

	Year I		Year II	
	Semester I	Semester II	Semester III	Semester IV
Fundamental	Module/ Course	Module/ Course	Module/ Course	Module/ Course
Design Language	Design Drawing Typography	Form Explorations Fundamentals of Photography	Fundamentals of Animation Fundamentals of Videography Interface Design	Simple Product Design
Design Visualisation	Design Fundamentals	Communication Design	Data Visualisation	Sensorial Design
Design Thinking		Design Research	Ideation & Prototyping	Usability Testing
Design Science	Design Theory	Introduction to Cognitive Science	Cognitive Ergonomics I	Cognitive Ergonomics II
Design & People	Social Anthropology	Ethnography I	Ethnography II	
Design & Technology		Creative Coding	Web Coding	Physical Computing
Design Management	Business Communication		Business Acumen I	Interaction Design Business Acumen II
Research	Research Pathway I	Research Pathway II		Research Pathway III

Year III			
Semester V		Semester VI	
Fundamental	Module/ Course	Fundamental	Module/ Course
Design Thinking + Design Management	NGO Internship	Design Thinking + Design & Technology + Design Management	Studio V Immersive Experiences
Design Thinking + Design & Technology + Design Management	Studio I Web & Mobile Experiences	Design Management + Design Thinking + Design & people	Studio VI Game Mechanics
Design Thinking + Design & Technology + Design Management	Studio II Connected Experiences	Design & Technology + Design Science + Design Thinking	Creative Entrepreneurship
Design Management + Design Thinking	Studio III Data Design	Design Thinking + Design & Technology	Studio VII Experience Design
Design & people	Studio IV Behavioural Design	Design Management	Intellectual Property Rights for Designers

Year IV			
Semester VII		Semester VIII	
Fundamental	Module/ Course	Fundamental	Module/ Course
Design Management + Design Thinking + Design & People + Design & Technology + Design Science	Industry Internship	Design Thinking + Design Management + Design Science + Design & Technology	Capstone project
		Design Visualisation + Design Management + Design Science + Design & People	Dissertation

## Brief description of the Modules listed in the module structure of all years:

(In continuation to 4.10 of Academic guidelines in Part I of this SRB)

1. **Design Drawing** develops an understanding of the basic drawing skills that allow students to discover different ways to communicate ideas visually.
2. **Typography** explores the fundamentals of type through the study of letterforms and typographic explorations.
3. **Design Fundamentals** examines the elements and principles of design in the applications of visual representations. It will further guide students in understanding the subjectivity and objectivity related to aesthetics.
4. **Design Theory** develops creative thinking skills and enriches the understanding of methods and strategies in design practices.
5. **Social Anthropology** explores the relevance of understanding the social context of design. Students are introduced to thinking critically about the ideologies behind the construction of objects, spaces and tools used in their daily life.
6. **Business Communication** grooms designers in the professional world related to communication and listening skills.
7. **Research Pathway I** acquaint students with basic terminologies of research and equip them to develop skills in writing research articles.
8. **Form Explorations** encourages material explorations, form generations and building of four dimensional forms by imbibing and utilizing workshop skills.
9. **Fundamentals of Photography** introduces the fundamentals of a camera and explores using photography for visual communication and document.
10. **Communication Design** outlines the skill and knowledge to create visual designs and narratives for effective communication.
11. **Design Research** introduces the tools and mindset to conduct empathy research, in addition takes up the tenets, frameworks to synthesise and define an insightful and indepth problem statement.
12. **Introduction to Cognitive Science** aids in understanding the user behavior by deconstructing their mental model with respect to beliefs, attitudes and translates the knowledge in the context of Design research.
13. **Ethnography I** aids in the exploration of cultural sensitivity, and building a knowledge base on cultural idioms that can inform contextual design. Ethnocentric ideals are challenged and the students are encouraged to be empathetic to alternate perspectives.
14. **Creative Coding** focuses on learning essential coding skills and practices through creating procedural and interactive visualizations that form the essential groundwork for further technology applications.
15. **Research Pathway II** develops an ability to read, critique and write white papers. It equips the students to understand the importance and use of white papers as well as make them capable of writing white papers using best practices.
16. **Fundamentals of Animation** unearths how narratives in motion play a key role in representing a story whilst learning the basics of this media.
17. **Fundamentals of Videography** breathes life into the still motionless frozen frames of time. The students understand the fundamental need of story tell to aid a concept, prototyping or documentation.
18. **Interface Design** introduces the design of user interfaces and focusing on improving usability and user experience.
19. **Data Visualisation** build skills to decode complexity and represent complex information in simple, efficient visuals.
20. **Ideation & Prototyping** familiarize with the process of concept building and introduces the use of various tools, skills and iterative prototyping processes to bring concepts to reality.
21. **Cognitive Ergonomics I** prepares the student to recognize the process of user cognition that considers perceptive, affective, and socio-environmental attributes that influence the decision making. This knowledge is applied when crafting effective, user-centric experiences.
22. **Ethnography II** focuses on the students exploring complex themes of cultural hegemony, power relations, science and knowledge, and the impact of technology in society. Students are guided in conducting their own qualitative ethnographic research.
23. **Web Coding** focuses on the interface of coding and hardware with mobile or web applications to see and practice possibilities with design as the focus. It also explores 3D digital software to visualise tangible products.
24. **Business Acumen I** introduces the elementary concepts of marketing such as market research, trends and forecasting.
25. **Physical Computing** develops electronic (sensors & proto boards) and coding skills required to prototype interactive interactions with physical objects. It also Introduces Unity as a tool for prototyping 3D animations, experiences and interactive games.

26. **Simple Product Design** Introduction to the design and prototyping of a tangible product, considering the principles of physical ergonomics, materials, processes and user needs.
27. **Sensorial Design** enriching design by including multi-sensorial perceptions.
28. **Usability Testing** deals with the testing of usability factors of solutions to iterate with certainty.
29. **Cognitive Ergonomics II** enables the students to apply the decision-making strategies and system thinking approach when designing solutions.
30. **Interaction Design** uses concepts and applications in human computer interaction (HCI) to inform the design of interactions while taking into consideration the social, cultural and psychological contexts of users.
31. **Business Acumen II** uses Business Economics and Finance to understand the dynamics of firms, markets and budgets.
32. **Research Pathway III** develops an ability to read, understand the structure of research papers. It equips the students to inculcate the best practices of writing research papers and prepare them to develop essential skills to design a scientific research poster.
33. **NGO Internship** a month-long internship in social design, it facilitates the application of the learnings of the foundation years on field.
34. **Studio I Web and Mobile Experiences** deconstructs the process of the design for web and mobile experiences and gain expertise in UX, UI design, pitching, validation and deployment processes.
35. **Studio II Connected Experiences** focuses on research, design and prototyping of connected experiences across various sectors with a functional understanding of IoT technology.
36. **Studio III Data Design** focuses on using complex, real time data to design constructive stories considering core visual ergonomics and decision science.
37. **Studio IV Behavioural Design** facilitates the interpretation of the science of human behaviors to design persuasive interventions to systematically and intentionally change behaviors in a physical or a digital world.
38. **Studio V Immersive Experiences** aims to build skills and capabilities to experiment and design contextual virtual experiences as solutions to the problem at hand.
39. **Studio VI Game Mechanics** applies the methods derived from games and gameplay as approaches when designing solutions.
40. **Creative Entrepreneurship** using experiential learning, builds the basic fundamentals of Entrepreneurship. Addresses the process of creating and evaluating a business idea, to plan business generation and craft an effective pitch.
41. **Studio VII Experience Design** aims to scale sensorial perceptions to design spaces, installations and other experiences.
42. **Intellectual Property Rights for Designers** imparts relevant knowledge to understand the appropriate legal structures with reference to Designs, Patents, Copyrights and Trademarks.
43. **Industry Internship** will train the students with the current practice trends as a designer and build on-the-job skills required to successfully work in a professional environment. In addition, opportune an experiential validation of a student's preference to a certain design domain in professional practice.
44. **Capstone project** will analyse a real-life-problem and design the solution where in creativity and value creation are in balance. This project will elucidate the skills, rigour, and competencies of a Humanising technology student.
45. **Dissertation** will provide an opportunity to construct arguments, and build new knowledge whilst exploring individual interests and convictions as a designer.