3. Publicizing information about copy rights and their associated rights and aspects of registration. 4. Propagating data on trademarks and elements with registration. 5. Collate technical understanding on design, regional acknowledgment, new design protection and ways of registration. 6. Latest trends in IPR and Government measures to promote IPR.	
6	Course Outcomes	*After completion of this course, student will able to:* CO.1. Identify the basic Concept of Intellectual Property Right CO2: Understand the patent & elements of patent-ability (Novelty, Inventive steps, Utility) CO3: Apply the copyright Registration methods & Nature of Copyright (Sentence construction, Creative work) CO4: Analyse the concept of trademark (Various types of tags, brand names, badges, signatures, logo, product marks, recognition tags) CO5: Evaluate the Industrial Application (Non-patentable subjects, Eligibility to patent). CO6: Create the process of patenting and acts involved (sanctions & Penalties Copyright procedure).	
7	Course Description	This Programme covers the legal strategy relevant to intellectual property and innovation for early stage Design project. The development cycle of the Design start-ups from	

		invention and early evaluation, through incorporation and product creation, across production and massive funding. 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 Programme 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 Programme aims to define and examine the technical information that is used to protect and create open standards.	
8	Outline syllabus		CO Achievement
	Unit 1	**Introduction to IPR**	CO3
	1	Copyrights , patents , ID rights	
	2	Differences and similarities	
	3	Applications	
	Unit 2	**Understanding Design protection**	CO2
	1	IPR famous cases and conflicts	
	2	To write the cases technically	
	3	Design Rights	
	Unit 3	**Understanding Trademarks**	CO3
	1	Relevance of trademarks	
	2	Usage and its limitations	
	3	Presentations and Discussions	
	Unit 4	**Famous cases and suites**	CO1,CO2
	1	Yamaha and TVS IPR Case	
	2	Apple and Samsung case	
	3	Comparison and discussion	
	Unit 5	**Possibilities in IPR**	CO4, CO5,CO6
	1	Patenting process	
	2	Filing in IPR	
	3	Formalities, requirements and costing involved	
	Mode of examination	Theory	
	Weightage Distribution	CA: 25% / ETE: 75%	
	Text book/s*	1-Intellectual Property Rights In India Hardcover – 1 January 2015 by V.K. Ahuja (Author) Indian Patent Law and Practice 2-Book by Arun K. Narasani, Kalyan Chakravarthy Kankanala, and Vinita Radhakrishnan	
	Other References	https://ipindia.gov.in/	

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**IDJ 3624**	
2	Course Title	**Furnishing, Textile & Accessory**	
3	Credits	3	
4	Contact Hr (L-T-P)	(0-1-2)	
	Course Status	Compulsory	
5	Course Objective	1. This course has been introduced to make the interior Design students familiar of the textiles incorporated in Home Decor and furnishings. 2. To understand the properties of the various fabrics as per the environment and climatic conditions in a given interior space. 3. To learn the possibilities of using textiles while combining with different categories of furniture. 4. Introduce the sustainable textile materials.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: Understand and classify various textile material on the basis of need of the project. CO2: Understand about textile material, texture, color, durability ,absorption properties and Haptic properties CO3: Develop the practical understanding of textile material used in interior and as upholstery. CO4: Incorporate textiles in various aspects of interior design such as wall finishes, ceiling design, flooring etc. CO5: Incorporate textiles for design and development of various accessories for interior design project CO6: Understand different material used in interior and products.	
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1	**Textiles introduction**	
	A	Theory of Textiles	CO1, CO2,CO4
	B	Cultural background of Interior textiles	
	C	Classification of interior textiles and their properties	
	Unit 2	**Market Research**	
	A	Textiles used in various activity domain of Interiors	CO1, CO3

	B	Brief understanding of the textile technology		
	C	Costing and pricing of diff textiles		
	Unit 3	**Textiles for Upholstered furniture & furniture accessories**		
	A	Types of textile materials for Furniture		
	B	Analysis of textile Durability, Color fastness & its integration		
	C	Different types Upholstery used for sofa making		
	Unit 4	**Accessory**		CO1, CO3,CO5
	A	Use of fabric in different accessories		
	B	Concept for any accessory design		
	C	Prototype		
	Unit 5	Upholstery prototyping		CO3,CO4,CO6
	A	Concept for any sofa design		
	B	Design development including market research and analysis		
	C	Prototype		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Francis D.K. Ching& Corky Binggeli - INTERIOR DESING ILLUSTRATED (3rd Edition)		

Course Articulation Table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2	-	-
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1	-	-
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3	-	-
CO4	2	2	2	-	2	3	1	2	3	1	2	2	2	-	-
CO5	3	-	3	1	2	3	-	2	3	-	2	2	3	-	-
CO6	-	3	3	1	2	-	2	2	-	3	1	2	1	-	-
Avg.	2.3	2.2	2.5	1.0	2.0	3.0	1.4	1.8	3.0	2.4	1.8	2.2	2.0		

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**IDJ3627**	
2	Course Title	**Heritage Interior Spaces**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory	
5	Course Objective	The main objective of this course is to understand and learn the importance of heritage value of particular space/building by Adaptive Reuse to develop meaningful space and commercial performance of built assets.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* **CO1:** Understand & identify the value of legacy designs **CO2:** Create drawing for the fixing and application of various techniques used in restoration and refurbishment of project. **CO3:** Produce the survey and documentation process to carry out project with keeping the heritage value intact. **CO4:** Understand the interior spaces comprehensively by balancing the contributions of physical beauty and structural integrity in one complete volume. **CO5**: Understand the details of traditional design components, materials etc. **CO6**: Generate all technical drawings with specifications.	
7	Course Description	1. This is to enable students to understand the basic terminologies used in the adaptive reuse o develop meaningful space. 2. Students understand about design process involve in refurbishing a project. 3-To understand the process of documentation to carry out the process of adaptively reusing historic buildings.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction**	
	A	Introduction to Heritage Interiors	CO1, CO2
	B	Site visit and making form and material based investigation	
	C	Understanding spatial aspects based on activity, space, form and human scale.	

	Unit 2	**Documentation/Drawing**	
	A	Case study presentation 1st stage	
	B	Case study presentation 2nd stage	CO2
	C	Final site drawings with details and photographs	
	Unit 3	**Concept/Development**	CO3
	A	Preparation of design requirements, area requirements based on standards and their interrelation and circulation patterns.	
	B	Concept formulation and idea investigation.	
	C	Final concept	
	Unit 4	**Design Development**	CO4, CO5
	A	All floor plans	
	B	Detailed plans	
	C	Views	
	Unit 5	**Finalisation**	**CO 5,CO6**
	A	Design development- sections and elevations	
	B	Model making on appropriate scale	
	C	Final portfolio submission	
	Mode of exa	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	TIME SAVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING by Karl Ryan Candinato 2-Interior Design Illustrated by Francis DK Ching	
	Other References		

Course Articulation Table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	3	1	1	2	2	3	3	2	-	-
CO2	2	1	1	2	1	1	2	1	1	2	1	2	2	-	-
CO3	1	2	2	1	3	2	3	1	3	1	3	1	3	-	-
CO4	2	1	1	2	1	1	1	2	3	1	1	2	2	-	-
CO5	2	3	1	2	2	-	2	1	-	2	1	3	-	2	-
CO6	2	1	-	2	2	2	3	1	1	1	2	2	1	-	-
Avg.	1.8	1.5	1.4	1.8	1.8	1.8	2.0	1.2	2.0	1.5	1.8	2.2	2.0	2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**DCJ 3602**	
2	Course Title	**Field Studies (RBL2)**	
3	Credits	0-Audit	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory (Summer project)	
5	Course Objective	The objective of the course is- 1. To gain practical experience related to student's specialization. 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	Students will be able- CO1: To recognize the application of design fundamentals to design specializations. CO2: To discuss market-oriented or solution-oriented design development process used in the industry. CO3: To report on the design/ product management techniques used by the industry. CO4: To examine application of modern tool usage in the field. CO5: To relate how industry is responding to environmental and sustainability concerns. CO6: To 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**		CO1, CO6
		1. Identify an organization to conduct the study and submission of acceptance letters received from the organization 2. Define the area, scope, objective and limitation of the study. 3. Define steps, structure, data collection methodology and questionnaire.		
	Unit 2	**On site study**		CO1, CO6
		1. Identify the target market, product offering and USP of the organization. 2. Describe the organizational hierarchy of the firm. 3. Report the short-term and long-term challenges/ concerns faced by the firm.		
	Unit 3	**Study of design development process**		CO2, CO4, CO6
		1. Describe the design development process in detail through a flowchart. 2. Study the tool, methods and techniques used in design development. 3. Identify the bottle necks and constraints of the design development process.		
	Unit 4	**Study of design/ product management techniques**		CO3, CO4, CO6
		1. Identify the key management techniques used to manage the design/ product development. 2. Relate the management principles applied. 3. Identify the bottle necks and constraints of the design development process.		
	Unit 5	**Report/ Case Study writing**		CO5, CO6
		1. Examine the environmental and ethical effects of design/ product development process and management. 2. Assemble the findings as report/ case study 3. Review and authentication of the report		
	Mode of examination	Rubric based evaluation		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	The Interior Design Intern-2011, Linda L. Nussbaumer (Author)		

Course Articulation table:

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1	3	-	-	2	-	3	-	-	1	3	3	-	3	-	-
CO2	2	2	-	2		3	3	3	1	3	3	-	3	-	-
CO3	2	2	-	2	3	3	-	-	1	3	3	-	3	-	-
CO4	2	2	-	2	-	3	3	3	1	3	3	3	3	-	-
CO5	2	-	-	2	-	3	3	3	1	3	3	3	3	-	-
CO6	-		-	2	2	3	2	3	1	3	3	3	3	-	-
Avg.	2.0	2.0		2.0	2.5	3.0	2.8	3.0	1.0	3.0	3.0	3.0	3.0		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**
Programme: **B. Design**		**Current Academic Year: 2027-2028**
Branch: Interior Design		**Semester: VI**
1	Course Code	**ARP 506**
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 Programme, 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 4th 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 I 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 – ARP 506	

	Unit 1	**Ace the Interview**	**CO MAPPING**
	A	HR Sensitization (Role Clarity I KRA I KPI I Understanding JD) I Conflict Management	CO1
	B	Negotiation Skills I Personal Branding	CO3, CO4
	C	Uploading & Curating Resumes in Job Portals, getting Your Resumes Noticed I Writing Cover Letters I Relationship Management	CO1, CO3
	Unit 2	**What is Personality? I Who Am I? Creating a positive impression**	
	A	Group Discussion, Email writing	CO4
	B	Personal Interviews and Mock PI's followed by personalised feedback	CO4
	C	Story Telling and Analogies	CO5
	Unit 3	**Accent neutralization and Power Dressing**	
	A	JAM for confidence Building	CO6
	B	MTI reduction - Phonetics (V and A)	CO6
	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	CO4
	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 Articulation table:

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
ARP302.1	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.2	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.3	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.4	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.5	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVERAGE	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2027-28**	
Branch: Interior Design		**Semester: VI**	
1	Course Code	**IDJ3628**	
2	Course Title	**Contextual Studies for ID**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	The course prepares students for industry by focusing on developing a domain specialization, developing industry conduct for market exposure & sponsorship.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* 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 have to choose any type of Interior project topic.ie Retail, Hospitality, Luxury, Commercial etc. They will conduct a detailed research & present key concepts/ solutions & ideas while working with mentors from design & technical backgrounds.	
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 specialization**	CO2
		a) Inspiration research	
		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: 60% / ETE: 40%	
	Text book/s*	• The Design Process-by Karl Ómar Aspelund • Interiors: Design, Process, and PracticeBook by Stephanie A. Clemons • Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018	
	Other References	• Contextual Approach in Contemporary Interior Architecture (focus on interiors of remodeled buildings)-Nermina Zagora	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	1	3	-	2	3	3	-	-	-	1	-	3	3	-	-
CO2	3	3	-	2	3	-	-	-	-	1	-	3	3	-	-
CO3	-	3	-	3	3	-	-	-	2	2	-	3	3	-	-
CO4	-	3	-	3	3	-	-	-	2	2	-	3	3	-	-
CO5	-	3	-	3	3	-	-	-	1	3	-	3	3	-	-
CO6	3	2	3	2	3	3	3	2	1	-	-	3	3	-	-
Avg.	3.0	2.8	3.0	2.5	3.0	3.0	3.0	2.0	1.5	1.8		3	3		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Course Syllabus

Semester VII

School of Design		**Batch 2025-2029**	
Programme: B.Design		**Current Academic Year: 2028-29**	
Branch: Interior Design		**Semester: VII**	
1	Course Code	IDJ 4726	
2	Course Title	**Innovations in Interior Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	1. To make students Understand the difference in invention, Innovation and discovery. 2. To make students learn the art of Innovation in the given environment and given material, spaces and Organisation. 3. To make students Understand the Tools and Tips to incorporate innovation through creative thinking and brainstorming. 4. To make students learn the evolution of society and study the innovation in human habitation, products and experiences.	

6	Course Outcomes	*After the completion of the course, student will be able to do:* CO.1. Understand & identify the difference between innovation and creativity and how to utilise it While Designing Interiors, products Or experience for the end consumer CO.2. Learn the process of developing and funding new start-ups, what's the ideal environment for the companies and how to start & run in any given society. CO.3. Innovate with the materials and resources at hand. CO4. Understand the change involved with innovation and how to bridge the gap between various players in any new innovation. CO5: Apply the advanced space design details & concepts for specific project. CO6: Create the advanced design techniques for design and development of spaces.	
7	Course Description	The course is targeted at everyone who wants to know about developing and shipping new product with the lowest environmental footprint. Using Innovation in any Given environment, space, materials or organisation. It also teaches the foundations of the innovative product ecosystem.	
8	Outline syllabus		CO Achievement
	Unit 1	**Innovation in Transit Systems around the world**	CO1,CO3,CO4
	A.	History of transit system around the world	
	B.	Innovation and evolution in human transit	
	C.	challenges in transit system and issues	
	Unit 2	**Innovations In materials for Human Experience**	CO1, CO2, CO5
	A.	Innovation in Materials Used in Buildings and habitation	
	B.	social behaviour and cultural influences	

	C.	Case Study of various communities		
	Unit 3	**Design interventions and Social Aspect in Interactions**		CO2,CO3
	A.	Design innovation in communication in communities		
	B.	concept		
	C.	Concept development		
	Unit 4	**Consumer behaviour and reflex actions in furniture**		CO2,CO4
	A.	Prototypes Using Foam & Cardboard		
	B.	Final Presentation		
	C.	Understanding innovation in evolution furniture		
	Unit 5	**Design interventions and possibilities for future**		CO2,CO6
	A.	Evolution in human behaviour and reflexes		
	B.	Design Interventions and concept for future		
	C.	Prototyping and presentation		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	1-Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation by Tim Brown. 2-The Art of Innovation: Lessons in Creativity from IDEO, America's Leading Design Firm,Book by Jonathan Littman 3-The Design Thinking Playbook: Mindful Digital Transformation of Teams, Products, Services, Businesses and Ecosystems ,Book by Michael Lewrick		
	Other References			

Course Articulation table:

POs COs	PO	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	3	2	2	2	1	3	3	3	3	3	3	-	-
CO2	3	1	1	2	2	2	1	3	3	3	3	3	3	-	-
CO3	3	1	2	2	2	2	1	3	3	3	3	3	3	-	-
CO4	3	1	3	2	2	2	1	3	3	3	3	3	3	-	-
CO5	3	1	3	2	2	2	1	3	3	3	3	3	3	-	-
CO6	3	1	3	2	2	2	1	3	3	3	3	3	3	-	-
Avg.	3.0	1.0	2.5	2.0	2.0	2.0	1.0	3.0	3.0	3.0	3.0	3.0	3.0		

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School of Design		**Batch : 2025-2029**	
Programme: B.Design		**Current Academic Year: 2028-29**	
Branch: Interior Design		**Semester: VII**	
1	Course Code	**DCT 4706**	
2	Course Title	**Entrepreneurship & Professional Ethics**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	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	*After the completion of the course, student will be able to do:* CO1: Get familiarize with types of companies they can start CO2: Brainstorm and evaluate an entrepreneurial idea CO3: Understand the changes involved with various stages of entrepreneurship and re-framing of the idea. CO4: Determine investments needs CO5: Identify sources of investments for their potential ventures. CO6: Identify problems in development of the concept and get mentored by various entrepreneurs.	
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**	CO1, CO5
		a) Different types of company incorporation's 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 c) Sizing the market 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 tradeoffs 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 examination	Theory	
	Weightage Distribution	CA | ETE	
		25% | 75%	
	Text book/s*	ISBN : 978-0199670543, ISBN-13 : 978-0195643909 Handbook for New Entrepreneurs Hardcover – 8 July 1999 by P. C. Jain (Editor)	

Course Articulation Table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	1	2	3	3	1	1	3	1	2	-	2	1	1
CO2	3	3	2	3	1	-	2		-	1	3	1	1	2	-
CO3	3	2	1	1	2	3	1		3	1	1	2	2	2	-
CO4	3	3	1	1	3	2	2	-	1	2		1	1	-	-
CO5	2	2	2	2	1	3	1	1	3	1	2	-	2	1	1
CO6	2	3	1	-	3	3	1	2	3	1	1	1	-	2	2
Avg.	2.5	2.3	1.3	1.8	2.2	2.8	1.3	1.3	2.6	1.2	1.8	1.3	1.7	1.6	2.0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School of Design		**Batch : 2025-2029**	
Programme: B.DESIGN		**Current Academic Year: 2028-29**	
Branch: Interior Design		**Semester: VII**	
1	Course Code	**IDJ 4727**	
2	Course Title	**Capstone Interior Project**	
3	Credits	12	
4	Contact Hrs (L-T-P)	(0-4-8)	
	Course Type	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 the completion of the course, the students will be able to:* **CO1.** Get an in-depth understanding of conceptualization and presentation. **CO2.** Learn a comprehensive understanding of developing a project and the whole design process involved with research. **CO3.** Learn research methods, innovation, and code compliance **CO4.** Understand the complexity and coordination between Concept & Final presentation. **CO5**: Focus on, sustainable design practices along with necessary services & preparation of estimates etc. **CO6:** Create industry-ready design solutions in form of a Final project presentation.	
7	Course Description	The course is a final application of design fundamentals and theories studied & practiced throughout the Programme.	
8	Outline syllabus		CO Mapping
	Unit 1	**Design Brief**	
	A	Introduction to the project along with preparation of its requirement.	CO1,CO2
	B	Preparation of requirements in terms of spaces, area calculation, basic and essential features	CO1,CO2
	C	Identification of the need of the project, its benefits and expected outcomes.	CO1
	Unit 2	**Research/Case study/Site analysis**	CO1,CO2
	A	Investigation of the topic-related information, technical terminology, guidelines, learning from the past trends and forecasting the futuristic approach	CO1,CO2
	B	Research & case Studies of existing subject-related projects,	CO1,CO2,CO3
	C	Examining the assigned site conditions, its surroundings, climatic and environmental conditions, area and Site synthesis.	CO5
	Unit 3	**Conceptual Design**	
	A	Spatial planning and zoning for a better understanding of interconnection of spaces	CO2,CO3

	B	Working out the functional aspects, circulation, and overall flow of activities from the entrance to all the connected spaces..	CO4
	C	Development of Mood boards & Material Boards with preliminary specifications.	CO4
	Unit 4	**Design Development**	
	A	Detailed plans with worked out specifications, material with dimensions	CO3,CO4
	B	Plans of various services such electrical, plumbing, RCPs, lighting design, HVAC etc.	CO3,CO5
	C	Material Specifications & Estimation of the project.	CO3,CO5
	Unit 5	**Final presentation**	
	A	Presentation design drawings with colour codes, complete with relevant textures, hatch, line weights, dimensions and nomenclature	CO3,CO4, CO5,CO6
	B	Three dimensional views of spaces and well-rendered elevations, sections and other relevant drawings.	CO3,CO4, CO5,CO6
	C	Patent filing & Portfolio Presentation/ Publication as per project.	CO5,CO6
	Mode of examination	Rubric Based Learning	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	1-Interior design Illustrated, Francis D.K. Ching& Corky Binggeli - (3rd Edition) 2-The Interior Design Reference & Specification Book Updated & Revised: Everything Interior 2018,by Chris Grimley & Mimi Love	

Course Articulation Table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	1	1	2	1	3	2	1	2	2	-	-
CO2	3	1	1	2	3	-	2	2	1	1	2	2	3	-	-
CO3	3	2	3	1	-	3	3	3	1	3	2	1	2	-	-
CO4	2	2	1	2	-	1	1	2	3	1	2	2	2	-	-
CO5	3	1	2	3	3	2	2	2	1	1	2	2	3	-	-
CO6	3	1	1	2	3	-	2	2	1	1	2	2	3	-	-
Avg.	2.8	1.3	1.7	2.0	2.5	1.8	2.0	2.0	1.7	1.5	1.8	1.8	2.5		-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Interior Design		**Semester: VII**	
1	**Course Code**	**DCJ 4704**	
2	**Course Title**	**Summer Project/ Internship (FSIC)**	
3	**Credits**	**2**	
4	**Contact Hours (L-T-P)**	**0-0-2**	
	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. The student will be able to explore and identify probable career preferences and professional goals.	
6	Course Outcomes	*After the completion of the course, student will be able to do:* CO1: 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: Demonstrate 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 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 an industry mentor, who will oversee the internship Programme.	
	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 teamwork 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	ETE	
		60%	40%	
	Text book/s*	• 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)		

Course Articulation Table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	1	1	2	1	3	2	1	2	2	-	-
CO2	3	1	1	2	3	-	2	2	1	1	2	2	3	-	-
CO3	3	2	3	1	-	3	3	3	1	3	2	1	2	-	-
CO4	2	2	1	2	-	1	1	2	3	1	2	2	2	-	-
CO5	3	1	2	3	3	2	2	2	1	1	2	2	3	-	-
CO6	3	1	1	2	3	-	2	2	1	1	2	2	3	-	-
Avg.	2.8	1.3	1.7	2.0	2.5	1.8	2.0	2.0	1.7	1.5	1.8	1.8	2.5		-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

Course Syllabus

Semester VIII

School of Design		**Batch: 2025-2029**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Interior Design		**Semester: VIII**	
1	Course Code	**DCJ 4803**	
2	Course Title	**Industry Apprenticeship**	
3	Credits	20	
4	Contact Hours (L-T-P)	0-10-10	
	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 the completion of the course, student will be able to do:* CO1: Get 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 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 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 Programme.	
	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
		The internship work plan is drawn up by developing team work and applies prior acquired knowledge in problem solving. a) Time & project management b) 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 | ETE	
		60% | 40%	
	Text book/s*	• 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 Articulation Table:

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	-	3	-	-	3	3	-	-	3	-	-	
CO2	3	1	3	-	-	3	3	-	-	3	3	-	
CO3	3	-	3	3	-	1	1	-	-	3	1	-	
CO4	3	-	3	3	-	1	1	-	-	-	3	-	
C05	3	-	3	3	-	1	1	-	3	-	3	-	
CO6	3	-	3	-	-	3	3	-	3		1	-	
Avg.	3	1	3	3		2	2		3	3	2.2		

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**