

2.6.1 **Program specific outcomes and course outcomes for all programs offered by the institution are stated and displayed on website and communicated to teachers and students.**

PROGRAM OUTCOMES:

1. Design knowledge
2. Problem analysis
3. Design/development of solutions
4. Conduct investigations of complex problems
5. Modern tool usage
6. The designer and society
7. Environment and sustainability
8. Ethics
9. Individual and team work
10. Communication
11. Project management and finance
12. Life-long learning

PROGRAM SPECIFIC OUTCOMES:

PSO1: ABILITY TO START OWN ENTERPRISE.

PSO2- ABILITY TO IMPLEMENT HISTORICAL & CULTURAL IMPACT IN DESIGN

COURSE OUTCOMES

Interior Design-I

- Apply principles of planning in interior design;
- Apply the anthropometric theory in interior design
- Select/list material for the interior design work;
- Select the products for given interior design work;
- Develop interior design for small residential building.

Theory of Design and Visual Arts-I

- Develop the design work considering basic elements of design;
- Apply principles of design in design work;
- Select colour and texture to suit the visual effects, psychology and point of application;
- Sketch the design considering basic elements, principles and visual effects.

Workshop-I

- Develop shapes and sizes from clay and ceramic;
- Select, handle and operate tools in making clay & ceramic models;
- Apply colour scheme based on the object;

- Establish/demonstrate the design and craft skills.

Building Technology

- Describe building material used in constructions;
- Select the building material suiting to the requirement/function/location of building;
- Distinguish and describe the functions of structures;
- Collect the samples of building material from the market;
- Draw and develop the different brick bonds and stone masonry structure;
- Select/ list/identify the tools required in construction and furniture making

Graphics and CAD-I

- Use the drawing and drafting tools and material;
- Draw plan, elevation and sections on the object;
- Draw different shapes by applications of trigonometry principles;
- Draw orthographic projections;
- Develop the surface by using drawing tools and CAD software;
- Use CAD software for developing the preliminary drawings.

Communication Skills-I

- Demonstrate oral communication in presentation skills and team work;
- Apply the grammar principles in oral and written communication;
- Apply the principles of communication in practice;
- Write the descriptive essay/case study;
- Listen to conversation and Write notes and summary.

History-I

- Describe the Indus valley culture, Vedic architecture and Buddhist architecture;
- Describe the uniqueness of Indus valley culture, Vedic architecture and Buddhist architecture in view of design;

- Draw the features of Indus valley culture, Vedic architecture and Buddhist architecture;
- Describe the relationship between history and architecture.

Interior Design-II

- Apply principles of planning in efficient space planning;
- Perform the survey/space analysis for appealing harmonious interior environment;
- Design small space of 50Sq. Mt. for kitchen, bed room and study space by application of principal of efficient space planning;
- Select the products for given interior design work;
- Develop interior design for small residential building.

Theory of Design and Visual Arts-II

- Develop the 2D and 3D visual composition design work;
- Apply principles of colour planning and texture planning to suit the visual effects, psychology and point of application;
- Draw/demonstrate the furniture aesthetics in interior design;
- Describe the fine arts like painting, music poetry and drams in context to design;
- Describe forms in relation to visual arts.

Workshop-II

- Develop shapes and sizes from glass, bamboo, cane and wood;
- Select, handle and operate tools in making glass, bamboo, cane and wood models;
- Apply colour scheme based on the object;
- Establish/demonstrate the design and craft skills.

Building Technology-II

- Describe building material used in constructions;
- Select the building material such as glass, metal, wood suiting to the requirement/function/location of building;
- Describe the types and purpose of painting, varnishing polishing and wall papers;

- Describe the strength of material and its suitability for type of work/functions/purpose, etc
- Draw the sketches of different type of doors, windows and hardware;
- Collect the samples of building material from the market;

Graphics and CAD-I

- Draw orthographic, oblique, Axonometric projections of the object/plan'
- Apply techniques of 2D and 3D drawing in developing sciography, human figures and accessories;
- Use CAD software for modifying, editing text, dimension commands;
- Develop the 2D and 3D drawing by using the for modifying, editing text, dimension commands.

Communication Skills-I

- Demonstrate presentation skills;
- Write the descriptive essay/case study/paragraph/précis writing;
- Develop the forms of professional correspondence;
- Apply the principles/elements of soft skill in communication.

History-I

- Describe the design formats of furniture in Italian, English, French;
- Describe the significance of furniture;
- Describe the furniture design features from ancient world, middle age and modern furniture with the help of sketching;

Interior Design-III (As it is from curriculum)

Furniture Design-I

- Analysis furniture form;
- Design furniture form based on ergonomics, materials, designs and working parameters;
- Draw visual perception of furniture.

Theory of Design & Visual Design Arts-III

- Analyze the visual arts with respect to theoretic, discursive, analytic and critical aesthetics;
- Develop visuals in different forms;
- Demonstrate skills for applying techniques, technology and hand skills.

Workshop-III

- Prepare block models, preliminary models and finished models by using metal, plaster of Paris;
- Use tools and develop hands on skills to use materials for preparing models;
- Demonstrate/apply the principle of surface forming, texture and forms.

Interior Technology and Material-I

- Apply knowledge of construction material, methods and processes to transform idea in to design;
- Develop the design for staircase, upholstery materials and partition and panelling;
- Compare different design suiting the purpose/functions and principles of design.

Interior Services-I

- Describe the different classification and functions of sanitary fixtures;
- Develop the drawing/plan of drainage system, plumbing system and water supply system inclusive of hot water & cold water supply;
- Estimating, analysing the quality and quantity of water require for different purpose ;
- Draw the sketches of fittings and parts required in drainage and water supply systems;
- Describe different types of water heating equipment with respect to specification and capacity.

Graphics-III

- Apply principles of one point and two point perspective of simple objects and interior design;
- Develop perspective of interactive design at different levels.

History – III

- Describe the material cultures and life styles associated with Indian and European architecture;
- Describe with sketch/drawing the temple architecture, Egyptian, Greek and Roman architecture;
- Apply the principles of design in different culture in the development of design/furniture design.

Presentation Techniques-I

- Use techniques of 3D presentation built form manually and by using computer skills;
- Use techniques of productivity and management payers and symbol generations;
- Operate drafting and presentation by using software.

Interior Design-IV (as per curriculum)

Furniture Design-II

- Analyze furniture form;
- Design furniture form based on ergonomics, materials, designs and working parameters;
- Draw visual perception of furniture.

Theory of Design & Visual Design Arts-IV

- Analyse the visual arts with respect to theoretic, discursive, analytic and critical aesthetics;
- Develop visuals in different forms;
- Demonstrate skills for applying techniques, technology and hand skills.

Workshop-IV

- Prepare block models, preliminary models and finished models by using metal, plaster of Paris;
- Use tools and develop hands on skills to use materials for preparing models;
- Demonstrate/apply the principle of surface forming, texture and forms.

Interior Technology and Material-II

- Apply knowledge of construction material, methods and processes to transform idea in to design;
- Develop the design for False ceiling, flooring and metal;
- Compare different materials and design of for False ceiling, flooring and metal suiting the purpose/functions and principles of design.

Interior Services-II

- Describe the different classification and functions of lighting, climatology and fire protection;
- Develop the drawing/plan lighting and fire system;
- Draw the sketches of lighting systems and ventilators;
- Describe different types of fire protection systems and equipment.

Graphics-III

- Demonstrate/Develop the shades and shadows in interior design;
- Apply principles of two point and 3 point in perspective of simple objects and interior design;
- Develop perspective of interactive design in 3D sketching.

History – IV

- Describe the material cultures and life styles associated with different cultures;
- Describe with sketch/drawing the features of different architecture;
- Apply the principles of design in different culture in the development of design/furniture design.

Presentation Techniques-II

- Use techniques of 3D modeling;
- Apply the lighting aspects of 3D models;
- Use techniques of productivity and management payers and symbol generations;
- Operate/ use different commands for drafting and presentation and viewing by using software.

Interior Design-V (as per curriculum)

Furniture Design-III

- Describe the modular space furniture with respect to manufacturing technology, packing , transport, material and detailing;
- Design Modular furniture ;
- Develop full-size drawing and prototype;
- Develop datelines of furniture.

Design Execution Drawing

- Make technical drawing;
- Execute the design in to actual;
- Explain the execution of drawing in to actual.

Landscape Design & Environmental Practice

- Apply design principles and methodology of landscape design;
- Select the indoor and outdoor plants based on the design and client's demand;
- Describe different elements of landscape.

Interior Technology & Material-III

- Apply advance concept of the art & technique or construction;
- Transforming design ideas in to actual form;
- Describe the systems serving entire building.

Interior Services-III

- Describing the elements considered in the selection of A,C., Artificial lighting, security systems and acoustics and sound insulating materials;
- Plan lighting and wiring system;
- Select the acoustic and sound insulating material;
- Describe A.C. systems, its types and specifications.

Estimating and costing

- Apply different methods for estimating of material;
- Prepare estimate for interior design scheme;
- Estimate single and multiple items of the design;
- Describe different methods of estimating

Professional Practice-I

- **Describe the characteristics/attributes of interior designer professionals;**
- **Describe the educational and professional requirements to be a interior designer;**
- **Describe the different functions of profession in business activities.**

Interior Design-VI (as per curriculum)

Furniture Design-III

- Describe the modular space furniture with respect to manufacturing technology, packing , transport, material and detailing;
- Design Modular furniture ;
- Develop full-size drawing and prototype;
- Develop datelines of furniture.

Design Execution Drawing

- Make technical drawing for 2-3 interior design projects one each in residential and commercial project;
- Use manual and computer tools in designing;
- Execute the design in to actual;
- Explain the execution of drawing in to actual.

Landscape Design & Environmental Practice

- Apply design principles and methodology of landscape design;
- Select the indoor and outdoor plants based on the design and client's demand;
- Describe different elements of landscape.

Interior Technology & Material-III

- Apply advance concept of the art & technique or construction;
- Transforming design ideas in to actual form;
- Describe the systems serving entire building.

Interior Services-III

- Describing the elements considered in the high rise building interiors with respect to vertical transportation, water line/plumbing and fire protection, sewage system;
- Plan lighting and wiring system;
- Describe different types and elements of swimming pool.

Estimating and costing

- Apply different methods for estimating and costing of material;
- Prepare estimate for interior design scheme;
- Estimate single and multiple items of the design;

Professional Practice-I

- **Describe the characteristics/attributes of interior designer professionals;**
- **Describe the roles of profession in site management, business correspondence and measurement records;**

- **Describe the different functions of profession in business activities.**

Interior Design-VII (as per curriculum)

Furniture Design-IV

- Describe the modular space furniture with respect to manufacturing technology, packing , transport, material and detailing;
- Design Modular furniture ;
- Develop full-size drawing and prototype;
- Develop datelines of furniture.

Design Execution Drawing-III

- Make technical drawing for 2-3 interior design projects one each in residential and commercial project;
- Use manual and computer tools in designing;
- Execute the design in to actual;
- Explain the execution of drawing in to actual.

Project work-I

- Apply design principles and methodology in practice under project work;
- Apply skill in designing, working details, materials, use of technology in the project work;
- Describe the experience in the project work as a design professional.

Estimating and costing

- Apply different methods for estimating and costing of material;
- Prepare estimate for interior design scheme;
- Estimate single and multiple items of the design;

Professional Practice-I

- **Describe the characteristics/attributes of interior designer professionals;**
- **Describe the roles of profession in site management, business correspondence and measurement records;**
- **Describe the different functions of profession in business activities.**

Interior Design-VIII(as per curriculum)**Furniture Design-IV**

- Describe the modular space furniture with respect to manufacturing technology, packing , transport, material and detailing;
- Design Modular furniture ;
- Develop full-size drawing and prototype;
- Develop datelines of furniture.

Design Execution Drawing-IV

- Make technical drawing for 2-3 interior design projects one each in residential and commercial project;
- Use manual and computer tools in designing;
- Execute the design in to actual;
- Explain the execution of drawing in to actual.

Project work-I

- Apply design principles and methodology in practice under project work;
- Apply skill in designing, working details, materials, use of technology in the project work;
- Describe the experience in the project work as a design professional.

Estimating and costing

- Apply different methods for estimating and costing of material;
- Prepare estimate for interior design scheme;
- Estimate single and multiple items of the design;

Practical Training & Report

- **Describe the characteristics/attributes of interior designer professionals;**
- **Describe the roles of profession in site management, business correspondence and measurement records;**
- **Describe the different functions of profession in business activities.**