

B.Des. Module Structure

| Year I | | | Year II | |
|--|--|--|--|--|
| Semester I | | Semester II | Semester III | Semester IV |
| Fundamental | Module Names | | | |
| Design Language | Skill Explorations | Skill Explorations 2D | Skill Explorations Motion | Skill Explorations 3D |
| | Typography I | Photography I Typography II | Videography Interface Design | Sensorial Studies |
| Design Visualisation | Visual Articulations I | Visual Articulations II | Data Visualisation | |
| Design Thinking | Design Research (Discover) | Defining Opportunities | Creative Exploration | Design Validation |
| Design Science | Design Theory | Applied Science I | Applied Science II | Applied Science III |
| Design & People | Social Narratives | Cultural Narratives | Global Narratives & Indian Narratives | Digital Narratives |
| Design & Technology | Design Appreciation | Technology Intervention I | Technology Intervention II | Technology & Interactivity |
| Design Management | Business Communication I | Business Communication II Business Acumen I | Business Acumen II | Business Acumen III |
| Research | Research Pathway I | Research Pathway II | Research Pathway III | Research Pathway IV |
| Value Add | Workshop I | Workshop II | Workshop III | Workshop IV |
| | Term End Project | Term End Project | Term End Project | Term End Project |
| Year III | | | | |
| Semester V | | Semester VI | | |
| Fundamental | Module Names | | Fundamental | Module Names |
| Design Thinking + Design Management | Creative Studio I (NGO Interact) | | Design Thinking + Design & Technology + Design Management | Creative Studio IV Connected Environments |
| Design Thinking + Design & Technology + Design Management | Creative Studio II Web & Mobile Experiences | | Design Management + Design Thinking + Design & People | Creative Entrepreneurship |
| Design Thinking + Design & Technology + Design Management | Creative Studio III Immersive Technologies | | Design & Technology + Design Science + Design Thinking | Creative Studio V Data Design |
| Design Management + Design Thinking | Experience Design | | Design Thinking + Design & Technology | Creative Studio VI Game Design |
| Design & People | People and their habits | | Design Management | Intellectual Property and Law |
| Year IV | | | | |
| Semester VII | | | Semester VIII | |
| Fundamental | Module Names | | Fundamental | Module Names |
| Design Management + Design Thinking + Design & People + Design & Technology + Design Science | Internship | | Design Visualisation + Design Management + Design Science + Design & People | Research Paper V |
| | | | Design Thinking + Design Management + Design Science + Design & People + Design & Technology | Degree Project |

Brief description of the Modules listed in the module structure of the first two years: (In continuation to 4.13 of Academic guidelines in Part I of this SRB)

1. **Skill Explorations** develops an understanding of the basic drawing skills that allow students to discover different ways to communicate an idea visually.
2. **Typography I** explores type as a basis of written communication and deals with the fundamentals of type and typography.
3. **Visual Articulations I** examines the language of design and techniques of visual representations of a concept.
4. **Design Research (Discover)** introduces the modalities of conducting design research.
5. **Design Theory** develops creative thinking skills that enrich the understanding of the methods and strategies in the practice of design.
6. **Social Narratives** reveals the relevance of the social fabric in the success of a design by introducing students to the sociological aspects of design.
7. **Design Appreciation** revisits and re-examines the fundamentals of design learnt in the previous modules to find their application beyond core design.
8. **Business Communication I** grooms students as designers for the professional world.
9. **Skill Explorations 2D** encourages the graphical representations of a concept by equipping students with skill sets that include computer aided skills to meet requirements of communication design.
10. **Photography I** is an effective tool for designers. This module addresses the fundamentals of a camera and explores photographic imagery as visual representations to communicate/document.
11. **Typography II** outlines the skills and knowledge required to explore typography as an ingredient to communicate with respect to logos and illustrative type in graphic design.
12. **Visual Articulations II** presents story-telling and narratives as a communicative aspect of visualisation, using time and perceptions to create a narrative unfolding through personifications.
13. **Defining Opportunities** takes up in depth the tenets, tools and frameworks to practice empathy research process for students to walk the path of data driven design.
14. **Applied Science I** intends to cover experiencing the self with regards to affect, thought and behaviour as a means to study consumers in design scenarios, leading towards the context of design research and further to its conceptualisation.
15. **Cultural Narratives** aid in the exploration and building of a knowledge base and sensitivity to cultural idioms that can inform contextual design.
16. **Technology Intervention I** gives an overview of software engineering and prepares students of design to write programs in a high level language to solve fairly complex problems while following best programming practices.
17. **Business Communication II** addresses acumen of leadership, collaborative and creative skills with regards to communication.
18. **Business Acumen I** introduces the elementary concepts of Business Management, such as Market Research, trends and forecasting. This module aims to relate to empathy led Design research and help students experience application of these concepts in real time.
19. **Skill Explorations Motion** uses 'time' as a dimension to evolve representation skills and covers the basics of animation.
20. **Videography** evolves photography from still to motion and initiates students to the fundamentals of visualisation and documentation with videography.
21. **Interface Design** entails the design of user interfaces and interactivity limiting to screens, with the focus on maximising usability and the user experience.

- 22. Data Visualisation** builds skills to decode complexity and represent complex information visually for quick understanding.
- 23. Creative Exploration** How to create 'quick and dirty' prototyping and the use of tools and skills to visualise and realise ideas in reality is addressed in this module. The module empowers students to imagine, visualise and analyse concepts to get to the final solution.
- 24. Applied Science II** deploys the art of inquiry, listening and consulting to understand people.
- 25. Global & Indian Narratives** addresses the diversity across space (international cultures in comparison to the local), and time (ancient Indian design sensibilities in comparison to contemporary ones) and the impact on design.
- 26. Technology Intervention II** focuses on the interface of technology and hardware with mobile or web applications to see and practice possibilities with design as the focus.
- 27. Business Acumen II** focuses on the time and economics of project execution.
- 28. Skill Explorations 3D** is the fourth and final module in skill exploration series. The module develops the sensibility and skills of constructing 3D objects and spaces in order to evolve three dimensional visual representations.
- 29. Sensorial Studies** broadens the scope of visual design by including the sensibilities and experiential knowledge of sound and touch in design.
- 30. Design Validation** deals with the usability testing of solutions to facilitate data driven iterations.
- 31. Applied Science III** examines the science of habit formation and factors that influence their creation or facilitate their change.
- 32. Digital Narratives** traces the social and cultural context in the dynamic registers of technology and the internet.
- 33. Technology and Interactivity** uses concepts and applications in human computer interaction (HCI) to inform designing interactions by taking into consideration the social, cultural and psychological contexts of users.
- 34. Business Acumen III** uses Business Economics and Finance to understand the dynamics of firms, markets, elementary knowledge of budgeting and professional environments.
- 35. Research Pathways:** The module Research Pathways encompasses Research Pathways I (Semester I), Research Pathways II (Semester II), Research Pathways III (Semester III), Research Pathways IV (Semester IV), and Research Pathways V (Semester VIII). Research Pathways will systematically introduce research and research methodology using secondary data and short systematic inquiry therein. The aim of this curriculum is to enable the student to enter into the world of research based design.