



**K.R. MANGALAM UNIVERSITY**  
THE COMPLETE WORLD OF EDUCATION

# **SCHOOL OF ARCHITECTURE AND DESIGN**

**School Handbook  
2025-26**

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### **1.About the School (Overview: Year of Approval, Mandatory Approvals):**

The School of Architecture and Design (SOAD) at K.R. Mangalam University is a dynamic and forward-thinking institution that empowers students with cutting-edge knowledge and skills to shape the future of design. Established in 2013 with the prestigious Bachelor of Architecture (B.Arch) programme governed by the Council of Architecture, SOAD has evolved into a hub for creative excellence. The B.Arch programme is a comprehensive five-year degree meticulously crafted by industry experts, offering a blend of real-world projects, immersive workshops, and holistic learning to prepare students for the complexities of architectural planning and design.

SOAD expanded its horizons in 2019 with the introduction of the Bachelor of Design (B.Des.) in Interior Design, a four-year programme that equips students with innovative thinking, artistic flair, and technical proficiency. Covering essential aspects like spatial planning, material selection, and lighting aesthetics, the course ensures graduates are industry-ready to excel in various professional settings.

In 2021, the School united its architecture and design disciplines to form a multidisciplinary entity. Adding to its repertoire, the B.Des. in Fashion Design programme caters to aspiring fashion enthusiasts, blending modern education with traditional design principles to cultivate creativity and market-ready skills. The B.Des. in Game Design & Animation, launched in 2022 in collaboration with ImaginXP, empowers students with expertise in storytelling, animation, and game development, preparing them for a thriving industry.

Further enriching its offerings, SOAD introduced a Bachelor of Fine Arts (BFA) programme in 2023, nurturing artistic talent and fostering innovation among creative explorers. In 2024, the National Education Policy-aligned Bachelor of Design (B.Des.) programme debuted, featuring diverse specializations such as Interior Design, Fashion Design, Textile Design, UX/UI, and Game Design, equipping students with future-ready skills to lead the design industry.

SOAD stands as a beacon of creative excellence, committed to transforming passionate learners into visionary designers capable of reshaping the world with their innovative ideas and skills.

### **2.Vision and Mission:**

#### **2.1 University:**

##### **VISION:**

K.R. Mangalam University aspires to become an internationally recognized institution of higher learning through excellence in inter-disciplinary education, research, and innovation, preparing socially responsible life-long learners contributing to nation building.

##### **MISSION:**

- Foster employability and entrepreneurship through futuristic curriculum and progressive pedagogy with cutting-edge technology

- Instill notion of lifelong learning through stimulating research, Outcomes-based education, and innovative thinking
- Integrate global needs and expectations through collaborative programs with premier universities, research centers, industries, and professional bodies.
- Enhance leadership qualities among the youth understanding ethical values and environmental realities.

## **2.2 School:**

### **VISION:**

To be a leading institution in the field of Architecture and Design globally, recognized for innovation, sustainability, and excellence in education, research and practice.

### **MISSION:**

- Provide a comprehensive structured learning experience that develops strong cognitive thinking and skills in the field of architecture and design.
- Foster a collaborative and inclusive learning environment that encourages creativity and critical thinking.
- Promote sustainable and ethical design practices that address global and local challenges.
- Instill a strong foundation of ethical principles, ensuring graduates act with integrity and social responsibility in their professional endeavours.
- Engage with the community and industry to advance the role of architecture and design in society.

## **3.Messages:**

### **3.1Vice Chancellor:**

There are no secrets to success. It is the result of preparation, hard work, resilience & learning from failure." I express profound happiness in welcoming every student at K.R. Mangalam University. I appreciate your choice of K.R. Mangalam University (KRMU) as a catalyst & vehicle for your successful career and happy life. We are glad to assure you that yOu are at one of the most employability & entrepreneurship focused universities located in one of the most happening cities in the world. You will be blessed with a great real-world learning experience in every field of knowledge and will have plenty of opportunities to interact and learn from the best practitioners of the profession in your area of interest. We at KRMU take immense pride in our teaching learning processes which are curated to develop each student holistically. Our well-designed learning experience comprising both inside the classroom and outside the classroom promises KR Mangalam University a learning experience focused on holistic development encompassing the three domains of learning: Cognitive, Affective & Psychomotor. You will be welcomed with a whole new experience of learning the first day you join KRMU by having the complete learning journey of your chosen program in the form of a "Structured Learning Pathway" which depicts every event, activity and experience in detail. This will assure you a well-defined approach to learning. I am sure your learning and stay with us will be highly exciting i productive which will immensely contribute to your life in the future. Together, we will overcome all hurdles in your holistic development. Wish you all the best and great learning with us. "The best investment by far is to develop yourself by spending

time every day sharpening your axe So that you become a lubricant, not seawater, to your life and career. Individual development results from what one thinks and does.

### **3.2 Dean:**

It is with great pride that I extend my greetings to the academic community and prospective students. At the School of Architecture and Design, we proudly offer a spectrum of multidimensional creative programmes that underscore The creative landscape of the design profession is characterized by its sustainable nature and perpetual evolution. At the school, we have diligently cultivated an environment conducive to providing quality education. Our array of programmes in Fine Arts, Architecture, Interior Design, Fashion Design, and Game and Animation Design position us at the forefront of the creative industry K.R. Mangalam University has consistently evolved into a formidable academic institution dedicated to fostering academic excellence. Our well-qualified faculty, state-of-the-art laboratories, and integrated campus facilities collectively establish the School of Architecture and Design as the preeminent choice for We are unwaveringly committed to instilling a learner-centered design education pedagogy, where students are not only encouraged but empowered to explore, discover, experiment, and take intellectual risks. Emphasis is placed on critical thinking, experiential learning, and we ensure that our students are exposed to a mosaic of voices and perspectives, both nationally and internationally, from academia and industry. This exposure extends to contemporary trends and historical practices in the dynamic fields of architecture, design, and fine arts. The ethos of SOAD We extend a cordial invitation Warm regards, K.R. Mangalam On the profound breadth and depth of knowledge intrinsic to the professions of Architecture, Design, and Fine Arts. those aspiring to pursue a creative course. predominantly studio-based academic delivery at SOAD is designed to make the educational process both stimulating and interactive, fostering a culture of reflection and creativity. is anchored in our perpetual quest to mold well-rounded future leaders. These leaders are envisioned to be globally conscious, inclusive, technologically adept, and environmentally conscious. to all interested individuals to join us on this enriching journey. We extend our best wishes to everyone embarking on this creative academic pursuit.

## **4.School Boards and Committees:**

### **4.1 School Advisory Board: NA**

### **4.2 Board of Studies:**

Board of Studies (BoS) Procedure Formation: Includes faculty, external experts, industry professionals, and alumni, chaired by the Dean of SOAD and School Coordinators. Agenda Setting: Covers syllabus updates, course proposals, and assessment methods, shared with members beforehand. Meetings: Held periodically to discuss and finalize recommendations for curriculum and assessment updates. Approval: Finalized proposals are sent to the Academic Council or higher authorities for approval. Documentation: Minutes of the Meeting (MoM) are recorded and submitted for official records.

### **Members of the Board of Studies:**

#### **1. Chairperson:**

Dr. Tanaya Verma, DEAN, SOAD

**2. Internal Faculty Members:**

- a. Ar. Praveen Gupta, Associate Professor, Bachelors of Architecture, SOAD
- b. Prof. Hemani Singh, Professor, Bachelors of Architecture, SOAD
- c. Ar. Mansha Samreen, Associate Professor, Bachelors of Design (B. Des) (Interior Design) SOAD
- d. Ar. Disha Shah, Associate Professor, Bachelors of Design (B. Des) (Interior Design) SOAD
- e. Ar. Akanksha Singh, Assistant Professor, Bachelors of Architecture, SOAD
- f. Ar. Mrinalini Singh, Assistant Professor, Architecture & ID, SOAD
- g. Dr. Koustav Naag, Assistant Professor, Bachelor of Fine Arts (BFA) (Painting & Applied Arts) SOAD
- h. Mr. Akshat Jerath, Assistant Professor, Bachelor of Design (B.Des.) (Game Design & Animation) with academic support of ImaginXP
- i. Ms. Ojasvita Mishra, Assistant Professor, Bachelor of Design (UX/UI & Interaction Design) with academic support of Imagin XP
- j. Mr. Indrajeet Pundit, Assistant Professor, Bachelor of Design (B.Des.) (Fashion Design), SOAD
- k. Ms. Versha Verma, Assistant Professor, Fashion Design, SOAD

**3. External Experts:**

- a. Prof. Ila Gupta. Dean Amity University Gurgaon
- b. Shreya Bhattacharta, Consultant, Sutr Santati
- c. Mr. Sudipto Mandal-, Asst Prof, Fine Arts, Amity University Noida
- d. Ar. Tapan Chakravarty, Professor, Pearl Academy

**4. Industry Representatives:**

- a. Nithin Prakash Motupalli, Founder of Tribe Team
  - b. Mr. Abhishek Raj, Creative Head, Cigma Events
  - c. Dr. Prince Kumar, Board of Director FSLCI (Forum for Sustainability through Life Cycle Innovation), Germany.
5. Alumni Representative:
- a. Ms. Mansi Bansal, Designer, alumni KRMU
  - b. Ms. Puja Raj, Designer, alumni KRMU

**School Research Committee: NA**

**Academic Coordination: Roles and Responsibilities:**

An academic coordinator is essential to making sure that academic operations run well in an organization. By making sure the curriculum is implemented effectively, keeping track of syllabus completion, and making recommendations for revisions based on feedback, they supervise curriculum management. They encourage faculty development initiatives, set up frequent meetings, and handle academic issues while serving as a bridge between the administration and the faculty. They monitor students' performance, set up remedial classes, and promote involvement in extracurricular and co-curricular activities to provide them the crucial assistance they need. In addition to managing scheduling, evaluation, and result announcement for exams, the Academic Coordinator also handles associated complaints.

As a liaison between administration, professors, students, and parents, they ensure that academic updates and policies are effectively disseminated, therefore communication and teamwork are essential components of their job. In addition to creating reports and

maintaining academic records, they also make sure that accreditation and institutional requirements are met. They also organize academic calendars, timetables, and activities like industry visits, guest lecturers, and orientation programs to improve the educational experience. Monitoring instructional strategies, gathering input, and putting changes into practice are all part of quality assurance, which is another crucial duty. Through the supervision of paperwork, accreditation procedures, and event planning, the Academic Coordinator guarantees a well-organized and flourishing learning environment that promotes the achievement of both professors and students.

### **5.Faculty and Staff**

Dr Tanaya Verma (Professor & Dean, SOAD)

#### **Program Coordinators -**

- Ar. Praveen Gupta, Associate Professor and Program Coordinator B. Arch  
B.Arch- Madhav Institute of Technology and Sciences, Gwalior  
M.Tech- Urban Development Management, TERI School of Advance Studies University, New Delhi
- Ar. Mansha Samreen, Associate Professor and Program Coordinator B.ID  
B. Arch- Jamia Millia Islamia, New Delhi  
M. Arch- Jamia Millia Islamia, New Delhi
- Mr. Indrajeet Kumar, Assistant Professor and Program Coordinator B. FD  
B. Des- NIFT Kolkata  
MFM- NIFT Delhi
- Ms. Ojasvita Mishra, Assistant Professor and Program Coordinator B. Des. UX/UI  
B. Des – Accessory Design, NIFT, Delhi  
M. Des- Design Strategies, NIFT, Delhi.
- Mr. Akshat Jerath  
B..Sc (HONS) – Computer Game Design, Staffordshire University, Stoke On Trent, United Kingdom
- Dr. Koustav Nag Assistant Professor and Program Coordinator B. Fine Arts  
B. FA- Indira Kala Sangeet Vishwavidyalaya, Khairagarh  
M. FA- Kala Bhavana, Vishva Bharti, Shantiniketan  
Ph. D- Assam University, Silchar

#### **Team Members:**

- Ar. Disha Shah  
B. Arch- Kolhapur College of Architecture, Kolhapur  
M.Arch- Amity University, Noida.
- Ar. Akanksha Singh  
B.Arch- BBDNITM, Lucknow, UP  
M.Arch- Architecture Conservation, School of Planning and Architecture, New Delhi.
- Ar. Tulika Pahwa  
B.Arch- HNGU, Gujarat  
M.Plan.- SPA, Vijayawada.

- Ar. Malika  
B.Arch.- NIT. Patna, Bihar.  
M.Arch- Jamia Millia Islamia, New Delhi.
- Ar. Gulnaz  
B.Arch- MDU, Rohtak  
M.Arch- Jamia Millia Islamia, New Delhi.
- Ar. Nisha Sharma  
B.Arch- Vastu Kala Academy, New Delhi  
M.Arch. - Lingayas Vidyapeeth, Faridabad.
- Ar. Divyani Pahwa  
B.Arch - Deen Bandhu Chotu Ram University of Science and Technology, Murthal  
M.Arch - Sushant school of Art and Architecture, Gurugram.
- Ar. Bhawna Phulara  
B.Arch- BBD University, Lucknow, UP  
M. Arch- GCA, Lucknow, UP.
- Ar. Akshita Joshi  
B.Arch- Aayojan School of Architecture, Jaipur  
Master of Design Interior Design, Florence Institute of Design International, Italy  
M. Plan Malaviya National Institute of Technology, Jaipur
- Ar. Mehak Arora  
B.Arch- MBS School of Planning and Architecture, IP University  
M.Tech, Urban Development and Management From TERI School of Advanced Studies,  
New Delhi, 2020.
- Dr. Sagar Paruthi  
Ph.D – Jamia Millia Islamia, New Delhi  
M.Tech- Kurukshetra University, Kurukshetra  
B.Tech- Maharishi Markandeshwar University, Mullana
- Ar. Mrinalini Thakur  
B. Arch- K R Mangalam University, Gurgaon, Haryana  
M. Arch- Sushant School of Architecture, Gurgaon, Haryana
- Ar. Shruti Dubey  
B.Arch: Maharshi Dayanad University, Rohtak, Haryana  
M.Plan (Transportation planning and logistics management): School of planning and  
architecture, Bhopal.
- Mr. Prajwal Khantwal  
B.A. PDBH Kotdwara  
M.VOC- Animation & Graphics, NIILM University Haryana
- Pravesh Tandon  
B.Sc. Animation & Gaming (Kurukshetra University)  
M.Sc. Animation (Asian Academy of Film & TV)
- Mr. Deepanshu Sharma



BFA- Sculpture, Chandigarh College of Arts  
MFA- Creative Sculpture, Chandigarh College of Arts.

- Dr. Ankita Majumdar  
B.F.A- Applied art, Faculty of Visual Art, B.H.U  
M.F.A- Applied art, Faculty of Visual Art, B.H.U  
P.hd- Applied Art, Dept. History of Art, B.H.U  
Qualified- Net JRF
- Ms. Ritika Mittal  
BFA- Painting. College of Art, Delhi University  
MVA- Visual Arts, Ambedkar University Delhi  
Qualified UGC NTA NET.
- Ms. Paramjeet Kaur  
MBA Marketing Management and Fashion Designing- Swai Vivekanand University  
B.Sc. Fashion Technology- Punjab Technical University.
- Ms. Versha Verma  
B.Des(FD) – NIFT Gandhinagar  
M. Des Fashion textile – Amity university Noida.

#### **6.School Infrastructure (Physical and learning)**

The School of Architecture and Design is home to cutting-edge facilities that encourage originality, creativity, and hands-on learning. Modern software and computer laboratories to support digital modeling and rendering are also available on campus, along with large, well-lit studios for architectural drafting and design. Dedicated workshops for prototyping and model-making give students practical experience with materials and crafts. In order to improve knowledge of building methods and sustainable practices, the facility also has a sizable materials library with a wide range of samples and references.

Specialized laboratories including surface decoration facilities, clothing fabrication studios, and textile labs help design students enhance their practical skills. The school has smart classrooms with contemporary audiovisual tools for an engaging learning environment, as well as collaboration areas for group projects and brainstorming. To meet academic and research demands, a well-stocked library provides an amazing range of books, periodicals, and digital resources in the fields of architecture and design.

The campus infrastructure also includes gallery spaces to display student work and seminar rooms and auditoriums for seminars, lectures, and exhibits. Open-air studios and manicured areas are examples of outdoor environments that foster creativity and enable practical design applications. As a complete learning center, the School of Architecture and Design makes sure students have access to all the resources they need to succeed in their professions.

NAME	QTY.
Design Studios	15
Lecture room	4
Computer Lab	1
Pattern Making Lab	1
Garment Construction lab	1
Textile Lab	1
Exhibition Room	1
Dean Office	1
Material Museum	1
Construction Yard	1
Carpentry/ Welding workshop	1

**SHARED FACILITIES**

NAME	QTY.
Central Library	1
Carpentry/ Welding workshop	1
Surveying/ Concrete Lab	1
Extra-Curricular Indoor (Snooker, Dance, Music room)	1
Extra-curricular Outdoor (Basketball, Badminton)	1

**7.Best Practices:**

Nurturing Eco- Conscious Behavior: Taking steps towards Environment Sustainability.

What is Nurturing Eco- Conscious Behavior?

Initiative for Environmental Sustainability and Social Content.

Why is it Important?

Eco- Conscious behavior and collaborative learning in students.

How to achieve?

Through Extension Activities, Course Assignments, Drives and Publications

**8.School Education Philosophy**

**Learn to Earn a Living:** At KRMU we believe in equipping students with the skills, knowledge, and qualifications necessary to succeed in the job market and achieve

financial stability. All the programmes are tailored to meet industry demands, preparing students to enter specific careers and contributing to economic development.

**Learn to Live:** The University believes in learners' holistic development, fostering critical thinking, creativity, emotional intelligence, and a deeper understanding of the world. Our aim is to nurture well-rounded individuals who can contribute meaningfully to society, lead fulfilling lives, and engage with the complexities of the human experience.

### **9.Educational Pedagogy (Inside and outside classroom):**

A structured learning experience (SLE) is crucial for effective education as it provides a clear and organized framework for acquiring knowledge and skills. By following a well-defined curriculum, learners can build on prior knowledge systematically, ensuring that foundational concepts are understood before moving on to more complex topics. This approach not only enhances comprehension but also fosters critical thinking by allowing learners to connect ideas and apply them in various contexts. Moreover, a structured learning experience helps in setting clear goals and benchmarks, enabling both educators and students to track progress and make necessary adjustments. Ultimately, it creates a conducive environment for sustained intellectual growth, encouraging learners to achieve their full potential. At K.R. Mangalam University SLE is designed as rigorous activities that are integrated into the curriculum and provide students with opportunities for learning in two parts:

- **Inside Classroom:** Structured learning in the classroom focuses on building cognitive outcomes through a student-centric approach. The methods used in this approach include:
  - **Cognitive Learning:** Students enhance their critical thinking and problem-solving skills by engaging with the foundational elements of fashion design, including garment construction, textile properties, and design principles. They are taught to analyse trends, understand consumer behaviour, and create innovative and market-relevant fashion collections.
  - **Student-Centric Learning:** Active participation is at the core, encouraging students to collaborate, ask questions, and engage in peer discussions. This approach fosters independent learning and reflection on the design process, helping students develop unique design identities and fashion sensibilities.
  - **Teaching Methods:** A blend of lectures, design critiques, and workshops ensures that students gain both theoretical knowledge and practical skills in fashion design. The use of visual aids, case studies from the fashion industry, and multimedia presentations enriches students' learning experience.
  - **Tools and Techniques:** Students are introduced to design software used in the fashion industry, such as Adobe Illustrator and CAD for patternmaking and fashion illustration. Hands-on practice with these tools equips them with the technical skills needed to create detailed technical flats, digital renderings, and innovative garment designs.

- Approach: Design thinking and project-based learning are emphasized, allowing students to explore fashion concepts through research, ideation, prototyping, and final garment construction. This approach enhances creativity, attention to detail, and technical prowess while encouraging sustainable and innovative design solutions.
- **Outside Classroom:** The outside classroom experience students' people skills and psychomotor skills through industry-related, community, and hands-on activities:
  - People Skills: Students collaborate with industry professionals, peers, and clients through real-world projects, improving communication, teamwork, and client interaction skills. Internships with fashion houses, retail brands, and design studios, along with participation in fashion shows and workshops, provide exposure to industry dynamics and professional practices.
  - Psychomotor Skills: Hands-on activities such as garment construction, fabric manipulation, and patternmaking help students hone their psychomotor skills. In workshops, they work with sewing machines, cutting tools, and various fabrics, improving dexterity and a deep understanding of material properties and garment fabrication techniques.
  - Industry Interactions: Regular internships, industry visits, and collaborative projects with fashion designers and retail brands bridge the gap between classroom learning and industry expectations. Students apply their classroom knowledge in professional settings, gaining practical insights into fashion trends, consumer preferences, and production processes.
  - Community Engagement: Engaging in community-based fashion projects helps students develop a sense of social responsibility. They might work on sustainable fashion initiatives or design clothing for marginalized communities, using their design skills to create socially conscious and impactful fashion solutions.

#### **10.Evaluation:**

Grading Policies and Procedures for theory courses, practical courses, projects, Internships, Dissertation

As per university examination policy of K R Mangalam University, the Program Outcome assessments is done by aggregating both direct and indirect assessments, typically assigning 80% weightage to direct assessments and 20% to indirect assessments, to compute the final course attainment.

**Studio Courses:**

	Evaluation Components	Weightage
INTERNAL (50 Marks)	Continuous Assessment (Projects, Assignments, Presentation, Case Studies, etc)	20 Marks
	Internal Jury	30 Marks
EXTERNAL (50 Marks)	End-Term Studio Exam	20 Marks
	External Jury	30 Marks

Evaluation Components	Weightage
Internal Marks (Theory): - I) Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

**Theory Courses:**

**11.Collaborations:**

Year of signing MoU	Name of the organization with whom MOU/Collaboration being signed	Duration
2022	MOU with Piloo Mody College of Architecture in Cuttack, Odisha	3 years
2022	MOU with RV College of Architecture	3 years
2022	MOU with Kamilini Vocational Centre	3 years
2022	The Department of Architecture, University of Ferrara, (DA_Unife),Italy	5 Years
2022	H P Singh Memorandum of Understanding	3 years
2022	Indian Art and Craft	3 Years
2022	Sonu Exim	1 Year
2023	Babu Banarasi Das University	2 Year
2023	Archovation's MOU	1 Year
2024	MOU With SRM Institute, Chennai	3 Year
2024	Jodhpur Rugs	2 Year
2024	Studio Statva	2 Year

**12.Programmes Offered by the School including PhD (List of Programs):**

S.No.	Program Name	Duration
1	Bachelor of Architecture (B. Arch.)	4 years
2	Bachelor of Design (B. Des) in Fashion Design	4 years
3	Bachelor of Design (B. Des) in Interior Design	4 years
4	Bachelor of Design (B Des) in Textile Design	4 years

5	Bachelor of Fine Arts (B.F.A)	4 years
6	Bachelor of Design (B. Des) in Game Design & Animation	4 years
7	Bachelor of Design (B. Des) in UX UI & Interaction Design	4 years

**12.1 Bachelor of Architecture (B. Arch.)** – A five-year program that develops visionary architects with a strong foundation in design, construction, and environmental sustainability.

#### **12.1.1 Program Overview (including table)**

The Bachelor of Architecture (B.Arch ) is a five-year undergraduate degree program that teaches students how to plan, design, and construct physical structures .The programs is designed to impart scientific knowledge to the students and will provide theoretical as well as practical training & knowledge. The program offered by the school is approved by Council of Architecture (COA), New Delhi. The curriculum has been specifically designed to impart latest knowledge and skills relevant to Architecture field including Industrial Visits / Training / Guest Lectures of Experts from Industry and Academia.

The programme equips students with the necessary skills and knowledge to embark on a rewarding career in architecture. Through a blend of studio-based learning, technical courses, and theoretical studies, students learn to design sustainable, functional, and aesthetically pleasing structures. It typically emphasizes creativity, problem-solving, and collaboration, preparing graduates to address the evolving challenges of the built environment.

Upon completion, graduates are equipped with the necessary skills to begin their careers as architects, with a deep understanding of both theory and practice. The curriculum's integration of hands-on experience ensures that students are well-prepared for real-world projects.

#### **12.1.2 Duration:**

1) As per Council of Architecture (COA) directives & regulations the B.Arch programme shall comprise of two stages: Stage-I (First 3 years) & Stage-II (Fourth & Fifth Year).The Minimum duration for the completion of B.Arch. Programme offered by the university is 5 academic years. or 10 semesters of 15 to 18 working weeks (90 work days) each, inclusive of six months or one semester of approximately 16 working weeks of practical training during 8<sup>th</sup> semester.

2)The Curriculum structure of the Architecture course shall follow the guidelines as outlined in Appendix-A under the Choice Based Credit System. However, the modes of periodic assessment, end semester and viva voice examinations, weightages and grading system are left to the discretion of the University or Institution.

- 3) A candidate shall not be permitted to enroll for the Architectural Design course in a semester unless he has completed the Architectural Design course of the previous semester.
- 4) A candidate shall not be permitted to enroll for the tenth semester Architectural Design Thesis or dissertation or project course unless he has successfully completed Practical Training or Internship.
- (5) A candidate shall be awarded the degree in Architecture course by the University or Institution for having earned the minimum credits as specified in the curriculum.
- (6) The Architecture Course shall be completed in a maximum period of 8 years. However, in special circumstances a candidate may be granted an extra 1 year by the University or Institution to complete the course. This shall be given only once to the candidate and treated as zero year.
- (7) In case a candidate is not able to complete the course in the prescribed duration, the University or Institution may provide an exit option for the candidate if he has completed and earned all credits for the first three years of study.

#### **12.1.3 Career options**

Opportunities exist in both public & private sector, in the field of Architecture & Building construction industry.

Graduates can pursue careers in Architecture firms, construction companies, urban planning agencies, real estate agencies, government bodies, or even as independent consultants or entrepreneurs. The diverse knowledge gained during the program ensures that B.Arch. graduates are versatile and capable of adapting to various roles within the field.

#### **12.1.4 PEO:**

PEO 1: Human Values and Social Impact: Graduates will integrate human values and social responsibility in their work, creating inclusive and sustainable spaces that enhance community well-being.

PEO 2: Career Excellence: Graduates will advance in their careers through continuous learning and the application of innovative design and technical skills in diverse professional settings.

PEO 3: Professional Integrity: Graduates will demonstrate professional competence, collaborating across disciplines to solve architectural challenges with sensitivity to cultural and environmental contexts.

PEO 4: Ethical Practice: Graduates will adhere to ethical standards, prioritizing sustainability, cultural sensitivity, and social welfare in their design and professional decisions.

PEO 5: Entrepreneurial Innovation: Graduates will foster entrepreneurial skills to create and lead successful design ventures, embracing innovation while maintaining ethical business practices.

#### **12.1.5 PO:**

PO1- Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing Architectural solutions that meet client needs and enhance the user experience.



PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable built environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO5 - Sustainable Design Practices: Integrate principles of sustainability into Architectural projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

#### **12.1.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)**

A candidate shall be awarded the degree of Architecture course by the University or Institution for having earned the minimum credits as specified in the curriculum as per Council of Architecture (COA) directives & regulations.

#### **12.1.7 Learning Resources (Optional):NA**

#### **12.1.8 Course Registration (optional)**

No candidate shall be admitted to architecture course unless he has passed an examination at the end of the 10+2 scheme of examination with at least 50 per cent. aggregate marks in Physics, Chemistry and Mathematics and also at least 50 per cent. marks in aggregate of the 10+2 level examination or passed 10+3 Diploma Examination with Mathematics as compulsory subject with at least 50 per cent. marks in aggregate.

(2) The candidate needs to qualify an Aptitude Test in Architecture conducted by the Council complying with the Admission Norms prescribed in Appendix-D.

(3) The institutions shall give weightage of 50 per cent. marks for aptitude tests and 50 per cent. marks in the qualifying examination as provided in Council of Architecture (COA) regulations in the matter of admissions.

**12.2 Bachelor of Design (B. Des) in Fashion Design:** A four-year program focused on fostering creativity and technical skills in fashion, preparing students for the dynamic fashion industry.

#### **12.2.1 Program Overview (including table):**

The Bachelor of Design (Hons. / Hons. with Research) Fashion Design program is a four-year undergraduate degree designed to provide students with a robust foundation in fashion design, blending creative exploration with technical expertise. The program is crafted to develop an understanding of garment design, fashion aesthetics, textile selection, and consumer behaviour, empowering students to create innovative and

functional fashion collections.

The Fashion Design specialization emphasizes the creative and practical aspects of apparel design for various markets, including haute couture, ready-to-wear, and sustainable fashion. Students receive training in garment construction, fabric selection, patternmaking, draping, and the integration of technology in fashion design. This specialization stresses the alignment of design principles with market trends, equipping graduates to meet the fast-paced demands of the fashion industry.

Throughout the program, students develop a professional portfolio showcasing their work, from initial concept sketches to final garments, technical flats, and 3D visualizations.

Graduates of the program are well-prepared to pursue careers in fashion design studios, fashion houses, retail brands, or as independent designers, contributing to the creation of innovative and sustainable fashion solutions.

This specialization fosters students' creative vision while providing them with the technical skills, industry insights, and project management abilities required to succeed in today's dynamic and competitive fashion design industry.

#### **12.2.2 Duration:**

8 semesters, 4 Years (Full-Time)

#### **12.2.3 Career options:**

**Fashion Designer (Menswear, Womenswear, Kidswear):** Design tailored collections for diverse markets, specializing in men's, women's, or children's fashion. This includes understanding market trends, cultural influences, and consumer preferences to create compelling designs.

**CLO 3D Digital/Virtual Fashion Designer:** Use CLO 3D software to create virtual fashion designs for brands, e-commerce, or independent collections. This role involves 3D garment simulation, pattern creation, and virtual prototyping, enabling designers to test and visualize garments before production.

**Illustrator (Womenswear, Menswear, Kidswear):** Create detailed sketches and technical drawings for fashion collections. As an illustrator, you work with design to conceptualize designs for various categories, ensuring accuracy in fit and detail.

**Fashion Researcher:** Conduct in-depth research into fashion trends, sustainable practices, or material innovations. Researchers provide insights to brands and educational institutions, helping shape the future of fashion by exploring social, cultural, and technological impacts.

**Fashion Forecaster:** Analyse global trends to predict future styles in colour, texture, and silhouette. Forecasters are integral to brands looking to stay ahead of the curve, providing valuable insights on the direction fashion will take in the coming seasons.

**Fashion Stylist:** Curate outfits for brands, advertising campaigns, or personal clients. Stylists have a deep understanding of trends and aesthetics, ensuring that looks are

cohesive and resonate with brand identity or client needs.

**Fashion Journalist/Blogger:** Write about fashion trends, designers, and events for magazines, newspapers, or online platforms. Fashion journalists provide critical insights and coverage of the latest happenings in the industry

**Costume Designer (Film, TV, Theatre):** Design costumes for various media productions, ensuring that the clothing matches the period, narrative, and characters. Costume designers often collaborate with directors to bring the vision of the script to life.

**Technical Designer:** Specialize in garment construction, pattern making, and ensuring the fit and functionality of designs. Technical designers ensure that clothing is produced to the designer's specifications and that it meets industry standards.

**Fashion Merchandiser (Retail Visual Merchandiser):** Manage product placement in retail stores or online platforms, ensuring that clothing and accessories are displayed in a way that maximizes sales. Visual merchandisers are responsible for creating appealing and engaging displays.

**Entrepreneur in Fashion:** Build your own fashion brand, managing everything from design to production and marketing. Entrepreneurs can introduce innovative fashion lines, sustainable collections, or custom couture.

#### **12.2.4 PEO**

**PEO 1 – Human Values and Social Impact-** Graduates will embody human values and social responsibility in their designs, producing inclusive and sustainable fashion that contributes to the well-being of communities.

**PEO 2 - Innovative Design Excellence:** Graduates will excel in creating innovative, aesthetically pleasing, and functional fashion designs that enhance individual expression and cater to diverse client needs.

**PEO 3 - Continuous Professional Development:** Graduates will engage in lifelong learning, staying current with evolving trends, technologies, and methodologies in the fashion industry.

**PEO 4 - Ethical and Sustainable Practices:** Graduates will adhere to the highest ethical standards, demonstrating integrity, social responsibility, and a commitment to sustainable and inclusive fashion design practices.

**PEO 5 - Collaborative and Leadership Skills:** Graduates will effectively lead and collaborate within multidisciplinary teams, contributing to the advancement of the fashion design profession and the improvement of industry standards.

#### **12.2.5 PO:**

**PO 1 - Creative and Functional Design Solutions:** Demonstrate the ability to develop innovative, functional, and aesthetically pleasing fashion designs that meet client needs

and enhance user expression.

PO 2 - Technical Expertise and Competence: Apply advanced technical skills in garment construction, textiles, and fashion illustration to create efficient and sustainable fashion designs.

PO 3 - Ethical Responsibility and Professionalism: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO 4 - Effective Communication Skills: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO 5 - Sustainable and Environmental Design Practices: Integrate principles of sustainability into fashion design projects, promoting environmental stewardship and reducing the ecological impact of the fashion industry.

PO 6 - Leadership and Collaborative Skills: Lead multidisciplinary teams, effectively communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices, contributing to the community through socially responsible design initiatives.

#### **12.2.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)**

Bachelor's Degree after completing 3-year (6 semesters with the required number of credits) programme of study.

**12.3 Bachelor of Design (B. Des) in Interior Design**– Prepares students to design functional and aesthetically pleasing interior spaces through a combination of creativity, technical knowledge, and practical applications.

##### **12.3.1 Program Overview :**

The Bachelor of Design (Hons. / Hons. with Research) Interior Design program is a four-year undergraduate degree aimed at providing students with a strong foundation in interior design, combining creative exploration with technical expertise. The program is designed to foster an understanding of spatial design, functionality, aesthetics, and human behaviour, enabling students to create harmonious and efficient interior environments.

The Interior Design specialization focuses on the creative and practical aspects of designing interior spaces for residential, commercial, and institutional settings. Students are trained in space planning, material selection, furniture design, lighting, and sustainability. This specialization emphasizes the integration of design principles with functionality, preparing graduates to meet the evolving demands of the interior design industry.

Throughout the program, students build a professional portfolio showcasing their design projects, from conceptual sketches to detailed technical drawings, models, and 3D

visualizations. Graduates of the program are well-equipped to pursue careers in interior design studios, architectural firms, real estate development, or as independent interior designers, contributing to creating innovative and sustainable interior environments.

This specialization nurtures students' creative vision while equipping them with the technical skills, industry knowledge, and project management capabilities required to succeed in today's fast-paced interior design industry.

#### **12.3.2 Duration:**

8 semesters, 4 Years (Full-Time)

#### **12.3.3 Career options:**

- Career Avenues
- Interior Designer: Work in architectural or design firms, creating functional and aesthetic interiors for various spaces.
- Space Planner: Specialize in optimizing spatial layouts for residential, commercial, and institutional projects.
- Furniture and Product Designer: Design custom furniture and interior products.
- Lighting Consultant: Provide expertise in lighting design, balancing functional and decorative needs for different environments.
- Sustainable Design Consultant: Advise on eco-friendly materials and energy-efficient solutions for sustainable interiors.
- Retail and Exhibition Designer: Create engaging retail and exhibition environments that enhance user experience and branding.
- Project Manager (Interior Design): Manage interior design projects, overseeing timelines, budgets, and coordination of teams.
- Entrepreneur Interior Designer: Offer personalized design services independently.
- Set Designer (Theatre, Film, TV): Design immersive and visually appealing sets for the entertainment industry.
- Real Estate Staging Consultant: Stage homes for sale by enhancing the interiors to appeal to potential buyers.
- Academic and Research Roles: Pursue further studies or research in interior design theories, sustainability, or emerging technologies.

#### **12.3.4 PEO:**

PEO 1: Human Values and Well-being: Graduates will design interior spaces that prioritize human well-being, comfort, and inclusivity, fostering environments that enhance quality of life and respect diverse cultural needs.

PEO 2: Career Progression: Graduates will build successful careers in interior design by staying updated with emerging trends, technologies, and sustainable practices, while continuously refining their creative and technical skills.

PEO 3: Professional Expertise: Graduates will demonstrate strong professional capabilities, working effectively across disciplines to design functional, aesthetic, and sustainable interior spaces that meet client and societal needs.

PEO 4: Ethical and Sustainable Practices: Graduates will uphold ethical and sustainable principles, ensuring that their designs contribute to environmental responsibility, social equity, and long-term sustainability in the built environment.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial skills, establishing independent interior design practices or businesses that leverage innovative approaches and uphold ethical business standards.

#### **12.3.5 PO**

PO1- Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing interior design solutions that meet client needs and enhance the user experience.

PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable interior environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO5 - Sustainable Design Practices: Integrate principles of sustainability into interior design projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

#### **12.3.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):**

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

#### **12.3.7 Learning Resources (Optional):NA**

#### **12.3.8 Course Registration (optional):NA**

**12.4 Bachelor of Design (B Des) in Textile Design** – The textile industry is undergoing a transformation. Consumers are increasingly seeking unique, high-quality textiles, and there's a growing demand for sustainable practices. Textile Design and Entrepreneurship program will combine the creative field of textile design with the practical skills of entrepreneurship, empowering students to become not just designers, but innovators and business leaders within the textile industry. This course provides students with the knowledge and skills to cater to this evolving market.

##### **12.4.1 Program Overview (including table)**

he program offers a comprehensive curriculum that integrates foundational skills in fiber and yarns, fashion industry insights, and digital design tools with advanced techniques in surface ornamentation, fabric manufacturing, and garment production. Students explore global textile traditions, sustainable practices, and innovative fiber arts, while gaining practical experience through labs in draping, weaving, and digital textile software. It emphasizes entrepreneurial skills, trend analysis, quality control, and retail strategies, culminating in a capstone project and portfolio development to prepare graduates for leadership roles in the textile and fashion industry.

#### 12.4.2 Duration

Only candidates who have the following credentials shall be eligible for admission  
Bachelor of Completed 10+2 or equivalent examination of central/State Govts in any stream.

#### 12.4.3 Career options:

Textile Designer, Fashion Designer, Textile Technologist, Product Developer, Textile Artist, Digital Textile Designer, Fashion Entrepreneur, Textile Quality Control Analyst, Trend Analyst, Costume Designer, Retail Manager/Visual Merchandiser, Textile Production Manager, Textile Curator/Conservator, Textile Researcher, Sustainability Consultant, Pattern Maker/Grader, Craft Designer, Textile Consultant, Visual and Image Stylist, Independent Researcher.

#### 12.4.4 PEO:

**PEO1. Innovative Design Competence:** Graduates will be able to conceptualize and create original textile designs that address contemporary challenges and opportunities. They will integrate interdisciplinary knowledge to produce innovative designs that redefine traditional textile applications (PO1, PSO4).

**PEO2. Technical Proficiency and Problem-Solving:** Graduates will demonstrate proficiency in advanced textile design and manufacturing processes. They will utilize cutting-edge technology and tools to enhance creativity, analyze, and solve technical problems, ensuring high-quality and efficient production (PO2, PSO2).

**PEO3. Ethical and Sustainable Practices:** Graduates will implement sustainable and ethical practices in textile design and production. They will evaluate the social and environmental impacts of their decisions, advocating for fair trade and responsible sourcing throughout the product lifecycle (PO3, PSO5).

**PEO4. Market Insight and Business Strategy:** Graduates will develop a strong understanding of market analysis and business strategies. They will execute comprehensive business plans for textile ventures, including financial planning and strategic growth, to meet market demands and consumer preferences (PO5, PSO3).

**PEO5. Cultural and Historical Integration:** Graduates will analyze and integrate cultural, historical, and societal influences in textile design. They will critically evaluate the role of textiles in cultural identity and heritage, creating designs that reflect and contribute to social and cultural expressions (PO7, PSO1).

#### 12.4.5 PO:

**PO1. Innovative Design Solutions:** Develop original and creative textile design concepts that address contemporary challenges and opportunities in the fashion and interior markets. Integrate interdisciplinary knowledge and approaches to produce cutting-edge textile designs that push the boundaries of traditional textile applications.

**PO2. Technical Skills:** Demonstrate proficiency in textile design and manufacturing processes, utilize advanced textile technology and tools to enhance design precision and creativity, and analyze and solve technical problems in textile production, ensuring high-quality output and process efficiency.

**PO3. Ethical and Sustainable Practices:** Implement sustainable practices in textile design and production, and evaluate the social and environmental impact of textile design

decisions and practices, promoting ethical considerations throughout the product lifecycle. Advocate for and apply ethical standards in business practices within the textile industry, focusing on fair trade and responsible sourcing.

PO4. Trend Analysis and Application: Conduct comprehensive trend analysis to identify and interpret emerging patterns, styles, and innovations in the textile and fashion industries. Apply trend insights and adapt design strategies to align with evolving market trends and consumer preferences, ensuring the relevance of textile products.

PO5. Market and Business Acumen: Understand the fundamentals of marketing and then develop and execute business plans for textile design ventures, encompassing market analysis, financial planning, and strategic growth.

PO6. Collaboration and Teamwork: Demonstrate effective collaboration skills by working in interdisciplinary teams to achieve common goals in textile design projects.

PO7. Cultural and Historical Awareness: Analyze and integrate the cultural, historical, and societal influences on textile design and production, understanding their impact on contemporary practices. Critically evaluate the role of textiles in cultural identity and heritage, exploring how they contribute to social and cultural expression

#### **12.4.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):**

The importance of short term professional and vocational courses with exit options has been emphasized in the New Education Policy 2020. The programmes in Fashion Design have been prepared keeping in mind the flexibility for students in terms of multiple entry and exit options, compulsory internship to streamline their talent and creativity.

B. A. Fashion Design – 3 Years/ 6 Semester Programme

B. Des (Fashion Design) - 4 year/ 8 Semester Programme.

#### **12.4.7 Learning Resources (Optional): NA**

#### **12.4.8 Course Registration (optional):NA**

**12.5 Bachelor of Fine Arts (B.F.A)-** Explores various visual arts disciplines such as painting, sculpture, and graphic arts.

##### **12.5.1 Program Overview (including table):**

The Bachelor of Fine Arts (BFA) program is a four-year undergraduate degree designed to provide students with a comprehensive foundation in visual arts, with an emphasis on both creative expression and technical skill development. This program offers specializations in various fields, including Painting and Applied Art, enabling students to hone their craft in a particular area of interest while gaining a broader understanding of art and design principles.

In the Painting specialization, students explore traditional and contemporary techniques in drawing, color theory, and composition. They learn how to work with various media such as oils, acrylics, and watercolors, while also being encouraged to experiment with mixed media and conceptual approaches. Courses in art history, critical theory, and studio practice aim to develop both technical skills and an individual artistic voice, preparing students for careers as professional painters, illustrators, or independent artists.

The Applied Art specialization focuses on the creative application of design principles in commercial and functional contexts. Students are trained in visual communication, graphic design, typography, advertising, and illustration. This specialization emphasizes



the intersection of creativity and practicality, preparing graduates to work in industries like advertising, publishing, media, and corporate design. Throughout the program, students develop portfolios showcasing their ability to convey ideas visually through design and composition, often leading to careers in art direction or creative services.

This specialization aims to nurture the student's creative vision while equipping them with the technical and professional skills needed to succeed in today's dynamic art and design landscape.

#### **12.5.2 Duration:**

The duration of this programme is four years (eight semesters) with multiple entry/exit options.

#### **12.5.3 Career options:**

- Fine Artist: Freelance or gallery-based artist creating original works.
- Art Director: Leading creative teams in advertising, media, or design.
- Illustrator: Creating visuals for books, magazines, and digital platforms.
- Graphic Designer: Designing for print, web, and multimedia.
- Animator: Crafting animations for films, games, and digital content.
- Art Educator: Teaching art at schools, colleges, or through workshops.
- Curator: Managing art collections in museums or galleries.
- Set Designer: Designing sets for theatre, film, or television.
- Art Therapist: Using art to help people with emotional and psychological issues.
- Creative Entrepreneur: Starting an art-related business or online platform.
- Publication Designer: Publication designers specialize in layout design, editorial design, and typesetting for magazines, books, newspapers, and other publications.
- UI/UX Designer: User Interface (UI) and User Experience (UX) designers focus on creating intuitive and visually appealing interfaces for websites, mobile apps, and other digital platforms, ensuring a seamless and enjoyable user experience.
- Packaging Designer: Packaging designers create innovative and eye-catching packaging solutions for products, considering both aesthetic appeal and practicality.
- Environmental Designer: Environmental designers create visual designs for physical spaces, including exhibitions, retail environments, and interior spaces.
- Visual Merchandiser: Visual merchandisers design and arrange displays in retail stores to attract customers and enhance the shopping experience.

#### **12.5.4 PEO:**

PEO 1: Human Values and Artistic Expression: Graduates will explore and express human values, emotions, and cultural diversity through their art, creating works that inspire, challenge, and resonate with society.

PEO 2: Career Development: Graduates will advance their careers as artists, illustrators, designers, or creative professionals by continuously developing their artistic skills, embracing new media, and adapting to evolving trends in the art world.

PEO 3: Professional Excellence: Graduates will demonstrate technical mastery and conceptual depth, contributing to the fields of fine arts, design, and creative industries with innovative and impactful work.

PEO 4: Ethical Artistic Practice: Graduates will uphold ethical values in their creative practices, addressing issues such as social responsibility, cultural sensitivity, and sustainability in the arts.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial capabilities, establishing independent practices, galleries, or ventures, leveraging creativity and innovation to succeed in the art and design markets.

#### **12.5.5 PO:**

PO1- Creative and Technical Mastery: Demonstrate the ability to create original, innovative artworks across various mediums while applying advanced technical skills to produce high-quality results.

PO2- Critical Analysis and Art Historical Knowledge: Utilize critical thinking to analyze and interpret artworks, integrating an understanding of historical, cultural, and theoretical contexts to inform and inspire contemporary practice.

PO3- Effective Communication and Presentation: Communicate artistic concepts and processes effectively through visual, verbal, and written means, and develop skills in curating and presenting artworks in diverse settings.

PO4- Ethical and Professional Conduct: Exhibit a strong commitment to ethical practices and professional behaviour within the art community and broader society.

PO5- Interdisciplinary and Collaborative Work: Collaborate effectively within multidisciplinary teams, integrating diverse perspectives into artistic practice.

PO6- Cultural Sensitivity and Awareness: Create artworks that reflect and respect diverse cultural contexts, demonstrating awareness of global and local cultural issues.

PO7- Lifelong Learning and Adaptability: Engage in continuous personal and professional development, staying current with evolving artistic trends, technologies, and methodologies.

#### **12.5.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)**

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

#### **12.5.7 Learning Resources (Optional): NA**

#### **12.5.8 Course Registration (optional):NA**

**12.6 Bachelor of Design (B. Des) in Game Design & Animation** – A specialized program focused on designing interactive games and animations, merging creative storytelling with technical skills.

##### **12.6.1 Program Overview (including table)**

The Bachelor of Design Game Design and Animation programme at K.R. Mangalam University is a 4-year undergraduate programme curated to equip students with the skills and knowledge required in the Game Design and Animation industry. Based on the principles of design, creativity, and development of human-centred design, the programme covers essential topics such as Game design, Game Level Design, Animation, Game Programming, and Game VFX. Through the programme, we encourage our students to explore endless opportunities in app design, gamification, and all sorts of designing techniques that can take the Game and Animation from scratch to the skies.

The Bachelor of Design in Game Design and Animation Design program is designed to equip students with both theoretical knowledge and practical skills, ensuring they are prepared for the fast-evolving design industry. Key highlights of the program include:

- **Immersive Curriculum:** A comprehensive blend of theoretical learning and hands-on experience, with a focus on the latest industry trends. The curriculum covers key areas such as Game design, 3d Modelling , Animation, AR/VR, Game Development , and Game VFX.
- **Expert Faculty:** Learn from a team of experienced educators and industry professionals who bring real-world insights and guidance to the classroom.
- **Cutting-edge Facilities:** Access to state-of-the-art design studios, workshops, and computer labs, all equipped with advanced software for Game Design and Animation.
- **Industry Exposure:** Students benefit from collaborations, internships, field trips, guest lectures, and workshops conducted by leading industry experts.
- **Portfolio Development:** Receive personalized guidance on crafting a compelling portfolio to showcase your design expertise.
- **Internship and Placement Support:** Leverage strong industry connections to gain access to internship opportunities and job placements.
- **Global Exposure:** Experience international learning through a paid two-week summer school program at a prestigious European university, offering a global perspective on design.

#### **12.6.2 Duration:**

8 semesters, 4 Years (Full-Time)

#### **12.6.3 Career options:**

- Game Artist : 2D and 3D Video Artist, Environment Artist, Asset Artist, Technical Artist, Character Artist
- Freelance designer : working for multiple companies as a freelancer
- Chief Creative Designer : Chief Designer, Head of Creative Operations
- Head of Design Animator : Creator of Visual Effects of Various Forms of Media and Entertainment, Design Lead, Art Production Manager, Senior Design Manager, Creative Lead Character And Background
- Designer : Sketching and Development of Character, Scenario Developer, Scenic and Aesthetic Design of Background
- Game Designer : Mobile Phone Game Designer, Video Game Designer, Game Level Designer, Computer Game Designer
- Special Effects Artist : Special Effects Illustrator for Movies, Special Effects Illustrator for Television
- Art Director : Creative Director of Visual Style for Movies and Television, Design Director, Director of Creative Operations, Executive Creative Director

#### **12.6.4 PEO:**

PEO 1: Human Values and Immersive Storytelling: Graduates will create games and animations that reflect human values, ethical considerations, and cultural diversity, crafting immersive experiences that engage and inspire global audiences.

PEO 2: Career Growth in Creative Industries: Graduates will pursue successful careers in the gaming, animation, and digital media industries by continuously evolving their technical skills and creative abilities in response to new technologies and trends.

PEO 3: Professional Competence: Graduates will demonstrate expertise in game design, animation, and interactive media, working collaboratively with multidisciplinary teams to create visually compelling and technically proficient content.

PEO 4: Ethical and Responsible Design: Graduates will practice ethically responsible design, ensuring that their work promotes positive social impact, cultural sensitivity, and inclusivity while addressing environmental and societal concerns.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial skills, launching their own creative studios or ventures in gaming and animation, leveraging innovation, storytelling, and technological advancements to create unique and impactful experiences.

**12.6.5 PO:**

PO1- Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing interior design solutions that meet client needs and enhance the user experience.

PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable interior environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO5 - Sustainable Design Practices: Integrate principles of sustainability into interior design projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

PO7 - Life Long Learning: Thrive in a rigorous intellectual climate which promotes inquiry through observation and research and to show curiosity to learn about new developments in design.

**12.6.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):**

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

**Learning Resources (Optional):NA**

**Course Registration (optional):NA**

**12.7 Bachelor of Design (B. Des) in UX UI & Interaction Design** – Concentrates on creating user-centric digital solutions, emphasizing user experience (UX), user interface (UI), and interaction design.

**12.7.1 Program Overview (including table):**

- The Bachelor of Design (Hons. / Hons. with Research) in UX/UI & Interaction Design programme at K.R. Mangalam University is a 4-year undergraduate programme curated to equip students with the skills and knowledge required in the UI/UX industry. Based on the principles of design, creativity, and development of human-centred design, the programme covers essential topics such as interface design, user research methodologies, prototyping, and user experience tests. Through the programme, we encourage our students to explore endless opportunities in app design, gamification, and all sorts of designing techniques that can take the user experience from scratch to the skies.
- The Bachelor of Design in UX/UI and Interaction Design program is designed to equip students with both theoretical knowledge and practical skills, ensuring they are prepared for the fast-evolving design industry. Key highlights of the program include:
- Immersive Curriculum: A comprehensive blend of theoretical learning and hands-on experience, with a focus on the latest industry trends. The curriculum covers key areas such as UX design, UI design, interaction design, visual design, and prototyping.
- Expert Faculty: Learn from a team of experienced educators and industry professionals who bring real-world insights and guidance to the classroom.
- Cutting-edge Facilities: Access to state-of-the-art design studios, workshops, and computer labs, all equipped with advanced software for UX/UI and Interaction Design.
- Industry Exposure: Students benefit from collaborations, internships, field trips, guest lectures, and workshops conducted by leading industry experts.
- Portfolio Development: Receive personalized guidance on crafting a compelling portfolio to showcase your design expertise.
- Internship and Placement Support: Leverage strong industry connections to gain access to internship opportunities and job placements.
- Global Exposure: Experience international learning through a paid two-week summer school program at a prestigious European university, offering a global perspective on design.

**12.7.2 Duration:**

Program Duration for Bachelor of Design in UI/UX and Interaction Design Program is 4 years (8 semesters).

### **12.7.3 Career options:**

Pursuing a career in UI/UX design can be highly rewarding and offers a variety of opportunities across different industries. Here are some potential career paths within the field of UI/UX:

#### *UI/UX Designer*

**Role:** Focuses on designing user-friendly interfaces for websites, apps, and digital products. Responsibilities include wireframing, prototyping, and creating visually appealing designs.

**Skills:** Proficiency in design tools (e.g., Sketch, Figma, Adobe XD), understanding of user-centered design principles, and basic knowledge of front-end development.

#### *UX Researcher*

**Role:** Conducts research to understand user behaviour, needs, and motivations through usability testing, surveys, and interviews, providing insights that inform design decisions.

**Skills:** Strong analytical abilities, experience with qualitative and quantitative research methods, and the ability to turn data into actionable insights.

#### *Interaction Designer*

**Role:** Designs interactive elements like animations, transitions, and micro-interactions that enhance the user experience.

**Skills:** Knowledge of interaction design principles, proficiency in prototyping tools, and understanding of front-end technologies.

#### *Visual Designer*

**Role:** Focuses on the aesthetics of a product, including color schemes, typography, and visual hierarchy, ensuring a cohesive visual language in collaboration with UI designers.

**Skills:** Strong graphic design abilities, proficiency in visual design tools (e.g., Adobe Creative Suite), and a keen eye for detail.

#### *Information Architect*

**Role:** Organizes and structures content to make it easy for users to find information and complete tasks, including creating site maps, navigation systems, and content categorization.

**Skills:** Understanding of information architecture principles, experience with card sorting and user flow diagrams, and the ability to design intuitive navigation systems.

### *Product Designer*

Role: Combines elements of UI, UX, and interaction design, overseeing the entire design process from conception to launch, focusing on creating a seamless user experience.

Skills: Broad design knowledge, strong problem-solving skills, and the ability to collaborate with cross-functional teams.

### *UX Strategist*

Role: Develops long-term strategies to improve user experience across a company's products and services, aligning UX goals with business objectives.

Skills: Strategic thinking, experience in UX research and design, and strong communication skills to engage with executives and stakeholders.

### *UX Writer*

Role: Specializes in crafting clear, concise text and messaging within a product, ensuring alignment with the brand voice.

Skills: Strong writing abilities, understanding of UX design principles, and experience in content strategy.

### *Accessibility Specialist*

Role: Ensures digital products are accessible to all users, including those with disabilities, by implementing accessibility standards and conducting audits.

Skills: Knowledge of accessibility guidelines (e.g., WCAG), experience with assistive technologies, and advocacy for inclusive design practices.

### *Service Design Specialist*

Role: Designs and optimizes the overall service experience, focusing on improving touchpoints across the user journey to enhance satisfaction and efficiency.

Skills: Proficiency in service design methods, experience with journey mapping, and strong problem-solving skills to address pain points in the service process.

### *Entrepreneurs/Freelancers*

Role: Leverages UI/UX design skills to launch and grow their own digital products or services, focusing on innovative solutions and user-centric design.

Skills: Strong design and business acumen, ability to identify market opportunities, and resilience in adapting to changing user needs and industry trends.

With the growing importance of digital experiences, UI/UX designers are in high demand, making it a promising career choice with opportunities for growth and specialization.

#### **12.7.4 PEO:**

PEO 1- Human-Centered Design and Empathy: Graduates will apply human values, empathy, and inclusivity in designing intuitive and meaningful user experiences, ensuring accessibility, and enhancing user well-being across digital platforms.

PEO 2- Career Growth in UX/UI and Interaction Design: Graduates will excel in careers within UX/UI and interaction design by staying at the forefront of emerging design trends, tools, and technologies, while continuously refining their creative and problem-solving skills.

PEO 3- Professional Competence: Graduates will demonstrate expertise in user experience research, interface design, and interaction methodologies, creating user-centric designs that are functional, aesthetic, and aligned with business and user needs.

PEO 4- Ethical and Inclusive Design Practices: Graduates will uphold ethical design principles, ensuring their work promotes privacy, accessibility, inclusivity, and positive social impact, while addressing the challenges of ethical technology use.

PEO 5- Entrepreneurship and Innovation: Graduates will cultivate entrepreneurial skills, launching independent design consultancies or ventures, leveraging innovation, user insights, and technology to create unique and impactful design solutions.

#### **12.7.5 PO:**

PO1- Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing interior design solutions that meet client needs and enhance the user experience.

PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable interior environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.



PO5 - Sustainable Design Practices: Integrate principles of sustainability into interior design projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

PO7 - Life Long Learning: Thrive in a rigorous intellectual climate which promotes inquiry through observation and research and to show curiosity to learn about new developments in design.

**Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):**

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

**Learning Resources (Optional):NA**

**Course Registration (optional):NA**

**13.Details of minor stream offered by the school:**

Grading Policies and Procedures for theory courses, practical courses, projects, Internships, Dissertation

As per university examination policy of K R Mangalam University, the Program Outcome assessments is done by aggregating both direct and indirect assessments, typically assigning 80% weightage to direct assessments and 20% to indirect assessments, to compute the final course attainment.

Studio Courses

	Evaluation Components	Weightage
INTERNAL (50 Marks)	Continuous Assessment (Projects, Assignments, Presentation, Case Studies, etc)	20 Marks
	Internal Jury	30 Marks
EXTERNAL (50 Marks)	End-Term Studio Exam	20 Marks
	External Jury	30 Marks

Theory Courses

Evaluation Components	Weightage
Internal Marks (Theory): - I) Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 arks

#### **14.Internships and Placement (Training, apprenticeship, projects):**

##### **Internships:**

Students are required to complete a summer internship after the fourth semester. The internship carries 2 credits and is evaluated in the following odd semester. This hands-on experience is designed to provide students with practical exposure to the fashion industry, allowing them to apply theoretical knowledge in real-world settings.

##### **Thesis and Research Project:**

In the seventh semester, all students undertake a Thesis in Fashion Design project, where they work on real-life fashion projects. This hands-on approach enables them to conduct in-depth research, critically analyse design challenges, and propose innovative solutions, bridging academic learning with real-world practice. Students pursuing Bachelor of Design (Hons. with Research) in Fashion Design engage in research projects that allow them to focus on specific areas within the field, aligning with their career goals. These projects are mapped to practical courses and experiential learning activities, ensuring students gain comprehensive insights into their chosen specializations.

##### **Training:**

In the eighth semester, students undertake industry training, where they collaborate with industry professionals on real-life projects. Those pursuing a research-oriented path will complete a Research Project (Dissertation) instead. This structured approach to projects and dissertations enables students to develop critical thinking, research, and project management skills.

**15.School Event Calendar:**

S.NO	Name of the event	Date of the Event (DD-MM-YYYY)	Duration of Event (Half Day/ Full Day/ 1-2 Hrs.)
1	"Enhancing Educational Excellence – A Quality Improvement Program"	8th - 12th July 2024	5 days / Full Day
2	Hospital Visit	1st week of Sept	1 day
3	Case study "Day care"- Replaced by Brick Kiln Visit	1st week of Sept	1 day
4	Museum Visit ( NGMA)	06/09/2024- 06/09/2024	1 day
5	Gallery Visit	20/09/2024- 20/09/2024	1day
6	Museum Case Study	August 4th week	1 day
7	Museum Site Visit	September 1st week	1 day
8	CASE STUDY of Library/ Vocational Cum community Centre	3rd week of september	1 day
9	Workshop on Activewear Triathlon Men's or Womens (Soft Skill: Design Thinking, problem solving) with CDC	24/10/2024 to 25/10/2024	2 days / Full Day
10	Visit to Seelampur Fabric Market, Delhi	24/09/2024	1Day
11	Collaborative project under the New Mou 1st Activity	September 3rd week	Through out semester
12	Collaborative project under the New Mou 2nd Activity	September 3rd week	Through out semester
13	Future Forward: The Design Weekender(Career counselling)	September 1st week	2 Full Days
14	Fashion Show (Inter university competetion)	22-11-2024	1Day

15	India International Trade Fair	November 14-27, 2024	1Day
16	Code of Conduct Students	Induction week	Half Day
17	University Gaming Expo	Nov-24	One Day
18	Entrepreneurship Thought Development under the ageis of KEIC	20/11/2024	Half Day
19	GATE Preparation sessions	August - November (Through out semester)	1 Hour
20	Alumini Interaction Session	29-Aug-24	1 Hour
21	Professional Ethics for teachers	September 3rd week	1 Hour
22	Professional Ethics for students	Induction week	1 Hour
23	Case study CREAT 2.0 A Community-Driven Transformation of Government School(Phase II)	Aug- December 2024	Throughout semester
24	Construction Site Visit	September 3rd week	Full Day
25	Guest Lecture: Simulation((Awareness of Trends and Technology) with CDC	November 1st week	1 hour
26	Delhi Times Fashion Week (Awareness of Trends and Technology) in collaboration with Times Group with CDC	21-09-2024	Full Day
27	First New MoU Activity 1: To be identified- Student Exchange (Matu ram Art Center Gurgaon/ Gopal Nam Joshi Art studio Gurgaon) Studio Tvastra	30-Aug-24	1 month

28	First New MoU Activity 2: To be identified- Project (Matu ram Art Center Gurgaon/ Gopal Nam Joshi Art studio Gurgaon) Studio Tvastra	30-Aug-24	1 month
29	Second New MoU Activity 2: internship, on-the-job training, project work, student / faculty exchange and collaborative research during the last five years	1-Aug-24	1 month
30	International Multidisciplinary Conference on Developing Efficient and Sustainable Innovations for Global Needs - "DESIGN 2030"	3/21/2025 and 3/22/2025	2 days
31	SNAP Photo Essay Competition and Exhibition	05th August to 23rd August 2024	19 days
32	Expert session on Ecological Development of Urban Villages	3rd December 2024	1 day

**16.Testimonials (Outstanding students/Alumni/ Distinguished guests):****17.Contact Details:**

SCHOOL OF ARCHITECTURE & DESIGN (SOAD)  
Block C, CONTACT:

**18.Appendices (templates for NOC, bonafide, Assessment Rubrics for Dissertation, etc.)****DISSERTATION FORMAT:**



## **NAME OF THE TOPIC**

**BY**  
**NAME OF THE STUDENT**  
**ENROLLMENT NO: XXX**  
**V YEAR, B.ARCH.**

**COORDINATORS**  
**Dr. Tanaya Verma, Ar. Divyani Pahwa**

## **GUIDE**

**DISSERTATION SUBMITTED IN PARTIAL FULFILLMENT OF  
THE B.ARCH. DEGREE**

**DISSERTATION REPORT: 2024-25**

**SCHOOL OF ARCHITECTURE & DESIGN**  
**K.R. MANGALAM UNIVERSITY**

## DECLARATION

I,....., here by solemnly declare that the dissertation work undertaken by me, titled ..... is my original work and whatever information I have incorporated in the form of photographs, text, data, maps, drawings, etc., from different sources, has been duly acknowledged in my report.

Date:

Signature of the student

Name:.....

Place:.....

## CERTIFICATE

This dissertation report is submitted by **NAME OF THE STUDENT, ENROLLEMENT No-**, student of 5<sup>th</sup> Year School of Architecture & Design, K.R. Mangalam University, Gurgaon, Session: 2024-2025.

Originality of information and opinion expressed in this dissertation are of the Author and do not necessarily reflect those of the Guide or the Coordinator or the Institute.

Date:.....

Place:.....

Student: **NAME OF STUDENT**

Signature of Dissertation Coordinator's:

Signature of Guide:

**Dr. Tanaya Verma**

**Ar. Divyani Pahwa**

:

**School of Architecture & Design,  
K.R. Mangalam University,  
Gurugram**

## **ACKNOWLEDGEMENT**



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## **CHAPTER 01 : XXX**

### **1.1 Introduction - XXX**

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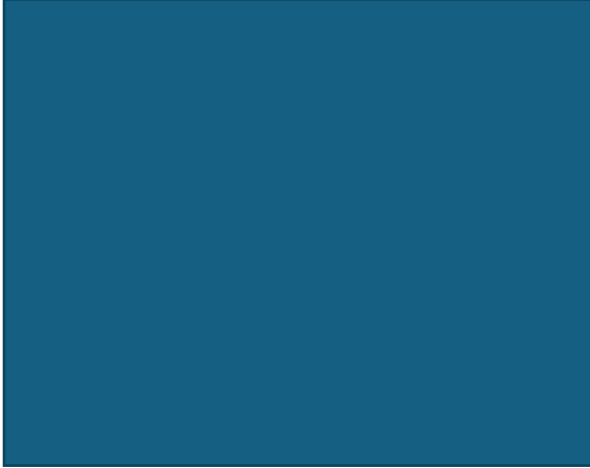


Figure 1 : hdkehfwfhfv [Source : xxxx/Author]

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Please follow Harvard Referencing Style

– See Attachment

It shall follow the alphabetical order

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