SNDT Women's University, Mumbai

Undergraduate Degree / UG Programme (Syllabus as Per NEP) - Faculty of Science & Technology

Bachelor of Science (Home Science - Resource Management & Interior Design) (Non-AEDP)

B.Sc. (H.Sc. – RMID) (Non-AEDP)

As Per NEP – 2020

Semester – I to IV

Syllabus (W.E.F. Academic Year 2025-26)

Terminologies

Vertical	Full-Form/Definition	Remarks	Related To Major And Minor Courses
Major (Core)	Subject Comprising Mandatory and Elective Courses, Major Specific IKS, Vocational Skill Courses, Internship/ Apprenticeship, Field Projects, Research Projects Connected to Major	Minimum 50% Of Total Credits Corresponding to Three/Four - Year UG Degree- Mandatory Courses	Related To The Major
Minor Course	Course From Same Or Different Faculty	Minimum 18-20 Credits to Be Completed in The First Three Years of UG Programme	Related To the Minor
OEC	Open Elective Courses/ Generic Courses	10-12 Credits to Be Offered in I And/Or II Year. Faculty-Wise Baskets of OEC To Be Prepared	OEC Is to Be Chosen Compulsorily from Faculty Other Than That of the Major
VSC	Vocational Skill Courses, Including Hands On Training Corresponding To The Major And/Or Minor Subject	8-10 Credits, To Be Offered in First Three Years, Wherever Applicable Vocational Courses Will Include Skills Based on Advanced Laboratory Practical's of Major	Related To the Major or Minor
SEC	Skill Enhancement Courses	06 Credits, To Be Offered in I And II Year, To Be Selected from The Basket of Skill Courses Approved by University	Related To the Major or Minor Any Relevant Skill
AEC	Ability Enhancement Courses	08 Credits, To Be Offered in I And II Year, English: 04 Credits to Be Earned in Sem - I, Modern Indian Language Of 04 Credits to Be Offered in II Year	NA
VEC	Value Education Courses	Understanding India, Environmental Science/Education, Digital	NA

		and Technological Solutions, Health & Wellness, Yoga Education, Sports, And Fitness	
IKS	Indian Knowledge System	Generic IKS Course: Basic Knowledge Of The IKS To Be Offered At First Year Level	Major-Specific IKS Courses: Advanced Information About the Major, Part of the Major Credit to Be Offered at Second- Or Third-Year Level
OJT	On-Job Training (Internship / Apprenticeship)	Corresponding To the Major Subject	Related To The Major
FP	Field Projects	Corresponding To the Major Subject	Related To the Major
CC	Co-Curricular Courses	Health And Wellness, Yoga Education Sports, And Fitness, Cultural Activities, NSS/NCC And Fine/ Applied/Visual/ Performing Arts	NA
CE	Community Engagement and Service		Related To Major
RP	Research Project	Corresponding To the Major Subject	Related To Major

Programme Template

Faculty		**Science and Technology**
Programme Degree		**B.Sc. Home Science**
Specialization		**Resource Management and Interior Design**
Preamble		Resource Management and Interior Design course aims to provide students with a thorough understanding of the concepts, creativity, aesthetic sense, and technical skills needed to design visually appealing, practical, and sustainable interior and exterior spaces. It also focuses on other aspects of the course like efficient management of time, money, spaces, resources and knowledge of smart materials, current trends, fashion to successfully implement creative and people-centered design solutions. The field also incorporates technology, services, ergonomics, consumer theories, landscaping, professional communication skills and traditional and conventional practices in designing. On completion of the course, the student will have the complete knowledge, technical skills and enhanced abilities needed to excel in creating safe, functional, and aesthetically appealing indoor and outdoor environments to improve quality of life and cater to the changing requirements of society. Today there is a growing demand for professionals with expertise in space planning, material selection, construction, and renovation projects, designing offices, hotels, stores, etc., thus opening a wide variety of professional avenues for the students.
Programme Specific Outcomes(PSOs)		After completing this programme, learner will be able to
	1	Illustrate and implement the fundamental elements and principles of design ensuring a coherent and visually compelling artistic outcome.
	2	Demonstrate strong buying abilities while choosing products and services from the market.
	3	Understand the intricacy of visual aesthetics while designing spaces.
	4	Analyze the needs of users considering cultural and social factors.
	5	Understand the need for proficiency in multiple perspectives for product and space design.
	6	Critically analyze original concepts and innovations that will strengthen the ability to design spaces and products.
	7	Analyze the ergonomic aspects of different job tasks and

		their potential impact on health.
Eligibility Criteria for Programme		Eligibility Criteria for Programme A candidate to be eligible for admission for the three/four-year course leading to the Degree of Bachelor of Science: • Must have passed the Higher Secondary School Certificate (Std. XII) examination conducted by different Divisional Boards of the Maharashtra (or any other State) Board of Secondary and Higher Secondary Education. • Must have passed Higher Secondary School Certificate (Standard XII) examination with Minimum Competency-based Vocational Courses (MCVC) conducted by the different Divisional Boards of the Maharashtra (or any other State) Board of Secondary and Higher Secondary Education. **OR** • Equivalent
Intake **(For SNDT WU Departments and Conducted Colleges)**		30 Students

Structure with Course Titles

B. Sc. (Home Science – Resource Management and Interior Design) (Non-AEDP)

Semester – I

SN	Courses	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester – I					
10030801	Design and Aesthetics-I (Th)	Major (Core)	2	50	50	0
	Subject 2	Major (Core)	2	50	50	0
	Subject 3	Major (Core)	2	50	50	0
10430811	Décor & Styling Spaces (Th)	OEC	4	100	50	50
10630801	Application of Design and Aesthetics (Pr)	VSC S1	2	50	50	0
10730821	Professional Communication and Presentation-I (Pr)	SEC	2	50	0	50
	Ability Enhancement Course (AEC) Link: **https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf** (Available on Website)	AEC (English) **(Any One)**	2	50	0	50
10810111	English For Academic Writing - Paper I (For Students of English Medium)					
10810112	English Language and Literature - I (For Students of Non-English medium)					

11051111	Inception of India Knowledge System **IKS Link:** **https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf** (Available on Website)	IKS (Generic)	2	50	0	50
10952111	Introduction to Indian Constitution **Link:** **https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf** (Available on Website)	VEC	2	50	0	50
11450121	Basics of National Service Scheme	CC **(Any One)**	2	50	50	0
11450221	National Cadets Corps. (NCC) Studies – I					
11450322	Health and Wellness					
11450421	Performing Arts Exploration					
			22	**550**	**300**	**250**

Semester – II

SN	Courses	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester – II					
20030811	Design and Aesthetics-II (Th)	Major (Core)	2	50	0	50
	Subject 2	Major (Core)	2	50	0	50
	Subject 3	Major (Core)	2	50	0	50
		VSC-S2	2	50	50	0
		VSC-S3	2	50	50	0
20430811	Principles of Management (Th)	OEC	4	100	50	50
20730801	Basics of Content Writing (Th)	SEC	2	50	50	0
	Ability Enhancement Course (AEC) Link: **https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf** (Available on Website)	AEC (English) **(Any One)**	2	50	0	50
20810111	English For Academic Writing - Paper II (For Students of English Medium)					
20810112	English Language and Literature – II (For Students of Non-English medium)					
20952111	Environment Awareness **Link:** **https://www.sndt.ac**	VEC	2	50	0	50

	.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf (Available on Website)					
	Co-Curricular Course (CC) Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-ii-syllabus.pdf (Available on Website)	CC **(Any One)**	2	50	50	0
21450121	Volunteerism and National Service Scheme					
21450221	National Cadets Corps. (NCC) Studies - II					
21450323	Yoga Education					
21450421	Fine Art					
			22	**550**	**250**	**300**

Exit with UG Certificate with 4 extra credits (44 + 4 credits)

Semester – III

SN	Courses	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester – III					
30130811	Elements of Planning & Drafting (Th+Pr)	Major (Core)	4	100	50	50
30130822	Software in Interior Design (Pr)	Major (Core)	4	100	50	50
30130823	Design Thinking for Interior Innovation (Pr)	Major (Core)	4	100	50	50
30330821	Home Wellness Design (Pr)	Minor Stream	2	50	0	50
30430811	Consumer Rights, Behaviour, and Redressal Strategies (Th)	OEC	2	50	0	50
	Modern Indian Language **Ability Enhancement Course (AEC) Link:** **https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iii.pdf** (Available on Website)	AEC **(Any One)**	2	50	50	0
30810201	**શીખો ગુજરાતી – પ્રાથમિક ભાગ ૧: પરિચય, લેખન અને વાચન કૌશલ્ય (ગુજરાતી)** Shikho Gujarati – Prathmik Bhag 1: Parichay, Lekhan ane Vachan Kaushalya (Gujarati)					
30810301	रचनात्मक लेखन (हिन्दी) Rachnatmak Lekhan (Hindi)					
30810401	मराठी भाषेचा परिचय भाग १ - (मराठी)					

	Marathi Bhashecha Parichay- Bhaag 1 (Marathi)					
30810501	लौकिक संस्कृत न्यायः (संस्कृत) Contemporary Sanskrit Nyaya (Sanskrit)					
30130804	Professional Practice & Ethics (Th)	Major (Core)	2	50	50	0
	Co-Curricular Course (CC) Link: **https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iii-syllabus.pdf** (Available on Website)	CC **(Any One)**	2	50	50	0
31450121	Social issues Advocacy and Action					
31450221	National Cadets Corps. (NCC) Studies – III					
31450321	Traditional Sports and Fitness					
31450421	Unfolding The Beauty of Indian Music					
			22	**550**	**300**	**250**

Semester – IV

SN	Courses	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester – IV					
40130811	Planning & Designing (Th)	Major (Core)	4	100	50	50
40130822	Residential Planning and Detailing (Pr)	Major (Core)	4	100	50	50
40330821	Construction Techniques (Pr)	Minor Stream	4	100	50	50
40430811	The Art of Furniture Design (Th)	OEC	2	50	0	50
40730821	Art & Artifacts (Pr)	SEC	2	50	0	50
	Modern Indian Language **Ability Enhancement Course (AEC) Link:** **https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iv.pdf** (Available on Website)	AEC **(Any One)**	2	50	0	50
40810211	શીખો ગુજરાતી – પ્રાથમિક (ગુજરાતી) Shikho Gujarati – Prathmik (Gujarati)					
40810311	सूचना प्रौद्योगिकी और हिन्दी भाषा (हिन्दी) Suchana Praudyogiki aur Hindi Bhasha (Hindi)					
40810411	मराठी भाषेचा परिचय भाग -२ (मराठी) Marathi Bhashecha Parichay- Bhaag 2 (Marathi)					

40810511	वाल्मीकीयकृत रामायणम् – अयोध्याकाण्डः (संस्कृत) Valmikiyakrut Ramayanam – Ayodhyakanda (Sanskrit)					
40330802	Basics of Workspace Design (Th)	Minor Stream	2	50	50	0
	Co-Curricular Course (CC) Link: **https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iv-syllabus.pdf** (Available on Website)	CC **(Any One)**	2	50	50	0
41450121	NSS Volunteers under National service scheme special camp					
41450122	Personality and Leadership Development through National Service Scheme					
41450221	National Cadets Corps. (NCC) Studies – IV					
41450321	Basics of Self Defence and Fitness Training					
41450421	Theatre & Dance					
			22	**550**	**250**	**300**

Exit with UG Diploma with 4 extra credits (44 + 4 credits)

Course Syllabus

Semester - I

.1.1 Major (Core)

Course Title	**Design and Aesthetics – Theory -I**
Course Credits	**2 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Apply the elements and principles of design.
	2. Develop the skills to appreciate the aesthetics of art and design with reference to interior design.
	3. Demonstrate the skills in applying the art principles in various areas of Home Science.
	4. Design and experiment different types of arts and crafts.
Module 1 (Credit 1) – Basics of Art and Design (Theory)	
Learning Outcomes	After learning the module, learners will be able to
	1. Design and differentiate between the types of designs.
	2. Organize the various elements of design to create different types of designs & apply the concept of Optical Illusion in interior design
Content Outline	**1. Introduction to Art and Aesthetics** ● Definition and Concept of Art and Aesthetics **2. Concept of Art and Design** ● Definition and Concept of Design ● Types of Design – Structural and Decorative Design ● Requirements of a Good Design **3. Basic Elements of Art and Design** ● Introduction, types, importance ● Point & Line ● Space ● Shape & Form ● Colour ● Texture ● Light ● Pattern

	4. Optical Illusion • Concept of Illusion and Optical illusion • Application in interior design
Module 2 (Credit 1) – Introduction to Colour Theory	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand the basic principles of colour theory
	2. Analyze the psychological and physiological effects of colour.
	3. Create effective colour schemes and compositions for various applications.
Content Outline	**1. Colour Wheel** • Introduction to colour wheel • Classification of Colours (Warm & Cool Colours/ Advancing and Receding Colours) **2. Colour Harmony** • Colour Schemes: Monochromatic, Analogous, Complementary, Split Complementary, and Triad. • Properties/Dimensions of colour theory **3. Psychological and Physiological effects of Colour** • Psychological Effects of Colour: How different colours affect mood and emotions, Colour preferences and personality. • Physiological Effects of Colour -How colour affects visual perception and eye strain, • The role of colour in spatial perception and environment design. • Colour in Marketing and Branding: How businesses use colour to influence consumer behaviour. **4. Application of Colour in Art and Design** • Techniques for creating harmony and contrast in visual compositions. • Colour theory in painting, graphic design, and interior design.

<u>Assessment Pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Module 1: **Basics of Art and Design (marks - 25)**

- Collect pictures/make innovative presentations for the basic elements of arts from natural/ manmade objects.
- Draw/collect pictures indicating use of optical illusion created through art elements.

Module 2: **Introduction to Colour Theory (marks - 25)**

- Creative preparation of colour wheel.
- Creative preparation of chart for colour schemes.
- Create a simple design and use two different colour harmonies by drawing the same design twice

References:

1. Agan, T. (1970). **The house, its plan and use**. Oxford and IBM, New Delhi.
2. Ahmed, K. (1995). **Interior design: An introduction to art, craft, science, techniques, and profession**. Ingra Publications Pvt. Ltd, Mumbai.
3. Anderson, D. (1961). **Elements of design**. Holt, Rinehart and Winston, New York.
4. Bevlin, M. E. (1985). **Design through discovery**. Rinehart and Winston, New York.
5. Bhatt, N. D. (1985). **Elementary drawing**. Anan Charotar Publishing House.
6. Bhatt, P., & Goenka, S. (1990). **Foundation of art and design**. Lakhani Book Depot, Mumbai.
7. Collingwood, R. G. (1958). **The principles of art**. Oxford University Press, London.
8. Craig, & Rush. (1980). **Homes with character**. D.C. Heath & Co.
9. Dandekar, H. D., & Krishnamurti, C. E. (1960). **Anchine drawing**. Oxford University Press, London.
10. Dorothy, S. (1964). **Introduction to home furnishing**. The Macmillan Company, New York.
11. Faulkner, R., & Faulkner, S. (1968). **Inside today's home**. Holt, Rinehart and Winston, New York.
12. Faulkner, S., Ziegfeld, E., & Hill, H. (1955). **Art today**. Henry Holt.
13. Frances, O. (1967). **Art and design in home living**. The Macmillan Company, New York.
14. Garreston, F. (1975). **Theory and practice of colour**. Studio Vista Publishers, London.
15. Goldstein, H., & Goldstein, V. (1953). **Art in everyday life**. The Macmillan Company, New York.

16. Grames, M. (1951). **The art of colour and design**. McGraw-Hill Book Co., New York.
17. Lewis, D. S., Osborn, J. B., & Sweeney, E. F. (1969). **Housing and home management**. The Macmillan Company, New York.
18. Morris, W. (1989). **Design and patterns**. Bracker Books, London.
19. Morton, G. M. (1964). **The arts of costume and personal appearance**. John Wiley and Sons, New York.
20. Morton, R. (2009). **The home and its furnishing**. McGraw-Hill Book Company, Inc., New York.
21. Mueller, C. G., & Rudolf, M. (1967). **Light and vision: Life science and library**. Time-Life International, Netherlands.
22. Rowland, K. (1965). **The shapes we need** (Vol. 2/3). Grinnd Co., London.

Semester - I

.1.4 Open Elective Courses/ Generic (OEC)

Course Title	**Décor and Styling Spaces**
Course Credits	**4 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Describe and relate between the elements and principles of design
	2. Develop skills to appreciate the aesthetics of art and design with reference to interior design
	3. Demonstrates the skills in applying the art principles in various areas of Home Science
	4. Design and create different types of arts and crafts
	5. Design and style different spaces using elements and principles of design
Module 1 (Credit 1) - UNDERSTANDING ART AND DESIGN (Theory)	
Learning Outcomes	After learning the module, learners will be able to
	1. Define design and differentiate between the types of designs
	2. Identify and analyze good and bad structural and decorative designs
	3. Skillfully apply the elements to create different types of designs
	4. Execute the concept of Optical Illusion in interior design
Content Outline	**1. INTRODUCTION TO ART and AESTHETICS** ● Definition and concept of art & aesthetics **2. CONCEPT OF ART AND DESIGN** ● Definition and Concept of Design ● Types of Design – Structural and Decorative Design ● Requirements of a Good Design **3. BASIC ELEMENTS OF ART AND DESIGN** ● Introduction, types and importance

	• Point & Line • Space • Shape & Form • Colour • Texture • Light • Pattern **4. OPTICAL ILLUSION** • Concept of Illusion • Optical illusion • Application/use in interior design
Module 2 (Credit 1) - STUDY OF COLOUR AND PRINCIPLES OF DESIGN (Theory)	
Learning Outcomes	After learning the module, learners will be able to
	1. Draw and illustrate the colour wheel
	2. Create and relate to various colour harmonies
	3. Apply principles of design in various areas of Home Science
Content Outline	**1. COLOR WHEEL** • Introduction to color wheel • Classification of Colors (Warm & Cool Colors/ Advancing and Receding Colors) **2. COLOR HARMONY** • Color Schemes: Monochromatic, Analogous, Complementary, Split Complementary, Triad. • Properties/Dimensions of colour **3. PRINCIPLES OF DESIGN** • Introduction & types • Balance • Scale and Proportion • Emphasis • Rhythm

	• Harmony **4. APPLICATION OF VARIOUS PRINCIPLES OF DESIGN** • Related to various fields like • Interior Design/hospitality • Textile Design • Food Decoration • Visual Communication
Module 3 (Credit 1) - APPLICATION OF DESIGN (Practical)	
Learning Outcomes	After learning the module, learners will be able to
	1. Skillfully investigate design principles to create functional and decorative designs
	2. Define and demonstrate the concept of space and scale
	3. Create different types of aesthetically appealing geometric patterns
Content Outline	**1. UNDERSTANDING APPLICATION OF LINES IN CREATING DESIGNS** • Vertical • Horizontal • Diagonal • Curved lines **2. TYPES OF SPACE** • Positive space • Negative space **3. UNDERSTANDING SCALE THROUGH** • Enlargement • Reduction **4. CREATING GEOMETRICAL DESIGNS** • Symmetrical design • Asymmetrical design

Module 4 (Credit 1) - DESIGN CREATION (Practical)	
Learning Outcomes	After learning the module, learners will be able to
	1. Create varied designs by skillful usage of different mediums
	2. Select different textures and apply in a single design
	3. Choose different colour combination to increase the visual effects for any design
	4. Create different types of art and craft
Content Outline	**1. USE OF VARIOUS MEDIUM TO CREATE DESIGNS** ● Pencil ● Pen & Ink ● Colour **2. CREATING TEXTURES** ● Create a texture collage using various materials **3. COLOUR SCHEMES** ● Colour harmonies: monochromatic, achromatic, chromatic colour schemes **4. INNOVATIVE DESIGN CREATION AND EXHIBITION** ● Paintings / pot painting / 3D murals/Stain Glass Painting (innovative work)

<u>Assessment Pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Module 1: **UNDERSTANDING ART AND DESIGN (Marks – 10)**

- Collect pictures/make innovative presentations for the basic elements of arts from natural/ manmade objects.
- Draw/collect pictures indicating use of optical illusion created through art elements.

Module 2: **STUDY OF COLOUR AND PRINCIPLES OF DESIGN (Marks – 15)**

- Creative preparation of colour wheel.
- Creative preparation of chart for colour schemes.

Module 3: **APPLICATION OF DESIGN (Marks – 15)**

- Draw sketches/collect pictures for types of space- positive and negative space.
- Draw designs using the techniques of enlargement and reduction.
- Creating symmetrical and asymmetrical designs based on pure geometrical forms.

Module 4: **DESIGN CREATION (Marks – 10)**

- Draw a single design using three mediums- pencil, ink and colour.
- Create a simple design and use two different colour harmonies by drawing the same design twice.

References:

1. Agan, T. (1970). **The house, its plan and use**. Oxford and IBM, New Delhi.
2. Ahmed, K. (1995). **Interior design: An introduction to art, craft, science, techniques, and profession**. Ingra Publications Pvt. Ltd, Mumbai.
3. Anderson, D. (1961). **Elements of design**. Holt, Rinehart and Winston, New York.
4. Bevlin, M. E. (1985). **Design through discovery**. Rinehart and Winston, New York.
5. Bhatt, N. D. (1985). **Elementary drawing**. Anan Charotar Publishing House.
6. Bhatt, P., & Goenka, S. (1990). **Foundation of art and design**. Lakhani Book Depot, Mumbai.
7. Collingwood, R. G. (1958). **The principles of art**. Oxford University Press, London.
8. Craig, & Rush. (1980). **Homes with character**. D.C. Heath & Co.
9. Dandekar, H. D., & Krishnamurti, C. E. (1960). **Anchine drawing**. Oxford University Press, London.
10. Dorothy, S. (1964). **Introduction to home furnishing**. The Macmillan Company, New York.
11. Faulkner, R., & Faulkner, S. (1968). **Inside today's home**. Holt, Rinehart and Winston, New York.
12. Faulkner, S., Ziegfeld, E., & Hill, H. (1955). **Art today**. Henry Holt.
13. Frances, O. (1967). **Art and design in home living**. The Macmillan Company, New York.
14. Garreston, F. (1975). **Theory and practice of colour**. Studio Vista Publishers, London.
15. Goldstein, H., & Goldstein, V. (1953). **Art in everyday life**. The Macmillan Company, New York.

16. Grames, M. (1951). **The art of colour and design**. McGraw-Hill Book Co., New York.
17. Lewis, D. S., Osborn, J. B., & Sweeney, E. F. (1969). **Housing and home management**. The Macmillan Company, New York.
18. Morris, W. (1989). **Design and patterns**. Bracker Books, London.
19. Morton, G. M. (1964). **The arts of costume and personal appearance**. John Wiley and Sons, New York.
20. Morton, R. (2009). **The home and its furnishing**. McGraw-Hill Book Company, Inc., New York.
21. Mueller, C. G., & Rudolf, M. (1967). **Light and vision: Life science and library**. Time-Life International, Netherlands.
22. Rowland, K. (1965). **The shapes we need** (Vol. 2/3). Grinnd Co., London.

Semester - I

.1.5 Vocational Skill Courses (VSC)

Course Title	**Application of Design and Aesthetics (Practical)**
Course Credits	**2 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Apply the elements and principles of design.
	2. Develop the skills to appreciate the aesthetics of art and design with reference to interior design.
	3. Demonstrate the skills in applying the art principles in various areas of Home Science.
	4. Design and experiment different types of arts and crafts.
Module 1 (Credit 1) – Application of Design	
Learning Outcomes	After learning the module, learners will be able to
	1. Create and formulate functional and decorative designs
	2. Differentiate & interpret the space and scale with different types of geometric patterns
	3. Create and formulate functional and decorative designs
Content Outline	**1. Application of Lines in Creating Designs** ● Vertical ● Horizontal ● Diagonal ● Curved lines **2. Types of Space** ● Positive space ● Negative space **3. Understanding Scale** ● Enlargement ● Reduction **4. Creating Geometrical Designs** ● Symmetrical design

	• Asymmetrical design
Module 2 (Credit 1) - Design Creation	
Learning Outcomes	After learning the module, learners will be able to
	1. Experiment with different mediums to create varied designs
	2. Select and apply different textures in a single design & experiment with various colour combination
	3. Develop innovative ideas and demonstrate skills in creating enriching art and craft design or artifacts
Content Outline	**1. Use of Various Medium to Create Designs** • Pencil medium • Pen & Ink medium • Colour – pencil, water colour, crayons, etc. **2. Creating Textures** • Create a texture collage using various materials **3. Colour Schemes** • Colour harmonies: Monochromatic, Achromatic, Chromatic colour schemes **4. Innovative Design Creation and Exhibition** • Paintings / pot painting / 3D murals/Stain Glass Painting (innovative work)

<u>Assessment Pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

For Practical Subject Total Marks – (50)

Module 1 – Application of Design (Marks – 25)

- Draw sketches/collect pictures for types of space- positive and negative space.
- Draw designs using the techniques of enlargement and reduction.
- Creating symmetrical and asymmetrical designs based on pure geometrical forms

Module 2 - Design Creation (Marks – 25)

- Draw a single design using three mediums- pencil, ink and colour.

- Create a simple design and use two different colour harmonies by drawing the same design twice.

References:

1. Agan, T. (1970). **The house, its plan and use**. Oxford and IBM, New Delhi.
2. Ahmed, K. (1995). **Interior design: An introduction to art, craft, science, techniques, and profession**. Ingra Publications Pvt. Ltd, Mumbai.
3. Anderson, D. (1961). **Elements of design**. Holt, Rinehart and Winston, New York.
4. Bevlin, M. E. (1985). **Design through discovery**. Rinehart and Winston, New York.
5. Bhatt, N. D. (1985). **Elementary drawing**. Anan Charotar Publishing House.
6. Bhatt, P., & Goenka, S. (1990). **Foundation of art and design**. Lakhani Book Depot, Mumbai.
7. Collingwood, R. G. (1958). **The principles of art**. Oxford University Press, London.
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9. Dandekar, H. D., & Krishnamurti, C. E. (1960). **Anchine drawing**. Oxford University Press, London.
10. Dorothy, S. (1964). **Introduction to home furnishing**. The Macmillan Company, New York.
11. Faulkner, R., & Faulkner, S. (1968). **Inside today's home**. Holt, Rinehart and Winston, New York.
12. Faulkner, S., Ziegfeld, E., & Hill, H. (1955). **Art today**. Henry Holt.
13. Frances, O. (1967). **Art and design in home living**. The Macmillan Company, New York.
14. Garreston, F. (1975). **Theory and practice of colour**. Studio Vista Publishers, London.
15. Goldstein, H., & Goldstein, V. (1953). **Art in everyday life**. The Macmillan Company, New York.
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17. Lewis, D. S., Osborn, J. B., & Sweeney, E. F. (1969). **Housing and home management**. The Macmillan Company, New York.
18. Morris, W. (1989). **Design and patterns**. Bracker Books, London.
19. Morton, G. M. (1964). **The arts of costume and personal appearance**. John Wiley and Sons, New York.
20. Morton, R. (2009). **The home and its furnishing**. McGraw-Hill Book Company, Inc., New York.
21. Mueller, C. G., & Rudolf, M. (1967). **Light and vision: Life science and library**. Time-Life International, Netherlands.
22. Rowland, K. (1965). **The shapes we need** (Vol. 2/3). Grinnd Co., London.

Semester - I

.1.6 Skill Enhancement Courses (SEC)

Course Title	**Professional Communication and Presentation – I (Practical)**
Course Credits	**2 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Develop the terminology and vocabulary that are appropriate for your line of work.
	2. Examine, recognize, and effectively summarize a range of textual materials
	3. Critically argue on the shortcomings of listening habits and making use listening strategies according to the needs
Module 1 (Credit 1) - Professional Communication Overview	
Learning Outcomes	After learning the module, learners will be able to
	1. Apply the foundational principles of professional communication, including written, nonverbal, and spoken communication
	2. Examine and assess various communication philosophies and how they affect the development of business contacts and a productive workplace
Content Outline	**1. Introduction to Professional Communication** ● Definition and importance, ● Types of professional communication: verbal, written, and non-verbal, ● Barriers to communication and ● Understanding the role of culture in professional communication **2. Written Communication Skill**s ● Principles of effective business writing, ● Email etiquette and best practices, ● Drafting professional letters and memos. **3. Verbal Communication Skills** ● Public speaking fundamentals

	• Overcoming the fear of public speaking • Techniques for effective presentations and speeches • Developing interpersonal communication skills **4. Non-Verbal Communication and Listening Skills** • Understanding the importance of body language in communication • Strategies for effective non-verbal communication in a professional setting, • Active listening techniques and their role in effective communication • Exercises and role play to practice non-verbal communication and listening skills
Module 2 (Credit 1) - Professional Presentation Skills	
Learning Outcomes	After learning the module, learners will be able to
	1. Master the techniques of making powerful and captivating presentations
	2. Describe the use of techniques when using multimedia tools and presentation software to enhance the attractiveness and effectiveness of presentations.
	3. Critically assess the presentations of your peers. Provide feedback to foster a collaborative learning atmosphere and continuous improvement in presentation skills.
Content Outline	**1. Planning and Structuring Presentations** • Understanding the purpose of the presentation • Identifying the target audience and their expectations • Organizing content logically and effectively, Creating engaging introductions and conclusions **2. Visual Aids and Technology in Presentations** • Best practices for producing visually appealing and captivating slides

	• Using visual aids like slides and movies effectively fixing technological problems during presentations and improving presentations with the use of technology **3. Making Impactful Presentations** • Strategies for an assured and convincing deliver • During presentations, controlling anxiety and addressing unforeseen difficulties • improving body language and voice variation throughout the presentation • Promoting participation and involvement from the audience **4. Evaluation and Recommendations for Presentations** • Assessing and commenting on presentations given by professionals • Giving peers constructive criticism • Self-evaluation and introspection regarding individual presenting abilities

<u>Assessment pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

For Practical subject Total Marks – 50 (Continuous Assessment)

Module 1: Professional Communication Overview (Marks – 25)

- Crafting Professional Correspondence – business email, formal letter, memo
- Preparing and Delivering a Presentation - Writing a brief speech (2-3 minutes) based on the topic of their interest, Practicing and recording the presentation to share with the class.
- Role-playing exercises that emphasize non-verbal communication and active listening.

Module 2: Professional Presentation Skills (Marks – 25)

- Choose a topic and write a brief essay (500 words) on the purpose of the presentation. Identify and describe the target audience, including their expectations and what they hope to gain from the presentation.

- Design a 5-slide PowerPoint presentation on a given topic. Focussing on visual appeal, use of images, graphs with minimal text.

References:

1. Anderson, P. V. (2018). **Technical Communication**. Cengage Learning.
2. Bovee, C. L., & Thill, J. V. (2017). **Business Communication Today**. Pearson. (ISBN-10: 0-13-589161-2, ISBN-13: 978-0-13-589161-2)
3. Chesebro, J. L., & Goss, T. P. (2018). **Professional Communication at Work: Interpersonal Strategies for Career Success**. Routledge.
4. Davis, K. (2011). **The McGraw-Hill 36-Hour Course: Business Communication**. McGraw-Hill.
5. Guffey, M. E., & Loewy, D. (2022). **Essentials of Business Communication**. Cengage Learning.
6. Jones, R. G., Jr. (2016). **Communication in the Real World: An Introduction to Communication Studies**. Saylor Foundation.
7. Locker, K. O., & Kaczmarek, S. K. (2014). **Business Communication: Building Critical Skills**. McGraw-Hill. (ISBN-13: 9781259089091)
8. Murphy, H. A., Hildebrandt, H. W., & Thomas, J. P. (2011). **Effective Business Communication**. McGraw-Hill.
9. Roebuck, D. B. (2019). **Business Communication: Developing Leaders for a Networked World**. McGraw-Hill.

Course Syllabus

Semester – II

.2.1 Major (Core)

Course Title	**Design and Aesthetics – Theory -II**
Course Credits	2
Course Outcomes	After going through the course, learners will be able to
	1. Understand and articulate the fundamental principles of design.
	2. Apply the principles of balance and contrast in design projects. 3. Apply advanced design to create visually appealing and functional designs across various mediums.
Module 1 (Credit 1) – Principles of Design	
Learning Outcomes	After learning the module, learners will be able to
	23. Identify and explain key design principles: balance, contrast, emphasis, movement, pattern, rhythm, and unity.
	24. Analyze examples of design in everyday life and professional work.
Content Outline	1. **Principles of Design** • Introduction – Balance, Scale and Proportion, Emphasis, Rhythm, Harmony 2. **Balance and Alignment** – • Types of Balance • Symmetrical, asymmetrical, and radial balance **3. Contrast and Emphasis** • Understanding Contrast - Types of contrast: color, size, shape, texture, etc. • Role of contrast in visual interest and clarity **4. Unity and Harmony** • Principles of Unity -Creating cohesion in design, Techniques
Module 2: Credit -1: Advanced Design Principles and Application	
Learning Outcomes	**After learning the module, learners will be able to**
	1. Analyze and critique designs through a critical lens using advanced design principles.
	2. Demonstrate an understanding of advanced design principles such as balance, proportion, hierarchy, rhythm, and contrast.

Content Outline	1**. Movement and Rhythm** • Understanding Movement in Design • Rhythm in Design -Types of rhythm: regular, flowing, progressive 2**. Proportion and Scale** • Understanding the relationship between elements Techniques for achieving proportion in design • Scale in Design 3**. Pattern and Repetition** • Understanding Patterns - Types of patterns and their uses in design 4. **Application of art elements and principles of design** • Related to Interior Design/hospitality, Textile Design, Food Decoration, Visual Communication, curriculum planning

<u>Assessment Pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Module 1: Principles of Design (marks - 25)

- Collect pictures/make innovative presentations for the principles of designs from natural/ manmade objects.
- Draw a single design using three mediums- pencil, ink and colour.

Module 2: Advanced Design Principles and Application (marks - 25)

- Create a simple design and use two different colour harmonies by drawing the same design twice.
- Group presentations on application of art elements and principles of design

References:

1. Agan, T. (1970). **The house, its plan and use**. Oxford and IBM, New Delhi.
2. Ahmed, K. (1995). **Interior design: An introduction to art, craft, science, techniques, and profession**. Ingra Publications Pvt. Ltd, Mumbai.
3. Anderson, D. (1961). **Elements of design**. Holt, Rinehart and Winston, New York.
4. Bevlin, M. E. (1985). **Design through discovery**. Rinehart and Winston, New York.
5. Bhatt, N. D. (1985). **Elementary drawing**. Anan Charotar Publishing House.

6. Bhatt, P., & Goenka, S. (1990). **Foundation of art and design**. Lakhani Book Depot, Mumbai.
7. Collingwood, R. G. (1958). **The principles of art**. Oxford University Press, London.
8. Craig, & Rush. (1980). **Homes with character**. D.C. Heath & Co.
9. Dandekar, H. D., & Krishnamurti, C. E. (1960). **Anchine drawing**. Oxford University Press, London.
10. Dorothy, S. (1964). **Introduction to home furnishing**. The Macmillan Company, New York.
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12. Faulkner, S., Ziegfeld, E., & Hill, H. (1955). **Art today**. Henry Holt.
13. Frances, O. (1967). **Art and design in home living**. The Macmillan Company, New York.
14. Garreston, F. (1975). **Theory and practice of colour**. Studio Vista Publishers, London.
15. Goldstein, H., & Goldstein, V. (1953). **Art in everyday life**. The Macmillan Company, New York.
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17. Lewis, D. S., Osborn, J. B., & Sweeney, E. F. (1969). **Housing and home management**. The Macmillan Company, New York.
18. Morris, W. (1989). **Design and patterns**. Bracker Books, London.
19. Morton, G. M. (1964). **The arts of costume and personal appearance**. John Wiley and Sons, New York.
20. Morton, R. (2009). **The home and its furnishing**. McGraw-Hill Book Company, Inc., New York.
21. Mueller, C. G., & Rudolf, M. (1967). **Light and vision: Life science and library**. Time-Life International, Netherlands.
22. Rowland, K. (1965). **The shapes we need** (Vol. 2/3). Grinnd Co., London.

Semester – II

.2.6 Open Elective Courses/ Generic (OEC)

Course Title	**Principles of Management (Theory)**
Course Credits	**4 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Explain and apply the concepts, principles and functions of management.
	2. Categorize management principles in family living at micro level as well as macro level.
Module 1 (Credit 1)	**Introduction to Management**
Learning Outcomes	After learning the module, learners will be able
	1. Identify and describe the main functions of management.
	2. Assess the importance of management & differentiate between various levels of management.
	3. Recognize the different roles and skills required for effective management
Content Outline	**1. Definition and Importance of Management** • What is Management? • The Role of Managers in Organizations **2. Functions of management** • Planning • Organizing • Leadership • Controlling • Evaluation **3. Levels of Management** • Top-Level Management • Middle-Level Management • First-Line Management **4. Managerial Roles and Skills** • Interpersonal Roles • Informational Roles • Decisional Roles I
Module 2 (Credit 1)	**Planning and Decision Making**

Learning Outcomes	After learning the module, learners will be able to
	1. Understand the steps involved in decision-making.
	2. Comprehend the significance of planning and its process & set effective goals.
Content Outline	1. **Planning** – meaning, importance, characteristics and steps in planning and types of plans-mental or oral plan, written plan, detail and overall plan, single use plan. 2. **Goals**- Meaning, types- long term, short term, individual and group goals. 3. **Decision Making** -Definition and importance of decision making in management, Types of decisions-Habitual, Intellectual, Individual and Group and Decision-Making Process 4. **Tools for Decision Making** - SWOT Analysis (Strengths, Weaknesses, Opportunities, Threats) and PEST Analysis (Political, Economic, Social, Technological)
Module 3(Credit 1)	**Organizing and Staffing**
Learning Outcomes	After learning the module, learners will be able to
	1. Understand the importance and process of delegation and decentralization.
	2. Apply the staffing process including recruitment, selection, and training.
Content Outline	1. **Organizing:** Definition and Process, Types of Organizational Structures: Functional, Divisional, Matrix 2. **Delegation and Decentralization** - Importance of Delegation, Process of Delegation and Centralization vs. Decentralization 3. **Staffing:** Importance and Process , Recruitment, Selection and Training and Development 4. **Managing Teams and Groups** -Difference Between Teams and Groups, Stages of Team Development and Effective Team Management
Module 4 Credit 1)	**Leading and controlling**
Learning Outcomes	After learning the module, learners will be able to
	1. Understand different motivational theories and their application.
	2. Recognize the importance of communication and how to overcome barriers.
	3. Comprehend the control process and utilize various controlling tools effectively.

Content Outline	1. **Leadership:** Definition and Importance - Leadership vs. Management and Leadership Styles: Autocratic, Democratic 2. **Controlling**- Meaning and Introduction, Phases of controlling– energizing, checking & adjusting and Principles (factors) in controlling. Supervision- definition and types and techniques of good supervision 3. **Evaluation** – meaning, importance, types-general and detailed evaluation. 4. **Communication** - Importance of Communication in Management, Types of Communication: Verbal, Non-Verbal, Written and Barriers to Effective Communication

<u>Assessment Pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Module 1: **Introduction to Management (Marks -10)**

- Case Studies: To provide practical examples and applications.

Module 2: **Planning and Decision Making (Marks -15)**

- Identify and list down 3 values and 3 goals of a student followed by discussion in a class
- Identify an incident in your life where you took a right decision as well as identify an incident in your life where you took wrong decisions giving reasons
- Identify and list down your human resources and how it helps you to make decisions.

Module 3: Organizing and Staffing (Marks -10)

- Group Discussions and Activities: To encourage interaction and deeper understanding

Module 4: Leading and Controlling (Marks -15)

- Plan an activity applying management process like going for a picnic/movie/giving a birthday party and write a report for the same.

References:

1. Chatterjee, S. S. (1980). **An introduction to management: Its principles and techniques**. World Press Pvt. Ltd, Calcutta.
2. Chatterjee, S. S. (1988). **Management: Introduction, its principles and techniques**. Prentice Hall Pvt. Ltd, Calcutta. ISBN: 9788120333840
3. Deacon, R. E., & Firebaugh, F. M. (1981). **Family resource management, principles and application**. Allyn Bacon. ISBN: 0205069940 / 0-205-06994-0
4. Gross, I., Crandall, E., & Knoll, M. (1980). **Management for modern families**. Prentice Hall Inc. ISBN: 013549477X / 0-13-549477-X
5. Gupta, C. B. (1983). **Principles and practice of management**. National Publishing House, New Delhi. ISBN: 8127200530
6. Horne, J. (1983). **Financial management and policy**. Prentice Hall of India Pvt. Ltd, Delhi. ISBN: 0133167615 / 0-13-316761-5

7. Nickel, P., & Dorsey, J. M. (1991). **Management in family living** (4th ed.). Wiley and Eastern, New Delhi.
8. Saksena, S. C. (1977). **Business administration and management**. Sahitya Bawan, Agra.
9. Swanson, V. (1981). **Introduction to home management**. Macmillan Publishers, London.

Semester – II

.2.7 Skill Enhancement Courses (SEC)

Course Title	**Basics of Content Writing (Theory)**
Course Credits	**2 Credits**
Course Outcomes	After going through the course, learners will be able to
	1. Demonstrate an understanding of diverse content types
	2. Develop proficiency in core writing skills
	3. Craft compelling content applying course concepts
	4. Create well-structured contents for blog, posts, articles, and web content.
Module 1 (Credit 1) – Fundamentals of Content Writing	
Learning Outcomes	After learning the module, learners will be able to
	1. Identify and apply fundamental principles of grammar and punctuation
	2. Demonstrate clarity and conciseness in writing
	3. Create creative headlines and introductions using proven techniques
Content Outline	**1. Introduction to content writing** ● Definition and significance of content writing ● Different types of content (blog posts, articles, web content, etc.) **2. Essential Writing Skills** ● Grammar and Punctuation ● Common grammatical rules and guidelines ● Writing clear and concise sentences ● Tips to avoid jargons and unnecessary complexities **3. Crafting Headlines and Introductions** ● Techniques for creating attention-grabbing headlines ● Methods of writing engaging and effective Introductions
Module 2 (Credit 1) - Developing Structured Content	
Learning Outcomes	After learning the module, learners will be able to
	1. Implement clear and effective organizational structures in writing content

	2. Use subheadings and bullet points to enhance content readability
	3. Apply common editing techniques to improve written work.
	4. Demonstrate effective proofreading skills to eliminate errors
Content Outline	**1. Content structure and organization** ● Importance of a clear structure in writing ● Outlining and organizing ideas effectively ● Enhancing readability with subheadings and bullet points ● Best practices for formatting content **2. Basics of SEO (search engine optimization)** ● Understanding the basics of search engine optimization ● Keyword research and integration **3. Editing and Proofreading** ● Common editing techniques ● Strategies for effective proofreading

<u>Assessment pattern</u>:

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Module 1 – Fundamentals of Content Writing (Marks -25)

- Identify a popular content writer. Discuss their profile and uniqueness as a presentation or a project.
- Identify key themes, recurring topics and recent trends in content writing
- Analyze a sample of the content created by any chosen writer.
- Select a topic and perform keyword research.

Module 2 – Developing Structured Content (Marks -25)

- Identify key themes, recurring topics, and recent trends in content writing
- Students to edit and proofread a given content (blog/post/article) for clarity, coherence, and correctness in class/groups.
- Choose a topic within the course scope or personal interests. Write 300 – 500 words blog/post/article applying the principles of effective content writing including a headline, introduction, organized content, and a conclusion.

References:

1. Bly, R. W. (2020). **The copywriter's handbook: A step-by-step guide to writing copy that sells**. Holt Paperbacks.
2. Handley, A. (2014). **Everybody writes: Your go-to guide to creating ridiculously good content**. Wiley.
3. Handley, A., & Chapman, C. C. (2010). **Content rules: How to create killer blogs, podcasts, videos, e-books, webinars (and more) that engage customers and ignite your business**. Wiley.
4. Lamott, A. (1995). **Bird by bird: Some instructions on writing and life**. Anchor Books.
5. Pulizzi, J. (2015). **Content Inc.: How entrepreneurs use content to build massive audiences and create radically successful businesses**. McGraw-Hill Education.
6. Strunk, W., Jr., & White, E. B. (2000). **The elements of style** (4th ed.). Allyn & Bacon.
7. Zinsser, W. (2006). **On writing well: The classic guide to writing nonfiction**. HarperCollins.

Course Syllabus

Semester – III

.3.1 Major (Core)

Course Titles	**Elements of Planning and Drafting (Th+Pr)**
Course Credits	**4 Credit's (2 Th + 2 Pr)**
Course Outcomes	Upon completion of the course, learners will be able to
	1. Comprehend housing types, site selection, and residential planning principles.
	2. Apply design principles for planning and furnishing residential interiors.
	3. Develop technical skills in architectural drafting and interior design drawing.
	4. Interpret and create plans, elevations, and sections for residential spaces.
	5. Integrate lighting, furniture, and basic services into residential interior layouts.
	6. Demonstrate knowledge of sustainable and ergonomic design principles.
Module 1 (Credit 1): Introduction to Housing & Planning (Th)	
Learning Outcomes	Upon completion of the module, learners will be able to
	1. Analyze housing needs and types.
	2. Interpret site selection criteria and loan systems.
	3. Apply basic drafting conventions and lettering styles.
	4. Use drawing tools, scales, and symbols with accuracy.
Content Outline	● **FAMILY HOUSING** ○ Housing needs, Housing loans- agencies giving housing loans and points to be considered by the family while taken housing loan ● **TYPES OF HOUSING** ○ Flats, Bungalows, Apartments, Row house, Penthouse etc. ● **CHOICE OF SITE FOR HOUSE** ○ Location, Site topography, Physical features, Soil conditions, Legal factors Infrastructure in terms of drainage, electricity, road facilities etc., Costing ● **CONSIDERATION OF IMPORTANT FEATURES OF HOUSE PLANNING** ○ Orientation, Ventilation , Circulation, Grouping or room

	relationship, Roominess or spaciousness, Economy, Privacy, Flexibility, Zoning, Sanitation, Aesthetics Planning of living, dining, kitchen, bedrooms, bathrooms, Kitchen layouts and work zones
Module 2 (Credit 1): Furniture, Lighting & Services (Th)	
Learning Outcomes	Upon completion of the module, learners will be able to
	1. Plan layouts for residential spaces (living, kitchen, bedroom, bath).bath).
	2. Apply orthographic projection techniques.
	3. Develop room-wise space planning and elevations.
	4. Apply designing principles to designing of different houses.
Content Outline	● Furniture and Furnishing for Residential Spaces, Selection of Furniture, Furniture Arrangement For Residential Spaces, Indoor/outdoor furniture types, ergonomic design ● Introduction to Lighting terms, types, systems, fixtures, principles of lighting ● Sanitary fixtures and plumbing basics
Module 3 (Credit 1): Planning, Drafting & Orthographic Projection (Pr)	
Learning Outcomes	Upon completion of the module, learners will be able to
	1. Comprehend furniture types, selection principles, and arrangement.
	2. Apply lighting design principles and select suitable fixtures.
	3. Create detailed layout plans and 3D views.
Content Outline	● Drafting tools, types of lines, lettering, dimensioning ● Basic geometry and scale drawing ● Rendering techniques (pen-ink, graphite, color pencil) ● Orthographic projections of basic and combination objects ● Isometric and axonometric views ● Plans and elevations for living room, kitchen, bedroom, toilet
Module 4 (Credit 1): Services & Documentation (Pr)	
Learning Outcomes	Upon completion of the module, learners will be able to
	1. Identify basic services and integrate them into design.
	2. Create electrical, plumbing, flooring, and ceiling plans.
	3. Conduct market surveys and prepare technical documentation.
	4. Apply the lighting principles to residential space design.
Content Outline	● Lighting symbols and layouts

	• Sanitary fixtures and plumbing basics • Reflected ceiling plans, flooring design layouts • Room documentation, client requirements, and photography

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

Evaluation Pattern

Internal Assessment – CCE (50 Marks)

- Drafting sheets (line, lettering, scale drawing): 10 marks
- Furniture drawings, orthographic/isometric views: 10 marks
- Room-wise documentation and layouts: 10 marks
- Lighting and services plans with market survey: 15 marks
- Sketchbook: 5 marks

External Exam (50 Marks)

Reference Books:

1. Conran Terence (2005): The Kitchen Book. Bruce Marshall, London.
2. Conran Terence (2008): Kitchen and Dining Rooms. Simon & Schuster Inc., New York.
3. Cullan John (1986). Lighting Handbook. Pelham Books, London.
4. Deshpande R. S. (1985). Build your Own Home. United Book Corporation, Pune.
5. Deshpande R.S. Modern Ideal Homes for India (1960). United Book Corporation, Pune.
6. Gilliatt, Mary and Baker Douglas (1980). Lighting Your Home –a practical guide. Hutehinson and Co, London
7. Graham, William. Lighting your home. Macmillan and Co. Grey, Johnny. (1995) the art of kitchen design: Planning for comfort and style. London: Cases. I.S.I. code of practice for Interior Illumination .I.S.I. Publication.
8. Lee, Vinny (1998). Kitchens. London: Ryland Peters and Small.
9. Murrel, Rohin (1993). The Kitchen Planner .London: Mitchell Beazley International Ltd National Building Code of India .I.S.I. Publication. Latest Edition.
10. National Kitchen and Bath Association (1996) .The Essential Kitchen Design Guide. New York: John Wiley and Sons. Inc.
11. Senior, Johanna (1975). Work study in the Kitchen. London; Pitman Publishing.
12. Shah M.G. and Kale C.M. (1973). Vastushilpa Yojana and Abhikalpana (Marathi). Continental Prakashan, Pune.
13. Tessi Agan (1970). The House- its plan and use. Oxford and IBM, New Delhi.

Semester – III

.3.2 Major (Core)

Course Titles	**Software in Interior Design (Pr)**
Course Credits	**4 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Identify and describe fundamental AutoCAD interface elements, commands, and basic 2D drawing tools.
	2. Explain the purpose and functionality of drafting tools, layers, object properties, and annotation features within AutoCAD.
	3. Apply AutoCAD commands to create accurate 2D drawings, modify objects, and organize content using layers and object properties.
	4. Differentiate between drafting techniques, scaling methods, and precision tools used for complex technical drawings.
	5. Evaluate the accuracy, efficiency, and compliance of 2D drawings with industry standards and best practices.
	6. Create professional-quality 2D design layouts and technical documentation using advanced AutoCAD tools and techniques.
Module 1 (Credit 1): INTRODUCTION TO AUTO CAD	
Learning Outcomes	After learning the module, learners will be able to
	1. Set Up and Navigate the AutoCAD Environment
	2. Work Effectively with AutoCAD Tools and Tracking Features
	3. Apply Precision and Accuracy in Drawing
	4. Apply multiple methods of object selection for targeted editing
Content Outline	● **GETTING STARTED WITH AUTOCAD** ○ Creating a Custom Workspace Using the Keyboard Effectively ○ Object Creation, Selection and Visibility ○ Working in Multiple Drawings ○ Copying and Pasting Between Drawings ○ Using Grips Effectively ● **WORKING EFFECTIVELY WITH AUTOCAD** ○ Using Running Object Snaps ○ Using Object Snap Overrides ○ Polar Tracking at Angles ○ Object Snap Tracking ○ Coordinate Entry

	○ Locating Points with Tracking ○ Construction Lines ○ Placing Reference Points ● **DRAWING PRECISION IN AUTOCAD AND ACCURATE POSITIONING** ○ Drawing Lines ○ Erasing Objects ○ Drawing Lines with Polar Tracking ○ Drawing Rectangles ○ Drawing Circles ○ Undo and Redo Actions ● **MAKING CHANGES IN YOUR DRAWING** ○ Selecting Objects for Editing ○ Moving Objects ○ Copying Objects ○ Rotating Objects ○ Scaling Objects ○ Mirroring Objects ○ Editing with Grips
Module 2(Credit 1): DRAWING ORGANISATIONS AND CREATING LAYOUTS	
Learning Outcomes	After learning the module, learners will be able to
	1. Organize Drawings Using Layers
	2. Extract and Analyze Information from Drawings
	3. Draw and Modify Advanced Object Types
	4. Set Up Layouts and Prepare Drawings for Printing
Content Outline	● **ORGANIZING YOUR DRAWING WITH LAYERS** ○ Understanding Layer Property manager (creating new layer and layer utilities) ○ Layer Status ○ Changing an Object's Layer and its various properties ● **Getting INFORMATION FROM YOUR DRAWING** ○ Working with Object Properties ○ Measuring Objects ● **ADVANCED OBJECT TYPES AND EDITING COMMANDS** ○ Drawing Arcs

	○ Drawing and editing Polylines ○ Drawing Polygons ○ Drawing Ellipses ○ Trimming and Extending Objects ○ Stretching Objects ○ Creating Fillets and Chamfers ○ Offsetting Objects ○ Creating Arrays of Objects ● **SETTING UP A LAYOUT AND PRINTING YOUR DRAWING** ○ Printing Concepts ○ Working in Layouts ○ Copying Layouts ○ Creating Viewports ○ Guidelines for Layouts ○ Printing Layouts with layer and colour management ○ Printing from the Model Tab
Module 3 (Credit 1): BLOCK AND LAYOUT SETTINGS	
Learning Outcomes	1. Create and Manage Blocks
	2. Format Drawings with Annotations, Text, and Tables
	3. Apply Hatching and Gradient Patterns
	4. Add and Modify Dimensions
Content Outline	● **BLOCKS** ○ Creating blocks of furniture ○ Making and Inserting Blocks ○ Working with Dynamic Blocks ○ Inserting Blocks with Design Center ○ Inserting Blocks with Content Explorer ● **FORMATTING, ADDING TEXT AND TABLES** ○ Working with Annotations ○ Adding Text in a Drawing ○ Modifying and Formatting Multiline Text ○ Adding Notes with Leaders to Your Drawing ○ Creating and Modifying Tables ● **INSERTING, HATCHING AND GRADIENT**

	○ Inserting Hatching and gradient - Hatching by pick point and object ○ Editing Hatches ○ Scaling of Hatch and rotating hatch pattern ● **ADDING DIMENSIONS** ○ Dimensioning Concepts and formatting in architectural units as well as decimal units ○ Adding Linear, Radial and Angular Dimensions ○ Adding Continue Dimensions, Angle specification, Arc specification, marking center points, etc. ○ Editing Dimensions ○ Scaling the Dimension as per the drawing and enlargement / reduction in size
Module 4 (Credit 1): Block and Layout Settings	
Learning Outcomes	After learning the module, learners will be able to
	1. Describe the fundamental concepts of 3D modeling in AutoCAD and Navigate the 3D Environment
	2. Apply 3D Modifying and Editing Commands
	3. Extract and Use Information from 3D Models
	4. Generate Working Drawings from 3D Models
	5. Render and save high-quality images suitable for presentations and client approvals.
Content Outline	● **INTRODUCTION TO 3D** ○ Knowing to 3D ○ Working in 3D ○ Setting of view ports and understanding ○ Creating surface modeling ○ Creating Solid Primitives ○ Creating composite Solids ○ Creating Models from Cross Sections ● **3D MODIFYING COMMANDS** ○ Editing Solid Models ○ 3D rotate, move, copy, align, array, converting to solid or surface commands ○ Adding Detail to Your Solid Models ● **EDITING MODELS**

	○ Converting Objects ○ Extracting Geometry from Solid Models ○ Changing the Model Position ○ Duplicating the Model ○ Getting Information from 3D Object ● **WORKING DRAWINGS AND 3D OBJECTS** ○ Section a Solid Model and Generate 2D Geometry ○ Working with Layouts ○ Creating Drawings from 3D Models ● **RENDERING AND SAVING RENDERED IMAGES** ○ Setting Perspective / isometric views and rendering it in to different visual styles ○ Applying materials to solids and changing its properties ○ Applying lights to space and changing its fall of light and intensity ○ Adding landscape to the drawing ○ Rendering and saving the images

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

INTERNAL ASSESSMENT: CCE- 50 MARKS

Module 1: 10 marks

- Creating various design Patterns and shapes by using commands: Line, poly line, circle, ellipse, polygon etc.
- Creating shapes by using commands: spline, ellipse and sketch commands
- Creating furniture in plan mode with specified dimensions: Table, sofa, chair, bed, toilet accessories, wardrobe, etc.
- To create new objects by copying and modifying the previously made objects

Module 2: 10 marks

- Drafting various room layouts
  - Measurement layout
  - Furniture layout
  - Flooring layout
  - False ceiling layout
  - Creating 2D elevations

Module 3 : 15 marks

- Creating furniture block library
  - Inserting text, dimensions, tables, and specification to the assignments made for Module 2 -Adding hatching, gradation, Text, Dimension, Table

Module 4: 15 marks

- Single room with furniture in 3D should be prepared
  - Extrusion of structural element
  - Furniture making in 3D form
  - Applying materials
  - Applying lights
  - 2 perspective view

EXTERNAL ASSESSMENT- FINAL EXAM OF 50 MARKS

References: -

1. Architecture 2013 Bundle, AutoCAD Architecture 2013, AutoCAD MEP 2013, Navisworks 2013, Raster Design 2013
2. Auto CAD Release II , Auto Desk.
3. AutoCAD 2013 Bundle, AutoCAD Introduction 2013, AutoCAD Advanced 2013, Raster Design 2013, AutoCAD Update 2013
4. B K Goel, P K Goel (2011): Engineering Graphics (With AutoCAD).
5. Bertol, Daniela (2004): Visualizing with CAD: An Auto CAD Exploration of Geometric and Architectural Forms.
6. Bride, Mac, Teach Yourself Auto CAD (2007).
7. Civil 3D 2013 Bundle, Civil 3D Introduction 2013, Civil 3D Advanced 2013, Map 3D 2013, Navisworks 2013, Raster Design 2013
8. P B Sinha, AutoCAD 2006 Engineering And Architectural Drawing Handbook.
9. S Rai & R Ghosh (2009): Computer Awareness.
10. S. Mehta, Auto CAD Release 13- For DOS/Win. Quick Ref. Guide, IIBF No.: 48462
11. Teach Yourself Auto CAD 2007 (Teach Yourself).
12. The Auto Cad 2002 Workbook: A Complete Educational and Training Guide for Mastering 2d Applications of AutoCAD 2002.
13. Vaishwanar Lakshminarayanan (2007): Engineering Graphics.

Semester – III

.3.3 Major (Core)

Course Titles	**Design Thinking for Interior Innovation (Pr)**
Course Credits	**4 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Apply empathy-driven approaches to identify user-centered design problems.
	2. Translate user insights into actionable design challenges within interior spaces.
	3. Generate a range of innovative ideas using creative ideation techniques.
	4. Develop initial concept sketches, mind maps, and mood boards for interior design solutions.
	5. Iteratively refine design solutions to address real-world interior design challenges.
Module 1 (Credit 1): Introduction to Design Thinking	
Learning Outcomes	After learning the module, learners will be able to
	1. Explain the basic principles and stages of the design thinking process.
	2. Describe the role of empathy, creativity, and iterative thinking in design.
	3. Conduct simple empathy exercises to understand user perspectives.
	4. Create user personas and empathy maps relevant to interior design contexts.
Content Outline	● **Topics:** ○What is Design Thinking? – Overview and Mindsets ○Historical Context and Evolution of Design Thinking ○The Five Phases of Design Thinking: Empathize, Define, Ideate, Prototype, Test ○Importance of Empathy in Design ● **Practical Activities:** ○ Mini Empathy Interviews (Classmates or small groups) ○ Persona Creation Exercise (for a hypothetical client) ○ Observation and Storytelling: Study a public space and identify user behaviours ● **Output:**

	○ Persona Sheets ○ Empathy Maps
Module 2 (Credit 1): Empathizing and Defining Problems	
Learning Outcomes	After learning the module, learners will be able to
	1. Conduct observational and interview-based user research effectively.
	2. Articulate user needs, challenges, and insights.
	3. Frame well-defined problem statements relevant to spatial and user experience design.
	4. Develop "How Might We" (HMW) questions to guide creative exploration.
Content Outline	● **Topics:** ○ Methods for User Research (Observation, Interviews, Surveys) ○ Identifying Needs, Insights, and Pain Points ○ Framing the "Design Challenge" ● **Practical Activities:** ○ Field Research Assignment: Visit a campus space (café, library, etc.) and document user needs ○ Problem Statement Development ○ 'How Might We' Statements Creation Workshop ● **Output:** ○ Field Research Reports ○ Clear Problem Definitions and HMW Statements
Module 3 (Credit 1): Ideation and Concept Development	
Learning Outcomes	After learning the module, learners will be able to
	1. Apply various brainstorming and ideation techniques to generate a wide range of ideas.
	2. Organize and prioritize ideas using mind maps and idea clustering methods.
	3. Develop initial visual concepts (sketches, mood boards) that respond creatively to user needs.
	4. Critically assess and select promising ideas for further development.
Content Outline	● **Topics:** ○ Brainstorming Techniques (Crazy 8s, Brainwriting, SCAMPER)

	○ Concept Mapping and Idea Clustering ○ Divergent vs. Convergent Thinking ○ Encouraging Wild Ideas and Risk-Taking ● **Practical Activities:** ○ Ideation Sprint Sessions ○ Mind Mapping Exercise (for Interior Design problem scenarios) ○ Moodboard Creation (based on selected concepts) ● **Output:** ○ Idea Banks ○ Initial Concept Sketches ○ Moodboards
Module 4 (Credit 1): Prototyping, Testing, and Iteration	
Learning Outcomes	After learning the module, learners will be able to
	1. Construct low-fidelity prototypes to represent design ideas quickly and effectively.
	2. Test prototypes with users and gather structured feedback.
	3. Analyze feedback to identify strengths, weaknesses, and areas for improvement.
	4. Refine and iterate their design solutions based on user input, preparing for real-world design challenges.
Content Outline	● **Topics:** ○ Rapid Prototyping Techniques (Sketches, Mock-ups, Models) ○ Low-Fidelity vs. High-Fidelity Prototypes ○ User Feedback: How to Test and Gather Insights ○ Importance of Iteration in Innovation ● **Practical Activities:** ○ Prototype Building (Paper models or small 3D mock-ups) ○ Testing Sessions (within peer groups or small focus groups) ○ Feedback Incorporation Workshop ● **Output:** ○ Physical Prototypes or Sketch Models ○ User Feedback Reports ○ Refined Final Concept Presentation

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

Evaluation Pattern

Module-Wise Projects / Assignments / Presentations

Module 1: Introduction to Design Thinking (Marks-25)

Assignment: Create a User Persona and Empathy Map

- Students will choose a type of interior user (e.g., hostel student, café visitor, office worker) and build a persona and empathy map based on basic observations or interviews.

Project / Presentation: "Day in the Life" Storyboard

- Visual storytelling project: Create a 6–8 frame storyboard showing a user's day, highlighting a key interior experience challenge.

Module 2: Empathizing and Defining Problems (Marks-25)

Assignment: Field Research Report

- Visit a campus space (canteen, common room, library, etc.) and document:
  - Observations
  - User behaviors
  - Pain points or problems

Project / Presentation: Problem Definition and "How Might We" Statement

- From the field research, define a user-centric problem and create 2–3 "How Might We" statements.
- 5-minute class presentation explaining the selected design challenge.

Module 3: Ideation and Concept Development (Marks-25)

Assignment: Mind Mapping and Idea Generation

- Create a mind map around the defined problem.
- Use Brainstorming techniques (e.g., Crazy 8s) to generate 8–10 possible ideas.

Project / Presentation: Moodboard and Concept Sketches

- Develop a visual moodboard showing the vibe/feeling of the space or solution.
- Sketch 2–3 initial concepts to solve the user problem (hand drawings encouraged).

Module 4: Prototyping, Testing, and Iteration (Marks-25)

Assignment: Prototype Development

- Build a low-fidelity prototype (e.g., scaled-down model, paper/cardboard structure, or detailed sketches).

Project / Presentation: User Testing and Final Pitch

- Conduct peer testing: gather feedback about the prototype.
- Present a final 5–7 minute project pitch:
  - Problem definition

- Research insights
- Idea evolution
- Prototype and final solution

Additional: Mini-Course Project (Optional Cumulative Assignment)

Redesign a Small Campus Space (Marks-25)

- Students work individually or in small teams to redesign a functional area like a study zone, common lounge, reading corner, etc., applying the full Design Thinking process step-by-step.
- Final deliverable: Research dossier + Moodboard + Prototype + Final Presentation.

Reference Books:

1. Brown, T. (2009). Change by design: How design thinking creates new alternatives for business and society. Harvard Business Press.
2. Cross, N. (2011). Design thinking: Understanding how designers think and work. Bloomsbury Academic.
3. Doorley, S., Holcomb, S., Klebahn, P., Segovia, K., & Utley, J. (2018). Design thinking bootleg. Stanford school. https://dschool.stanford.edu/resources/design-thinking-bootleg
4. Kuratko, D. F., Goldsworthy, M., & Hornsby, J. S. (2012). Innovation acceleration: Transforming organizational thinking. Pearson Education.
5. Lawson, B. (2006). How designers think: The design process demystified (4th ed.). Architectural Press.
6. Lidwell, W., Holden, K., & Butler, J. (2010). Universal principles of design (2nd ed.). Rockport Publishers.
7. Martin, R. (2009). The design of business: Why design thinking is the next competitive advantage. Harvard Business Press.
8. Norman, D. A. (2013). The design of everyday things (Revised & expanded ed.). Basic Books.
9. Stickdorn, M., & Schneider, J. (2011). This is service design thinking: Basics, tools, cases. Wiley.
10. Van Der Ryn, S., & Cowan, S. (2007). Ecological design (10th anniversary ed.). Island Press.

Semester – III

.3.4 Minor Stream

Course Titles	**Home Wellness Design (Pr)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Explain the Principles of Home Wellness Design
	2. Evaluate Residential Environments
	3. Apply Design Thinking Tools
	4. Develop Comprehensive Wellness Design Proposals
	5. Communicate Design Concepts Effectively
Module 1 (Credit 1): Foundations of Home Wellness Design	
Learning Outcomes	After learning the module, learners will be able to
	1. Explain the key concepts of ergonomic design, biophilic design, and sustainability as they apply to residential environments
	2. Assess home environments by identifying wellness gaps related to lighting, acoustics, air quality, and ergonomic factors.
	3. Integrating theoretical knowledge with practical skills and creative problem-solving
	4. Equipped with the competencies needed to excel in Home Wellness Design
Contain Outline	● **Introduction & Scope** ○ Overview of Home Wellness Design: Definition, history, and evolution. ○ Importance of health and well-being in residential environments. ○ Current trends and future directions in wellness-focused interior design. ● **Principles of Health and Well-Being in Design** ○Ergonomic principles tailored for residential spaces. ○Indoor environmental quality: Natural lighting, acoustics, ventilation, thermal comfort. ○Biophilic design and the use of sustainable, non-toxic materials. ● **Environmental Factors and Their Impact** ○Understanding lighting standards, noise control, and indoor air quality. ○Strategies to optimize thermal comfort and humidity levels.

	○Case studies: Analysis of successful home wellness projects. ● **Interactive Workshop: Concept Mapping** ○ Group discussions to identify key components of home wellness design. ○ Brainstorming session: How design can enhance residential health. ○ Developing initial concept maps linking design elements to wellness outcomes.
Module 2 (Credit 1): Applied Home Wellness Design	
Learning Outcomes	After learning the module, learners will be able to
	1. Apply theoretical knowledge to assess and enhance residential environments for optimal wellness.
	2. Develop innovative, people-centric design solutions that address health, comfort, and sustainability in residential settings.
	3. Demonstrate proficiency in digital design tools to create and modify models that reflect ergonomic and wellness principles.
Content Outline	● **Tools and Techniques for Home Wellness** ○ Introduction to design thinking and 3D modeling software. ○ Overview of sustainable design tools and techniques. ○ Best practices for translating wellness principles into design solutions. ● **Practical Workshop: Residential Space Evaluation** ○ Hands-on assessment of a sample residential space. ○ Identifying areas for improvement using wellness design principles. ○ Group work: Creating a checklist for evaluating home wellness features. ● **Design Project: Residential Wellness Proposal** ○ Group project: Develop a comprehensive design proposal for a wellness-oriented residential space. ✓ Concept development, floor planning, and material selection. ✓ Integration of ergonomic, sustainable, and biophilic design elements. ○ Mentored session with feedback from instructors.

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

INTERNAL ASSESSMENT:

Projects and Practical Exercises

1. **Residential Wellness Audit**

Project Description:

Conduct a comprehensive wellness audit of a residential space (either a real home or a simulated model). Evaluate factors such as lighting, acoustics, thermal comfort, ergonomics, and overall design aesthetics.

Project Output:

- A detailed report (2,000–2,500 words) presenting findings, photographic evidence, and improvement recommendations.
- A presentation (10–15 minutes) summarizing key insights and proposed interventions.

2. **Home Wellness Design Proposal**

Project Description:

In groups, design a residential space that maximizes wellness by integrating ergonomic principles, sustainable practices, and biophilic design.

Project Output:

- A comprehensive design proposal including floor plans, 3D renderings, and a written narrative (2,500–3,000 words) explaining design choices.
- A visual presentation (poster or digital slideshow) to communicate the design concept.

3. **Practical Workshop: Digital Modeling and Simulation**

Project Description:

Use software tools (such as AutoCAD, SketchUp, or Revit) to create a digital model of a home space focusing on wellness-enhancing features.

Project Output:

- A digital 3D model with annotations.
- A brief report (1,000–1,500 words) outlining the design process and key design decisions.

INTERNAL ASSESSMENT - CCE - 50 MARKS

EXTERNAL ASSESSMENT - FINAL EXAM OF 50 MARKS

References: -

1. Anderson, T. (2018). Home wellness design: Integrating ergonomics and sustainability. Journal of Interior Design, 25(4), 345–359.
2. Brown, S., & Johnson, K. (2019). The impact of biophilic design on residential well-being. Journal of Sustainable Architecture, 12(3), 210–225.
3. Harris, P. (2017). Indoor environmental quality and residential health: A design perspective. Journal of Environmental Design, 10(2), 123–137.
4. Lee, A. (2021). Home wellness: Ergonomics, technology, and design integration. Journal of Residential Design, 15(1), 45–60.

Semester – III

.3.5 Open Elective Courses/ Generic (OEC)

Course Titles	**Consumer Behaviour, Rights and Redressal Strategies (Th)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Critically analyze consumer behavior
	2. Analyze consumer frameworks rights within legal and market
	3. Evaluate the importance of Consumer Protection
	4. Develop effective strategies for consumer redressal and advocacy.
Module 1 (Credit 1): Foundations of Consumer Rights and Behavior	
Learning Outcomes	After learning the module, learners will be able to
	1. Define and explain the key principles of consumer rights and responsibilities.
	2. Describe the theoretical frameworks that underpin consumer behavior.
	3. Analyze market research data to interpret consumer trends and decision-making processes.
	4. Evaluate the impact of economic, social, and technological factors on consumer behavior.
Content Outline	● **Introduction to Consumer Rights** ○ History and evolution of consumer protection ○ Fundamental rights and responsibilities of consumers ○ International and national legal frameworks (e.g., Consumer Protection Act) ● **Understanding Consumer Behavior** ○ Psychological and sociological theories influencing consumer decisions ○ Factors affecting consumer behavior (cultural, economic, and social influences) ○ Market research techniques for understanding consumer preferences ● **Consumer Trends and Market Dynamics** ○ Analysis of current trends in consumer behavior ○ Impact of digitalization on consumer decision-making ○ Emerging challenges and opportunities in the consumer market

Module 2 (Credit 1): Redressal Strategies and Policy Interventions	
Learning Outcomes	After learning the module, learners will be able to
	1. Identify and differentiate between various consumer redressal mechanisms.
	2. Critically analyze case studies to assess the effectiveness of redressal strategies.
	3. Formulate strategic recommendations for enhancing consumer redressal systems.
	4. Develop policy proposals aimed at strengthening consumer rights and advocacy.
	5. Demonstrate the ability to communicate complex redressal strategies clearly and effectively.
Content Outline	● **Consumer Redressal Mechanisms** ○ Overview of formal and informal redressal channels ○ Role of consumer courts, regulatory bodies, and online platforms ○ Comparative analysis of redressal systems in different regions ● **Case Studies in Consumer Redressal** ○ In-depth examination of landmark cases and successful redressal strategies ○ Lessons learned from ineffective consumer grievance redressal ○ Role of consumer advocacy groups and NGOs ● **Developing Effective Redressal Strategies** ○ Strategic approaches to consumer advocacy and dispute resolution ○ Policy recommendations to strengthen consumer rights enforcement ○ Designing consumer education and awareness programs

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

INTERNAL ASSESSMENT:

Project 1: Consumer Behavior Case Study

Description of project:
Students select a current consumer market trend or issue (e.g., digital purchasing behavior, sustainable consumption) and conduct a case study using market research methods such as surveys, interviews, or data analysis.

Project Output:

- A written report (2,000–2,500 words) summarizing findings and analysis.
- A short presentation (10–15 minutes) highlighting key insights.

Project 2: Redressal Mechanism Evaluation

Description of project:
In groups, students review and evaluate the effectiveness of an existing consumer redressal mechanism (e.g., a consumer court, online dispute resolution platform, or NGO-led initiative).

Project Output:

- A detailed analysis report (2,000–2,500 words) that includes case studies, challenges, and suggestions for improvement.
- A poster or infographic summarizing key recommendations.

EXTERNAL EVALUATION:

- **External examination:** 50 marks

References:

1. Chunawala, S. A. (2012). *Commentary on consumer behaviour* (ISBN 978-93-5051-763-5). Himalaya Publishing House.
2. Gulshan, S. S. (1996). *Consumer protection and satisfaction*. Wiley Eastern Ltd.
3. Kotler, P. (1985). *Principles of marketing*. Prentice Hall of India Pvt. Ltd.
4. Kumar, N. (1999). *Consumer protection in India*. Himalaya Publishing House.
5. Nair, S. (1999). *Consumer behaviour: Text and cases*. Himalaya Publishing House.
6. Ramaswamy, V. S., & Namakumari, S. (1997). *Marketing management* (2nd ed.). McMillan India Ltd.
7. Sherlekar, S. A., Reddy, P. N., & Appannaiah, H. R. (1995). *Essentials of marketing management*. Himalaya Publishing House.
8. Sontakki, C. N., & Deshpande, R. G. (1984). *Marketing, salesmanship and advertising*. Kalyani Publishers

Semester – III

.3.7 Major (Core)

Course Titles	**Professional Practice & Ethics (Th)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. **Differentiate** between various professional roles, services and types of interior design practice.
	2. **Interpret** basic contracts, agreements, scope of work, fees and professional responsibilities.
	3. **Apply** legal, ethical and regulatory principles to professional practice situations.
	4. **Evaluate** professional dilemmas involving conflicts of interest, liability, client relationships and compliance.
Module 1 (Credit 1) – Introduction to Professional Practice and Industry Structure	
Learning Outcomes	After learning the module, learners will be able to
	1. Apply knowledge of professional roles and responsibilities to real-world interior design practice scenarios.
	2. Analyze the structure of the interior design industry and the accountability expected from an interior designer.
	3. Differentiate between various scopes of professional services and types of practice.
Content Outline	• **Evolution of Interior Design as a Profession** ○ Development of interior design globally and in India ○ Role of professional bodies such as Council of Architecture ○ Role of Institute of Indian Interior Designers • **Scope of Professional Services** ○ Residential, commercial, hospitality, retail, institutional projects ○ Full-service design vs consultancy ○ Collaboration with architects, contractors, consultants • **Types of Practice** ○ Sole proprietorship ○ Partnership firms ○ Private limited companies ○ Design studios vs multidisciplinary firms

	• **Roles and Responsibilities**
	  ○ Interior designer as consultant
	  ○ Duties toward client, contractor, vendors
	  ○ Professional conduct and accountability

Module 2 (Credit 1) – Legal Framework, Contracts, and Professional Ethics	
Learning Outcomes	After learning the module, learners will be able to
	1. Interpret standard client–designer agreements and identify essential clauses.
	2. Apply basic legal and ethical principles to professional practice situations.
	3. Evaluate ethical dilemmas and justify appropriate professional decisions.
	4. Identify important regulatory and compliance requirements affecting interior design projects.

Content Outline	• **Legal Aspects of Practice**
	  ○ Basics of contract law
	  ○ Intellectual property rights in design
	  ○ Copyright in drawings and concepts
	  ○ Professional liability
	• **Standard Forms of Agreement**
	  ○ Client designer agreement
	  ○ Scope of work definition
	  ○ Terms and conditions
	  ○ Termination clauses
	• **Codes, Regulations, and Compliance**
	  ○ Building by laws and local approvals
	  ○ Fire safety norms
	  ○ Accessibility guidelines
	  ○ Environmental and sustainability considerations
	• **Professional Ethics**
	  ○ Conflict of interest
	  ○ Transparency in billing and vendor selection
	  ○ Ethical procurement practices
	  ○ Handling disputes and complaints

Assessment Pattern

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Internal Total Marks – 50 (Continuous Assessment)

Practical/Activity Component

Module-I: Although the course is theoretical, few short application-based activities can be included:

- Analyse a sample Client–Designer Agreement
- Identify missing clauses in a sample contract
- Case study on conflict of interest
- Case study on copyright infringement
- Prepare a professional Code of Ethics checklist
- Identify regulatory requirements for a hypothetical interior project

External Total Marks – 50

References

1. John Hancock Callender: (2010) Time Saver standers for Architectural Design Data, McGraw-Hill Book company, Singapore.
2. Kilmer, R., and Kilmer, W. O. (2014). Designing interiors. 2nd ed. John Wiley and Sons.
3. Piotrowski, C. M. (2011). Professional practice for interior designers. 4th ed. John Wiley and Sons.
4. Piotrowski, C. M. (2003). Becoming an interior designer. John Wiley and Sons.
5. Seidel, D. (2009). The business of design. New York, NY: Fairchild Books, Bloomsbury Publishing.
6. Binggeli, C. (2011). Interior graphic standards. 2nd ed. John Wiley and Sons.
7. American Society of Interior Designers. (2018). Professional practice manual. Washington, DC: ASID Press.
8. Indian Institute of Interior Designers. (2019). IIID guidelines for professional practice. Mumbai: IIID Publication.

Course Syllabus

Semester – IV

.4.1 Major (Core)

Course Titles	**Planning And Designing (Th)**
Course Credits	**4 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Demonstrate a comprehensive understanding of fundamental interior design concepts, principles, and elements.
	2. Utilize planning processes effectively to create functional and aesthetically pleasing interior spaces.
	3. Evaluate spatial relationships, materials, and design strategies to develop innovative interior solutions.
	4. Formulate futuristic and innovative interior design concepts, integrating creativity and professional expertise.
Module 1 (Credit 1): INTERIOR DESIGN AND DECORATION	
Learning Outcomes	After learning the module, learners will be able to
	1. Analyze the role of an interior designer by evaluating their responsibilities, impact, and contributions within the built environment.
	2. Differentiate between interior design and decoration by comparing their principles, objectives, and applications.
	3. Apply the fundamental principles of interior design to create functional and aesthetically cohesive spaces.
Content Outline	● **UNDERSTANDING DESIGN AND DECORATION** ○ Interior designing V/S Interior Decoration ● **CONSIDERATIONS FOR DESIGNING RESIDENTIAL INTERIOR SPACES – BIG AND SMALL AREAS** ○ Use of levels ○ Space and its volume ○ Various surface treatments ○ Variation in furniture types ● **RENOVATION OF EXISTING INTERIORS** ○ Elimination ● **REARRANGEMENT OF EXISTING FURNITURE** ○ Concealment ○ Supplementation ○ Refinishing surfaces

	● **INTERIOR – AS AN ESSENTIAL COMPONENT OF ARCHITECTURE** ○ Transformation of space due to interiors ○ Difference between bare spaces and designed space
Module 2 (Credit 1): INTERIOR STYLES	
Learning Outcomes	After learning the module, learners will be able to
	1. Analyze various design approaches by identifying key concepts, styles, historical periods, and thematic influences.
	2. Evaluate the conceptual interpretation of a design brief and its requirements to establish a strong foundation for creative problem-solving.
	3. Create imaginative and innovative design solutions by synthesizing research, historical context, and conceptual understanding.
Content Outline	● **ALL INTERIOR STYLE SHOULD FOLLOW EFFECTS OF DIFFERENT RULERS** ○ Considering their style of furniture ○ Use of materials ○ Different furniture pieces ○ Technology ○ Overall impact on interiors ● **EARLY MOVEMENTS** ○ Early stone age (500 BC) ○ Egyptian ○ Renaissance (1400 -1600) ● **DECORATIVE MOVEMENT** ○ Early stone age (500 BC) ○ Renaissance (1400 -1600) ○ Baroque (1550 – 1750) ○ Rococo (1715 – 1775) ○ Neo classic ○ Propellant (1775 – 1800) ○ Empire (1800 - 1830) ● **CONTEMPRARY INTERIORS (1830 ONWARDS**) ○ Modern Furniture – its advantages, disadvantages and uses ● **INVENTION OF MATERIALS**

	○ Metal ○ Cane And Bamboo ○ Glass, Marble And Leather ○ Plastics ○ Types Of Modern Furniture - Knock Down Furniture, Contemporary Furniture ○ Wrought Iron Furniture, Steel Furniture.
Module 3 (Credit 1): SURFACE TREATMENT IN INTERIORS	
Learning Outcomes	After learning the module, learners will be able to
	1. Identify and recall key principles of aesthetics and functionality in interior design.
	2. Implement design principles to create balanced and purposeful interiors.
	3. Assess and justify design decisions considering originality, creativity, and user needs.
	4. Develop innovative and personalized interior design solutions that effectively integrate aesthetics and function.
Content Outline	● **WALL AND WALL FINISHES** ○ Property of material, Method of application, care and maintenance, advantages and disadvantages of materials to be specified. ○ Wall papers. ○ Cladding. ○ Paints. ○ Murals. ○ Paneling. ○ Plastering. ● **FLOOR AND CEILING TREATMENTS** ○ Hard floor covering (natural and artificial) ○ Soft floor coverings (carpets, durries etc.) ○ False Ceiling of different types materials and ceiling finishes. ○ Latest building materials and its treatments. ● **FURNITURE FURNISHINGS AND FINISHES** ○ Laminates ○ Polishes ○ Paint (Deco)

	○ Veneer ○ Upholstery ○ Leather ● **WINDOW TREATMENTS** ○ Soft window treatments – Draperies, Curtains and Shades ○ Hard window treatments - ○ Blinds (Roman, Platex, Roller, Caufferd) , Louvers (horizontal & vertical), Shutters, screens and panels ○ Top window treatment – Cornice or moldings, Lambrequins and Cantonnieres
Module 4 (Credit 1): LANDSCAPING	
Learning Outcomes	After learning the module, learners will be able to
	1. Develop practical skills to critically interpret the relationships between architecture, interior design, and landscape, assessing their functional and aesthetic interconnections.
	2. Synthesize an understanding of modern built and landscaped environments and evaluating their spatial formations.
Content Outline	● **IMPORTANCE OF LANDSCAPING** ○ Introduction ○ Principle of landscaping ○ Elements ● INDOOR LANDSCAPING **–** ○ Principles, ○ Features ○ Selection, ○ Arrangement ○ Care and maintenance ● **OUTDOOR LANDSCAPING –** ○ Principles, ○ Features ○ Selection, ○ Arrangement ○ Care and maintenance ● **GREEN INTERIORS** ○ Concept of green interior ○ Adoption of green concept in interior designing - Use of

	renewable energy, Use of recycle, reuse of materials minimum consumption of energy in manufacturing and usage

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

INTERNAL ASSESSMENT: Marks -50

- Assignment on Designing for Small Spaces
- Oral Presentations on Period Furniture Styles
- Oral presentation on styles of landscaping
- Assignment on Wall Finishes / Flooring materials

EXTERNAL ASSESSMENT: Marks -50

References:

1. Calloway S.(1997): The Elements of Style-An Encyclopedia of domestic architectural detail. Octopus Publishing Group Ltd. London
2. Gandotra V., Shukul M. and Jaiswal N. (2010): Introduction to Interior Design and Decoration. New Delhi – dominant publishers and distributers ISBN: 8178882957
3. Kumaraswamy N. and Kameswarra Rao (1998): Building planning and drawing; Gyan Books Pvt. Ltd. ISBN: 9789380358581
4. Mitton M. and Nystuen C.(2011): Residential Interior Design – A guide to planning spaces 2nd Edition. John Wiley and Sons, New Jersey SBN: 9780471684732
5. National Building code of India. (1983): New Delhi: Bureau of Indian Standards.
6. Rangwala S.C. (1996): Engineering materials. Anand: Charotar Publishing House.
7. Seelcy Ivor H. (1993): Building Technology. Hamshire: Macmillan Press Ltd.
8. Shah, M.G., Kale. (1995) Principles of Building drawing. Delhi: Macmillan India Limited.
9. Shah, M.G.,C.M.Kale and S.Y.Patki (1998): Building drawing and Planning with an Integrated Approach to Built Environment, Fourth Edition.
10. Singh G., Singh G. (2004): Building planning designing and scheduling: Delhi standard publisher's distributors. ISBN: 8180140059

Semester – IV

.4.2 Major (Core)

Course Titles	**Residential Planning & Detailing (Pr)**
Course Credits	**4 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Acquire knowledge of various aspects and requirements of a residential interior design
	2. Design residential interiors ranging from simple activity based small-scale residence
	3. Produce technical drawings
	4. Gain presentation skills
Module 1 (Credit 1): Sketching Residential Furniture	
Learning Outcomes	After learning the module, learners will be able to
	1. Develop Aesthetical and Functional Concepts of Design
	2. Create awareness to students about Importance of Design
	3. Understand the process of concept development
Content Outline	● **SKETCHING RESIDENTIAL FURNITURE FOR** ○ Living room ○ Kitchen ○ Dining ○ Bed ○ Toilets ● **FURNITURE ARRANGMENTS FOR** ○ Living room ○ kitchen ○ Dining ○ Bed ○ Toilets ● **SKETCHING ROOMS WITH FURNITURE** ○ Living ○ Kitchen and Dining ○ Bed ● **SKETCHING 3D VIEWS OF** ○ Living room

	○ Kitchen and Dining ○ Bed
Module 2 (Credit 1): Design of House (Planning)	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand Implementation Processes of Design.
	2. Differentiate between good and better design concepts
	3. Plan as per principles of Design
Content Outline	● **STUDIO APPARTMENT FOR SINGLE USER** ○ Design ○ Plans ○ Sections ○ Elevations ○ One point views ● **ONE BEDROOM APARTMENT/DUPLEX / ROWHOUSE** ○ Plans (ceiling, floor) ○ Sections ○ Elevations ○ Views ● **BASIC SERVICES** ○ Plumbing layouts ○ Electrical Layouts ● **MATERIALS** ○ Material Chart of above plans
Module 3 (Credit 1):Rendering	
Learning Outcomes	After learning the module, learners will be able to
	1. Understanding various material presentation
	2. To create a visualization of their design and understand the color combinations and its variations
Content Outline	● **INTRODUCTION TO BASIC RENDERING MATERIALS** ○ Paper ○ Rendering mediums (pen, pencil, crayons) ○ Equipment used for rendering ● **LEARNING BASICS** ○ Colour mixing

	○ Application of mediums ○ Light and shadow ● **MATERIAL RENDERING** ○ Marble ○ Wood ○ Glass ○ Furnishing ○ Landscape ○ Steel ● **RENDERING VARIOUS INTERIORS TYPES** ○ Two-Dimensional drawings (Plans, Elevations) ○ Lighting effects ○ Using Mixed mediums
Module 4 (Credit 1): Detailing	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand the technical aspects of various components
	2. Develop the capacity to visualize and draw simple commercial interior schemes
	3. Develop skills in selection of appropriate materials for various surfaces
Content Outline	● **SURVEY PROJECTS ON VARIOUS INTERIOR MATERIALS.** ○ Wood, plywood, MDF, HDHMR, etc. ○ Glass and its types ○ Steel ○ Laminates and Veneers ○ Furnishing materials ● **ARRANGING SITE VISIT FOR THE BETTER UNDERSTANDING OF ACTUAL SITE WORK** ○ Residential ○ Exhibitions ○ Factory/Workshops ● **DETAILING** ○ Enlarged details of Joinery in Wood, plywood, etc. ○ Enlarged details with use of hardware ○ Detail drawings of TV unit, Bed, Kitchen

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE): Continuous assessment based on

Presentations of work done during the course

- Portfolio submissions
- Semester end practical exam

References:

1. Ahmed, A. K. (n.d.). Interior design.
2. Chiara, J. De, & Callender, J. H. (Eds.). (1980). Time-saver standards for building types. McGraw-Hill.
3. E & OE. (n.d.). Planning – The architect's handbook.
4. Kumaraswamy, N., & Rao, K. K. (1998). Building planning and drawing. Charotar Publishing House.
5. Porter, B. (1990). Carpentry and joinery. Arnold.
6. Shah, M. G., Kale, C. M., & Patki, S. Y. (1998). Building drawing. Tata McGraw-Hill Publishing Company Limited.
7. Shah, M. G., & Kale, C. M. (1995). Principles of building drawing. Macmillan India Limited.
8. Singh, G., & Chandar, S. (2004). Building planning, designing and scheduling. Standard Publishers Distributors.
9. Time-saver standard for interior design and space planning. (n.d.).
10. Verma, H. K. (Ed.). (1993). Architects, interior designers and building trade desk book. Magnum Communications P. Ltd.

Semester – IV

.4.3 Major (Core)

Course Titles	**Construction Techniques (Pr)**
Course Credits	**4 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Acquire knowledge of materials used in construction and its application
	2. Gain knowledge of construction methods
	3. Create technical drawings
	4. Analyze the properties of material used in interiors
Module 1 (Credit 1): Study of Materials	
Learning Outcomes	Apply knowledge of materials for use in interiors
	1. Analyse the effect of materials
	2. Evaluate the effect of materials used in design
Content Outline	● **CONSTRUCTION MATERIALS** ○ Bricks ○ Cement ○ Steel ○ Concrete ○ Stone ● **INTERIOR MATERIAL** ○ Glass ○ Wood (artificial and natural) ○ Metal (steel, aluminum) ○ Plastics ● **FLOOR MATERIAL** ○ Natural flooring ○ Artificial flooring ○ Hard flooring ○ Soft Flooring ● **WALL MATERIALS** ○ Use of Bricks ○ Concrete Blocks ○ Dry walls

	○ Plaster
Module 2 (Credit 1): Construction Types	
Learning Outcomes	After learning the module, learners will be able to
	1. Identify various types of Constructions
	2. Assess the quality of construction
	3. Choose the right type of construction
Content Outline	● **LOAD BEARING CONSTRUCTION** ○ Types ○ Material used ○ Advantages and Disadvantages ● **FRAMED STRUCTURE** ○ RCC frame structure ○ Fabrication ○ Material used ○ Advantages and Disadvantages ● **BUILDING PARTS** ○ Plinth, Cill and Lintols ○ Openings (doors, windows, arches, etc) ○ Staircases and parts ○ Roofs (types) (flat, sloping and their types) ● **INTERIOR MATERIALS** ○ Ceilings materials ○ Wall claddings and finishes ○ Lights ○ Indoor and Outdoor flooring
Module 3(Credit 1): Application Techniques	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand the process of working of various parts of interiors
	2. Analyze the quality of work
	3. Evaluate the work
	4. Design for various types of material
Content Outline	● **APPLICATION OF FLOORING, WALLS, ETC.** ● **APPLICATION TECHNIQUES (Apply, Care & Maintenance) FOR**

	○ Natural stone flooring and cladding ○ Artificial stone flooring and cladding ○ Tiles (floor, walls) ○ Stampings, etc. ● **APPLICATION OF INTERIOR MATERIALS** ○ Natural Wood (wood, veneer) ○ Artificial wood (ply, block board, MDF, etc.) ○ Glass, fiber, Acrylic, etc. ○ Metal ● **APPLICATION OF INTERIOR FINISHING MATERIAL** ○ Laminates and types ○ Soft furnishings ○ Paints and their types ○ Composite panels ● **CARE AND MAINTENANCE OF INTERIOR ELEMENTS** ○ Flooring ○ Wood work ○ Glass work, etc.
Module 4 (Credit 1): Basics of Furniture Making	
Learning Outcomes	After learning the module, learners will be able to
	1. Build techniques for Furniture making
	2. Choose the adequate materials for furniture making
	3. Adapt correct methods for furniture making
Content Outline	● **UNDERSTANDING HARDWARE** ○ Hardware used for ○ Fixing ○ Moving (drawers, etc.) ○ Hinges ○ Openings ● **DESIGN OF FURNITURE (any two)** ○ Chair/Sofa ○ Cupboard (openable, sliding, etc.) ○ Bed with side tables ○ Study table

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE): Continuous assessment based on

- Product presentations after collection of samples from vendors
- Site visit reports of works in progress and completed projects
- Drafting of various furniture detailing drawings

References:

1. 'Furniture Design and Construction: A Practical Approach' by K.L. Narayana, Publisher: New Age International Publishers
2. 'The Art of Woodworking: Furniture Making' by R.P. Sharma, Publisher: Galgaotia Publications
3. 'Furniture Design and Construction Techniques' by S.K. Sharma, Publisher: CBS Publishers
4. 'Interior Design and Furniture Making' by M. Satish Kumar, Publisher: New Age International Publishers
5. 'Interior Design and Decoration' by S.C. Rangwala, Publisher: Charotar Publishing House
6. 'Furniture Design and Construction' by G.K. Mitthal, Publisher: Standard Publishers
7. 'Furniture Materials and Hardware: A Practical Guide' by R.K. Dhawan, Publisher: CBS Publishers
8. 'Furniture Design and Construction: A Practical Approach' by K.L. Narayana, Publishers: New Age International Publishers

Semester – IV

.4.4 Open Elective Courses/ Generic (OEC)

Course Titles	**The Art of Furniture Design (Pr)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Develop concept-based furniture designs with functional and aesthetic value.
	2. Apply ergonomic principles to furniture layouts and forms.
	3. Select appropriate materials and fabrication techniques for furniture making.
	4. Demonstrate proficiency in creating scaled models and prototypes.
	5. Evaluate and refine their designs based on user needs, sustainability, and craftsmanship.
Module 1 (Credit 1): Fundamentals of Furniture Design	
Learning Outcomes	After learning the module, learners will be able to
	1. Explain the fundamental principles of furniture design, including aesthetics, ergonomics, and functionality.
	2. Analyze different furniture styles, materials, and construction techniques used in traditional and contemporary designs.
	3. Demonstrate the ability to conceptualize and sketch original furniture designs, incorporating user needs and design trends.
	4. Apply ergonomic principles to ensure comfort, durability, and efficiency in furniture pieces.
	5. Explore sustainable and eco-friendly materials suitable for modern furniture making.
Content Outline	● Introduction to furniture design: History and evolution ● Principles of furniture aesthetics and functionality ● Anthropometry and ergonomic considerations in furniture ● Materials and finishes: Wood, metal, glass, composites, and upcycled materials ● Joinery techniques and construction methods ● Sketching, rendering, and digital visualization tools
Module 2 (Credit 1): Crafting & Prototyping Furniture (Pr)	
Learning Outcomes	After learning the module, learners will be able to
	1. Develop scaled models and prototypes using various woodworking tools, digital design software, and manual

	techniques.
	2. Construct furniture components by understanding joinery methods, assembly techniques, and surface treatments.
	3. Evaluate the structural integrity, material efficiency, and functional aspects of furniture designs.
	4. Experiment with different finishing techniques to enhance aesthetics and durability.
	5. Present a fully realized furniture design project, demonstrating creativity, craftsmanship, and problem-solving skills.
Content Outline	● Design process: From ideation to execution ● Fabrication techniques: Cutting, shaping, assembling, and finishing ● Sustainable and modular furniture design ● Testing and evaluating furniture prototypes ● Refinement and detailing of design for functionality and comfort ● Presentation and critique of final project

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)
Continuous assessment based on Projects / Practical's (Marks 50)

Module -1: Practical Work:

- Sketching basic furniture concepts
- Material exploration and selection exercise
- Case study on iconic furniture designs
- Mini prototype of a simple stool or chair

Module -2: Practical Work:

- Creating a scaled prototype of a furniture piece (e.g., chair, table, or storage unit)
- Hands-on work with tools and materials
- Group critique and feedback sessions
- Final presentation and exhibition

Evaluation Pattern (50 Marks) for "The Art of Furniture Design"

Component	**Marks Allocation (%)**	**Marks (Out of 50)**
Concept Development	20%	10
Sketches & Renderings	15%	7.5

Material & Construction Understanding	15%	7.5
Functional Prototype	30%	15
Presentation & Documentation	20%	10
Total	**100%**	**50 Marks**

This breakdown ensures a balanced evaluation of both creative and technical aspects of furniture design.

References:

1. Beylerian, G., & Dent, M. (2011). Designing the 21st century: Furniture, interiors, architecture. Taschen.
2. Booth, J. (2021). Furniture making: A foundation course. Crowood Press.
3. Brown, D. (2016). Furniture design: An introduction to development, materials, and manufacturing. Laurence King Publishing.
4. Fiell, C., & Fiell, P. (2012). 1000 chairs. Taschen.
5. Jones, C. (2014). Design for living: Furniture and accessories 1950-2000. Victoria & Albert Museum.
6. Kilmer, R., & Kilmer, W. O. (2014). Construction drawings and details for interiors. Wiley.
7. Malo, A. (2013). Woodwork: A step-by-step photographic guide. DK Publishing.
8. McGowan, M., & Kruse, R. (2020). Furniture design: From concept to creation. Schiffer Publishing.
9. Panero, J., & Zelnik, M. (2014). Human dimension and interior space: A source book of design reference standards. Watson-Guptill.
10. Pile, J. (2015). Interior design. Pearson.

Semester – IV

.4.5 Skill Enhancement Courses (SEC)

Course Titles	**Art and Artifacts (Pr)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Understand types of art & artifacts
	2. Develop artistic skills & different medium
	3. Develop critical thinking, creativity & self - expression
Module 1 (Credit 1) Art	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand different types of arts & its application
Content Outline	● Visual Arts ● Painting [canvas, paper, or other surfaces] ● Photography ● Printmaking [on Paper or fabric] ● Drawing [using drawing tools, like pencils, charcoal or pastels] ● Applied Arts ● Graphic design & illustration [software such as M.S PowerPoint / Canva / Photoshop / CorelDRAW]
Module 2 (Credit 1) Artifacts	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand different types of artifacts, its importance & its application
Content Outline	● Artifacts ● Sculpture / Pottery / Wood Carving ● Installation Art ● Digital 3D Art [SketchUp or 3ds Max] ● Model Making

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE):

1. Create a visual art on any cultural / social / environmental topic on canvas or fabric
2. Prepare any two artifacts

References:

1. Adams, R. (2017). *Art can help*. Yale University Art Gallery.
2. Albers, J. (2006). *Interaction of color* (50th anniversary ed.). Yale University Press. (Original work published 1963)
3. Berger, J. (2008). *Ways of seeing*. Penguin Books. (Original work published 1972)
4. Dewey, J. (2005). *Art as experience*. Perigee Books. (Original work published 1934)
5. Gombrich, E. H. (2000). *The story of art* (16th ed.). Phaidon Press. (Original work published 1950)
6. Obrist, H. U. (Ed.). (2013). *Do it: The compendium*. Independent Curators International.
7. Rilke, R. M. (2017). *Letters to a young painter* (D. Young, Trans.). David Zwirner Books. (Original work written 1903–1908)
8. Roth, A., Aarons, P. E., & Lehmann, C. (Eds.). (2017). *Artists who make books*. Phaidon Press.

Semester – IV

.4.7 Minor Stream

Course Titles	**Basics of Workspace Design (Th)**
Course Credits	**2 Credit's**
Course Outcomes	After going through the course, learners will be able to
	1. Understand the fundamental relationship between human physiology and workspace layout
	2. Apply anthropometric data to design workspace
	3. Evaluate environmental factors that influence employee productivity
	4. Design a holistic, ergonomic workspace.
Module 1 (Credit 1) – Fundamentals of Workspaces design	
Learning Outcomes	After learning the module, learners will be able to
	1. Define workstation and workspace and identify various work types
	2. Application of anthropometry in workspace design
	3. Utilize percentiles body measurements to determine optimal desk heights and reach zones
Content Outline	• **Introduction to workspace** o Definition of workstation and Workspace o Types of work o Movement at Work • **Introduction to Ergonomics and Anthropometry** o Definition and overview of ergonomics o Anthropometry and types of Anthropometry (Using human body measurements to determine desk heights and clearance zones). o Applying Anthropometric data for desk heights, monitor levels, and reach zones.
Module 2 (Credit 1) – Work Environmental & Aesthetics	
Learning Outcomes	After learning the module, learners will be able to
	1. Understand relationship between ergonomic work environment and productivity
	2. Develop a workspace plan that balances static workstation design
Content Outline	• **Environmental Factors:**

	○ Lighting for productivity (Lux levels, Glare control). ○ Color: Impact of Colour Psychology and lighting ○ Noise and thermal comfort ○ Acoustics & Air Quality ○ Biophilic Elements: • **Principles of Effective Workspace Design**

Assessment Pattern

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

External Total Marks – 50

References

1. The Key of Interior Design (Illustration of Methods & Principles) by Nikita Mittal Publisher: Standard Publishers Distributors
2. Ergonomics for the Layman: Applications in Design by Prabir Mukhopadhyay Publisher: CRC Press / Taylor & Francis
3. Indian Anthropometric Dimensions: For Ergonomic Design Practice by Debkumar Chakrabarti Publisher: National Institute of Design (NID), Ahmedabad
4. Work Study and Ergonomics by S.K. Sharma and Savita Sharma Publisher: S.K. Kataria & Sons
5. The Healthy Office: Turning Workspaces Into Happiness and Success Spaces by Ninad Tipnis Publisher: Notion Press
6. Ergonomics for Design and Innovation: Humanizing Work and Work Environment Editors: Debkumar Chakrabarti, Sougata Karmakar, and Urmi R. Salve Publisher: Springer Nature
7. Work Study and Ergonomics by P.C. Tewari Publisher: Abhishek Publications
8. Ergonomics and Appropriate Technologies by Aditi Vats, Chhaya Shukla, and Sandhya Rani Publisher: New India Publishing Agency (NIPA)
9. Ergonomics Principles in Design: An Illustrated Fundamental Approach by Prabir Mukhopadhyay Publisher: CRC Press / Taylor & Francis
10. Future of Workplace Design: Placemaking for a GenBlend Workforce by Abi Roni Publisher: Stardom Books
11. Creative Indian Offices (Vol 1 & 2) Publisher: IAG - Interior Architecture Group
12. Designing and Building Office Spaces – Your Complete Handbook Publisher: Phi Designs
13. Workspace Made Easy: A Clear and Practical Guide on How to Create a Fantastic Work Environment by Kursty Groves and Neil Usher Publisher: Routledge (2024/2025)
14. The Workplace You Need Now: Shaping Spaces for the Future of Work by Sanjay Rishi, Benjamin Breslau, Peter Miscovich Publisher: Wiley
15. Change Your Space, Change Your Culture: How Engaging Workspaces Lead to Transformation and Growth by Rex Miller, Mabel Casey, Mark Konchar Publisher: Wiley (2014)
16. Detail in Contemporary Office Design by Drew Plunkett and Olga Reid Publisher: Laurence King Publishing (2014)
17. The Designer's Workspace: Ultimate Office Design by Douglas Brent Caywood Publisher:

Routledge/Elsevier (2003/2004)
18. Workplaces and Workspaces: Office Design That Work by Justin Henderson Publisher: Rockport Publishers (1998)