



Your Dreams Our Goal
POORNIMA
UNIVERSITY

Member of Association of Indian Universities & Approved by UGC (Govt. of India) under 2(f) & 12(B)

FACULTY OF DESIGN AND ARTS

DEPARTMENT OF INTERIOR DESIGN



**SCHEME & SYLLABUS
BOOKLET**

SCHEME & SYLLABUS

BATCH: 2022-24

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Disclaimer: The scheme, syllabus and other materials published in this booklet may be changed or modified as per the requirement after approval of competent authority. The decision taken by the management of Poornima University will be final and abiding to all.

Student Details

Name of Student:		
Name of Program:		
Semester:	Year:	Batch:
Faculty of:		



Your Dreams Our Goal **POORNIMA** **UNIVERSITY**

Member of Association of Indian Universities & Approved by UGC (Govt. of India) under 2(f) & 12(B)

VISION

To create knowledge based society with scientific temper, team spirit and dignity of labor to face global competitive challenges.

MISSION

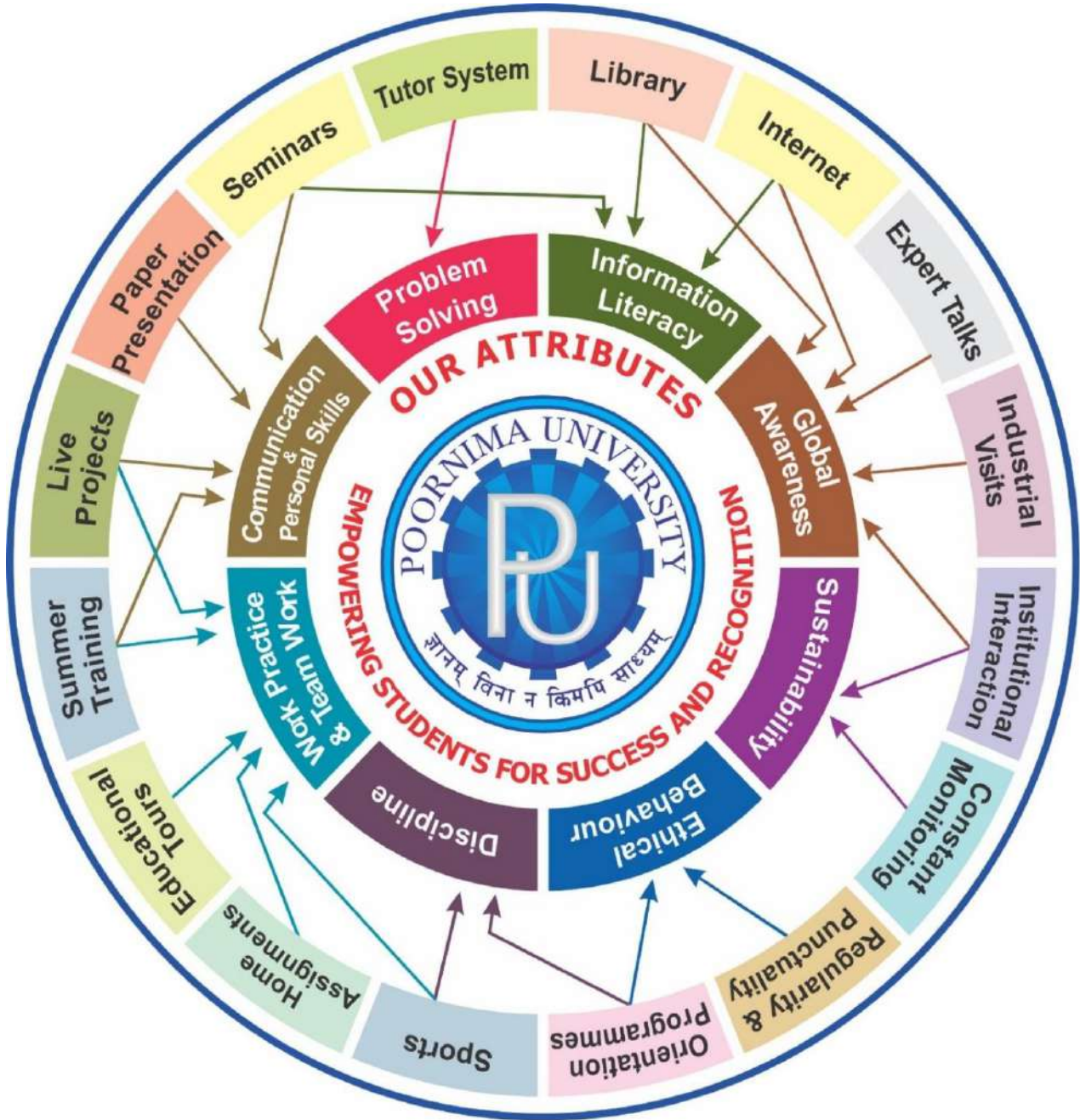
To evolve and develop skill based systems for effective delivery of knowledge so as to equip young professionals with dedication and commitment to excellence in all spheres of life.

QUALITY POLICY

To provide Quality Education through Faculty development, updating of facilities and continual improvement meeting University norms and keeping stake holders satisfied.

Knowledge Wheel

At Poornima, the academic atmosphere is a rare blend of modern technical as well as soft skills and traditional systems of learning processes.



About Program and Program Outcomes (PO):

Title of the Program: Masters of Design – Interior Design (M.Des. ID)

Nature of the Program: M.Des. ID is a two year full-time program.

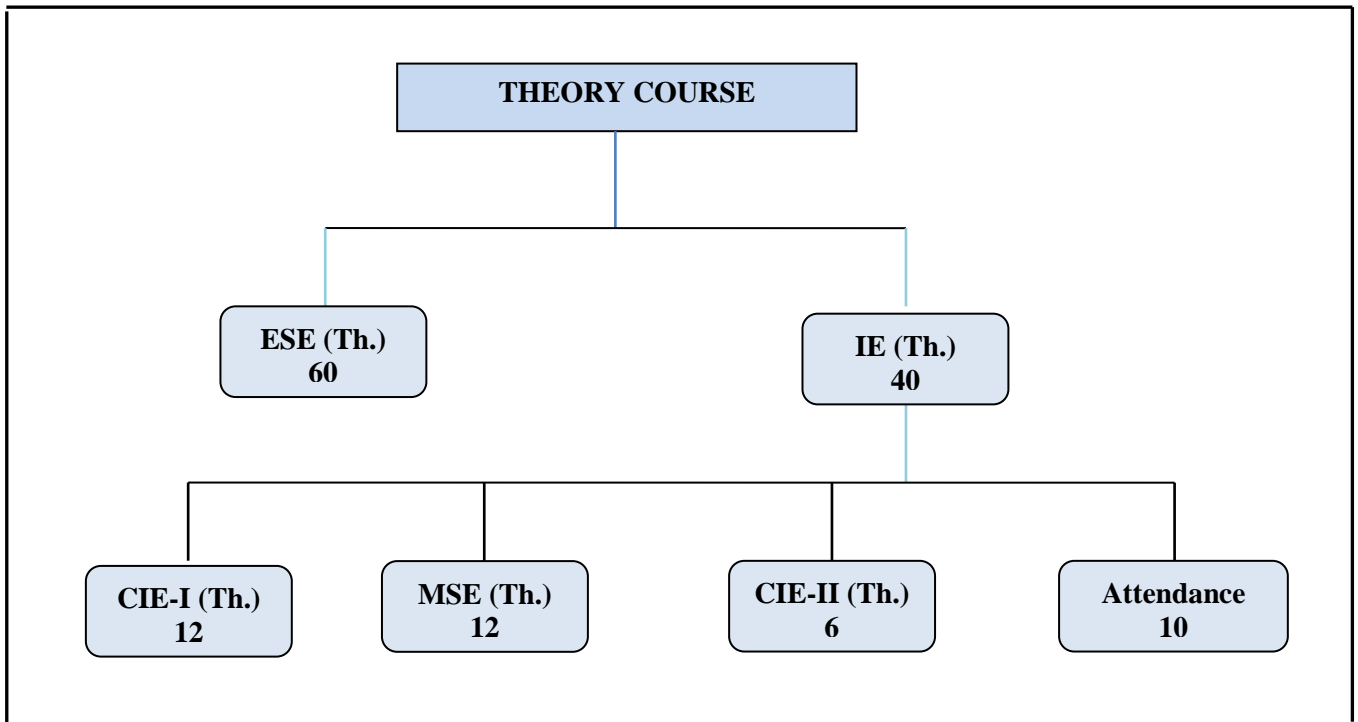
Program Outcomes (PO) :

Design Post Graduates will be able to:

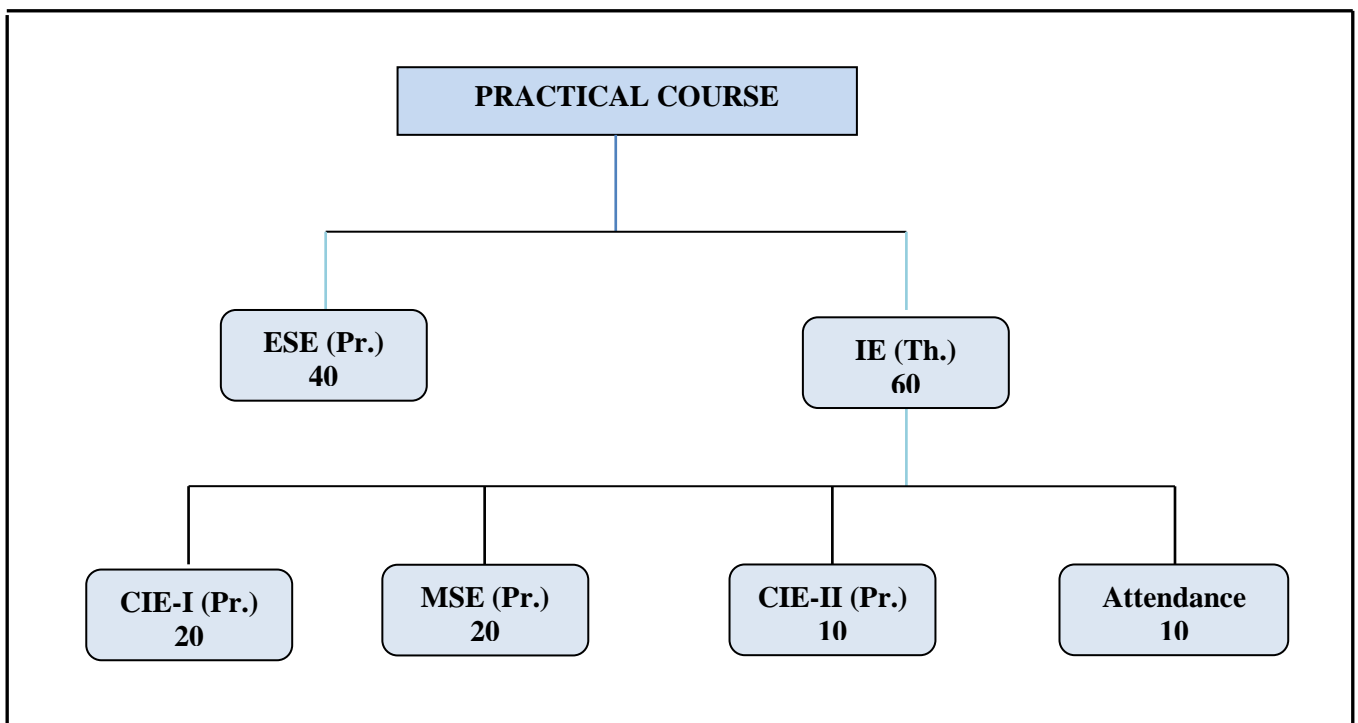
- PO1: Managerial Knowledge – Apply managerial and business development skills to meet the needs of dynamic Design industry.
- PO2: Problem Analysis – Identify, research, analyse, and propose managerial solutions based on the market demand focusing on corporate and social responsibilities.
- PO3: Design Development – Develop designs based on forecasted trends for Products and Interior solutions globally.
- PO4: Conduct Investigations of Problems – Use research methods for problem identification, collecting and interpreting data, and analysis to propose design solutions.
- PO5: Modern Tool Usage – Application of digital tools and resources for prediction and design development with an understanding of the limitations.
- PO6: The Manager and Society – Apply reasoning to address health and safety, social aspects relevant to professional practice and social responsibility.
- PO7: Environment and Sustainability – Understand the impact of professional, managerial solutions in societal and environmental contexts, demonstrate the knowledge and need for sustainable development.
- PO8: Ethics – Apply ethical principles, and commit to professional ethics and responsibility
- PO9: Individual and Teamwork – Function effectively as an individual, as a member or leader in diverse teams, and in multidisciplinary settings.
- PO10: Communication – Communicate effectively on complex managerial activities, with the business community and with society, such as, being able to comprehend and write effective reports, make effective presentation, and give and receive clear instructions.
- PO11: Project Management and Finance – Demonstrate knowledge and understanding of the management principles and apply these to one’s own work, as a member and leader in a team, to manage projects.
- PO12: Lifelong learning – Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the context of technological change.

Examination System:

A. Marks Distribution of Theory Course:



B. Marks Distribution of Practical Course :



Th. : Theory, **Pr.** : Practical, **ESE:** End Semester Examination, **MSE:** Mid Semester Examination, **CIE:** Continuous Internal Evaluation.

Marks Distribution of Attendance:

Guidelines for Marks Distribution of Attendance Component		
S No.	Total Course Attendance (TCA) range in Percentage	Marks allotted (out of 10)
1	$95\% \leq TCA$	10
2	$90\% \leq TCA < 95\%$	9
3	$85\% \leq TCA < 90\%$	8
4	$80\% \leq TCA < 85\%$	7
5	$70\% \leq TCA < 80\%$	6
6	$60\% \leq TCA < 70\%$	5
7	$50\% \leq TCA < 60\%$	4
8	$40\% \leq TCA < 50\%$	3
9	$30\% \leq TCA < 40\%$	2
10	$20\% \leq TCA < 30\%$	1
11	$TCA < 20\%$	0

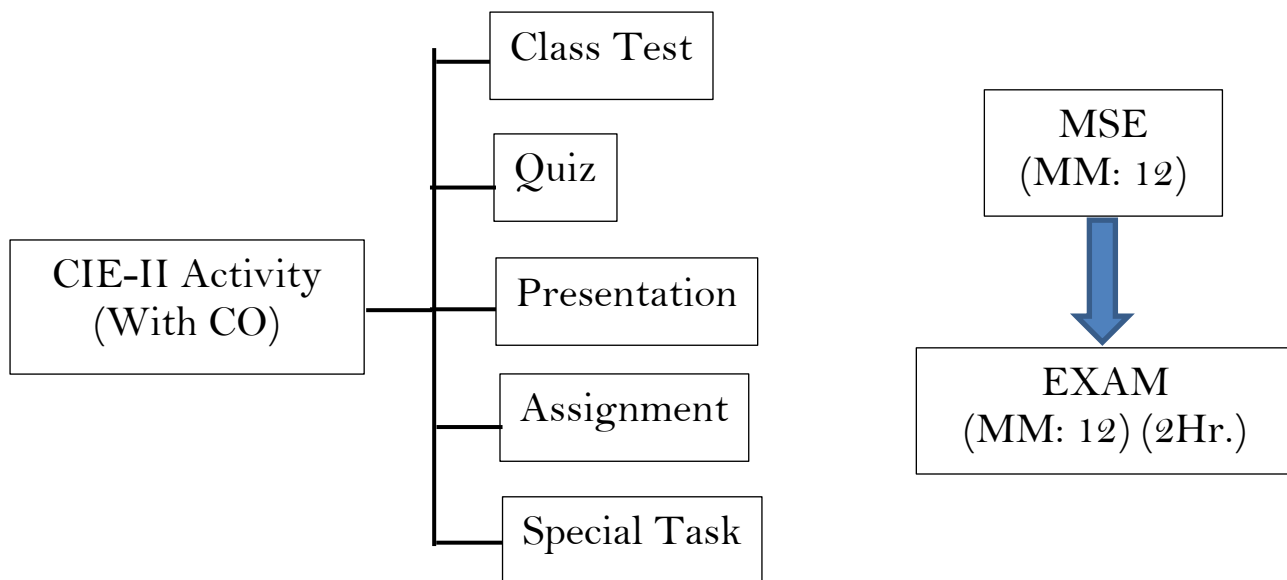
CO Wise Marks Distribution:

	Theory Subject		Practical/ Studio Subject	
	Maximum Marks	CO to be Covered	CO to be Covered	Maximum Marks
CIE-I (Class Test)	12 (6 + 6)	1 & 2	1 & 2	20 (10 + 10)
MSE	12 (6 + 6)	3 & 4	3 & 4	20 (10 + 10)
CIE-II (Activity/ Assignment)	6 (6)	5	5	10 (10)
Attendance	10	-	-	10
ESE	60	-	-	40
TOTAL	100	-	-	100

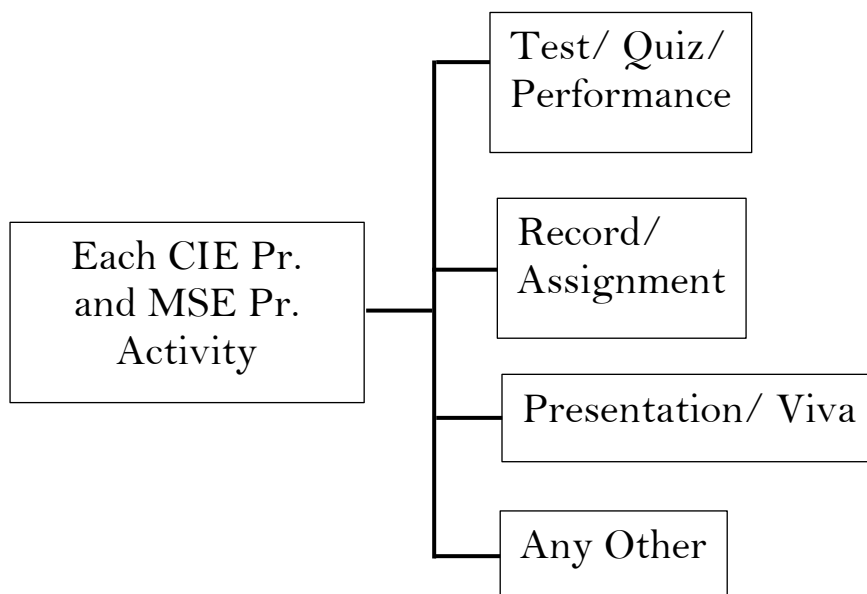
Minimum Passing Percentage in All Exams:

S. No.	Program	Minimum Passing Percentage in All Exam	
		ESE Component	Total Component
1	Course Work for Ph. D Registration	-----	50 %
2	B. Arch.	45 %	50 %
3	MBA, MHA, MPH, MCA, M. Tech., M. Plan. and M. Des.	40 %	40 %
4	B. Tech., B. Des., BCA, B.Sc., BVA, B. Voc., BBA, B.Com., B.A. and Diploma	35 %	40 %
5	B. Sc. (Hospitality & Hotel Administration)	35 %	40 % (Theory) & 50 % (Practical)

Break-up of Internal Exam (Theory):



Break-up of Internal Exam (Practical):



Assessment & Grade Point Average: SGPA, CGPA:

SGPA Calculation

$$SGPA = \frac{C_1 G_1 + C_2 G_2 + \dots + C_n G_n}{C_1 + C_2 + \dots + C_n}$$

$SGPA = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$	<p>Where (as per teaching Scheme & Syllabus) :</p> <p>C_i is the number of Credits of Courses i,</p> <p>G_i is the Grade Point for the Course i and $i = 1, 2, \dots, n$</p> <p>n = number of courses in a programme in the Semester</p>
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CGPA Calculation

$$CGPA = \frac{C_1 G_1 + C_2 G_2 + \dots + C_n G_n}{C_1 + C_2 + \dots + C_n}$$

$CGPA = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$	<p>Where (as per teaching Scheme & Syllabus) :</p> <p>C_i is the number of Credits of Courses i,</p> <p>G_i is the Grade Point for the Course i and $i = 1, 2, \dots, n$</p> <p>n = number of courses in a programme of all the Semester up to which CGPA is computed.</p>
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Grading Table:

Grading Table-A: For B.Arch. and course work for Ph.D. Registration

Academic Performance	Grade	Grade Point	Marks Range (in %)
Outstanding	A+	10	$90 \leq x \leq 100$
Excellent	A	9	$80 \leq x < 90$
Very good	B+	8	$70 \leq x < 80$
Good	B	7	$60 \leq x < 70$
Average	C	6	$50 \leq x < 60$
Fail	F	0	$x < 50$

Grading Table-B: For all courses except B.Arch. and course work for Ph.D. Registration

Academic Performance	Grade	Grade Point	Marks Range (in %)
Outstanding	A+	10	$90 \leq x \leq 100$
Excellent	A	9	$80 \leq x < 90$
Very good	B+	8	$70 \leq x < 80$
Good	B	7	$60 \leq x < 70$
Average	C	6	$50 \leq x < 60$
Satisfactory	D	5	$40 \leq x < 50$
Fail	F	0	$x < 40$

Calculation of SGPA

$$SGPA = \frac{\sum C_i \times G_i}{\sum C_i}$$

$$SGPA = \frac{C_1G_1 + C_2G_2 + \dots + C_nG_n}{C_1 + C_2 + \dots + C_n}$$

Calculation of CGPA

$$CGPA = \frac{\sum C_i \times G_i}{\sum C_i}$$

$$CGPA = \frac{C_1G_1 + C_2G_2 + \dots + C_nG_n}{C_1 + C_2 + \dots + C_n}$$

where (as per teaching scheme & syllabus): C_i is the number of credits of subject i , G_i is the Grade Point for the subject i and $i = 1$ to n , n = number of subjects in a course in the semester

Award of Class:

CGPA	Equivalent Division
$7.50 \leq CGPA$	First Division with Distinction
$6.50 \leq CGPA < 7.50$	First Division
$5.50 \leq CGPA < 6.50$	Second Division
$4.50 \leq CGPA < 5.50$	Pass Class

The multiplication factor for conversion of CGPA to percentage is Equivalent % of Marks = $(CGPA - 0.5) \times 10$.

For Example if CGPA = 5.5 then % is $(5.5 - 0.5) \times 10 = 50\%$.



Guidelines for MOOC COURSES:

1. Applicable from the session 2020 – 21 onwards, for students aspiring for HONOURS Degree.
2. The UGC has issued UGC (Credit Framework for Online Learning Courses) Regulation, 2016. These shall apply to all universities established or incorporated by or under a Central Act, a Provincial Act, or a State/Union Territory Act and all institutions recognized by or affiliated to such Universities and all institutions deemed to be universities under Section 3 of the UGC Act, 1956.
3. All India Council for Technical Education (AICTE) has introduced Model Curriculum for Bachelor programs of 4 years/ 3 Years, and additional credits will be required to be done for the degree of Bachelor program with Honours. These additional credits will have to be acquired with online courses (MOOCs) as per AICTE.
4. This creates an excellent opportunity for students to acquire the necessary skill set for employability through massive online courses where the rare expertise of world famous experts from academics and industry are available.
5. Students are required to complete additional credits through MOOCs within 4 years/ 3years of time (whatever be applicable time for the completion of registered program) so as to become eligible for Honours degree as per norms.
6. It is necessary to complete minimum MOOCs credit course as mentioned below for becoming eligible for the Honours degree in the registered program.
7. MOOC Course Credits shall be calculated as per details given below:
8. Student are required to give the prior information about MOOCs courses to his respective HOD and COE, in which he/she wants to register for online certification.
9. After getting permission from respective HOD, a student can register for the MOOC certification courses.
10. After successful completion of the said MOOC course, the student shall submit the certificate of completion to the respective department. If he/ she fails to provide the certificates of MOOC courses before last teaching day of the semester then these certificates will not be considered later.

Required credits for Honours:

S.No	Program Duration	Required credits for Honours
1.	2- Year	10- Credits
2.	3- Year	15- Credits
3.	4-Year	20- Credits

S. No	NPTEL/ SWAYAM Course duration (in weeks)	Equivalent Credits
1	4	2
2	8	3
3	12	4

Attached Items:

Open Elective Booklet	Annexure-1
Soft Skills Booklet	Annexure-2
Value Added Course Booklet	Annexure-3

POORNIMA UNIVERSITY								
Faculty of Design and Arts								
Department of Design								
Batch: 2022-24								
Name of Program								
M.Des. ID (Masters in Design – Interior Design)								
Teaching Scheme for Year I Semester I								
Course Code	Course Name	Teaching Scheme (Hrs per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorial (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
	Nil							
B.	Department Core Courses							
B.1	Theory							
MIDCID1101	Crafts in Design	2	0	0	40	60	100	2
MIDCID1102	Theory of Aesthetic Design	2	0	0	40	60	100	2
MIDCID1103	Interior Design History	2	0	0	40	60	100	2
MIDCID1104	Interior Environment	2	0	0	40	60	100	2
B.2	Practical							
MIDCID1201	Exploring Space & Color in Design	0	1	6	60	40	100	4
MIDCID1202	Interior Design Studio-I	0	2	8	60	40	100	6
MIDCID1203	Advanced Computer Application	0	1	6	60	40	100	4
C.	Department Elective							
	NIL							
D.	Open Elective							
	NIL							
E.	Humanities and Social Sciences including Management courses (AECC)							
	NIL							
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
	Nil							
G.	Discipline, Value Added Courses & Social Outreach							
MIDCID1601	Non – syllabus project/ Industrial Visit/ CRT	-	-	-	50	-	50	1
	Talent Enrichment Programme (TEP) - I	1	-	-				
	Library / MOOC / Online Certification Courses	-	-	-				
	Total	09	04	20				
	Total Teaching Hours	33						23

POORNIMA UNIVERSITY								
Faculty of Design and Arts								
Department of Design								
Batch: 2022-24								
Name of Program								
M.Des. ID (Masters in Design – Interior Design)								
Teaching Scheme for Year I Semester II								
Course Code	Course Name	Teaching Scheme (Hrs per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
	Nil							
B.	Department Core Courses							
B.1	Theory							
MIDCID2101	Advanced Interior Materials & Construction Technology	2	0	0	40	60	100	2
MIDCID2102	Advanced Interior Design Services	2	0	0	40	60	100	2
MIDCID2103	Sustainability in Interiors	2	0	0	40	60	100	2
MIDCID2104	Advanced Interior Furnishings	2	0	0	40	60	100	2
B.2	Practical							
MIDCID2201	Interior Design Studio-II	0	3	10	60	40	100	8
MIDCID2202	Furniture Design Studio	0	2	4	60	40	100	4
C.	Department Elective							
MIDEID2211	Product Design	0	1	4	60	40	100	3
MIDEID2212	Landscape Design							
D.	Open Elective							
	NIL							
E.	Humanities and Social Sciences including Management courses (AECC)							
	NIL							
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
	Nil							
G.	Discipline, Value Added Courses & Social Outreach							
MIDCID2601	Non – syllabus project/ Industrial Visit/ CRT	-	-	-	50	-	50	1
	Talent Enrichment Program (TEP) - II	1	-	-				
	Library / MOOC / Online Certification Courses	-	-	-				
	Total	09	06	18				
	Total Teaching Hours		33					24

POORNIMA UNIVERSITY								
Faculty of Design and Arts								
Department of Design								
Batch: 2022-24								
Name of Program								
M.Des. ID (Masters in Design – Interior Design)								
Teaching Scheme for Year II Semester III								
Course Code	Course Name	Teaching Scheme (Hrs per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
	Nil							
B.	Department Core Courses							
B.1	Theory							
MIDCID3101	Project Management	2	0	0	40	60	100	2
B.2	Practical							
MIDCID3201	Dissertation (research based)	0	3	10	60	40	100	8
MIDCID3202	Interior Design Studio-III	0	1	10	60	40	100	6
C.	Department Elective							
	Nil							
D.	Open Elective							
	NIL							
E.	Humanities and Social Sciences including Management courses (AECC)							
	NIL							
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
MIDCID3501	Practical Training	-	-	6	60	40	100	3
G.	Discipline, Value Added Courses & Social Outreach							
MIDCID3601	Non – syllabus project/ Industrial Visit/ CRT	-	-	-	50	-	50	1
	Talent Enrichment Program (TEP) - III	1	-	-				
	Library / MOOC / Online Certification Courses	-	-	-				
	Total	03	04	26				
	Total Teaching Hours		33					20

POORNIMA UNIVERSITY								
Faculty of Design and Arts								
Department of Design								
Batch: 2022-24								
Name of Programs								
M.Des. ID (Masters in Design – Interior Design)								
Teaching Scheme for Year II Semester IV								
Course Code	Course Name	Teaching Scheme (Hrs per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
	Nil							
B.	Department Core Courses							
B.1	Theory							
	Nil							
B.2	Practical							
	Nil							
C.	Department Elective							
	Nil							
D.	Open Elective							
	Nil							
E.	Humanities and Social Sciences including Management courses (AECC)							
	Nil							
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
MIDCID4501	Thesis Project	0	10	18	60	40	100	19
G.	Discipline, Value Added Courses & Social Outreach							
MIDCID4601	Non – syllabus project/ Industrial Visit/ CRT	-	-	-	50	-	50	1
	Talent Enrichment Program (TEP) - IV	1	-	-				
	Library / MOOC / Online Certification Courses	1	-	-				
	Total	02	10	18				
	Total Teaching Hours		30					20

SYLLABUS I Semester

A. OBJECTIVE

This course provides scope for students to understand identification of different types of material used in various crafts and techniques which very essential to understand the skill.

B. COUSE OUTCOMES:

- Develop theoretical information on History of crafts in India.
- Examine characteristics, properties and implementation of Clay, Glass and ceramics in Interior Design.
- Analyze study and implementation of Wood craft of India in Modern era.
- Get acquainted with the metal craft of India in Modern era.
- Evaluate crafts as a creative base for current Interior Design practices.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1.	Introduction to History of Crafts in India	4
2.	Clay, Glass and Ceramics	5
3.	Wood Crafts	5
4.	Metal Crafts	5
5.	Crafts: Contemporary Orientation	5

D. DETAILED SYLLABUS

UNIT	UNIT DETAILS
1.	Introduction to History of Crafts in India <ul style="list-style-type: none"> • Introduction to History of Crafts in India, in reference to clay, Glass, Ceramics, wood, Metal etc.
2.	Clay, Glass and Ceramics <ul style="list-style-type: none"> • Characteristics and Properties of Clay, Glass and Ceramics along with implementation of the same in design
3	Wood Crafts <ul style="list-style-type: none"> • Introduction to wood craft of India, Implementation of wood in Modern era • Bamboo/Cane as a craft in reference to accessories, lifestyle products, furniture etc.
4	Metal Crafts <ul style="list-style-type: none"> • Introduction to metal craft of India, • Implementation of metals like brass, copper, iron etc. in Modern era
5	Crafts: Contemporary Orientation <ul style="list-style-type: none"> • Material, process and form. Study of form in Bamboo and other Craft. Cultural roots in Craft. • Craft as an expression of Indian tradition. significance of craft as a creative base for current • Design practices. Postmodern interpretation of craft. Creative exploration in Craft. • Design to suit urban and export markets.

E. RECOMMENDED STUDY MATERIAL

Sr	Book	Author	Edition	Publication
1.	Bamboo and Cane Crafts of Northeast India	MP Ranjan, NilamIyer, Ghanshyam Pandya		NID
2.	The Art and craft of India and Ceylon	Ananda K. Coomaraswamy	1913	LONDON 6- EDINBURGH
3.	The Art and craft of India and Pakistan	Shanti Swarup		Treasure house of books

F. EVALUATION INDEX:

- Individual and in groups – Presentations
- Case study
- Discussions
- Practical assignments

A. OBJECTIVE

This course provides scope to understand current problems in communication. It provides knowledge on the role of Art and Aesthetics in Society, social factors influencing various visual forms and gives rise to new approach and vision.

B. COUSE OUTCOMES

- Execute and analyze expression in aesthetic theory
- Develop theoretical information on the role of Aesthetic experience in reference to product and economy and consumers response.
- Get acquainted with the human Centre design in product and interior Design.
- Examine interaction of Design variables and Aesthetic properties.
- Evaluate Design research and Aesthetic Design process.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time required for the Unit (Hours)
1.	Expression in Aesthetic theory	5
2.	The world of Design	5
3.	Human centric Design	5
4.	Aesthetic as the language of Design	4
5.	Aesthetic Design process	5

D. DETAILED SYLLABUS

UNIT	UNIT DETAILS
1	Expression in Aesthetic theory <ul style="list-style-type: none"> • Basic Aesthetic theories like Fine Art theory and Futuristic theory. • Theory of Urban Aesthetics. • Aesthetic intention in product design & Vital Aesthetics
2	The world of Design <ul style="list-style-type: none"> • Role of Aesthetic experience with the creative product in creative economy. Consumer response to designed products. • Market Driven form • Methodology Vs designer
3	Human centric Design <ul style="list-style-type: none"> • Introduction to human centric design, theories, Concept, Semantic and aesthetic functions in design • Co-Designing for families
4	Aesthetic as the language of Design <ul style="list-style-type: none"> • Interaction of design variables and aesthetic properties. Empathy and Aesthetics • Empathy or empathetic design
5	Aesthetic Design process <ul style="list-style-type: none"> • Design research and Aesthetic design process • Aesthetics, functional and manufacturing issues in design of modular products. • Integrated design

E. RECOMMENDED STUDY MATERIAL:

S.N.	Book	Author	Edition	Publication
1	Urban Aesthetics: Theory and Application Of Physical Design Control Within The Urban Renewal Program	Kent Irwin		

F. EVALUATION INDEX:

Individual and in groups- Presentations, Case study, Discussions and assignments as submission to be taken

A. OBJECTIVE

This course aims to introduce the fundamentals of Research application in the advanced courses in Product Design and Interior Design, etc. The course allows the students to identify the problems with their immediate surroundings and learn to solve the problems with the help of the Guide.

B. OUTCOME OF THE COURSE

- This course will sensitize students about different interior design styles.
- Know 4th-15th century interior styles.
- Gain knowledge about 8th-11th century interior styles
- Gain knowledge about Gothic Style
- To learn apply the above learnings as a concept into a project.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction to Interior Design History	5
2	4 th -15 th Century Interior Styles	5
3	8 th – 11 th Century Interior Styles	4
4	Gothic Style	6
5	Design Exercise	4

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction to Interior Design History
	<ul style="list-style-type: none"> • Introduction to Interior Design History. • Evolution of interior design history. • Interior Design History timeline
2.	4th-15th Century Interior Styles
	<ul style="list-style-type: none"> • Introduction to the unit. • Dark Age Styles • Byzantine Interior Styles (houses & furniture) • Case Examples. • Summary
3.	8th – 11th Century Interior Styles
	<ul style="list-style-type: none"> • Introduction to the Unit • Carolingian furniture: revival of Roman Style • Viking Furniture • Case Examples. • Summary
4.	Gothic Style
	<ul style="list-style-type: none"> • Introduction to the Unit • Gothic furniture & décor • Case examples of Gothic style
5.	Design Exercise
	<ul style="list-style-type: none"> • Take a small scale project by applying the above learnings & creating your own innovative solutions.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	History of Interior Design and Furniture, from Ancient Egypt to nineteenth century Europe	Julie .L. Rabun		
2.	The Atlas of early man by Hawkes	Jacquetta		
3.	Furniture: A Concise History (World of Art)	Edward Lucie Smith		Thames and Hudson
4.	History of Interior Design and Furniture	Robbie. G. Blakemore		

F. EVALUATION INDEX:

Reviews of Research findings, group discussions, presentations and Article publishing

A. OBJECTIVE

Illustrates the evolution of the Design field and elaborate on thinking and concepts behind the last century and a half of designed objects. Narrates the post-Industrial revolution and explores the emergence of the Environment centered Design which compresses -Human centered design, Science and technology interface. Redefines the cultural expressions to suit the new – emerging world

B. COURSE OUTCOME

- Implement awareness about the historical reference points of design evolution.
- Correlate Industrial revolution and understand the important reference points from the history.
- Determine the explorations such as Environment centered design which compresses - Human center design, Technology interface in the contemporary practice.
- Analyze the culture V/S Change.
- Explain the real life challenges in implementing ECD.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction to Interior Environment	4
2	Vernacular Building Traditions	4
3	Energy saving device & systems	5
4	Interior Landscaping	5
5	Design Exercise	6

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction
	<ul style="list-style-type: none"> • Introduction to Interior Environment. • Role of Environment in Interior Design. • Evolution of Environmental studies in design, • Environmental Design issues. • Concept of sustainability and sustainable development. • Ecosystem: Structure and function of ecosystem • Energy flow in an ecosystem: food chains, food webs and ecological succession. • Biodiversity and its conservation: genetic, species and ecosystem diversity, Bio geographical classifications, hot-spots of biodiversity, threats to biodiversity, Conservation of biodiversity • Case studies of the innovative ways and means of acquiring environmental control in interiors.
2.	Environmental Impact of Vernacular Building Traditions
	<ul style="list-style-type: none"> • Vernacular building tradition - Meaning & theories. • Determinants of vernacular building tradition: Role of social, cultural, political, economic symbolic, climatic, technological contest in creation of form. • Impact of Vernacular Building traditions on environment. • Illustrated case studies of vernacular settlements/building typology • Historical case Studies, Mud/ Bamboo Architecture.

	<ul style="list-style-type: none"> Principles of Organic Architecture, earth sheltered buildings, water bodies, Energy Efficient Building Design, green architecture, Bionic Architecture along with case studies of various contemporary designs done with principles of sustainability Group Assignment: Case study of Passive & Active Design.
3.	Energy saving device & systems
	<ul style="list-style-type: none"> Energy saving lighting systems, smart windows, active solar & building integrated photovoltaic system, energy efficient HVAC (Heating, Ventilation and Air-Conditioning) systems, energy storage systems
4.	Interior Landscaping
	<ul style="list-style-type: none"> Interior Landscaping and its impact on interior environment. Enhance a space using Interior Landscaping. Elements of Interior Landscape.
5.	Design Exercise
	<ul style="list-style-type: none"> Create an Environment centric design for a small scale project by applying the above learnings & creating your own innovative solutions.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Environmental Studies	Benny Joseph	Latest	Tata McgrawHill
2.	Vernacular traditions: contemporary architecture	Tipnis, Aishwarya	2012	TERI publications, India
3.	Traditional Buildings of India	Ilay Cooper, Barry Dawson		
4.	Principles of Environmental Science and Engineering	P. Venugoplan Rao	Latest	Prentice Hall of India.
Important Web Links				
http://www.energy.gov				
https://nptel.ac.in/courses/122102006/				

F. EVALUATION INDEX

Individual and in groups- Presentations, Case study, Discussions and assignments as submission to be taken

A. OBJECTIVE

Course sensitizes the student towards visual experience. It introduces the fundamentals of drawing through line as primary element. The course introduces simple to complex process of drawing required to visualize the ideas. Course provides conceptual and technical knowledge to resolve problems of representation. Course helps to engage in self-exploration using drawing as a medium

B. COURSE OUTCOME

- Evaluate elements and principles of Design and demonstrate quick sketching of objects
- Examine study of nature and execute techniques of sketching for vegetation and living beings
- Get acquainted with the use of multiple objects to multiple forms and develop imaginative thinking of objects.
- Formulate visual projection of ideas and use of color in Design.
- Analyze Design communication through illustration to express evolution of form.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Quick Sketching: Objects	16
2	Quick Sketching: Nature	16
3	Sketching implementation	18
4	Design Communication Through Illustration	16
5	Visual projection of Ideas and use of Color in design.	18

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Quick Sketching: Objects
	<ul style="list-style-type: none"> • Introduction to elements and principles of design • Quick sketching of objects
2.	Quick Sketching: Nature
	<ul style="list-style-type: none"> • Observation: Study of Nature • Quick sketching Techniques for Vegetation and Living Beings
3.	Sketching implementation
	<ul style="list-style-type: none"> • Use of multiple objects to create multiple forms. • Imaginative thinking of an actual object.
4.	Design Communication Through Illustration
	<ul style="list-style-type: none"> • Stage wise communication of design using illustration to express evolution of form. • Visual projection of Ideas and use of color in design • Color theory
5.	Visual projection of Ideas and use of color in design.
	<ul style="list-style-type: none"> • Color Theory and Practice • Visual Projection of Ideas

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1	How to Draw: Drawing and Sketching Objects and Environments	Scott Robertson	2013	Design Studio Press
2	Sketching- Product Design Presentation	Koos Eissen & Rose lienSteur	2014	Thames & Hudson
3	Design Drawing	Francis D K Ching	2012	Jhon Wiley & Sons, Inc.

F. EVALUATION INDEX

Quick sketches and ideation sample sketches; Viva, Discussions and Practical assignments as submission to be taken

A. OBJECTIVE

The course has a heavy emphasis on material exploration and exercises knowledge learned in Materials and Manufacturing Processes, Computer-Aided Industrial Design, and Product Design Studio: Research, Design & Development. Students will be working both individually and collaboratively toward comprehending the difference between fundamental innovation and incremental change in their work as well as beginning to articulate the relationship of manufacturing/fabrication processes to larger societal contexts.

For the entire semester, you will take up a single design project – an HIGH END RESIDENCE DESIGN/LUXURY INTERIORS

B. COURSE OUTCOMES

- Display critical thinking as they identify, analyze, and solve interior architecture and design problems through completion of interior design studio projects.
- Apply creative and critical thinking to solve interior environment problems from a human-centered approach and apply this knowledge to design solutions.
- Demonstrate social responsibility by designing sustainable interior environments that support indoor environmental quality and improve the quality of life for occupants.
- Adapt a realization of an unused or abandoned available space and manifest them to understand, analyze the potential for appropriate use and work in the specialty of reuse of such spaces.
- Distinguish the critical role of materials and methods for the design and their construction.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction to design Project	24
2	Case Studies	24
3	Design Concept	24
4	Technical drawings	24
5	Model Making/ 3D development	24

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction to Interior Design
	<ul style="list-style-type: none"> • To introduce to students, the design of a building with complexities related to luxury interiors, services, structures and site planning • Introduction to interior design, Brain Storming, Idea Generation Understanding users, defining their needs and defining the problem to solve Design, Definitions and Design Spectrum • Methods for creating creative concepts - exploration of alternative solutions
2.	Case Studies
	<ul style="list-style-type: none"> • Introduction of unit • Choose & select relevant case examples related to your project • Understanding the principles and standards of residence and also the anthropometry and ergonomics inside a given space • Study and analyze an existing case study w.r.t. the design project
3.	Design Concept
	<ul style="list-style-type: none"> • Conceptual Layouts • Developing concepts for the design project

	<ul style="list-style-type: none"> To help students evolve their design by understanding relationship between forms, function and space Explain your design idea with the help of sketches
4.	Technical drawings
	<ul style="list-style-type: none"> Plan, Sectional Elevation, furniture layout. Detailed interior drawings. Make appropriate furniture details.
5.	Model Making/ 3D development
	<ul style="list-style-type: none"> Models for the Design Project Rendered 3D interior views

E. EVALUATION INDEX:

Design creation/recreation through mockups/montages/paste boards using primary materials such as paper, board, wood etc.

F. RECOMMENDED STUDY MATERIAL

S. N.	Book	Author	Edition	Publication
1.	The Fundamentals of Interior Design	S. Dodsworth, S. Anderson	2nd	
2.	Residential Interior Design: A Guide to Planning Space	Maureen Mitton	3rd	
3.	Interior Design Material and Specification	Lisa Godsey	1st	

A. OBJECTIVE

The subject objective is to learn specific software skills related to Product Design.

B. COURSE OUTCOMES

- Learn about the various tools and softwares available in market useful for Designing products
- Apply the commands and tools of software in design
- Evaluate the outcome from software usage in design
- Understand the usage and properties of software & tools in product designing
- Develop a prototype in 3D and 2D form using the softwares learnt in practical application

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Advanced 2D CAD	16
2	3D CAD	20
3	Computers for Presentation	20
4	Sketch up/ Lumion/ Fusion 360	12
5	Design Exercise	16

D. DETAILED SYLLABUS

Unit	Contents
1.	Advanced 2D CAD
	<ul style="list-style-type: none"> • Create suitable text styles and dimensions styles and insert text and various dimensions in CAD drawings. • Edit variables in dimension style and update existing dimensions in CAD drawings. • Create layers with suitable names, colors and line types for product design drawings. • Demonstrate an ability to use and purposefully manipulate external reference files and understand the different insertion methods for external reference files. • Manipulate and control external reference file layers. • Reload and bind an external reference. • Switch between drawing area and layout area and demonstrate an ability to print drawings to an appropriate scale from both model area and layout area. • Demonstrate an ability to manipulate layers within different viewports. • Demonstrate an ability to use viewports to print different parts of drawings at different scales.
2.	3D CAD
	<ul style="list-style-type: none"> • Demonstrate an understanding of the UCS by drawing in different planes. • Create 3D surfaces to include revolved, tabulated, edge and ruled surface. • Create 3D solids to include box, sphere, cylinder, cone, wedge, torus, extrusion and revolved solid. • Manipulate solids using union, subtract, intersection, slice and section. • Create different views of 3D objects to include isometric views, plan view
3.	Computers for Presentation
	<ul style="list-style-type: none"> • Create presentation which presents messages in a crisp and concise manner. • Upload pictures, images and objects to provide features that can be edited. • Re-positioning and grouping of animations.

	<ul style="list-style-type: none"> Using multimedia functions to create short animation. Using presentation with sound and animated features. Designing layouts regarding audience, demographics and knowledge. Editing and customizing presentations, using charts and graphics. Creating macros and managing presentations. Enhancing and customizing presentation, working with embedded and linked objects and hyperlinks.
4.	Sketch up/ Lumion/ Fusion 360
	<ul style="list-style-type: none"> Create suitable 3D models using these software. Representing your product.
5.	Design Exercise
	<ul style="list-style-type: none"> Models for the Design Project

E. RECOMMENDED STUDY MATERIAL

S. N.	Book	Author	Edition	Publication
1.	Modeling with SketchUp for 3D Printing	Bonnie Roskes		
2.	Mastering Autocad 2021 & Autocad Lt 2021	Brian C. Benton (Author), George Omura	2 nd	Sybex

F. EVALUATION INDEX:

Design creation/recreation through mockups/montages/paste boards using primary materials such as paper, board, wood etc.

SYLLABUS II Semester

A. OBJECTIVE

This course introduces to the study of innovative materials and technologies which are available in the market with cost, maintenance and impact on environment for development of appropriate design decisions.

B. COURSE OUTCOMES

- Need for advanced materials and technologies
- Knowledge of innovative materials and technologies, their applications in various spaces in interiors and being updated with current market trends.
- Exploring a wide range of materials and technologies with regards to Automation, Advanced lighting technologies, HVAC and thermal comfort, wall coverings, Flooring, Smart furniture, Walling and partitions
- Impact of these materials on environment
- Application of advanced materials.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction	4
2	Designing interiors spaces to accommodate future uses	5
3	Trends in global and Indian market	5
4	Impact on environment - Green rating for materials	4
5	View and Presentations	6

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction
	<ul style="list-style-type: none"> • Understand the advanced materials and technologies available. • The need and importance of advanced materials in interior design.
2.	Designing interiors spaces to accommodate future uses
	<ul style="list-style-type: none"> • Design multipurpose spaces that allow for adaptability, both for future uses and for several uses by the same occupants. • Use modular design to foster adaptability. • Using modular or systems furniture, which allows for ongoing reconfiguration of space without major disruption to the permanent interior layout and electrical/mechanical distribution systems. • Exploring a wide range of materials and technologies with regards to Automation, Advanced lighting technologies, HVAC and thermal comfort, wall coverings, Flooring, Smart furniture, Walling and partitions
3.	Trends in global and Indian market
	<ul style="list-style-type: none"> • Interior products with recycled content trending globally • Renewable materials like- Wheat straw, Corn stalks, Polylactide (PLA) (made from corn starch), Cork, Bamboo, Sunflower seed hulls, Soybeans, Wool, Linen, Silk, Ramie • Understand physical properties and visual characteristics of the materials like- dry wall, ceiling tile, insulation, carpet and carpet tile, resilient flooring, metal components, furniture, fabrics, tile, wall covering, and composite wood-based products. Many are made from sawmill waste, a

	<ul style="list-style-type: none"> pre-consumer recycled material. Application, installation, maintenance and cost
4.	Impact on environment - Green rating for materials
	<ul style="list-style-type: none"> Understanding the impact of advanced materials on environment. The importance and need of green rating for materials.
5.	View and Presentations
	<ul style="list-style-type: none"> Detailed study report on materials through case studies, factory visits, market studies Design exercise: Design a space using advanced materials

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Interior Materials and Surfaces: The Complete Guide	Helen Bowers	2005	Firefly books
2.	Material Matters: New Materials in Design	Phil Howes Zoe Laughlin (Author)	2012	Black dog press

F. EVALUATION

Continuous assessment of session work may consist of evaluation of individual's Project work, power point presentations etc.

A. OBJECTIVE

The course provides an understanding of the Building services for Spaces in Building. The students learn about the basic concepts of the various elements that help in the functioning of the proper services of a complex interior environment such as a residential/commercial/Commercial & Retail/institutional space.

The objective of the course is:

- To understand the importance of human comforts in interior space and built environments
- To understand Built forms in context of environmental climatology and artificial environments for interiors
- To understand the importance of Services and linkages in the context of Interior Design In today's world.
- To develop an appreciation of Electrical, Plumbing and HVAC as the spine of interior architecture and design solutions and understand the advanced interior services in modern context

B. COURSE OUTCOMES

- Develop critical appreciation and understanding of basic service (Electrical/plumbing/HVAC) solutions for interior spaces
- Describe the processes involved in developing services and linkages for interior spaces and built environments.
- Observe report and analyze the impact of services on interior spaces.
- Understanding Different advanced services introduced in modern context
- Describe theories for services and linkages, context, technology, current trends and strategies for services design for built environments.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction	4
2	Principles of Plumbing & Drainage System	5
3	Conventional Layout System	5
4	Advanced Internal Plumbing & Drainage System	5
5	Advanced External Plumbing & Drainage System	5

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction
	<ul style="list-style-type: none"> • Introduction of unit • Requirements of water supply to various buildings • Sources of water, Water purification and conservation • Methods of conveyance of water, and water lines product materials. • Conclusion and summary of unit.
2.	Principles of Plumbing & Drainage System
	<ul style="list-style-type: none"> • Introduction of unit • Introduction to Plumbing and drainage and plumbing sanitary systems • General principles of drainage, and drainage lines. • Conclusion and summary of unit.

3.	Conventional Layout System
	<ul style="list-style-type: none"> • Introduction of unit • Basic plumbing requirements & calculations • Conclusion and summary of unit.
4.	Advanced Internal Plumbing & Drainage System
	<ul style="list-style-type: none"> • Introduction of unit • Interior plumbing layouts - Fixtures and hardware • Advanced HVAC systems, Plumbing and Drainage services • Conclusion and summary of unit
5.	Advanced External Plumbing & Drainage System
	<ul style="list-style-type: none"> • Introduction of unit • Connection to out-door drainage system • Conclusion and summary of unit.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Basic plumbing with illustrations	Massey, H.	1st ed. Carlsbad 1994	CA: Craftsman Book Co.
2.	Plumbing design and installation	Ripka, L.	third edition 2006	American Technical Publishers.
3.	Sustainable design for interior environments	Winchip, S	1st ed. 2007	New York: Fairchild.

F. EVALUATION:

Continuous assessment of session work may consist of evaluation of Individual's writing and presentation skills, project work, power point Presentations etc.

A. OBJECTIVE

This course introduces to the study of innovative materials and technologies which are available in the market with cost, maintenance and impact on environment for development of appropriate design decisions.

B. COURSE OUTCOMES

- Need for advanced materials and technologies
- Knowledge of innovative materials and technologies, their applications in various spaces in interiors and being updated with current market trends.
- Exploring a wide range of materials and technologies with regards to Automation, Advanced lighting technologies, HVAC and thermal comfort, wall coverings, Flooring, Smart furniture, Walling and partitions
- Impact of these materials on environment
- Application of advanced materials.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction	4
2	Sustainable concepts in Interior designing	5
3	Sustainability: Challenges and opportunities	5
4	Design, Technology and Planning for sustainability	5
5	Case study(Self study/Assignment)	5

D. DETAILED SYLLABUS

Unit	Contents
1. Introduction	<ul style="list-style-type: none"> • Introduction to Unit • Energy and Global environment, Energy use and Climate change – Its impact, Types of Energy systems, • Concept of Sustainability - Principles of conservation -synergy with nature • Ethical- environmental degradation • Summary & conclusion of unit
2. Sustainable concepts in Interior designing	<ul style="list-style-type: none"> • The Concept of Sustainable Interiors. • Sustainable interiors designing by adopting various policies. • Principles of Sustainable Interior Design. • Benefits of Green Interiors • Indoor Environment Quality (IEQ) • Elements associated to IEQ
3. Sustainability: Challenges and opportunities	<ul style="list-style-type: none"> • Introduction to Unit • Properties, Uses and Examples of -Primary, secondary and Tertiary Sustainable Materials, Principles to improve the energy efficiency - siting and vernacular design, shade, ventilation, earth shelter, thermal inertia and air lock entrances. • Techniques of sustainable construction - technologies, methods of effectiveness, and design synthesis • Alternative materials and construction methods: • Use of local materials and on site growth of food, fuel and building materials

	<ul style="list-style-type: none"> • Summary & conclusion of unit
4.	Design, Technology and Planning for sustainability
	<ul style="list-style-type: none"> • Introduction to the unit • Understanding the concept of ECO design • Steps involves in Sustainable design process • Understanding LCA process for sustainable development
5.	Case study(Self study/Assignment)
	<ul style="list-style-type: none"> • Detailed study report on the case study done of any sustainable project • Design exercise: Design a space using sustainability parameters.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Design for Sustainability: Green Materials and Processes	S.M. Sapuan Muhd Mansor	2021	Elsevier
2.	Green Interior Design: The Guide to Sustainable High Style	Lori Dennis , Courtney Porter		
3.	Design for Environment, Second Edition: A Guide to Sustainable Product Development	Joseph Fiksel	2009	

F. EVALUATON

Continuous assessment of session work may consist of evaluation of individual's project work, power point presentations, assignments etc.

A. OBJECTIVE

To understand one of the most important steps to bring a design to life is by actually constructing and this subject introduces students to the basics of interior construction.

B. COURSE OUTCOME

After studying this course you should be able to:

- CO1. Understand the composition, construction, and finishes applied on fabrics for furnishings.
- CO2. Analyze recent trends in furnishings
- CO3. Gather information on various household linen, their selection and care.
- CO4. Adopt various window treatments in interiors.
- CO5. Apply the, Residential security systems, Commercial security in their projects.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time required for the Unit (Hours)
1.	Home Furnishings	4
2.	Commercial Furnishings	5
3.	Security System	5
4.	Lighting Fixtures	5
5.	Other Fixtures	5

D. DETAILED SYLLABUS

Unit	Unit Details
1.	Home Furnishings
	<ul style="list-style-type: none"> • Introduction of unit • Develop a motif suitable for foot mat, window grill, table mat and furnishing materials. Window Treatments – Types of windows, curtains, draperies, hanging curtains, pelmets and valances, accessories, blinds, shades. Cushion, cushion covers, Slip covers, bed linens, and Table linens. • Conclusion and summary of unit.
2.	Commercial Furnishings
	<ul style="list-style-type: none"> • Introduction of unit • Introduction, Venetian Blinds, Modern furnishing materials, Partitions etc. • Conclusion and summary of unit.
3.	Security System
	<ul style="list-style-type: none"> • Introduction of unit • Introduction, Residential security systems, Commercial security Systems. • Conclusion and summary of unit.
4.	Lighting Fixtures
	<ul style="list-style-type: none"> • Introduction of unit • Introduction, types of light fixtures, decorative fixtures etc. • Conclusion and summary of unit.
5.	Other Fixtures
	<ul style="list-style-type: none"> • Introduction of unit • Furniture fixtures, Decorative etc. • Conclusion and summary of unit.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Inside today's home	Faulkner, R.and Faulkner	Latest	Rinebart Winston, New York
2.	Interior Design & Decoration	Sherril Whiton	Latest	Prentice Hall
3.	Introduction to home furnishings	Stepat,D.D	Latest	The macmillan company,New York
4.	The themes and Hudson manual of textile printing	Storey joyce	Latest	London
5.	Colour in interior Design	Jhon,F.P	Latest	Mc Graw Hill Company

F. EVALUATION

Continuous assessment of session work may consist of evaluation of individual's writing and presentation skills, project work, power point presentations etc.

A. OBJECTIVE

The course has a heavy emphasis on material exploration and exercises knowledge learned in Materials and Manufacturing Processes, Computer-Aided Industrial Design, and Product Design Studio: Research, Design & Development. Students will be working both individually and collaboratively toward comprehending the difference between fundamental innovation and incremental change in their work as well as beginning to articulate the relationship of manufacturing/fabrication processes to larger societal contexts.

For the entire semester, you will take up a single design project – an COMMERCIAL INTERIORS- MULTI NATIONAL COMPANIES, BIG SCALE OFFICES

B. COURSE OUTCOMES

- Display critical thinking as they identify, analyze, and solve interior architecture and design problems through completion of interior design studio projects.
- Apply creative and critical thinking to solve interior environment problems from a human-centered approach and apply this knowledge to design solutions.
- Demonstrate social responsibility by designing sustainable interior environments that support indoor environmental quality and improve the quality of life for occupants.
- Adapt a realization of an unused or abandoned available space and manifest them to understand, analyze the potential for appropriate use and work in the specialty of reuse of such spaces.
- Distinguish the critical role of materials and methods for the design and their construction.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction to design Project	30
2	Case Studies	30
3	Design Concept	30
4	Technical drawings	30
5	Model Making/ 3D development	36

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction to Interior Design
	<ul style="list-style-type: none"> • To introduce to students, the design of a building with complexities related to luxury interiors, services, structures and site planning. • Introduction to interior design, Brain Storming, Idea Generation Understanding users, defining their needs and defining the problem to solve Design, Definitions and Design Spectrum, • Methods for creating creative concepts - exploration of alternative solutions
2.	Case Studies
	<ul style="list-style-type: none"> • Introduction of unit. • Choose & select relevant case examples related to your project. • Understanding the principles and standards of commercial spaces and also the anthropometry and ergonomics inside a given space. • Study and analyze an existing case study w.r.t. the design project.

3.	Design Concept
	<ul style="list-style-type: none"> • Conceptual Layouts • Developing concepts for the design project. • To help students evolve their design by understanding relationship between forms, function and space. • Explain your design idea with the help of sketches.
4.	Technical drawings
	<ul style="list-style-type: none"> • Plan, Sectional Elevation, furniture layout. • Detailed interior drawings. • Make appropriate furniture details.
5.	Model Making/ 3D development
	<ul style="list-style-type: none"> • Models for the Design Project • Rendered 3D interior views

E. EVALUATION INDEX:

Design creation/recreation through mockups/montages/paste boards using primary materials such as paper, board, wood etc.

F. RECOMMENDED STUDY MATERIAL

S. N.	Book	Author	Edition	Publication
1.	The Fundamentals of Interior Design	S. Dodsworth, S. Anderson	2nd	
2.	Residential Interior Design: A Guide to Planning Space	Maureen Mitton	3rd	
3.	Interior Design Material and Specification	Lisa Godsey	1st	

A. OBJECTIVE

The course aims to educate designers to handle all aspects of furniture design as one integrated user centric area of study; and their ability to integrate all such elements and systems into coherent wholes in various interior spatial contexts is considered to be important.

B. COURSE OUTCOME

- Co1. To impart the knowledge of various styles, systems and products available in the market.
- Co2. Enhances the knowledge of ergonomics, materials, design and working parameters in designing furniture. Develop a concept of statutory regulations appropriate to workshop and manufacturing environments.
- Co3. Create the impact of basic materials, techniques and finishes.
- Co4. Demonstrate the basic design and change, in furniture drawing.
- Co5. Develop critical and analytical abilities together with educational values that contribute to a lifelong learning attitude.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Introduction to Furniture Design	12
2	History of Furniture Design	14
3	Furniture Systems	14
4	Furniture Detailing	16
5	Furniture Design Exercise	16

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Introduction to Furniture Design
	<ul style="list-style-type: none"> • Introduction to Furniture Design -Human factors, engineering and ergonomic considerations: • principles of universal design and their application in furniture design, • overview of Furniture categories, exploration of the idea of furniture, • role of furniture in interior design, • Design approaches in furniture design.
2.	History of Furniture Design
	<ul style="list-style-type: none"> • History of Furniture- Awareness of the relationship of design history in order to create new designs in furniture. • An outline of the evolution of furniture from Ancient to present: Various stylistic transformations. • Furniture designers and movements. • Exploration of furniture in terms of human values, social conditions, technology and design criteria. • Understanding the current design trends and the future visions in the field of furniture design.
3.	Furniture Systems
	<ul style="list-style-type: none"> • Furniture design for various context and spaces – residences, corporate, commercial etc. in terms of Seating design; Storage systems- kitchen cabinets, wardrobes, closets, book shelves, showcases, display systems etc.; multi-functional & space-saving furniture; modular approach to furniture design.
4.	Furniture Detailing
	<ul style="list-style-type: none"> • Furniture Detailing and Construction- Introduction to different materials,

	joinery details and manufacturing methods most frequently adopted in furniture design such as Injection Molding, investment casting, sheet metal work, die casting, blow- molding, vacuum - forming etc.
5.	Furniture Design Exercise
	<ul style="list-style-type: none"> • Design Problem - Exercise oriented by innovative explorations, observation and constrains, to design a furniture, by providing measured drawing – plan, elevation and detailing on full scale, supported by prototype.

E. EVALUATION INDEX

Individual and in groups- Presentations, Case study, Discussions and assignments as submission to be taken

F. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Towards Post Modernism	Collins, Michael		Michael Publication
2.	Design History a student's hand book	Conway, Haze		
3.	Design the International Movement with Indian parallel	H Kumar Vyas		
4.	Designing Furniture			Fine Woodworking
5.	Controlling design variants -: Modular product platforms			

A. OBJECTIVE

- To create awareness about the design process and various ways of designing products for user needs and requirements.
- To learn about the integration of design, manufacturing process, marketing etc. in the design of products.

B. COURSE OUTCOME

After studying this course you should be able to:

- To learn about the different types of products, their functions, uses and applications and their impact on the interior and exterior space
- To acquire knowledge about different types products according to their types, materials, construction details and methods of application/installation
- To develop understanding about finishes, colours, appearance, and symbols/codes of products and produce detailed drawings
- To know about the scale and construction techniques of products and learn about their construction methods
- To learn about industrial products and how different furniture objects are user friendly for differently abled

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time required for the Unit (Hours)
1.	Introduction to Product design	12
2.	Aspects of Product Design	12
3.	Concepts Development	12
4.	Product design & Sustainability	12
5.	Product Design Exercise	12

D. DETAILED SYLLABUS

UNIT	UNIT DETAILS
1.	Introduction to Product design
	<ul style="list-style-type: none"> • An brief introduction to Product Designing • Various elements • History of Product Design • Definition of Product Design, • Understanding of Product Design • Purpose of Product Design • Role of Product Designers.
2.	Aspects of Product Design
	<ul style="list-style-type: none"> • Exploration of the design language, form and values from traditional and contemporary design platform. • Visual, Auditory, Tactual, of factory human mechanisms • Physical space and arrangement. • Visual display, process of seeing, visual discrimination, quantitative and qualitative visual display
3.	Concepts Development
	<ul style="list-style-type: none"> • Concepts like design research, human factors, form, ergonomics, design processes, sustainable design.

	<ul style="list-style-type: none"> Form, Color, Symbols, User specific criteria, Material, Technology and recyclability, Packaging. Multiple Utility oriented approach to Product Design.
4.	Product design & Sustainability
	<ul style="list-style-type: none"> Application of materials and uses, sustainable approach towards product designing.
5.	Product Design Exercise
	<ul style="list-style-type: none"> To develop an innovative design solution for a given problem by synthesizing the trends, socio-cultural factors and design language. Design a product, Design of Household elements, tools and devices

E. RECOMMENDED STUDY MATERIAL

Sr. No	Reference Book	Author	Edition	Publication
1.	Lighting: In Architecture and Interior Design	Wanda jankowski	1995	psc intl
2.	Concepts and practice of Architectural Day lighting	Moore Fuller,	Latest	Van Nostrand Reinhold co.
3.	National Lighting Code		2011	Govt of India

F. EVALUATON

Continuous assessment of session work may consist of evaluation of individual's writing and presentation skills, project work, power point presentations etc.

A. OBJECTIVE

The objective of the course is:

- To study the concepts of interior landscaping and their application in the design of interior spaces.
- To understand exposure to various concepts, ideas and techniques prevalent in interior landscape design.
- To develop an understanding about the design of interior landscape with special emphasis on the choice and care of plant materials used in the interior spaces

B. COURSE OUTCOMES

After studying this course you should be able to:

- Understands the scope of landscape architecture and elements of landscape in interior spaces.
- Understands the impact of human activities on the environment and the role of architect in mitigating it.
- Understand History of Landscape Architecture
- Develop the drawings required to solve various landscape construction details (paving, Curbs, steps, roof garden, retaining walls).
- Understand effect of time on planting design

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time required for the Unit (Hours)
1.	Interior landscaping	12
2.	Physical requirements of plants	12
3.	Interior landscaping elements & principles	12
4.	Exercise on interior landscape	12
5.	Landscape design development	12

D. DETAILED SYLLABUS

UNIT	UNIT DETAILS
1.	Interior landscaping
	<ul style="list-style-type: none"> • Definition of landscape • Classification of plants, indoor plants and their functions, layout & components, Floriculture – commercial, ornamental, Selection of plants & pest control. • Hardscape and Soft scape
2.	Physical requirements of plants
	<ul style="list-style-type: none"> • Physical requirements of plants – light, temperature, water, planting medium, soil separator, weight of plants, acclimatization & maintenance. • Techniques to meet physical requirements. • Plant selection criteria in landscape based upon visual, functional, micro-climatic and ecological aspects. • Understanding effect of time on planting design. • Interior space analysis and planning.
3.	Interior landscaping elements & principles
	<ul style="list-style-type: none"> • Various interior landscaping elements – water bodies - pools, fountains, cascades • Plants, rocks, artefacts, paving & lighting, Design guidelines- plant texture & colour, plant height, plant spacing. • ROOF AND DECK LANDSCAPE

	<ul style="list-style-type: none"> Protection of the integrity of the roof and structure, provisions for drainage, light weight planting medium, irrigation, selection of materials, water proofing, provision for utilities and maintenance.
4.	Exercise on interior landscape
	<ul style="list-style-type: none"> Introduction to Design Concept development Design exercise for pervious semester design problem. Conceptual zoning of landscape areas. Conceptualization of different zones and materials required for it. Segregation of hardscape & softscape.
5.	Landscape design development
	<ul style="list-style-type: none"> Conceptual design development of design project.

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1	Time saver standards for landscape architecture			
2	Planting design	Theodore D. Walker		VNR Publications New York
3	Landscaping Principles and Practices	Jack E. Ingels		Ingels, Delmar Publishers.

F. EVALUATION

Continuous assessment of session work may consist of evaluation of individual's writing and presentation skills, project work, power point presentations etc.

SYLLABUS III Semester

A. OBJECTIVE

The objective of the subject is to familiarize the students about the role of design management to create opportunity and value of products and maintain the image of corporate and brand identity through different types of design strategies.

B. COURSE OUTCOME

After studying this course student should be able to:

- CO1. Having ability to design a component or a product applying all the relevant standards and with realistic constraints.
- CO2. To implement general business concepts, practices, and tools to facilitate project success and apply project management practices to the launch of new programs, initiatives, products, services, and events relative to the needs of stakeholders.
- CO3. To identify project goals, constraints, deliverables, performance criteria, control needs, and resource requirements in consultation with stakeholders and implement project management knowledge, processes, lifecycle and the embodied concepts, tools and techniques in order to achieve project success.
- CO4. To manage the scope, cost, timing, and quality of the project, at all times focused on project success as defined by project stakeholders and align the project to the organization's strategic plans and business justification throughout its lifecycle.
- CO5. To adapt to project management practices to meet the needs of stakeholders from multiple sectors of the economy and utilize technology tools for communication, collaboration, information management, and decision support.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Hours)
1	Fundamentals of Design Management	5
2	Brand Value of Design	5
3	Blue Ocean strategy	4
4	Design Entrepreneurship	5
5	Project Management	5

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Fundamentals of Design Management <ul style="list-style-type: none"> • Fundamentals of Design Management. • Design Entrepreneurship and Design Firm Business performance • Design Management
2.	Marketing & Management <ul style="list-style-type: none"> • Creating Brand Value of Design • Differentiate Collaborate • Innovate Validate Cultivate
3.	Blue Ocean Strategy <ul style="list-style-type: none"> • Introduction to Blue Ocean strategy • Creating Blue Ocean • Formulating Blue Ocean Strategy • Executing Blue Ocean Strategy
4.	Design Entrepreneurship

	<ul style="list-style-type: none"> • Design Entrepreneurship for startups • Intellectual Property Rights and Copyrights
5.	Project Management
	<ul style="list-style-type: none"> • Project Management, CPM, PERT & CRT • Project Cost Analysis • Professional Practice • Business value of Design

E. RECOMMENDED STUDY MATERIAL

Sr. No.	Book	Author	Edition	Publication
1.	Design Management	Brigitte Borja De Mozota		Allworth Press
2.	Brand Gap	Marty Neumeier		New Riders Publishing
3.	Blue Ocean Strategy	W. Chan Kim and Renee Mauborgne		Harvard Business School Press
4.	DMI Journals			

F. EVALUATION

Continuous assessment of session work may consist of evaluation of individual's Report, Case studies, CPM and PERT networking Analysis and presentation skills, etc.

A. OBJECTIVE

- To do a research study related to the field of Interior Design.
- To provide the students an opportunity to undertake research work on a topic of their choice

B. COURSE OUTCOME

After studying this course student should be able to:

- To exercise ethical judgment based on a sound understanding of the fundamental concerns of the discipline of product design and the ways that its knowledge and practices are shared, assessed and accepted.
- To appraise the multiple criteria of interior design, including programmatic, thematic, structural and environmental concerns, and synthesizes these in persuasive product or industrial design projects that are conceptually grounded and technically adept.
- To identify and examine the technical and environmental factors acting on interior design, and devise integrated solutions using evidence-based criteria.
- To work collaboratively in interdisciplinary contexts to address complex built environment problems, accommodating differing cultural values and practices to promote just outcomes and enact positive change.
- To navigate the differing theoretical underpinnings, methodologies and conventions of various modes of product or interior design research to successfully conduct a substantial independent research project.

C. DETAILED SYLLABUS

UNIT	CONTENTS
NA	Each student is required to conduct a non-design study on topic selected by the student and approved by the department. The study shall be conducted under the guidance of teacher or external expert in the department. This Dissertation should lead to a design problem to be taken up as a Thesis Topic.

A. OBJECTIVE

- The project intends to look at the problems interconnected both at micro and macro levels. The students will apply the knowledge, they have learned till this stage and the industry exposure, in this project.
- The student can do a project, where sufficient amount of work of the project equivalent to the credits allotted in this semester will be completed.
- Students can do Industry sponsored project in this semester.

B. COURSE OUTCOME

After studying this course student should be able to:

- Identify problems that have relevance to societal / industrial needs.
- To provide opportunity to involve in research related to science / engineering
- Exhibit independent thinking and analysis skills
- Demonstrate the application of relevant science / engineering /Design principles.
- Ability to do implement sustainable design and to evaluate the prototype.

C. DETAILED SYLLABUS

UNIT	CONTENTS
NA	<ul style="list-style-type: none"> • Self-initiated research and design project to be proposed by the student and approved by a faculty panel. • The project must be pursued under the guidance of a design faculty member. • The project and the report will be evaluated by a panel. If the student takes a bigger size project in this Semester and wants to continue it in thesis, the content of work done by the student in thesis equivalent to the credits allotted for thesis project will be evaluated in that case. • The project should at least cover large scale HOSPITALITY INTERIORS

D. DELIVERABLES

The prototype and project report will be presented by the students.

A. OBJECTIVE

The course enables you to get associated with the industry and design firms and gain first-hand experience of the working systems of the industry. The period of internship is for 45 days to be done by the end of second semester and you are required to submit a report after completion of the internship. The student will join the internship by the end of second semester and will be evaluated in third semester. You may utilize the summer break and join your internship during summer break.

During the internship period you are required to be in contact with the course module or/and tutor and update him/her regularly to discuss your progress. During your internship period, your module tutor will also be in contact with your industry mentor in order to get appraised on your performance.

The objective of the course is:

- To enable you to understand and become familiar with prevalent commercial and industrial practices and standards.
- To provide opportunity to understand professionalism and adapt to the pace and pressures in a professional environment.
- To enable you to develop professional presentation abilities.
- To enhance knowledge and skills in a practical, hands-on Industry environment.

B. COURSE OUTCOME

After studying this course you should be able to:

- To be oriented under a Interior Designer.
- To be a part of the process of development of conceptual ideas, presentation skills, involvement in office discussions and client meetings.
- To develop the concepts into working drawings and forward with the process of tendering procedure, supervision during execution and coordination with the agencies involved in the manufacturing process.
- To facilitate the understanding of the evolution of a project from design to execution.
- To be a part of an actual working organization and have a practical learning experience during studies.

C. OUTLINE OF THE COURSE

Unit No.	Title of the unit	Time Required for the Unit (Days)
NA	Practical Training (Internship) & its Seminar	45

D. DETAILED SYLLABUS

UNIT	CONTENTS
1.	Practical Training (Internship) & its Seminar
	<ul style="list-style-type: none"> • Student shall work for a period of 45 days in an office of Interior Designer or allied professional approved by the institution. • Student shall be submitting weekly/monthly work report • Student shall be submitting critical appraisal of projects • Student shall be submitting documentation of details and supervision of projects. • Student will also have to submit the research as per the supervision by the Guide.

E. EVALUATON

Continuous assessment of session work may consist of evaluation of individual's writing and presentation skills, project work, power point presentations etc.

SYLLABUS IV Semester

A. OBJECTIVE

- Master's Thesis may be of conducting user study, market analysis, technical analysis, theoretical analysis, modeling & simulation, experimentation & analysis, concept design and development, prototype design, new product development, correlation and analysis of data, user interface design, software development, etc. or a combination of these.
- The thesis is intended to give each student experience in a manufacturing industry, working on problems with both strategic breadth and technical depth. It is an integrating experience to help pull together the diverse topics treated in class. The projects will explore innovations in products, technology, systems and business strategy.
- The capability to use a holistic view to critically, independently and creatively identify, formulate and deal with complex issues.
- The capability to problem-solving through plan and use adequate methods to conduct qualified tasks in given frameworks and to evaluate this work.
- The capability to conceptualize new product design solutions through explorations in form and colour.
- The capability to simulate and express design concepts through physical and digital medium.
- The capability to create, analyze and critically evaluate different technical and feasible solutions.
- The capability to critically and systematically integrate knowledge.
- The capability to clearly present and discuss the conclusions as well as the knowledge and arguments that form the basis for these findings in written and spoken English.
- The capability to identify the issues that must be addressed within the framework of the specific thesis in order to take into consideration all relevant dimensions of sustainable development.

B. COURSE OUTCOME

After studying this course student should be able to:

- Considerably more in-depth knowledge of the major subject/field of study, including deeper insight into current research and development work.
- The capability to use a holistic view to critically, independently and creatively identify, formulate and deal with complex product design issues.
- A consciousness of the ethical, social, and cultural aspects of research and development work.
- Demonstrate critical thinking and innovative skills.
- Display a good digital footprint

C. DETAILED SYLLABUS

UNIT	CONTENTS
1.	<ul style="list-style-type: none"> • Project can be for a period of 6 months based on the completion of course projects and required number of credits as per the academic regulations. • Must be an individual work. • Carried out inside or outside the university, in any relevant industry or research institution. • Design Registration and/or Design Patent of the work done during project period will be an added value. • Publications in the peer reviewed Journals / International Conferences will be an added value.

	<ul style="list-style-type: none">• Plagiarism checking by Turn in is compulsory part of master's thesis. Plagiarism level should not exceed more than 12% as per the academic regulations
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D. DELIVERABLES

The Project presentation, Prototype and Project report will be presented by the students.
