

Credit Structure-I



SNDT Women's University, Mumbai

**Credit structure for Undergraduate Programmes in
Faculties of
Humanities, Science and Technology and Interdisciplinary
Studies**

*As per the Government of Maharashtra Circular dated 13th March,
2024*

NEP - 2020

(w.e.f. 2024-25)

Faculty of Interdisciplinary

**B Design
Lifestyle Accessories Design**

**Credit structure for Undergraduate Programmes in Humanities, Science and
Technology and Interdisciplinary Studies Faculties
(2024 May as per GR dated 13/03/2024)**

	Sem I	Sem II	Sem III	Sem IV	Sem V	Sem VI	Total
Subject No 1 (to be treated as Major)	4		12	12	8	10	46
Subject No 2 (A and B), so minor	2	2	2		4	4	14
Subject No 3		4					4
VSC S1	2				2		4
VSC S2		2					2
VSC S3		2					2
Major (Elective)					4	4	8
OEC	4	4	2	2			12
SEC	2	2		2			6
AEC (English)	2	2					4
AEC (Modern Indian Language)			2	2			4
VEC	2	2					4
CC	2	2	2	2			8
IKS (Generic)	2						2
IKS (Major-Specific)					2		2
	22	22	22	22	22	22	132

Terminologies

Abbreviation	Full form	Remarks	Related to Major and Minor Courses
Major (Core)	Main Discipline		
Major (Elective)	Elective Options		Related to the Major Discipline
Minor Stream	Other Disciplines (Inter/Multidisciplinary) not related to the Major	Either from the same Faculty or any other faculty	
OEC	Open Elective Courses/ Generic		Not Related to the Major and Minor
VSEC	Vocational and Skill Enhancement Courses		
VSC	Vocational Skill Courses		Not Related to the Major and Minor
SEC	Skill Enhancement Courses		Not Related to the Major and Minor
AEC	Ability Enhancement Courses	Communication skills, critical reading, academic writing, etc.	Not Related to the Major and Minor
VEC	Value Education Courses	Understanding India, Environmental science/education, Digital and technological solutions, Health & Wellness, Yoga education, sports, and fitness	Not Related to the Major and Minor
IKS	Indian Knowledge System	I. Generic IKS Course: basic knowledge of the IKS II. II. Subject-Specific IKS Courses: advanced information about the subject: part of the major credit	Subject Specific IKS related to Major
OJT	On-Job Training (Internship/Apprenticeship)	corresponding to the Major Subject	Related to the Major
FP	Field projects	corresponding to the Major Subject	Related to the Major
CC	Co-curricular Courses	Health and Wellness, Yoga education sports,	Not Related to the Major and Minor

		and fitness, Cultural Activities, NSS/NCC and Fine/ Applied/Visual/ Performing Arts	
CE	Community Engagement and service		Not Related to the Major and Minor
RP	Research Project	corresponding to the Major Subject	Related to the Major

(External exam can also be No-paper-pencil test depending on the nature of the subject. (Pl write 'Pract' below the credits in the External field for such courses. 'Pract' may mean any Assessment method where external examiners are involved)

Programme Template

Programme Degree	B. Design
Parenthesis if any (Specialization)	Lifestyle Accessories
Preamble (Brief Introduction to the programme)	<p>The Lifestyle Accessory Design course offers a comprehensive journey through the realms of lifestyle accessories, equipping students with foundational knowledge and practical skills essential for success in the dynamic Design industry. Across four years, students delve into fundamentals and principles of design, material and techniques exploration, digital tools, and market insights, preparing them to innovate and thrive as Lifestyle Accessory designers.</p> <p>It is discipline under design which creates accessories such as hats, jewellery, scarves, belts, handbags, and watches; all of the small details that complete an outfit and lifestyle. Jewellery and leather design are part of accessory design. The course curriculum of Lifestyle Accessory Design focuses on personal accessories, space accessories and comfort products. The students pursuing the Lifestyle Accessory Design courses get the advantage of creative technicalities therefore, they have scope in every domain such as Jewellery Design, Product design, Home accessories and Interior design. Lifestyle Accessory design course can be undertaken by students to design furniture, decorations, and other accessories such as art objects, Jewellery, etc. With a focus on hands-on experience in core subjects, specialized on-the-job training, and elective courses, the Lifestyle Accessory Design program empowers students to carve out distinctive careers in the vibrant world of Lifestyle Accessory Design</p>
Programme Specific Outcomes (PSOs)	<p>After completing this programme,</p> <ol style="list-style-type: none"> 1. The students will demonstrate a comprehensive understanding of the history of art and design, including the evolution of techniques, and their impact on society and the lifestyle accessory industry. 2. The students will acquire proficiency in utilizing appropriate construction techniques for the development of lifestyle accessory products, ensuring quality and functionality. 3. The students will be able to identify and select suitable materials and apply elementary techniques in the process of lifestyle accessory product development, gained through hands-on practical experience. 4. The students will demonstrate competence in using a variety of tools and machinery essential for accessory making, ensuring efficiency in production processes.

	<p>5. The students will master both traditional drawing techniques and digital skills, utilizing various methods to visualize and communicate lifestyle accessory design concepts effectively.</p> <p>6. The students will exhibit conceptualization skills, integrating sustainable design practices into the development of modern-day lifestyle products, contributing to eco-friendly design solutions.</p>
<p>Eligibility Criteria for Programme</p>	<p>1. Eligibility criteria for admitting students in First/Second/Third year in different Specializations of B. Design Program.</p> <p>1.1 B. Design- I Year</p> <p>i. XII th Pass in any Stream – Arts/Commerce/Science/Home Science/ Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS).</p> <p>ii. Maharashtra State Board of Technical Education (MSBTE)/ State Govt. Technical Education full-time diploma of minimum three years after SX (X (any stream)</p> <p>iii. For NRI & Foreign students with equivalence from the Association of Indian Universities (AIU), New Delhi</p> <p>Criteria for selecting students for the 1st year (entry-level) college shall conduct aptitude tests based on general knowledge, language and creative testing through studio tests. Based on test performance, students may be considered for provisional admission. The provisional admitted students shall pass the 12th standard exam or equivalent as prescribed by the university with a minimum of 45%. Those colleges with fewer applications for seats may be filled up subject to availability; however, the concerned college will conduct the aptitude test. The benefits shall be parted for reservation criteria as per the Government of Maharashtra and SNDT University Mumbai. If the applicants are less for a particular college, the seats may be filled up subject to availability & interviews may be conducted.</p> <p>THE CET IS NOT COMPULSORY. THE COLLEGE MAY CONDUCT THE SAME AT THEIR LEVEL. IN THE CASE OF THE COLLEGES NOT FOLLOWING CET CRITERIA THE SELECTION OF THE CANDIDATES SHALL BE GIVEN PREFERENCE FOR THE ACADEMIC RECORD. (Minimum Eligibility 45%).</p> <p>1.2 B. Design- II Year</p> <p>i. Three-year Diploma, Dressmaking and Garment Manufacturing or Equivalent recognized by All India Council for Technical Education (AICTE) with Bridge course of 8 credits</p> <p>ii. Five-year Diploma in Fine Arts recognized by the State Technical Board with a Bridge course of 8 credits.</p>

	<p>iii. Successful completion of 1st year Degree from National Institute of Fashion Technology (NIFT)</p> <p>iv. Successful completion of 1st year Degree Of any B Design Fashion Or Equivalent Course offered by Indian Universities / Foreign university with equivalence from AIU.</p> <p>1.3 BRIDGE COURSE If the BRIDGE COURSE is suggested, details of the same. The following bridge courses are suggested.</p> <ul style="list-style-type: none"> • History of Art and Design - 4 Credits Theory 2 Practical 2 credits • Material Studies – 2 Credits Practical. • Fundamentals of design – 2 Credits Practical. <p>The candidate must complete the prescribed bridge course within 60 days from the date of admission. Admission to such candidates will be given up to 30 days from the commencement of the Semester.</p> <p>1.4 B. Design- III & IV Year</p> <p>i. Eligibility for admission to the third and fourth year of B. Design will be according to the passing criteria and rules for ATKT as prescribed by University (Controller of Examinations)</p> <p>1.5 CET Procedure</p> <p>ii. For the Institutes who conduct Common Entrance Test The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.</p>
Intake	1 division of 30 (AICTE)

- **External Examination does not always mean Theory paper. It may be practical examination, Product submission, projects, etc. checked by external examiners.**
- **Internal evaluation should not be Written Theory papers like Unit tests. Internal marks will be acquired through practical, small group or individual Projects, activities, presentations, seminars, workshops, products, assignments, application-based work, reports, etc.**
- **Practical may be part of the main courses along with theory modules instead of having separate courses of practical work.**

Structure for B. Design Lifestyle Accessories Design (Revised May 2024)

S.No.	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester I					
10144311	Product Drawing & Sketching	Major (Core)	4	100	50	50
10144312	History of Lifestyle Accessory	Major (Core)	2	50	0	50
10444411 10444111	a. Traditional Textiles of India OR b. History of Fashion	OEC	4	100	50	50
10644301	Material and Machinery Process -1(Basics)	VSC	2	50	50	0
10744301	Fundamentals of Data Management (Microsoft Office)	SEC	2	50	50	0
		AEC	2	50	0	50
		IKS (Generic)	2	50	0	50
		VEC	2	50	50	0
		CC	2	50	50	0
			22	550	300	250
	Semester II					
20144311	Understanding Materials (Clay, POP, Wood & Ceramic)	Major (Core)	4	100	50	50
20144312	AutoCAD Basics & Technical Drawing	Major (Core)	2	50	0	50
20344311	Introduction to Lifestyle Accessories	Minor Stream	2	50	0	50
20444121 20444221	a. Sewing Techniques OR B .Writing Skills	OEC	4	100	50	50
20644311	Introduction to Interior Design	VSC	2	50	0	50
20744301	Computer Application - UI/UX	SEC	2	50	50	0
		AEC	2	50	50	0
		VEC	2	50	0	50
		CC	2	50	50	0
			22	550	250	300

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

Course Syllabus
Semester- I
1.1 Major (Core)

Course Title	Product Drawing & Sketching (Th/Pr)
Course Credits	4
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Craft designs with accuracy using basic techniques of sketching
	2. Explore and learn various drawing tools and mediums to communicate ideas effectively.
	3. Engage in exploration of drawing skills and their application in the field of fashion.
	4. Recognize the colour chart for developing textures and prints
Module 1: Foundation in Drawing and Sketching	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> ● Acquire and utilize fundamental drawing and sketching techniques
	<ul style="list-style-type: none"> ● Identify with the process of sketching and draw inspiration from their environment
	<ul style="list-style-type: none"> ● Develop sketches by observing mundane objects around
Content Outline	<ul style="list-style-type: none"> ● Introduction to product drawing Tools and Materials ● Basic drawing Techniques (understand the different process of design: Scamper, 6-thinking hats) ● Freehand sketching ● Drawing from observation
Module 2:Product /Fashion Accessories Illustration Techniques	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> ● Apply basic techniques in Product/ Accessories illustration
	<ul style="list-style-type: none"> ● Construct lifestyle accessories sketches with creative detailing
	<ul style="list-style-type: none"> ● Acquire aesthetics sense for a developing personal style lifestyle accessories illustration

Content Outline	<ul style="list-style-type: none"> • Detailed technical drawing for accessories • Drawing Techniques - Exploring various drawing styles and approaches. Techniques for creating dynamic and expressive sketches. • Rendering materials and texture- understanding different materials and textures commonly used in lifestyle accessory design techniques for accurately rendering materials through shading and highlighting. • Colour Theory and application of colour schemes • Rendering different mediums - 2b/4b/6b, color pencil, water color, poster color
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Module 3: Conceptual Sketching and Design Ideation	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Generate creative concepts through the design ideation process. • Familiarize with the concept of mood boards and storyboards. • Apply visual narrative techniques to enhance creativity
Content Outline	<ul style="list-style-type: none"> • Brainstorming and Idea Generation in Lifestyle accessories • Mood Boards and Concept Presentation Creating illustration Boards, Color and Fabric Swatches, Storyboarding Techniques, Narrative in Design via sketches and illustration. (Study the method of design process in terms of Inspiration, mood, color, client boards Study or analysis of illustrators works & repeating illustrations Recreate the illustration Design inspiration board) • Design Storyboarding and Visual Narratives
Module 4: Applications and Visual Design Projects	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Acquaint with the industry-level sketching and illustration • Explore rendering skills for lifestyle product development • Utilize the skill of technical drawing for their design projects
Content Outline	<ul style="list-style-type: none"> • Sketching for Lifestyle accessories Design Projects • Industry Practices and Standards in Lifestyle accessory design Illustration • Compilation of Product drawing & development of Technical drawings.

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Sketch a household item from different angles to practice observational skills.

Assignment 2: Draw your idea for a new accessory, focusing on its features and style.

Assignment 3: Use various tools and techniques to create a detailed sketch of your accessory design.

Assignment 4: Compile your best sketches and designs into a visually appealing presentation to showcase your skills.

References

Allen, M. (2019). Drawing Essentials: A Complete Guide to Drawing (4th ed.). Oxford University Press.

Ford, S. (2018). Sketching for Product Designers. Laurence King Publishing.

Landa, R. (2018). Draw! Design! Create!: A Master Class in Drawing and Design. Rockport Publishers.

Smith, G. (2020). The Fundamentals of Drawing Portraits. Walter Foster Publishing.

Lee, S. (2022). Advanced Techniques for Drawing Fashion Accessories. Barron's Educational Series.

Course Syllabus
Semester- I
1.2 Major (Core)

Course Title	History of Lifestyle Accessory (Th) (Major core)
Course Credits	2
Course Outcomes	<p><i>After going through the course, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify key historical periods and styles in lifestyle accessories 2. Describe the evolution and significance of different accessories over time 3. Recognize the cultural and societal influences on accessory design 4. Analyze the impact of historical trends on the modern accessory designing
Module 1: Evolution of Lifestyle Accessories	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Identify important historical periods and their distinctive accessory styles • Explain the cultural and societal influences on accessory design in ancient to 19th-century history • Trace the timeline of the evolution and significance of accessories from ancient times to the 19th century
Content Outline	<ul style="list-style-type: none"> • Ancient and Medieval Accessories • Renaissance to Baroque Period • 18th and 19th Century Accessories • Eastern and Western world design History -Pyramids, Greek & Roman Palaces and Public Spaces. Stupas, Cave and Structural Temples; Jewellery and Ornamentation • Pre industrial and Post-industrial design intervention
Module 2 : Modern and Contemporary Lifestyle Accessories	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Identify key trends and styles in 20th and 21st-century accessories • Explain the impact of cultural movements on modern accessory design

	<ul style="list-style-type: none"> • Describe the role of technology and new materials in contemporary accessories
	<ul style="list-style-type: none"> • Analyze current and emerging trends in accessory design
Content Outline	<ul style="list-style-type: none"> • Early 20th Century to Mid-Century Accessories • Late 20th Century to Contemporary Accessories • Current and emerging trends in accessory design • Future Directions in Accessory Design

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Research and Presentation on Ancient Accessories

Select an ancient civilization (e.g., Egyptian, Mesopotamian, Indus Valley) and research the types of accessories used, their materials, techniques, and cultural significance. Prepare a presentation with visual aids.

Assignment 2: Comparative Analysis of Medieval and Renaissance Accessories

Write a comparative analysis essay focusing on the design elements, materials, and cultural influences of accessories from these periods. Include at least three examples from each period.

Assignment 3: Trend Analysis of Contemporary Accessories

Conduct a trend analysis on contemporary accessories, focusing on materials, design styles, and cultural influences. Prepare a written report with examples and images of current trends.

References

- Brown, C. (2021). Fashion Accessories Through History: A Visual Guide to Hats, Bags, and Shoes. Thames & Hudson.
- Clark, E. (2020). A History of Jewelry: Five Thousand Years. University of California Press.
- Evans, C. (2019). The Evolution of Handbags: A History of the Purse. Yale University Press.
- Jones, M. (2023). Watches: A History of Timekeeping Innovation. Bloomsbury Visual Arts.
- Smith, R. (2022). Shoes: A History from Sandals to Sneakers. Thames & Hudson

Course Syllabus

**Semester II
1.3(B) (OEC)**

Course Title	History of Fashion (OEC)
Course Credits	4 (Four)
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Understand the evolution of fashion and gain knowledge of fashion expression
	2. Recognize and explore global clothing cultures
	3. Acquire an effective ability to understand the historical development of the modern fashion industry
	4. Evaluate effect of fashion to social life and its function in the historical process in 20th century
Module 1: Introduction to Clothing & Western Cultures	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Understand the evolution of fashion over time
	<ul style="list-style-type: none"> • Get insight on the timelines of world fashion history
	<ul style="list-style-type: none"> • Acquire knowledge on major fashion developments in the recent centuries.
Content Outline	<ul style="list-style-type: none"> • Understanding clothing & Clothing cultures from Indian & Western context • Tracing the timeline of Western cultures & costumes – Ancient Egypt Ancient Greek Ancient Rome, Byzantine, Renaissance Baroque, Rococo, • Evolution, decline, revival and most recent developments in Indian and western fashion • History of fashion from 1900 – 2000 century • Costumes of Recent Times
Module 2: Indian Costume History & Timeline	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Understand the historical costumes and design from the ancient time till date today.
	<ul style="list-style-type: none"> • Get acquainted with the basic factors influencing fashion.

	<ul style="list-style-type: none"> Recognize and learn about the traditional costumes of different states of India
Content Outline	<ul style="list-style-type: none"> Introduction to the Indian Costumes – Pre Historic Era Stone Age, Bronze Age Early Historic Period – Vedic Period, Persian and Greek conquests, Maurya Empire Male and female costumes, their specification, jewelry and accessories used The Islamic Period – The Mughal Era, Post Mughal Period
Module 3: Pre & Post-Modern Indian Costumes	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Practice the sketching skills for costumes from different regions of the world.
	<ul style="list-style-type: none"> Familiarize with the importance of Indian Costumes and use them in contemporary designing.
Content Outline	<ul style="list-style-type: none"> Colonial era British period: Costumes of Pre-independence and Post-independence period. Evolution of Khadi movement. The Indian independence movement, Independence and partition Modern history Changing scenario of Indian costumes and influence on present day clothing.

Module 4: Costume Drawings & Understanding Contemporary Fashion	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Develop a sense of appreciation for the historic costume
	<ul style="list-style-type: none"> Identify and analyze contemporary fashion & eras that influence today's fashion.
	<ul style="list-style-type: none"> Sketch, render and incorporate designs, silhouettes and costumes styles
	<ul style="list-style-type: none"> Depict the same to evaluate and understand costume design for contemporary movies and drama
Content Outline	<ul style="list-style-type: none"> 21 st Century - Emergence of a new age in fashion Role of Fashion Designers – focusing on individual expression/signature style of the most prominent designers that influenced fashion in the last 50 years – (international & national). Period-based costume illustrations with rendering, mood boards & inspiration boards Period movie analysis and review, both Bollywood and Hollywood

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Classroom interactive presentations of 2 (two) case studies

Assignment 2: 2 Presentations on one male and one female costumes, their hair style, headgear and jewelry.

Assignment 3: Sketching of the 2 costumes and 2 hairstyles of ancient India -Indus valley, Vedic period (one male and one female).

Assignment 4: Video assignments (brief documentaries)

Assignment 5: 1 Costume Doll making by selecting any one - Periods / Cultures

Assignment 6: 2 sessions of group discussions of various periods

OR

Assignment 7: Review 2 Indian period movies, critical analysis & innovative presentations.

References

Alkazi, R. (2011). Ancient Indian Costumes.

Biswas, A.(2017). Indian Costumes. Publication Division, Ministry of Information and Broadcasting.

Cosgrave, B. (2001). The Complete History of Costumes and Fashion. Facts on File Publisher.

Laver, J. (2002). *Costume and Fashion*. Thames & Hudson.

Peacock, J. (1991). The Chronicle of Western costume: from the ancient world to the late twentieth century.

Racinet, A. (1987). Racinet's Full-Color Pictorial History of Western Costume: With 92 Plates Showing Over 950 Authentic Costumes from the Middle Ages to 1800.

**Course syllabus
Semester- I
1.4 (VSC)**

Course Title	Material and Machinery Process (Pr)
Course Credits	2
Course Outcomes	<p><i>After going through the course, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Recognize different materials and their features in context to the machine for their processing / designing 2. Develop skill in different machine applications and their technicalities. 3. Explore the materials and develop designs as per the contemporary trends. 4. Analyze basic processes involved in material fabrication
Module 1: Introduction to Materials and Tools	
Learning Outcomes	<ul style="list-style-type: none"> • <i>After learning the module, learners will be able to</i> • Identify various materials commonly used in accessory design • Demonstrate proficiency in using basic hand and power tools • Appreciate the properties and characteristics of different materials • Apply safety procedures and best practices when working with tools and materials
Content Outline	<ul style="list-style-type: none"> • Overview of materials in Lifestyle Accessories • Basic workshop tools and equipments • Knowledge of sewing machines • Documentation on materials and machine • Definition & knowledge of different seams and stitches. • Swatches of various stitching techniques.
Module 2: Processing Techniques and Applications	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Explain various material processing techniques used in accessory design • Operate basic machinery for shaping and joining materials

	<ul style="list-style-type: none"> • Select appropriate processing techniques based on material properties
	<ul style="list-style-type: none"> • Develop simple prototypes using learned processing techniques
Content Outline	<ul style="list-style-type: none"> • Processing techniques for materials • Machine and fabrication Equipment • Textile and Leather Working Machines demonstration • Material Selection and Project Development • Theoretical knowledge about Types of Material and their Properties. • Uses of different types of materials. • Difference between inches, CMs, yards & meters and how to take measurements.

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Material Selection Analysis

Select three different materials commonly used in accessory design (e.g., metal, plastic, textile) and create a comparative analysis chart highlighting their properties, advantages, and limitations.

Assignment 2: Tool Proficiency Spot Test

Demonstrate the correct usage of selected hand tools (e.g., hammer, pliers, screwdriver) and power tools (e.g., drill, saw, sander) in a supervised workshop setting. Perform tasks such as cutting, shaping, and joining materials using appropriate tools.

Assignment 3: Fabrication Process Documentation

Choose a specific fabrication process (e.g., metal casting, plastic injection molding, textile sewing) and create a comprehensive documentation including step-by-step instructions, illustrations, and safety guidelines.

Provide examples of real-world applications where the chosen process is commonly used.

OR

Assignment 4: Prototype Development project

Design and develop a prototype of a lifestyle accessory using the materials and processing techniques learned in class. Document the entire process from initial concept sketches to final prototype creation, including material selection, fabrication process, and finishing techniques.

References

- Anderson, L. (2021). *Materials and Tools for Fashion Design*. Bloomsbury Visual Arts.
- Carter, M. (2020). *Understanding Materials: A Comprehensive Guide for Fashion Design*. Laurence King Publishing.
- Harris, J. (2019). *Fashion Design Essentials: Tools and Techniques for Apparel Design*. Fairchild Books.
- Thomas, G. (2022). *Fashion Materials: A Guide to Fabrics for Designers*. Laurence King Publishing.

**Course Syllabus
Semester I
1.5 (SEC)**

Course Title	Fundamentals of Data Management (Pr.)
Course Credits	2
Type	SEC
Course Outcomes	<i>After completion of the course, the learners will be able to-</i>
	1. Operate desktop computers to carry out computational tasks
	2. Recognize working of hardware and software and the importance of operating systems.
	3. Design and deliver presentations using spreadsheet and Google sheets.
	4. Acquire skills to present ideas digitally and manage digital content effectively.
Module 1 : Computer Hardware and File Management	
Learning Outcomes	<i>In the module, the students learn to-</i>
	<ul style="list-style-type: none"> ● Recognize fundamental concepts of computer hardware and software. ●
	<ul style="list-style-type: none"> ● Manage files and folders effectively using different operating systems.
	<ul style="list-style-type: none"> ● Create, edit, and format documents using word processing and Google doc.

Course Title	Fundamentals of Data Management (Pr.)
Content Outline	<p>1. Introduction to Computers and Operating Systems</p> <ul style="list-style-type: none"> • Overview of computer basics: (processing power, memory & storage space, High-Quality Monitor; Graphic tablet, scanner, printer, external hard disk, wacom stylus) • Introduction to different types of computers (desktop, laptop, tablet, etc.). • Introduction to operating systems: Windows, macOS, and Linux <p>2. File Management</p> <ul style="list-style-type: none"> • Creating, organizing, and managing files and folders • Understanding file formats and extensions • Using cloud storage for file backup and sharing <p>2. Word Processing Software</p> <ul style="list-style-type: none"> • Word: <ul style="list-style-type: none"> • Creating and formatting documents • Using templates and styles • Inserting images, tables, and charts • Using track changes and comments for collaboration • Open-Source Equivalent: Google doc: <ul style="list-style-type: none"> • Basic functionalities mirroring word processor
Module 2 (Credit 2): Spreadsheets, Presentation and Email fundamentals	
Learning Outcomes	<p><i>In the module, the students learn to-</i></p> <ul style="list-style-type: none"> • Create and manage spreadsheets using spreadsheet and google sheet. • • Design and deliver presentations using open source like Google slide /Canva. • Demonstrate effective use of email, internet, and online collaboration tools. •
Content Outline	<p>Spreadsheet Software</p> <ul style="list-style-type: none"> • Basics of spreadsheets and data entry • Formatting cells and using formulas • Creating charts and graphs • Basic data analysis and pivot tables <p>Open-Source Equivalent: Google sheet:</p> <ul style="list-style-type: none"> • Basic functionalities mirroring spreadsheet <p>Presentation Software</p> <ul style="list-style-type: none"> • Creating and designing presentations • Using themes and templates • Adding multimedia elements (images, audio, video) • Presentation techniques and tips <p>Open-Source Equivalent: Google slides/Canva:</p> <ul style="list-style-type: none"> • Basic functionalities mirroring slide presentation

Course Title	Fundamentals of Data Management (Pr.)
	<p>Email and Internet Skills</p> <ul style="list-style-type: none"> ● Setting up and managing email accounts ● Email etiquette and professional communication ● Using search engines effectively for research ● Basics of online collaboration tools (e.g., Google Drive, Google Docs) <p>Basic Troubleshooting and Maintenance</p> <ul style="list-style-type: none"> ● Common computer issues and their solutions ● Maintaining system performance: updates, antivirus, and backups ● Basic network troubleshooting

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Word Processing Project

1. Create a 2-page newsletter for a fashion and accessories product using word processor. The newsletter should include:
 - A header with the event title and date.
 - At least two images related to the event.
 - Text formatted in different styles (e.g., headings, subheadings, body text).
 - A table showing the event schedule.
 - A footer with page numbers.
2. Save both documents as PDF files and submit them.

Assignment 2: Spreadsheet Analysis Project

1. Create a spreadsheet in Microsoft Excel containing hypothetical data for a fashion retail store. The data should include:
 - Product names
 - Categories
 - Prices
 - Quantities sold in the past month
2. Perform the following tasks:
 - Calculate the total sales for each product.
 - Identify the top-selling product category using a pivot table.
 - Create a bar chart showing the sales figures for each product.
3. Save both spreadsheets as PDF files and submit them.

Assignment 3: Presentation Project

1. Create a 15-slide presentation about the latest trends in product design using Microsoft PowerPoint. The presentation should include:
 - A title slide with your name and the presentation title.
 - Slides with text and images illustrating different fashion trends.
 - A conclusion slide summarizing the key points.
 - Use of animations and transitions to enhance the presentation.
2. Save both presentations as PDF files and submit them.

References

- Brown, B. (2019). *Microsoft PowerPoint 2019 in 90 pages*. Belleyre Books.
- Jackson, L. (2013). *PowerPoint surgery: How to create presentation slides that make your message stick*. Engaging Books.
- Jordan, J. (2021). *Excel 2020 for beginners: The complete dummy to expert illustrative guide with examples that teaches everything you need to know about Microsoft Excel 2020 (Formulas and functions inclusive)*. Independently Published.
- Lewis, C. M., Chatfield, C., & Johnson, T. (2019). *Microsoft Project 2019 step by step*. Microsoft Press.
- Professor, M. O., & Nordell, R. (2019). *Microsoft Outlook 365 complete: In practice, 2019 edition*. McGraw-Hill Education.
- Weverka, P. (2018). *Office 2019 all-in-one for dummies*. John Wiley & Sons.
- Weverka, P. (2019). *Office 365 all-in-one for dummies*. John Wiley & Sons.

Online tutorials

[Microsoft 365 Training](#)

[Amgen empowers its global workforce with Microsoft Copilot \(youtube.com\)](#)

**Course syllabus
Semester- II
2.1 Major (Core)**

Course Title	Understanding materials (Clay, POP, Wood & Ceramic)
Course Credits	4
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Recognize and name the properties of clay, POP, wood, and ceramic
	2. Use and shape clay, POP, wood, and ceramic in different projects
	3. Explore techniques to mold and finish each material
	4. Apply decision-making ability for material selection for different design projects
Module 1: Introduction to Materials	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Recognize the difference between natural and synthetic materials
	<ul style="list-style-type: none"> Identify with the methodologies for handling these materials
	<ul style="list-style-type: none"> Apply basic safety precautions while working with various materials
Content Outline	<ul style="list-style-type: none"> Overview of Natural and Synthetic Materials (Understanding Natural vs. Synthetic Materials) Historical overview in correlation to Clay, POP, Wood, and Ceramic Properties and characteristics of Materials Physical and Chemical Properties Advantages and Disadvantages of Each Material Basic Handling Techniques - safety precautions, overview of tools and equipment
Module 2: Working with Clay	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Identify different types of clay and their usage
	<ul style="list-style-type: none"> Demonstrate basic clay shaping techniques like pinching, coiling, and wheel throwing

	<ul style="list-style-type: none"> • Apply surface treatments and methods to clay projects
Content Outline	<ul style="list-style-type: none"> • Types of Clay and their uses • Air clay and traditional clay product making • Ideation and innovation • Clay shaping with different techniques

Module 3: Working with Plaster of Paris (POP)

Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Recognize the properties of Plaster of Paris (POP)
	<ul style="list-style-type: none"> • Create molds and casts using POP for intricate designing
	<ul style="list-style-type: none"> • Apply techniques for smoothing, sanding, and finishing POP projects
	<ul style="list-style-type: none"> • Decorate and paint POP surfaces effectively
Content Outline	<ul style="list-style-type: none"> • Understanding POP • Composition and Properties and its application in Lifestyle Accessories • Ideation and innovation • Molding and casting with POP • Finishing process of POP with smoothing and sanding, painting and surface decoration

Module 4: Working with Wood and Ceramic

Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Differentiate between hardwood and softwood and their applications.
	<ul style="list-style-type: none"> • Perform basic woodworking techniques such as cutting, shaping, and joining wood
	<ul style="list-style-type: none"> • Explore ceramic and its industrial applications.
Content Outline	<ul style="list-style-type: none"> • Exploring wood and its nature in relation to product-making • Hardwoods vs. softwoods, • Wood for fashion accessories • Woodworking techniques - cutting, shaping, and joining wood, carving and inlay techniques) • Introduction to ceramic - history and new-age trends • Integrating materials in accessories design • Combining clay, POP, wood, and ceramic in projects, • Case studies of Lifestyle Accessories designers

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Material Comparison Report

Write a report comparing the properties, uses, and safety precautions of clay, POP, wood, and ceramic.

Assignment 2: Clay Project

Create a small project using clay (e.g., a simple pot, sculpture, or decorative item) employing techniques like pinching, coiling, or slab building.

OR

Assignment 3: POP Casting Project

Create a detailed mold and cast using Plaster of Paris, such as a decorative piece or functional item.

Assignment 4: Woodworking Project

Design and construct a simple woodworking project, such as a small box, frame, or sculpture.

References

- Ashby, M. F., & Johnson, K. (2013). *Materials and design: The art and science of material selection in product design* (3rd ed.). Butterworth-Heinemann.
- Bruce, H. (2002). *The woodworker's bible: A complete guide to woodworking*. Rodale Press.
- Hamer, F., & Hamer, J. (2004). *The potter's dictionary of materials and techniques* (5th ed.). A & C Black Publishers.
- Peterson, S. (2000). *The craft and art of clay: A complete potter's handbook* (4th ed.). Laurence King Publishing.
- Shackelford, J. F. (2015). *Introduction to materials science for engineers* (8th ed.). Pearson.

**Course syllabus
Semester- II
2.2 Major (Core)**

Course Title	Auto CAD Basics and Technical Drawing
Course Credits	2 (Two)
Course Outcomes	<i>After completion of the course, the learners will be able to-</i>
	1. Efficiently use the AutoCAD interface, tools, and commands for creating precise drawings.
	2. Develop and modify detailed 2D technical drawings using layers, dimensions, text, and hatching.
	3. Implement standard projection techniques and proper dimensioning with tolerances in technical drawings.
	4. Develop complete technical drawing sets for product design projects and effectively communicate design concepts.
Module 1: Introduction to 2D Drawing and AutoCAD	
Learning Outcomes	<i>In the module, the students learn to-</i>
	<ul style="list-style-type: none"> • Apply sketching techniques to create well measured technical sketches of any given product.
	<ul style="list-style-type: none"> • Recognise AutoCAD interface and basic drawing tools and apply precision techniques in drafting.
	<ul style="list-style-type: none"> • Create and edit simple 2D drawings using AutoCAD.
	<ul style="list-style-type: none"> • Use layers and basic object properties effectively.

Content Outline	<p>Introduction to AutoCAD</p> <ul style="list-style-type: none"> • Overview of AutoCAD Interface • Basic Drawing Tools: Line, Circle, Arc, Rectangle • Editing Tools: Move, Copy, Rotate, Scale <p>Drawing Precision Techniques</p> <ul style="list-style-type: none"> • Using OSNAP, GRID, ORTHO, Polar Tracking • Introduction to Coordinates System: Absolute, Relative, Polar <p>Text and Dimensioning</p> <ul style="list-style-type: none"> • Creating and Modifying Text in Drawings • Working with Dimensions and Dimension Styles <p>Layer Management</p> <ul style="list-style-type: none"> • Using Layers and Layer Properties Manager • Organizing Drawings with Layers <p>Hatching and Gradients</p> <ul style="list-style-type: none"> • Applying Hatching Patterns • Using Gradients in Drawings <p>Blocks and Templates</p> <ul style="list-style-type: none"> • Creating and Using Blocks • Introduction to Wblocks • Using and Creating Templates <p>Plotting and Printing</p> <ul style="list-style-type: none"> • Introduction to Plotting and Printing Drawings • Setting up Plot Styles
<p>Module 2: Technical drawing Skills</p>	
Learning Outcomes	<p><i>In the module, the students learn to-</i></p> <ul style="list-style-type: none"> • Develop technical drawing skills for product design. • Recognise and apply projection techniques and dimensioning standards. • Create detailed and assembly drawings. • Use AutoCAD tools for complex object creation and 3D modelling.
Content Outline	<p>Technical Drawing Fundamentals</p> <ul style="list-style-type: none"> • Understanding Projections: Isometric, Orthographic, Perspective Views, Exploded Views, and Tech pack. • Sectional Views and Conventions. • Detailed Drawing and Assembly Drawing. <p>Standard Symbols and Notations</p> <ul style="list-style-type: none"> • Standard Symbols Used in Technical Drawings. • Notations and Annotations in Drawings. <p>Dimensioning Standards and Practices</p> <ul style="list-style-type: none"> • Dimensioning Techniques and Standards. • Tolerances and Fits. <p>AutoCAD Techniques</p> <ul style="list-style-type: none"> • Advanced Object Creation: Polylines, Splines, Ellipses. • Editing Complex Objects: Trimming, Extending, Filletting, Chamfering.

	<p>Introduction to 3D Modelling in AutoCAD</p> <ul style="list-style-type: none"> • Basics of 3D Modelling • Simple 3D Object Creation and Editing <p>Rendering Objects</p> <ul style="list-style-type: none"> • Basic Rendering Techniques in AutoCAD • Using Annotative Objects and Scales <p>Project Work and Practical Applications</p> <ul style="list-style-type: none"> • Applying AutoCAD in Product Design Projects • Creating Comprehensive Technical Drawings for Products
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Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

- **Assignment 1:** Create basic drawing tools by creating simple 2D shapes and objects.
- **Assignment 2:** Design a simple product (e.g., a small piece of furniture, a gadget, or a household item). Create a full set of technical drawings including: Detailed 2D drawings of all individual parts
- **Assignment 3:** Create technical drawing of objects using proper dimensions of the product.
- **Assignment 4:** Develop technical sketches for various products like bags, jewelry, shoes, bottles, and lighting products.
- **Assignment 5:** Develop various products like bags, jewelry, shoes, bottles, and lighting products using the software AutoCAD.
- **Assignment 6:** Create a product range using 3D drawing using the software AutoCAD and create a Tech Pack of a product of your choosing from the range.
- **Assignment 7:** Using AutoCAD reports on different systems of projections and differences between first angle and third angle projections.

References

- Basia, S. (2010). *Technical drawing for fashion*. Laurence King Pub.
- Bielefeld, B., & Skiba, I. (2013). *Basic technical drawing (Fundamentals of presentation)*. Birkhauser.
- CADArtifex. (2023). *AutoCAD 2024: A power guide for beginners and intermediate users* (9th ed.). Cadartifex.
- Gordan, R. (2008). *Perspective drawing: A designer's method*. Fairchild Books Publications.

Course syllabus
Semester- II
2.3 Major stream

Course Title	Introduction to Lifestyle Accessories (Th)
Course Credits	2
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Identify various types of lifestyle accessories and their functions
	2. Comprehend the historical and cultural significance of different accessories
	3. Apply design principles to create innovative and marketable lifestyle accessory designs.
Module 1 : Overview of Lifestyle Accessories	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Identify key historical periods and their distinctive accessory styles
	<ul style="list-style-type: none"> • Appreciate the significance of accessories in daily life and fashion field
	<ul style="list-style-type: none"> • Explore the diversity of various accessories in enhancing personal expressions.
Content Outline	<ul style="list-style-type: none"> • Historical overview of accessory • Evolution and cultural influences on accessory design • Definition and significance of lifestyle accessories • Types and categories of lifestyle accessories - utility accessories & aesthetic accessories
Module 2 : Design and Market Trends	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Identify and analyze current market trends in lifestyle accessories
	<ul style="list-style-type: none"> • Apply design principles to create accessories that align with market demands
	<ul style="list-style-type: none"> • Explore new materials and technologies to incorporate into accessory design for enhanced creativity and market competitiveness.

Content Outline	<ul style="list-style-type: none"> • Design principles for Lifestyle Accessories • Introduction to design elements and principles in accessory design, • Application of design principles in creating functional and aesthetically pleasing accessories • Market trends and innovation • Analysis of current market trends with case studies and presentations
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Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Accessory Analysis

Choose three different types of lifestyle accessories (e.g., bags, jewelry, tech accessories) and analyze their design, materials, and functionality.

Assignment 2: Trend Analysis

Research and analyze current market trends in lifestyle accessories, focusing on specific categories (e.g., sustainable fashion, minimalist design).

References

- Brown, E. (2021). Current market trends in lifestyle accessories. *Trends in Fashion Accessories*, 25(4), 78-92.
- Johnson, S. (2020). The importance of lifestyle accessories in fashion. *Fashion Journal*, 15(2), 45-58.
- Smith, A. R. (2019). Understanding the significance of accessories in daily life. *Accessories Studies Quarterly*, 8(3), 112-125.
- Williams, J. K. (2018). Innovation and adaptation in accessory design. *Journal of Design Innovation*, 12(1), 30-42.

Course syllabus
Semester -2
2.4 (OEC)

Course Title	Sewing Techniques(Pr)
Course Credits	4
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Identify and define the basic components of a sewing machine.
	2. Describe the specific uses and applications of different sewing machines, needles, and threads.
	3. Demonstrate the role and application of various stitches and seams in product development.
Module 1: Introduction to sewing Machine and Parts	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Identify the parts and functions of a sewing Machine.
	<ul style="list-style-type: none"> Integrate various sewing techniques into the design and construction of lifestyle accessories.
	<ul style="list-style-type: none"> Demonstrate proficiency in operating sewing machines to create products.
Content Outline	<ul style="list-style-type: none"> Identification of machine parts and functions, types of domestic sewing machines, industrial sewing machines, and attachments and uses. Understanding basic sewing machines and their parts. Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle Care and maintenance of sewing machines. Stitching practice in different angles - straight, curved, corners, and circular
Module 2: Basic sewing techniques (Hand & Machine)	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> Recognize different seams and their role in different garments and products
	<ul style="list-style-type: none"> Identify the basic seam classification and acquire skills of hand stitches with practice
	<ul style="list-style-type: none"> Utilize the practice for further applications of stitches.

Content Outline	<p>Introduction to Seams</p> <ul style="list-style-type: none"> ● Definition & classification ● Temporary and permanent stitches ● Methods, important applications of stitches <p>Hand stitches</p> <ul style="list-style-type: none"> ● Basting ● Running ● Tacking ● Hand overcast ● Chain ● Buttonhole ● Hemming stitches - plain and blind hemming ● Whip stitch ● Satin stitch <p>Machine stitches</p> <ul style="list-style-type: none"> ● Lock stitch ● Overlock stitches ● Straight Stitch ● Zigzag Stitches ● Decorative Stitches
Module 3: Intermediate Sewing Techniques and seam finishes	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> ● Differentiate between the application of different type of intermediate sewing techniques
	<ul style="list-style-type: none"> ● Explain the purpose of darts and tucks in the process of garment construction
	<ul style="list-style-type: none"> ● Utilize types of seam finishes on different types of fabrics
Content Outline	<ul style="list-style-type: none"> ● Introduction to Darts and tucks ● Zipper installation ● Sewing curves and corners ● Sewing facing and lining ● Gathering and shirring ● Bias Tape Application ● Interfacing Application ● different Types of seam finishes and seam and seam dimensions, SPI ● Seam defects causes and remedies.
Module 4: Advanced and special sewing technique	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> ● Utilize advanced sewing techniques in sewing projects and presentations
	<ul style="list-style-type: none"> ● Develop an appreciation for advanced seam finishes and their industry-level usage

Content Outline	<p>Advance seam finishes</p> <ul style="list-style-type: none"> ● French seams ● Flat-felled seams ● Bound seams ● Pintucks ● Lace insertion ● Hand-finishing, ● Couture seam finishes ● Top stitch seam <p>Special seam finishes</p> <ul style="list-style-type: none"> ● Patchwork and quilting technique ● Leather and faux leather sewing ● Three dimensional fabric manipulation ● Introduction to basic embroidery stitches, bead and sequence application
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Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Create a custom garment by using any 3-4 sewing techniques.

Assignment 2: Create unique accessories by using 3-4 advance and special techniques.

Assignment 3: Conduct a comprehensive market survey in the field of sewing technique to understand consumer preferences, industry trends, and market demands.

References

- Campbell, B. (2022). *Advanced sewing techniques: Essential skills for the experienced sewist*. Fair Winds Press.
- Dritz, Inc. (2019). *Dritz sewing supplies and techniques handbook*. Dritz Publications.
- Knight, J. (2021). *The dressmaker's technique bible: A complete guide to fashion sewing techniques*. Barron's Educational Series.
- Page, K. (2020). *Sewing 101: Master basic skills and techniques easily through step-by-step instruction*. Creative Publishing International.
- Taylor, L. (2023). *Modern sewing: Techniques and projects for the contemporary seamstress*. Penguin Random House.
- Wong, S. (2020). *A beginner's guide to sewing with knits: Everything you need to know to make 20 essential garments*. David & Charles.

Course Syllabus
Semester-II (Lifestyle & Accessories)
2.4 OEC

Course Title	Writing Skills (OEC)
Course Credits	4
Course Outcomes	<i>After going through the course, learners will be able to</i>
	1. Demonstrate their language skills for an enhanced reading experience
	2. Identify and use different language basics – parts of speech, grammatical and sentence structures
	3. Recognizing preconceived assumptions and biases in writing and ideate creatively
	4. Explore their writing skills in all creative domains – essays, paragraphs, social media, online content creation
Module 1: Writing Introduction & Ideation Development	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Identify the key components of introductory, body and concluding paragraphs • Analyze narrative, descriptive, and expository content types using critical reading skills and evaluates and simplify them
Content Outline	<p>Power of description and how Idea works as the defining difference between humans and other species.</p> <ul style="list-style-type: none"> • The concept of ideas – from fire to fashion the evolution of ideas – from mundane everyday ideas • Elements of writing • Importance of Title / Heading (The hook) • Opening Lines and introduction • Writing dialogues, poetry styles • Writing the main body and the endgame • Writing short stories, developing plot and characters
Module 2: Specialized and Promotional Writing	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Effectively create persuasive writing styles
	<ul style="list-style-type: none"> • Structure paragraphs using different patterns of development to facilitate a clear flow of ideas

Content Outline	<p>Working on Article on Different Themes</p> <ul style="list-style-type: none"> • Power of themes and their influence on readers • Framework study and analysis • Selecting simple scenes – • Descriptive scenes • Fantasy scenes • Humorous scenes • Horror scenes, • Romantic scenes • Sad / Emotional scenes <p>Developing content along with Layouts</p> <ul style="list-style-type: none"> • Designing and creating leaflets / mastheads / tabloid promotional page • Fashion and lifestyle product description writing • Developing content and elaborate writing with keywords
Module 3: Specialized and Promotional Writing	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Develop a critical appreciation of different writing styles
	<ul style="list-style-type: none"> • Recognize the importance of tonality, limitations and opportunities in each media
Content Outline	<p>Fashions have largely shaped through language as writings probe clothing’s promotion, and set narratives</p> <ul style="list-style-type: none"> • Specialized writing : fashion and aspects of advertising and marketing • Writing for business communications, brand promotion • Fashion and lifestyle writing for newspapers, tabloids
Module 4: Enhancing Writing with Creative Layouts	
Learning Outcomes	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> • Effectively structure thoughts, themes and ideas
	<ul style="list-style-type: none"> • Explore promotional and specialized writing for fashion media organizations
Content Outline	<p>Developing content along with Layouts</p> <ul style="list-style-type: none"> • Designing and creating leaflets / mastheads / tabloid promotional page • Fashion and lifestyle product description writing • Developing content and elaborate writing with keywords

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1 (Individual presentations of writings)

- A manifest, about your first fashion memory, was it a photograph, a video, a sound or a fashion show (400 words required)
- Describing 5 -10 images in different writing styles
- Writing in 250 words about 10 different topics from day-to-today life and experiences.

Assignment 2: (Development of Tabloid)

- Developing promotional content with a purpose of sale and brand awareness (200 words required)
- Designing your writing with different layout styles
- Creating a tabloid page with fresh and innovative content and suitable pictures

References

Pat Francis (2009). Inspiring Writing in Art and Design: Taking a Line for a Write. Intellect Books.

M. Clarke (2007). Verbalising the Visual: Translating art and design into words. Ava Publishing.

Marsh C, Guth D and Short B., (2008), "Strategic Writing: Multimedia Writing for Public Relations, Advertising and More (2nd Edition)", Pearson.

Course Syllabus
Semester- II -Lifestyle Accessories
2.5 (VSC)

Course Title	Introduction to Interior Design (Pr)
Course Credits	2
Course Outcomes	<p><i>After going through the course, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Apply the basic principles of interior design on lifestyle accessories 2. Identify various types of lifestyle accessories and their roles in enhancing interior spaces. 3. Develop skills in selecting and coordinating accessories to create cohesive design themes. 4. Recognize current trends and innovations in interior design and accessories
Module 1 : Foundations of Interior Design	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Identify and apply basic design principles such as balance, harmony, and rhythm in interior spaces. • Analyze and use various elements of design, including line, shape, color, and texture, in creating aesthetically pleasing environments. • Recognize different interior design styles and their historical contexts. • Develop foundational skills in creating cohesive and functional interior layouts.
Content Outline	<ul style="list-style-type: none"> • Principles of interior design- balance, harmony, and Rhythm proportion • Role of space and layout in interior design • Elements of Interior Design - line, shape, and form, • Color theory and Psychology • Texture and patterns) • Overview of major interior design styles • Enhancing interior spaces
Module 2 : Space Planning & Styling	
Learning Outcomes	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> • Identify with spatial concepts of interiors and exteriors • Apply contemporary design techniques to space planning

	<ul style="list-style-type: none"> ● Integrate sustainable and eco-friendly practices in interior design.
Content Outline	<ul style="list-style-type: none"> ● Developing acquaintance with spaces both interior and exterior ● Spatial interior design - balancing functionality and aesthetics. ● Organizing elements like color, texture, and lighting for visually appealing spaces ● Introduction to Floor Plan - landscape & living ● Case studies and projects

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)
(Any 2)

Assignment 1: Interior Space Analysis

Select an interior space (such as a room in your home or a public space) and analyze it in terms of design principles. Write a 1000-word report detailing your observations and suggestions for improvement.

Assignment 2: Trend Analysis Report

Conduct research on current trends in interior design and present creatively with details like, popular styles, materials, and color palettes. Discuss how these trends influence lifestyle accessory design.

Assignment 3: Interior Design Mood Board

Create a mood board that represents a contemporary interior design style. Include images, color swatches, and material samples. Write a 200-word

References

- Ball, V., & Nystrom, C. (2014). *Introduction to Interior Design*. Pearson.
- Ching, F. D. K., & Binggeli, C. (2018). *Interior design illustrated* (4th ed.). Wiley.
- Pile, J. F. (2005). *Interior design*. Prentice Hall.
- Sparke, P. (2013). *An introduction to design and culture: 1900 to the present* (3rd ed.). Routledge.
- Trupin, R. (2017). *The interior design handbook: How to be your own decorator*. Ten Speed Press.

Course Syllabus
Semester- 2
2.6SEC

Course Title	Computer Application-UI/UX (Pr.)
Course Credits	2
Course Outcomes	<i>After completion of the course, the learners will be able to-</i>
	1. Recognise the principles and importance of UI/UX design in product development.
	2. Learn basic concepts and terminology related to UI/UX design.
	3. Acquire practical skills in creating wireframes, prototypes, and visual designs for digital interfaces.
	4. Apply usability principles to evaluate and improve UI/UX designs.
Module 1:	Introduction to UI/UX Design Principles
Learning Outcomes	<i>In the module, the students learn to-</i>
	<ul style="list-style-type: none"> Recognize the fundamental principles and importance of UI/UX design in product development.
	<ul style="list-style-type: none"> Acquire basic concepts and terminology related to UI/UX design.
	<ul style="list-style-type: none"> Build insight into user needs and behaviours for product interfaces.
Content Outline	<p>Introduction to UI/UX Design</p> <ul style="list-style-type: none"> Definition and significance of UI/UX design in product development. Overview of UI/UX design process and methodologies. Case studies of successful product designs emphasizing UI/UX. <p>Understanding User Needs</p> <ul style="list-style-type: none"> Basics of user research and user personas. Identifying user needs and behaviours for product interfaces. Hands-on exercises: conducting user interviews and creating personas.
Module 2: Practical Application of UI/UX Design	
Learning Outcomes	<i>In this module, the students learn to-</i>
	<ul style="list-style-type: none"> Develop practical skills in wire framing, prototyping, and visual design for digital interfaces.
	<ul style="list-style-type: none"> Apply usability principles to evaluate and improve UI/UX designs.
	<ul style="list-style-type: none"> Integrate UI/UX design principles into product development workflows.

Content Outline	<p>Wire framing and Prototyping</p> <ul style="list-style-type: none"> • Introduction to wire framing tools (e.g.- Figma, free plan) • Creating low-fidelity wireframes for digital product interfaces • Prototyping techniques for testing product interactions <p>Visual Design Principles for Product Interfaces</p> <ul style="list-style-type: none"> • Basics of typography, color theory, and layout for digital interfaces • Visual branding considerations for product interfaces • Hands-on exercises: creating visual designs for product interfaces <p>Interaction Design and Usability</p> <ul style="list-style-type: none"> • Principles of interaction design for product interfaces • Creating interactive prototypes for user testing • Usability testing methodologies and feedback analysis <p>Integration and Project Work</p> <ul style="list-style-type: none"> • Integrating UI/UX design principles into product development workflows • Final project: Designing a digital interface for a physical product, incorporating UI/UX best practices.
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Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment1: User Persona Development

- Conduct user research through interviews, surveys, or observations to gather insights into potential users' demographics, behaviours, and needs.
- Analyse the research data to identify common patterns and characteristics among users.
- Based on the research findings, create detailed user personas representing different user segments, including demographic information, goals, motivations, and pain points.
- Use the provided template or format to organize and present the user personas effectively.

Assignment2: Prototype and Usability Testing

- Design a digital prototype for a product interface using wireframing and prototyping tools (e.g., Figma free plan).
- Include key interactions and functionalities in the prototype to demonstrate the user experience.
- Develop a usability testing plan outlining objectives, tasks, participant criteria, and testing methodology.
- Conduct usability testing with real users and gather feedback on the prototype.
- Based on the test results, propose design iterations to improve the usability and user experience.

References

- Clark, N. (2018). UI/UX Design Basics and Fundamentals. Independently Published.
- Garrett, J. J. (2010). The elements of user experience: User-Centered Design for the Web and Beyond. Pearson Education.
- Klein, L. (2018). UX for Lean Startups: Faster, Smarter User Experience Research and Design. "O'Reilly Media, Inc."
- Krug, S. (2009). Don't make me think: A Common Sense Approach to Web Usability. Pearson Education.
- Pattinson, R. (2018). Basics of UI/UX design and Fundamentals. Independently Published.

Online Tutorial and Course:

Tutorials: <https://www.figma.com/resources/learn-design/>

Sketch Tutorials: <https://www.sketch.com/learn/>

UX Design Fundamentals (Google):

<https://developers.google.com/web/fundamentals/design-and-ux>

Coursera - UI/UX Design

Courses: <https://www.coursera.org/courses?query=ui%2Fux%20design>

YouTube - The Future (UI/UX Design Tutorials):

<https://www.youtube.com/user/TheSkoolRocks>

YouTube - Design Course (UI/UX Design Tutorials):

<https://www.youtube.com/channel/UCVyRiMvfUNMA1UPIDPzG5Ow>