

**Program Outcomes (PO):**

The students in the four-year program will gain:

1. **Core capabilities of a Designer:** Expertise in empathy, creative thinking, visualisation, quantitative research and conceptualising skills.
2. **Problem solving skills with a transdisciplinary approach:** Adapt to new scenarios to take a transdisciplinary approach to design holistic solutions by synthesising the knowledge in sociology, psychology and business to the context at hand.
3. **Abilities to humanise technology:** Comprehension and practise to capitalise opportunities offered by emergent technology to craft delightful contextual user centred experiences to deliver business value.
4. **Expertise in User-centred, collaborative design process:** Alignment to deliver design in collaborative teams whilst demonstrating acceptance to multidisciplinary.

**Program outcome (Year-wise):**

Year	Program outcome	Details
I	Practice and adopt Design Thinking & Language	Year I & II are immersive, extensive and largely faculty driven. The modules are focused on building core design capabilities with an introduction to allied fundamentals such as Sociology, Cognitive psychology, Technology & Business.
II	Respond with Design abilities to analyse and synthesise during creative explorations	
III	Gain measureable expertise in a transdisciplinary approach to holistic and creative problem solving	Year III has structured, application projects in emergent technology to be explored with the assimilated knowledge of allied fundamentals. The curriculum provides an opportunity to create socially impactful design in collaboration with non-profit organizations.
IV	Demonstrate professional abilities to work on projects in an industry scenario	Year IV is designed to professionalise the academic learning in real scenarios in professional practice. This entails an internship and a self-initiated capstone project and a dissertation in the last semester.