

# DEPARTMENT OF FINE ARTS AND DESIGN

# Bachelor of Design / B.Des.

#### **VISION**

- An inspiring academic environment where creativity and artistic expressions thrive.
- Increasing influences on national and international stages
- Making a socio-cultural impact through attracting, convening and supporting the most committed faculty, students, artists, designers and thought leaders.

#### **MISSION**

- To impart a reflective, experiential and transformative education in the varied crossroads of Fine Arts and Design.
- To foster creativity by bringing excellence in teaching, research and practice.
- To enhance industry, connect.
- To prepare socially responsible and culturally engaged professionals and entrepreneurs.

#### PROGRAMME EDUCATIONAL OBJECTIVES:

PEO1: **Creative Problem Solving:** Graduates will demonstrate the ability to apply critical and creative thinking skills to identify and solve complex design problems in various domains.

PEO2: **Professional Competence:** Graduates will acquire the knowledge, skills, and attitudes necessary to succeed as design professionals, including effective communication, collaboration, project management, and ethical practices.

### PROGRAM SPECIFIC OUTCOME (PSOs)

PSO1: Communication Design:

- Proficiently apply visual design principles and techniques to effectively communicate messages and ideas through various mediums.
- Demonstrate expertise in graphic design software and tools to create visually appealing and impactful designs.
- Develop a strong understanding of typography, layout design, color theory, and composition to create compelling visual compositions.

# PSO2: Product Design:

• Apply design thinking methodologies and user-centered design approaches to develop innovative and functional products and systems.





- Demonstrate proficiency in 3D modeling, prototyping, and manufacturing processes to create tangible prototypes and mock-ups.
- Incorporate principles of ergonomics, usability, and sustainability into product design and development.

### PSO3: Fashion Design:

- Create original fashion designs and collections that reflect a strong understanding of fashion aesthetics, trends, and market demands.
- Demonstrate expertise in pattern making, garment construction, and textile selection to bring fashion designs to life.
- Incorporate creativity and innovation in developing fashion concepts and designs that cater to diverse target audiences.

# **PROGRAMME OUTCOMES:**

PO1: Demonstrate proficiency in the principles and techniques of design, including visual aesthetics, composition, color theory, typography, and spatial awareness.

PO2: Apply creative and critical thinking skills to identify design problems, generate innovative ideas, and develop effective solutions that address user needs and constraints.

PO3: Conduct design research, gather relevant data, and analyze findings to inform design decisions, validate concepts, and drive iterative design improvements.

PO4: Apply user-centered design methodologies to understand user needs, preferences, and behaviors, and create designs that prioritize user experience, usability, and accessibility.

PO5: Acquire proficiency in design software, digital tools, and technologies relevant to the chosen design specialization, such as graphic design software, prototyping tools, 3D modeling software, or web development frameworks.

PO6: Demonstrate effective visual communication skills by creating visually compelling and coherent design presentations, using appropriate mediums, formats, and storytelling techniques.

PO7: Collaborate effectively with multidisciplinary teams, understanding and respecting diverse perspectives, and contributing constructively to achieve common design goals.

PO8: Apply ethical considerations and sustainable design practices, considering social, cultural, and environmental impacts throughout the design process.





# **Credit Definition**

Туре	Duration (in hours)	Credit
Lecture (L)	1	1
Tutorial (T)	1	1
Practical (P)	2	1

# **Total Credit Distribution for the Entire Programme**

							Cr	edits							
					NMF	PSC					VA	·C			
Semest	MP	SC	EFN	V	ocati	onal	Other					ES			Credi
er			MD	E	duca	tion		MD	ΑE	SE		&	IN	Project	ts/
	Comp	Elec.		S	M	EA		C	C	C	EVS	IP	T	Troject	Sem.
	_			S	S	Α						R			
	•			D											
I	16			1	2	1			2		2				24
II	16			1		1		4	2		2				26
III	4	7	4	1		1		4	2	3					26
IV	4	7	4	1	1	1		4	2	3					27
V	4	7	4	1						3		2			21
VI	4	7	4	1			2						3		21
VII	4	10					2								16
VIII	12/0	8												0/12	20
Credits															
/	110/	/98			33	3		12	8	9	4	2	3	12 / 0	181
Course															101
						To	otal Cred	lit							

# **Category Definition**

Definition of Category/Type	Abbreviation
Major Program Specific Courses	MPSC
Non-Major Program Specific Courses	NMPSC
Electives from Non-Major Disciplines	EFNMD
Soft Skill Development	SSD
Mentored Seminar	MS





Extra Academic Activity	EAA
Multidisciplinary courses	MDC
Ability Enhancement Courses	AEC
Skill Enhancement Courses	SEC
Value Added Courses	VAC
Environmental Science	EVS
Ethics Study & IPR	ES & IPR
Internship	INT

# FIRST YEAR

# **SEMESTER-I**

Category	Course Name	Credit	Teaching Scheme				
			L	T	P	S/W	
CC1	History of Design – I	2	2				
	Material and Surface – I	2		1	2		
CC2	Design Elements and Principles	4		1	6		
	Drawing for Design – I	5		1	8		
	Colour Theory and Application	3		1	4		
NMPSC 1	Vocational – Soft Skill Development – I	1	1				
NMPSC 2	Vocational – Mentored Seminar – I	2			1	3	
NMPSC 3	Vocational – Extra Academic Activity (Sports	1			1	1	
	and Fitness / Yoga / NCC / NSS) – I						
AEC 1	Communicative English – I	2	2				
VAC 1	Environmental Science – I	2	2				
	Total Credit = 24		Teach	ing Hou	ır – 3'	3	
	Total Credit = 24			ing Hot	m-J	,	

# **SEMESTER-II**

Category	Course Name	Credit	Teaching Scheme				
			L	T	P	S/W	
CC3	History of Design – II	2	2				
	Material and Surface – II	2		1	2		
CC4	Drawing for Design – II	4		1	6		
	Mood Board and Concept Development	4		1	6		
	Basics of Photography	4		1	6		
NMPSC 4	Vocational – Extra Academic Activity (Sports	1			1	1	
	and Fitness / Yoga / NCC / NSS) – II						
NMPSC 5	Vocational – Soft Skill Development – II	1	1				
MDC 1	Multi-Disciplinary Course – I	4	4				





AEC 2	Communicative English – II	2	2			
VAC 2	Environmental Science – II	2	2			
	Total Credit = 26				lour =	36

# **SECOND YEAR**

# **SEMESTER-III**

Category	Course Name	Credit	Teaching Scheme				
			L	Т	P	S/W	
CC 5	History of Design - III	2	2				
	Design Aesthetics and Visual Culture – I	2	2				
CC 6	Modelling for Design	2		1	2		
	Design Development						
	Drawing for Communication – I	2		1	2		
	Fundamentals of Textile – I						
	Drawing for Product Design – I						
	Typography – I	3		1	4		
	Basics of Sewing and Stitching						
	Design Process and Methodologies – I						
NMPSC 6	Applied Art – I	4		1	6		
	Painting – I						
	Printmaking – I						
	Sculpture – I						
NMPSC 7	Vocational – Soft Skill Development – III	1	1				
NMPSC 8	Vocational – EAA (Sports and Fitness / Yoga	1			1	1	
	/ NCC / NSS) – III						
MDC 2	Multi-Disciplinary Course – II	4	4				
AEC 3	Logical reasoning – I / Foreign Language – I	2	2				
SEC1	Image Editing	3		1	4		
	Computer Aided Design - I						
	3D Modelling and Rendering – I						
	Total Credit = 26				lour =	35	

# **SEMESTER-IV**

Category	Course Name	Credit	Teaching Scheme				
			L	T	P	S/W	
CC 7	History of Design – IV	2	2				
	Design Aesthetics and Visual Culture – II	2	2				
CC 8	Typography – II	2		1	2		
	Fundamentals of Textile – II						
	User Experience Design						
	Drawing for Communication – II	2		1	2		

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	Fashion Illustration and Designing – I					
	Drawing for Product Design – II					
	Copywriting	3		1	4	
	Pattern Making and Garment Construction – I					
	Models Mockups and Prototypes					
NMPSC 9	Applied Art – II	4		1	6	
	Painting – II					
	Printmaking – II					
	Sculpture – II					
NMPSC 10	Vocational – Soft Skill Development – IV	1	1			
NMPSC 11	Vocational – EAA (Sports and Fitness / Yoga	1			1	1
	/ NCC / NSS) – IV					
NMPSC 12	Mentored Seminar – II	1			2	
MDC 3	Multi-Disciplinary Course – III	4	4			
AEC 4	Logical Reasoning – II / Foreign Language –	2	2			
	II					
SEC 2	Vector Graphics	3		1	4	
	Computer Aided Design - II					
	3D Modeling and Rendering – II					
	Total Credit = 27		Tea	ching H	lour =	37

# THIRD YEAR

# **SEMESTER-V**

Category	Course Name	Credit	Teaching Scheme				
			L	T	P	S/W	
CC 9	Visual Communication Through the Ages - I	2	2				
	History of Fashion - I						
	Product Design through the Ages – I						
	Design Aesthetics and Visual Culture – III	2	2				
CC 10	Illustration – I	2		1	2		
	Fashion Illustration and Designing – II						
	Manufacturing Techniques						
	Design Thinking and Methodology – I	2		1	2		
	Traditional Embroideries						
	Product Ergonomics						
	Communication Design – I	3		1	4		
	Pattern Making and Garment Construction –						
	II						
	Design Project – I						
NMPSC 13	Applied Art – III	4		1	6		
	Painting – III						
	Printmaking – III						
	Sculpture – III	]					





NMPSC 14	Vocational –Soft Skill Development – V	1	1			
VAC 3	Ethics Study and IPR	2	2			
SEC 3	Video Editing	3		1	4	
	Computer Aided Design - III					
	3D Modeling and Rendering – III					
Total Credit = 21			Tea	ching H	lour =	28

# **SEMESTER-VI**

Category	Course Name	Credit	Tea	ching S	chem	e
			L	T	P	S/W
CC 11	Visual Communication Through the Ages - II	2	2			
	History of Fashion - II					
	Product Design through the Ages – II					
	Design Aesthetics and Visual Culture – IV	2	2			
CC 12	Illustration – II	2		1	2	
	Fashion Photography					
	Product Packaging					
	Design Thinking and Methodology – II	2		1	2	
	Fashion Communication					
	Design Project – II					
	Communication Design – II	3		1	4	
	Pattern Making and Garment Construction –					
	III					
	Design Project – III					
NMPSC 15	Applied Art – IV	4		1	6	
	Painting – IV					
	Printmaking – IV					
	Sculpture – IV					
NMPSC 14	Vocational – Soft Skill Development – VI	1	1			
NMPSC 15	Publication Design – I	2		1	2	
	Fashion Journalism					
	Universal Design					
INT	Internship	3			2	4
	Total Credit = 21		Tea	ching F	Iour =	28

# **FOURTH YEAR**

# **SEMESTER-VII**

Category	Course Name	Credit	Tea	ching S	cheme	•
			L	T	P	S/W





CC 13	Communication Design Today	2	2			
	History of Fashion - III					
	Product Design Today					
CC 14	Advertising Communication	3		1	4	
	Draping and Styling					
	Design Project – IV					
	Trans-media Design and UX-UI	3		1	4	
	Fashion Merchandising					
	Design Project – V					
	Design Research Patent and Copyright	3		1	4	
	Textile Design – I					
	Design Patent and Copyright					
	Motion Graphics	3		1	4	
	Sustainable Fashion					
	Bio-mimicri					
NMPSC 16	Publication Design – II	2		1	2	
	Apparel Production					
	Design Research and Documentation					
	T + 1.0 - 11 - 1.0			1	_	25
	Total Credit = 16		Tea	ching H	lour =	25

# **SEMESTER-VIII**

Category	Course Name	Credit	Tea	ching S	cheme	e
			L	T	P	S/W
CC 18	Port Folio Development	2			2	2
CC 19	Design for Social Media	2		1	2	
	Textile Design – II					
	Design Colloquium					
CC 20	Packaging and Identity Design	2		1	2	
	New Media Fashion					
	Brand Management and Entrepreneurship					
CC 21	Communication Design Management	2		1	2	
	Fashion Management					
	Sustainable Design					
Courses /	Graduation Project	12			12/	12/0
Project					0	
	Research Project			0/6		0/12





# **COURSE CO-PO-PSO MAPPING SEMESTER-I**

# **COURSE 1 (Colour Theory and Application)**

### **COURSE OUTCOMES:**

- **CO 1** Identify the role of colour in a production process.
- **CO 2** Explain colour theory in context of a practical artwork.
- **CO 3** Demonstrate psychological effects of colour in a design.
- **CO 4** Analyze the signficance of colour in design.
- **CO 5** Compose a design using 'colour' as an important element.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	3	2	3	2	1	2	1	1	2	2	2
CO2	3	2	2	3	2	3	2	1	2	1	1	3	2	2
CO3	3	3	2	3	2	3	2	1	2	2	1	3	2	3
CO4	3	3	2	3	2	3	2	1	2	1	1	3	3	3
CO5	3	2	3	3	2	3	2	1	1	2	1	3	2	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 2 (Design Elements and Principles)**

#### **COURSE OUTCOMES:**

- **CO 1** Define the principles of design essential for creating effective designs.
- **CO 2** Explain fundamental knowledge of the primary design elements.
- CO 3 Apply basic design elements and principles through hands-on projects and assignments.
- **CO 4** Create visually appealing and functional compositions.
- CO 5 Organize the works created throughout the course by developing a portfolio.





COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	3	2	1	1	3	1	3	2	2
CO2	3	3	3	3	2	3	2	1	1	3	1	3	2	2
CO3	3	3	3	3	2	3	2	1	2	3	2	3	3	2
CO4	3	3	3	3	2	3	2	1	2	3	2	3	3	3
CO5	3	3	3	3	2	3	2	1	3	3	2	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 3 (Drawing for Design – I)**

#### **COURSE OUTCOMES:**

- **CO1** Identify different perspectives and their applications in design drawing.
- CO2 Categorize different types of lines and demonstrate their use in freehand drawing.
- CO3 Demonstrate drawing skills essential for visual communication in design.
- **CO4** Evaluate the relevance of nature's law, Fibonacci sequence, and Gestalt principles in visual composition.
- CO5 Create industry-centric design drawings using acquired visualization and rendering skills.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	1	2	1	2	1	1	2	1	3	2	2
CO2	3	3	2	1	2	1	2	1	1	2	1	3	2	2
CO3	3	3	2	1	2	1	2	1	1	2	1	3	3	2
CO4	3	3	2	1	2	1	2	1	1	2	1	3	3	3
CO5	3	3	2	1	2	1	1	1	1	1	1	3	2	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 4 (History of Design – I)**

- CO1 Identify connections between historical design concepts and their relevance in contemporary design projects.
- CO2 Apply critical thinking skills to interpret meanings and symbolism embedded in various design objects.





- CO3 Analyze the historical progression of design styles and their impact on society and culture.
- CO4 Evaluate the socio-cultural significance of design artifacts within their historical context.

Construct a comprehensive timeline highlighting major design milestones across global **CO5** civilizations.

### MAPPING OF COs WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	1	1	3	0	0	2	1	2	3	1	0	2	1	1
CO2	1	1	3	3	0	2	1	2	3	1	1	3	2	1
CO3	2	2	2	3	0	2	2	2	3	2	1	3	2	2
CO4	1	0	1	0	0	1	0	1	2	1	0	2	1	1
CO5	1	1	3	3	1	2	1	1	2	1	1	3	2	2

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 5 (Material and Surface – I)**

#### **COURSE OUTCOMES:**

- **CO1** Explain the purpose and function of prototypes or models in a design context.
- **CO2** Demonstrate the relationship between material properties and performance.
- CO3 Analyze the properties and behavior of different materials and surfaces through experimentation and observation.
- CO4 Evaluate the suitability of various materials and surface treatments for design applications.

Construct an end product ranging from an accessory to a trimming using appropriate **CO5** materials and techniques.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	3	2	1	1	3	1	3	3	2
CO2	3	3	3	3	2	3	2	1	1	3	1	3	3	2
CO3	3	3	3	3	2	3	2	1	2	3	2	3	3	3
CO4	3	3	3	3	2	3	2	1	2	3	2	3	3	3
CO5	3	3	3	3	2	3	2	1	3	3	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL





### **COURSE 6 (Vocational – Mentored Seminar – I)**

### **COURSE OUTCOMES:**

- **CO1** Explain fundamental design principles, theories, and their historical context to build a solid foundation.
- CO2 Analyze major design movements and their impact on contemporary design practices.
- CO3 Apply core design principles and methodologies to practical design challenges and projects.
- CO4 Demonstrate proficiency in design thinking methodologies through innovation, collaboration, and problem-solving.
- CO5 Create final projects showcasing analytical, conceptual, and critical thinking skills.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	0	1	1	1	0	3	0	3	2	2
CO2	3	2	2	1	0	2	1	1	0	3	0	3	2	2
CO3	3	2	2	1	0	1	1	1	0	3	0	3	3	2
CO4	3	2	2	1	1	1	1	1	1	3	1	3	3	3
CO5	3	2	2	1	1	1	1	1	1	3	1	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

#### **SEMESTER-III**

### **COURSE 1 (3D Modelling and Rendering – I)**

### **COURSE OUTCOMES:**

- **CO1** Identify the practice of design and its relation with the industry.
- **CO2** Explain the use of various software tools with respect to design practice.
- **CO3** Utilize industry-standard 3D modeling software to develop complex 3D models.
- **CO4** Analyze various rendering techniques to produce photorealistic visuals.
- **CO5** Design a complete 3D modeling project from conception to final presentation.

COURSE OUTCOM			P	ROG	RAM	ME (	OUTC	OME	S			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3





CO1	3	3	2	2	3	2	2	2	2	2	1	3	3	2
CO2	3	3	3	3	3	3	3	2	3	2	2	3	3	2
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

2. MODERATE

3. SUBSTANTIAL

### **COURSE 2 (Applied Art – I)**

### **COURSE OUTCOMES:**

- **CO1** Classify the history of design and its evolution in applied art practice.
- CO2 Apply design principles to develop original and balanced visual compositions.
- CO3 Evaluate key developments in the history of typography and their influence on design.
- CO4 Analyze the structural composition and hierarchy of design elements in visual layouts.
- CO5 Construct effective typographic compositions integrating design elements and color principles.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	2	2	2	2	2	2	2	1	2	1	3	2	2
CO2	3	3	3	2	3	3	2	2	2	3	2	3	3	2
CO3	3	3	3	3	3	3	3	3	2	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

## **COURSE 3 (Basics of Sewing and Stitching)**

- CO1 Categorize garments, various machines, and their uses in the apparel and fashion industries.
- CO2 Identify different kinds of machine stitches, seams, and seam finishes.
- CO3 Construct basic bodices and other parts of garments by stitching.
- **CO4** Examine the fittings of different parts of a garment on the dress form.
- CO5 Combine various design details in a complete garment to enhance functionality and





aesthetics.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	COME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	2	2	2	2	2	1	2	2	3
CO2	3	3	3	3	3	3	2	2	2	2	2	2	2	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 4 (Computer Aided Design – I)**

### **COURSE OUTCOMES:**

- **CO1** Explain the functions and features of Adobe Photoshop and Adobe Illustrator in the context of digital fashion illustrations.
- CO2 Apply a range of design tools and techniques in Adobe Photoshop and Adobe Illustrator for fashion-related applications.
- **CO3** Analyze the process and applications of digital printmaking in the fashion industry.
- CO4 Evaluate the integration of themes, color schemes, and digital prints in designing cohesive fashion collections.
- CO5 Produce a complete digital fashion collection presentation demonstrating creativity, originality, and technical proficiency.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	3	2	2	2	2	2	1	3	2	3
CO2	3	3	3	2	3	3	2	2	2	3	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL





# **COURSE 5 (Design Aesthetics and Visual Culture – I)**

### **COURSE OUTCOMES:**

- **CO1** Describe foundational concepts of design aesthetics and visual culture.
- CO2 Interpret the philosophical, religious, and social influences on Indian design aesthetics.
- CO3 Analyze the design aesthetics of Indian culture from the earliest days to the twelfth century to identify key principles and their cultural significance.
- **CO4** Evaluate the evolution of Indian design aesthetics.
- **CO5** Create innovative design solutions that integrate historical and cultural aesthetics.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	3	2	2	2	2	2	1	3	2	2
CO2	3	3	3	2	3	3	3	2	2	2	2	3	2	2
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 6 (Design Development)**

### **COURSE OUTCOMES:**

- CO1 Explain the fundamentals of design research and its role in the design development process.
- CO2 Recognize the importance of targeting the right customer with the right product or service through market research.
- CO3 Organize project work systematically using appropriate design development methods and formats.
- CO4 Design advanced prototypes by integrating innovative solutions with sustainable practices for real-world applications.
- CO5 Evaluate the effectiveness of design processes and prototypes through user feedback and iterative refinement.

COURSE OUTCOM			P	ROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIFI TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3





CO1	3	3	2	2	3	2	2	2	2	2	1	3	2	2
CO2	3	3	3	2	3	3	2	2	2	2	2	3	3	2
CO3	3	3	3	3	3	3	3	2	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

2. MODERATE

3. SUBSTANTIAL

### **COURSE 7 (Design Process and Methodologies – I)**

#### **COURSE OUTCOMES:**

- **CO1** Interpret existing user-centric designs through case studies.
- **CO2** Demonstrate the ability to synthesize information and ideas from diverse sources.
- **CO3** Analyze complex design problems and propose practical design approaches.
- **CO4** Critique design solutions based on established criteria and user feedback.
- CO5 Formulate advanced problem-solving techniques for design processes by integrating user-centric and iterative methodologies.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	3	2	2	2	2	2	1	3	2	2
CO2	3	3	3	2	3	3	2	2	2	2	2	3	3	2
CO3	3	3	3	3	3	3	3	2	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 8 (Drawing for Communication – I)**

- CO1 Demonstrate the ability to apply visual communication principles effectively in their drawings.
- CO2 Create visually compelling compositions using different drawing techniques.
- CO3 Interpret visual hierarchy in drawings to guide the viewer's attention and improve message delivery.
- **CO4** Deconstruct complex ideas and concepts through drawings.
- **CO5** Evaluate the effectiveness of visual storytelling techniques using hand-drawn illustrations to communicate complex ideas and narratives.





### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	3	2	2	2	3	2	2	3	2	2
CO2	3	3	3	3	3	3	3	2	3	2	2	3	2	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 9 (Drawing for Product Design – I)**

# **COURSE OUTCOMES:**

- CO1 Interpret drawing as a tool for idea generation and exploration in the product design process.
- CO2 Demonstrate the ability to employ various drawing techniques.
- CO3 Analyze advanced drawing techniques to develop detailed conceptual sketches for complex product designs.
- CO4 Evaluate drawings, both their own and peers', in the context of product design.
- CO5 Create professional-grade technical drawings to communicate design concepts effectively.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	3	2	2	2	3	2	2	2	3	2
CO2	3	3	3	3	3	3	3	2	3	2	2	2	3	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 10 (Fundamentals of Textile – I)**

# **COURSE OUTCOMES:**

CO1 Identify various textile materials and their characteristics for different fashion applications.





- CO2 Categorize textile structures and properties for specific end uses.
- CO3 Apply fundamental textile techniques in the design and construction of fashion garments and accessories.
- **CO4** Analyze textile design elements to create innovative fashion concepts.
- CO5 Evaluate the role of advanced textile properties in determining the performance and sustainability of fashion garments and accessories.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	3	2	2	2	2	2	1	2	2	3
CO2	3	3	3	2	3	3	2	2	2	2	2	2	2	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 11 (History of Design – III)**

#### **COURSE OUTCOMES:**

- **CO1** Explain the design evolution process and the material cultures associated with the Indian subcontinent, Middle East, and Far East from the first to the fifth century.
- CO2 Apply critical thinking skills to assess the impact of design in the Indian subcontinent, Middle East, and Far East on contemporary design practices.
- CO3 Analyze the design principles and aesthetics of the Indian subcontinent, Middle East, and Far East from the first to the fifth century.
- CO4 Evaluate the cultural and historical influences on design in the Indian subcontinent, Middle East, and Far East during the specified time period.
- CO5 Critique the cross-cultural influences across the Indian subcontinent, Middle East, and Far East.

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	2	3	2	2	2	2	2	1	3	2	2
CO2	3	3	3	3	3	3	2	2	2	2	2	3	2	2
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3





CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 12 (Image Editing)**

#### **COURSE OUTCOMES:**

- **CO1** Describe the historical context and technological advancements in image editing.
- CO2 Apply foundational and advanced techniques in manipulating digital images.
- CO3 Analyze requirements for different media platforms and apply appropriate optimization techniques.
- CO4 Evaluate creative image manipulation techniques to enhance storytelling through visuals.
- CO5 Create professionally edited images for diverse media applications ensuring quality and suitability.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	2	2	2	2	2	1	3	2	2
CO2	3	3	3	2	3	2	2	2	2	2	2	3	3	3
CO3	3	3	3	3	3	3	3	2	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 13 (Modelling for Design)**

- CO1 Identify the historical significance and contemporary applications of modelling in design.
- CO2 Explain the process of transitioning from two-dimensional sketches and drawings to three-dimensional models.
- CO3 Apply skills for iterative testing, evaluation, and refinement of design solutions through model-making.
- CO4 Analyze user needs and feedback to develop functional prototypes using innovative and user-centered solutions.
- CO5 Create detailed and innovative prototypes for real-world applications using advanced 3D modelling techniques.





#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	2	2	2	2	2	2	2	2	1	2	3	2
CO2	3	3	3	2	3	3	2	2	2	2	2	2	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 14 (Painting – I)**

### **COURSE OUTCOMES:**

- CO1 Identify different painting techniques on varied surfaces.
- CO2 Analyze the possibilities of traditional techniques in the present context and demonstrate skill in painting with different mediums.
- CO3 Evaluate pigment interaction and composition techniques to create visually compelling watercolour paintings.
- CO4 Create innovative visual narratives by integrating traditional watercolour techniques with contemporary art practices.
- **CO5** Apply relevant knowledge and skills in the fields of restoration and consultancy.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	2	2	2	3	2	2	2	3	2
CO2	3	3	3	3	3	3	3	2	3	2	2	2	3	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 15 (Printmaking – I)**

- **CO1** Recognize fundamental graphical understanding of visuals.
- CO2 Describe the relationship between printmaking techniques and specialized mediums,





fostering conceptual connections between practices.

- CO3 Apply knowledge of light, shadow, and tonal blocks to transfer drawings onto printing surfaces.
- **CO4** Analyze advanced printmaking techniques to create unique artistic expressions.
- CO5 Create innovative artworks by integrating traditional and contemporary printmaking practices reflecting personal style.

# MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	2	2	2	3	2	2	2	3	2
CO2	3	3	3	3	3	3	2	2	3	2	2	2	3	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 16 (Sculpture – I)**

### **COURSE OUTCOMES:**

- **CO1** Identify the key components and principles of three-dimensional drawing.
- **CO2** Describe the steps involved in clay preparation and modelling for terracotta.
- CO3 Demonstrate the use of different techniques of terracotta making and firing.
- **CO4** Analyze terracotta techniques to create innovative and functional sculptural forms.
- CO5 Design a kiln tailored to specific terracotta sculptures to ensure optimal firing conditions and aesthetic results.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	2	2	2	2	3	2	2	2	2	1	2	2	3
CO2	3	3	3	3	3	3	2	2	3	2	2	2	2	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 17 (Typography – I)**





#### **COURSE OUTCOMES:**

- **CO1** Recall the different typographic principles and concepts.
- CO2 Describe the role of typography in conveying messages and achieving design objectives.
- CO3 Execute design concepts and ideas related to typography through both written and verbal means.
- **CO4** Analyze peer feedback and suggestions to improve typographic decisions.
- **CO5** Evaluate the effectiveness of typographic integration principles with visual elements to meet specific communication goals.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	2	2	3	2	2	2	3	2	2	2	3	2
CO2	3	3	3	3	3	3	3	2	3	3	2	3	3	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

#### **SEMESTER-V**

# **COURSE 1** (Fashion Illustration and Designing – II)

### **COURSE OUTCOMES:**

- **CO1** Recall various types of design variations commonly used in fashion.
- **CO2** Explain the purpose of detailing and analysis before garment construction.
- CO3 Demonstrate accurate flat sketches and garment construction for effective use in product development.
- CO4 Compare the effectiveness of design illustration methods for showing fabric and design details.
- CO5 Create a professional set of fashion illustrations to communicate design concepts effectively.

COUDEE		PROGRAMME
COURSE	PROGRAMME OUTCOMES	SPECIFIC
OUTCOM		OUTCOMES





ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	3	2	2	2	2	2	2	3	2
CO2	3	3	3	3	3	3	2	3	3	3	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 2 (History of Fashion – I)**

### **COURSE OUTCOMES:**

- **CO1** List significant fashion movements and their key characteristics.
- **CO2** Describe the relationship between material culture and fashion evolution.
- CO3 Use culturally inspired motifs and techniques in a fashion design project.
- CO4 Analyze the impact of socio-cultural and economic changes on fashion evolution during the Industrial Revolution.
- CO5 Formulate a comprehensive design concept reflecting global historical influence and cultural identity.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO11	PSO1	PSO2	PSO3					
CO1	3	3	3	3	3	2	2	2	2	2	2	2	3	2
CO2	3	3	3	3	3	3	2	2	3	2	2	2	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 3 (Design Thinking and Methodology – I)**

- **CO1** Recall the fundamental principles of design and problem-solving frameworks.
- CO2 Describe the role of empathy in enhancing user experience within design projects.
- CO3 Carry out team-based projects to co-develop innovative design solutions.
- **CO4** Evaluate the effectiveness of iterative feedback in improving prototype functionality.
- CO5 Combine user research data and iterative feedback to produce validated, real-world design solutions.





### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	3	3	2	3	2	2	2	2	2	3	3	3
CO2	3	3	3	3	3	3	2	3	3	3	3	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 4 (Design Project – I)**

### **COURSE OUTCOMES:**

- **CO1** Recall the steps involved in the design process.
- CO2 Explain the significance of user research and market analysis in the design process.
- **CO3** Examine the effectiveness of prototyping through testing and feedback.
- CO4 Apply visual and verbal communication techniques to present design concepts effectively.
- CO5 Design a professional portfolio showcasing creativity, critical analysis, and technical proficiency.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	3	2	2	3	2	2	2	2	2	2	3	3
CO2	3	3	3	3	3	3	2	2	3	3	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 5 (Design Aesthetics and Visual Culture – III)**

# **COURSE OUTCOMES:**

CO1 Recognize key motifs, architectural styles, and design principles characteristic of Asian visual culture.

CO2 Explain how regional visual cultures have influenced global design aesthetics.





- CO3 Apply concepts of Asian design aesthetics in developing culturally responsive design solutions.
- CO4 Critique various aspects of Asian design aesthetics and visual culture to inform a broader design perspective.
- CO5 Design innovative and culturally grounded visual solutions using principles from Asian aesthetic traditions for a global audience.

### MAPPING OF COs WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO11	PSO1	PSO2	PSO3					
CO1	3	3	2	2	2	3	2	2	2	2	1	2	3	2
CO2	3	3	3	2	2	3	2	2	2	3	2	3	3	2
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW 2. MODERATE

3. SUBSTANTIAL

## **COURSE 6 Computer Aided Design – III)**

# **COURSE OUTCOMES:**

- **CO1** Recall the basic tools and features of CorelDRAW and Adobe Illustrator for digital fashion illustrations and design concepts.
- CO2 Describe how CAD tools can be used to integrate themes, colours, and textile designs.
- CO3 Apply digital pattern-making techniques to modify and adapt garment patterns for design versatility.
- CO4 Analyze the effectiveness of CAD simulations in garment fitting simulations and design aesthetics.
- CO5 Create innovative industry-standard digital fashion collections, integrating advanced CAD techniques for impactful design solutions.

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	COME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	3	3	2	1	2	2	1	2	3	2
CO2	3	3	2	2	3	3	1	2	2	3	2	2	3	3
CO3	3	2	3	2	3	3	2	1	2	2	1	2	3	3
CO4	3	3	3	3	3	3	2	2	3	3	2	3	3	3
CO5	3	3	3	3	3	3	3	2	2	3	2	3	3	3





2. MODERATE

3. SUBSTANTIAL

# **COURSE 7 (Communication Design – I)**

#### **COURSE OUTCOMES:**

- **CO1** Recall key principles and techniques of visual communication.
- CO2 Explain the role of typography in design and across various media.
- CO3 Analyze design trends, leading to informed and innovative decision-making in design practice.
- CO4 Demonstrate the ability to integrate motion and interaction design principles into practical design solutions.
- CO5 Formulate innovative visual communication solutions by collaborating across multiple design disciplines.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	1	1	3	3	1	1	1	2	1	3	3	2
CO2	3	3	2	1	3	3	1	1	2	3	1	3	3	2
CO3	3	3	1	1	3	3	1	1	3	3	0	2	3	3
CO4	3	3	3	3	3	3	3	3	2	3	1	3	3	3
CO5	3	3	3	3	3	3	3	3	2	3	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 8 (Applied Art – III)**

#### **COURSE OUTCOMES:**

- **CO1** Recall the fundamental concepts of calligraphy.
- CO2 Identify the basics of corporate identity designing.
- CO3 Apply logo design techniques and corporate identity principles to brand visuals.
- CO4 Analyze the relationship between various corporate identity materials in maintaining consistency and professionalism.
- CO5 Evaluate the suitability of typography and calligraphy styles for different branding projects.





COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	3	3	1	3	2	2						
CO2	3	3	3	3	3	3	3	2	2	2	2	3	2	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 9 (3D Modelling and Rendering – III)**

#### **COURSE OUTCOMES:**

- **CO1** Recall the steps involved in creating complex 3D models using advanced digital tools.
- CO2 Apply realistic texturing and material simulation methods to enhance the surface qualities of digital products.
- **CO3** Explain the role of lighting in product visualization and shadow manipulation.
- CO4 Analyze photorealistic renderings to assess form, material, and function of products.
- CO5 Create dynamic animated presentations and interactive turntables for digital storytelling and user experience.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	3	2	2	2	2	2	2	1	1	3	3	2
CO2	3	2	3	3	3	1	2	2	1	1	1	3	3	3
CO3	2	2	2	3	3	2	2	1	1	1	1	3	3	3
CO4	3	2	3	3	3	1	2	3	2	3	2	3	3	3
CO5	2	2	2	2	3	2	3	2	3	3	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 10 (Illustration – I)**

- **CO1** Classify foundational principles and techniques of illustration.
- CO2 Recall various techniques to foster innovative thinking and conceptual skills.
- CO3 Demonstrate personalized style in illustration, reflecting individual creativity and artistic expression.
- CO4 Evaluate the role of illustration in communicating complex concepts and narratives in various media.





CO5 Create illustrations tailored for editorial, advertising, and branding applications.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	1	3	2	2							
CO2	3	3	3	2	2	3	2	2	2	2	2	3	2	3
CO3	3	3	3	3	3	3	2	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

# **COURSE 11 (Manufacturing Techniques)**

### **COURSE OUTCOMES:**

- **CO1** Recall the principles and applications of various manufacturing techniques.
- **CO2** Describe the criteria for selecting manufacturing processes used in product design.
- **CO3** Implement quality control measures and conduct tests to ensure product standards.
- CO4 Analyze advanced manufacturing techniques to optimize design and production.
- CO5 Design a quality control system to ensure product reliability and standardization.

# MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	2	2	2	3	2	2	2	2	2	2	2	3	2
CO2	3	3	3	2	3	3	2	2	2	2	2	2	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

### **COURSE 12 (Painting – III)**

- **CO1** Recall the key characteristics of a new artistic medium.
- CO2 Explain the relation of non-living objects with their immediate surroundings.
- CO3 Illustrate indoor and outdoor space emphasizing their significance in the practice of art.
- CO4 Examine various advanced oil painting techniques incorporating innovative textures and





surface treatments.

CO5 Create original compositions integrating historical and contemporary oil painting practices with aesthetic and conceptual depth.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	IME (	OUTC	COME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	3	3	1	3	2	2						
CO2	3	3	3	3	3	3	3	2	3	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

# **COURSE 13 (Pattern Making and Garment Construction – II)**

### **COURSE OUTCOMES:**

- **CO1** Recall fundamental garment construction techniques.
- CO2 Describe factors influencing designs and wearability of garments.
- **CO3** Apply basic design ideas for creating real garments that fit the human body well.
- **CO4** Examine the impact of pattern adjustments on garment functionality and design.
- CO5 Design a garment construction workflow ensuring accuracy, quality, and efficient use of materials.

### MAPPING OF COs WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	3	3	3	2	2	2	2	2	1	2	3	3
CO2	3	3	3	3	3	3	2	2	2	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

### **COURSE 14 (Printmaking – III)**

- **CO1** Recall key concepts and techniques of the graphics medium.
- CO2 Describe different techniques of drypoint and collography in printmaking.





- CO3 Implement dynamism and innovation in personal artwork through graphic printmaking.
- CO4 Analyze the interaction between traditional printmaking techniques and contemporary materials.
- $\textbf{CO5} \stackrel{\text{Design a professional printmaking workflow integrating technical mastery, creativity,}}{\text{and aesthetic judgment.}}$

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	3	1	3	2	2							
CO2	3	3	3	3	3	3	3	2	3	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

# **COURSE 15 (Product Design Through The Ages – I)**

#### **COURSE OUTCOMES:**

- **CO1** List the historical milestones in the evolution of product design.
- CO2 Implement elements of indigenous design into contemporary design concepts.
- CO3 Analyze the role of the Renaissance in contemporary design methodologies and global design evolution.
- CO4 Critique the influences of the Industrial Revolution on design and modern product development.
- CO5 Formulate a design solution by integrating historical context into modern design practices.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	3	2	3	3	2							
CO2	3	3	3	3	3	3	2	2	3	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

**COURSE 16 (Product Ergonomics)** 





#### **COURSE OUTCOMES:**

- **CO1** Recall fundamental ergonomic principles relevant to product design.
- **CO2** Describe complex ergonomic issues using appropriate tools and methods.
- **CO3** Apply basic ergonomic considerations in the product design process.
- **CO4** Analyze the relationship between ergonomic design choices and consumer satisfaction.
- **CO5** Evaluate product designs to identify and mitigate ergonomic risks.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	3	1	3	3	2							
CO2	3	3	3	3	3	3	2	2	3	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

# **COURSE 17 (Sculpture – III)**

### **COURSE OUTCOMES:**

- **CO1** Identify the fundamental features of an armature used in sculpture.
- CO2 Utilize a diverse range of materials and mediums for creating sculptures.
- CO3 Explain the principles behind the creation of moulds and casts for three-dimensional sculptures.
- CO4 Analyze the combination of traditional and experimental materials to alter the visual impact of three-dimensional sculptures.
- CO5 Design sustainable sculptural practices that minimize waste and use eco-friendly materials.

COURSE OUTCOM ES			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	2	3	3	2	2	2	2	1	3	2	2
CO2	3	3	3	3	3	3	3	2	3	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3





CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

### **COURSE 18 (Traditional Embroideries)**

#### **COURSE OUTCOMES:**

- CO1 Identify the historical origins, key motifs, and symbolic meanings of traditional Indian embroideries.
- CO2 Explain the role of stitches, threads, colours, and fabrics in the creation of traditional Indian embroideries.
- CO3 Apply traditional Indian embroidery techniques and motifs in contemporary design processes to create a product line.
- CO4 Evaluate the effectiveness of traditional embroidery techniques in modern apparel and accessory designs.
- CO5 Analyze the socio-economic and cultural impact of traditional embroidery techniques in contemporary markets.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	2	2	2	3									
CO2	3	3	2	2	2	2	3							
CO3	3	3	3	3	3	3	3	3	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

# **COURSE 19 (Video Editing)**

### **COURSE OUTCOMES:**

- **CO1** Recall the core concepts of video editing, workflow, and sequencing.
- **CO2** Apply editing techniques to arrange visuals for impactful storytelling.
- **CO3** Explain the role of sound editing and color correction in enhancing video quality.
- **CO4** Analyze the differences in export requirements across multiple video platforms.
- **CO5** Produce a finished video project or reel demonstrating individual creative skills.

COMPGE	DD 0 0D 12 DD 02 DD 0	PROGRAMME
COURSE	PROGRAMME OUTCOMES	SPECIFIC
OUTCOM		OUTCOMES





ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	2	2	2	1	2	1	1	1	3	2	2
CO2	3	3	2	3	3	2	2	2	2	2	2	3	3	2
CO3	3	3	3	3	3	3	2	3	2	2	1	3	3	3
CO4	3	2	3	2	3	2	1	2	2	2	1	3	2	2
CO5	3	3	3	2	3	3	2	2	2	2	2	3	3	3

# **COURSE 20 (Visual Communication Through the Ages – I)**

### **COURSE OUTCOMES:**

- $\textbf{CO1} \begin{tabular}{l} \textbf{List the key design principles of European Renaissance and indigenous design traditions across other continents.} \end{tabular}$
- CO2 Summarize the evolution and characteristics of design movements in different continents after the Renaissance.
- CO3 Analyze how the historical context of the Industrial Revolution informs modern design practices.
- CO4 Evaluate the effectiveness of visual communication methods developed during the Industrial Revolution in modern contexts.
- CO5 Design a visual communication project drawing inspiration from post-Renaissance and American design philosophies.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	3	2	2									
CO2	3	3	3	2	3	3	2							
CO3	3	3	3	3	3	3	3	2	3	3	2	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

#### **SEMESTER-VII**

# **COURSE 1 (Communication Design Today)**

# **COURSE OUTCOMES:**

 $\mathbf{CO1} \overset{\text{List the key effects of globalization and media convergence in shaping communication}}{\text{design.}}$ 

CO2 Summarize the strategic design differences between postmodernism and post-digital





approaches.

- CO3 Implement digital content strategies to develop brand identity on multiple platforms.
- **CO4** Evaluate the efficiency of communication planning that utilizes social media structures and microformat design.
- CO5 Create a design project guideline promoting ethical, inclusive, and sustainable communication strategies.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	2	2	2	2	2	2	2	2	3	2	2	3	2	2
CO2	2	3	2	2	2	2	2	1	2	3	2	3	2	2
CO3	2	3	3	2	3	2	2	1	3	3	3	3	3	2
CO4	2	2	2	3	3	3	2	1	2	3	2	3	2	2
CO5	2	2	2	2	2	3	2	2	3	2	3	3	2	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 2 (Design Patent and Copyright)**

### **COURSE OUTCOMES:**

- **CO1** List the key elements of intellectual property and its relevance in design.
- CO<sub>2</sub> Differentiate between design patent, copyright, and other intellectual property types relevant to creative practice.
- **CO3** Identify infringements, ethical dilemmas, and fair use principles in design contexts.
- **CO4** Apply the process of filing a design patent or copyright registration.
- CO5 Compile a design portfolio accompanied with IP documentation and legal commentary.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	2	1	3	2	2							
CO2	3	3	2	2	2	2	3	3	2	2	1	3	2	2
CO3	3	2	2	2	1	3	3	2	2	3	2	3	2	2
CO4	2	2	2	3	2	2	2	2	2	3	2	3	2	2
CO5	3	2	2	2	1	2	3	2	3	2	2	3	2	2

1. LOW

2. MODERATE

3. SUBSTANTIAL





# COURSE 3 (Design Project – V)

## **COURSE OUTCOMES:**

- **CO1** Identify key stakeholders and system components involved in a product ecosystem.
- CO2 Apply advanced user research methods and foresight tools to uncover user needs and innovation opportunities.
- CO3 Explain the role of emerging technologies in enhancing product-service design solutions.
- CO4 Analyze service blueprints and experience maps to articulate user journeys and touchpoints.
- CO5 Formulate a fully functional and scalable design solution aligned with business, user, and sustainability objectives.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	3	3	2									
CO2	2	3	3	2	3	3	3							
CO3	2	3	2	2	3	2	2	2	1	3	3	3	3	3
CO4	2	2	3	3	3	2	2	2	2	2	2	3	3	3
CO5	2	2	2	2	2	3	3	3	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 4 (Design Project – VI)**

#### **COURSE OUTCOMES:**

- CO1 List examples of design problems influenced by socio-cultural, political, or speculative contexts.
- CO2 Explain future forecasting and scenario-building methods to anticipate future design implications.
- CO3 Apply conceptual design ideas using media to explore speculative and immersive experiences.
- **CO4** Evaluate the ethical, cultural, and emotional implications of advanced design concepts.
- CO5 Design an exhibition or communication strategy that effectively conveys conceptual design ideas to diverse audiences.

OUTCOM
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ES												OU	TCOM	<b>IES</b>
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	2	1	2	2	3	2	2	2	3	3	2
CO2	2	3	3	2	2	2	2	3	2	3	3	3	3	3
CO3	2	3	2	2	2	3	2	2	2	2	2	3	3	3
CO4	2	2	2	2	3	3	2	2	2	2	2	3	3	3
CO5	2	2	2	2	2	3	2	3	2	2	2	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 5 (Design Project – VII)**

#### **COURSE OUTCOMES:**

- CO1 List potential design challenges based on personal experiences and contextual observations.
- CO2 Carry out in-depth secondary research, including literature review and precedent analysis.
- CO3 Analyze primary data from users and stakeholders to define and direct the design project.
- CO4 Formulate a clear design intent and conceptual direction supported by comprehensive research insights.
- CO5 Evaluate project proposals for clarity, coherence, and persuasiveness in presentation and documentation.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	OGRAN PECIF ITCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	2	3	3	2	1	2	1	2	2	3	3	3	3	2
CO2	2	2	3	2	2	2	1	2	2	2	2	3	3	3
CO3	2	2	3	3	2	2	2	2	2	2	2	3	3	3
CO4	2	2	2	2	2	2	2	2	2	2	2	3	3	3
CO5	2	2	2	2	2	3	3	2	3	3	3	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 6 (Design Research and Documentation)**

### **COURSE OUTCOMES:**

**CO1** List common research methodologies used in design research.

**CO2** Apply appropriate research tools and techniques in a design context.





- **CO3** Analyze research data into patterns, themes, or categories.
- CO4 Evaluate research reports considering structured, ethical, and communicative formats.
- CO5 Design a communication tool to translate research into actionable direction for design development.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO11	PSO1	PSO2	PSO3							
CO1	3	3	3	3	2									
CO2	3	3	3	3	3	3	3	2	2	2	2	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1. LOW 2. MODERATE 3. SUBSTANTIAL

# **COURSE 7 (Design Research, Patent and Copyright)**

# **COURSE OUTCOMES:**

- **CO1** Identify the core principles of design research and intellectual property.
- CO2 Apply appropriate research methodologies in design-based inquiry.
- CO3 Differentiate between copyrights, trademarks, and patents in a design context.
- CO4 Critique draft documentation for accuracy, clarity, and legal completeness.
- CO5 Compose a personal or institutional code of ethics for responsible design practice and authorship.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	2	2	3	2	2	2	1	3	2	2	2	3	2	2
CO2	3	3	3	2	2	1	1	2	2	1	1	3	2	2
CO3	2	1	2	1	2	1	2	3	1	2	3	3	2	2
CO4	2	2	2	2	1	1	1	3	2	2	2	3	2	2
CO5	2	2	2	2	3	1	1	2	2	2	3	3	2	2

1. LOW 2. MODERATE 3. SUBSTANTIAL

### **COURSE 8 (Fabric Ornamentation)**





#### **COURSE OUTCOMES:**

- **CO1** Explain the historical, cultural, and contemporary relevance of fabric ornamentation.
- CO2 Demonstrate proficiency in traditional embroidery and embellishment techniques.
- **CO3** Examine the outcomes of various printing and dyeing techniques for surface decoration.
- CO4 Evaluate the innovation and effectiveness of ornamentation using unconventional materials.
- **CO5** Create a professional portfolio showcasing technical and aesthetic abilities.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	2	1	2	1	2	2	3						
CO2	3	3	2	2	3	2	1	2	2	2	1	2	3	3
CO3	3	3	2	2	3	2	2	2	2	2	1	2	3	3
CO4	3	3	3	2	3	2	2	3	2	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	2	3	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 9 (Fashion Draping)**

#### **COURSE OUTCOMES:**

- **CO1** Recall the fundamental features of fashion draping.
- CO2 Explain basic and advanced garment structures through draping techniques.
- CO3 Demonstrate creativity in transforming flat ideas into three-dimensional garment prototypes.
- CO4 Analyze fabric behaviour in relation to form and fit.
- CO5 Create a garment collection using fashion draping principles and aesthetic design.

COURSE OUTCOM			F	PROG	RAM	ME (	OUTC	COME	ES			Sl	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	1	2	2	3						
CO2	3	3	3	3	3	2	2	2	2	2	2	2	3	3
CO3	3	3	2	2	2	3	2	2	2	3	2	2	3	3
CO4	2	3	3	3	3	2	2	2	3	2	1	2	3	3
CO5	3	3	2	3	2	3	2	2	2	3	2	3	3	3





2. MODERATE

3. SUBSTANTIAL

## **COURSE 10 (Fashion Journalism)**

#### **COURSE OUTCOMES:**

- **CO1** Recall the fundamental role and evolution of journalism in the global fashion industry.
- CO2 Demonstrate clear, engaging, and genre-specific content for fashion media.
- **CO3** Analyze fashion trends, designers, and industry developments critically.
- CO4 Evaluate the effectiveness of fashion reporting for digital platforms and social media.
- CO5 Create professional editorial content by conducting interviews and covering events with ethical sensitivity.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	2	2	3	2	2	3	2	2						
CO2	3	3	2	2	2	3	1	2	2	2	2	3	2	3
CO3	2	3	3	2	1	2	2	2	1	1	2	3	3	3
CO4	2	2	2	2	2	2	2	2	2	3	2	3	2	2
CO5	2	3	2	2	2	3	1	2	2	2	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 11 (Fashion Merchandising)**

### **COURSE OUTCOMES:**

- **CO1** Describe the fundamental concepts of export merchandising.
- **CO2** Demonstrate the role and application of export documentation in the fashion industry.
- **CO3** Analyze the process of fashion forecasting and its role in design development.
- **CO4** Evaluate the effectiveness of retail merchandising strategies within the fashion industry.
- **CO5** Integrate diverse merchandising ideas into cohesive fashion business execution.

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	2	2	3	3	2	3	3	3	3	3	3	2	3	3
CO2	2	2	3	3	2	3	3	3	3	3	3	2	3	3





CO3	2	2	3	3	2	3	3	3	3	3	3	2	3	3
CO4	2	2	3	3	2	3	3	3	3	3	2	2	3	3
CO5	2	2	3	3	2	3	3	3	3	3	3	2	3	3

2. MODERATE

3. SUBSTANTIAL

### **COURSE 12 (Fashion Styling)**

#### **COURSE OUTCOMES:**

- **CO1** Identify styling principles based on client, body type, and context.
- CO2 Explain the role and importance of fashion styling across various media and industry platforms.
- CO3 Demonstrate professional styling workflow by collaborating with photoshoots and fashion shows.
- **CO4** Analyze fashion trends to develop a cohesive personal styling portfolio.
- CO5 Create visually appealing and trend-relevant styling concepts suitable for contemporary markets.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			Sl	OGRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	3	2	2	2	2	2	2	2	3
CO2	3	3	2	3	3	3	2	2	3	2	1	2	2	3
CO3	3	3	3	2	2	3	2	2	2	3	2	2	3	3
CO4	2	3	3	2	3	3	3	2	3	2	2	3	3	3
CO5	3	3	3	3	2	2	2	2	3	3	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

### **COURSE 13 (History of Fashion – III)**

### **COURSE OUTCOMES:**

- **CO1** Identify key historical fashion traditions and their defining characteristics.
- CO2 Describe the evolution of fashion in relation to historical and socio-economic factors.
- CO3 Apply appropriate technological methods and materials into a design project.
- **CO4** Appraise the adaptation of traditional cultural elements in contemporary fashion.
- **CO5** Analyze material culture reflecting societal values in different historical contexts.





COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	ES			SI	GRAN PECIF TCOM	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	3	3	1	2	2	3						
CO2	2	3	3	2	0	2	3	2	3	3	2	2	2	3
CO3	3	3	3	2	1	3	3	2	3	2	2	3	3	3
CO4	3	3	3	2	1	3	3	2	2	2	2	3	3	3
CO5	3	3	3	3	1	3	3	2	2	3	2	3	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 14 (Motion Graphics)**

#### **COURSE OUTCOMES:**

- **CO1** Recall the fundamental principles of motion design in visual storytelling.
- CO2 Explain typography and graphic elements relevant to motion sequences.
- CO3 Demonstrate technical proficiency in industry-standard software tools for motion graphics.
- **CO4** Integrate audio effectively with visuals to enhance narrative impact.
- **CO5** Compose and execute an original motion graphics project from ideation to output.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	IME (	OUTC	COME	ES			Sl	OGRAN PECIF ITCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	2	2	2	1	1	1	2	1	1	1	3	2	2
CO2	3	3	3	2	2	2	1	2	1	1	1	3	2	2
CO3	2	3	2	3	3	2	1	1	2	1	1	3	3	2
CO4	2	2	2	2	2	3	1	2	2	1	1	3	3	3
CO5	3	3	3	3	3	3	2	2	2	2	2	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 15 (Product Design Today)**

- **CO1** Identify current trends, challenges, and innovations in product design.
- **CO2** Apply inclusive and human-centered design approaches to address diverse user needs.
- CO3 Examine the environmental and societal consequences of material selection and production processes.
- CO4 Evaluate the efficiency of digital technologies and interactivity in improving user





experience.

CO5 Design future-facing products addressing global challenges and reflecting cultural sensitivity.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			F	PROG	RAM	IME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO10	PO11	PSO1	PSO2	PSO3				
CO1	3	3	2	3	1	3	3	2						
CO2	2	3	3	2	2	2	3	2	2	2	1	3	3	2
CO3	3	2	2	2	3	3	3	2	1	2	1	3	3	3
CO4	2	2	3	3	3	2	1	1	2	2	2	3	3	3
CO5	2	2	2	2	2	2	2	3	2	2	1	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **COURSE 16 (Publication Design – II)**

### **COURSE OUTCOMES:**

- CO1 List the key immersive storytelling techniques for editorial systems in both static and interactive formats.
- CO2 Explain the relationship between modular grids, metadata, and scalable typographic systems.
- CO3 Integrate motion graphics, kinetic typography, and multimedia to enhance digital publication experiences.
- CO4 Implement sustainable print-to-digital design strategies emphasizing material and platform responsibility.
- **CO5** Create an integrated publication system across multiple platforms.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	OME	CS .			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO11	PSO1	PSO2	PSO3						
CO1	3	3	2	2	2	3	3	2	3	3	2	3	2	2
CO2	3	3	3	2	3	3	1	2	3	2	2	3	2	2
CO3	3	3	2	2	3	3	1	2	3	3	2	3	2	2
CO4	2	2	2	2	2	2	1	3	2	2	1	3	2	2
CO5	3	3	3	3	3	3	2	3	3	3	2	3	3	3

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2. MODERATE

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### **COURSE 17 (Social Communication)**

### **COURSE OUTCOMES:**

- CO1 Recall the key theories and models in social communication relevant to design practices.
- CO2 Describe the role of visual and narrative strategies in addressing social issues.
- CO3 Apply visual communication tools that influence social behavior and awareness.
- **CO4** Examine the socio-political impact of design choices in communication.
- CO5 Create multi-platform campaigns with socially relevant messaging and real-world design interventions.

#### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM			P	PROG	RAM	ME (	OUTC	COME	ES			SI	GRAN PECIF TCON	IC
ES	PO1	PO2	PO3	PO4	PO5	PO11	PSO1	PSO2	PSO3					
CO1	2	2	3	2	1	3	2	2						
CO2	2	3	3	2	1	2	1	2	2	2	1	3	2	2
CO3	3	3	2	3	1	3	1	2	3	2	1	3	3	3
CO4	2	2	2	2	1	2	1	3	2	1	1	3	3	2
CO5	3	3	2	3	3	3	1	2	3	3	1	3	3	3

1. LOW

2. MODERATE

3. SUBSTANTIAL

# COURSE 18 (Trans-media Design and UX/UI)

### **COURSE OUTCOMES:**

- **CO1** Interpret user-centered design principles and trans-media frameworks.
- CO2 Carry out user research to inform digital design decisions.
- **CO3** Analyze the role of trans-media narratives in interactive brand storytelling.
- **CO4** Evaluate the effectiveness of wireframes, prototypes, and high-fidelity UI layouts.
- **CO5** Design a cross-platform capstone project integrating UI/UX and trans-media strategy.

COURSE OUTCOM		PROGRAMME OUTCOMES  PROGRAMME SPECIFIC OUTCOMES												IC
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	2	2	2	2	2	1	3	3	2
CO2	2	3	3	3	2	2	1	2	2	1	1	3	3	2
CO3	3	3	2	3	3	3	1	2	2	2	1	3	3	3
CO4	3	2	3	2	3	3	2	2	2	2	2	3	3	3



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CO5	2	2	3	3	3	2	1	3	2	1	2	3	3	3

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3. SUBSTANTIAL

# **COURSE 19 (Advertising Communication)**

#### **COURSE OUTCOMES:**

- CO1 Recall key advertising principles, ethics, and historical contexts and their influence on public perception and consumer behavior.
- CO2 Describe advertising strategies across media platforms to tailor to different audience segments.
- CO3 Implement integrated advertising strategies by aligning insights with creative and visual execution.
- CO4 Evaluate the impact of copywriting and visual storytelling techniques in advertising.
- CO5 Formulate a data-driven communication strategy and media plan to optimize advertising reach and campaign effectiveness.

### MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM		PROGRAMME OUTCOMES											PROGRAMME SPECIFIC OUTCOMES		
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	
CO1	3	3	2	1	2	2	1	3	2	2	1	3	2	2	
CO2	2	3	3	2	3	3	1	2	3	2	2	3	3	2	
CO3	3	3	3	2	3	3	2	2	3	3	3	3	3	3	
CO4	3	3	2	2	3	3	1	2	3	2	2	3	3	2	
CO5	2	2	3	2	3	2	2	2	2	2	2	3	3	3	

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2. MODERATE

3. SUBSTANTIAL

### **COURSE 20 (Apparel Production)**

#### **COURSE OUTCOMES:**

- **CO1** Identify key stages in the apparel production process from design to finished product.
- CO2 Describe the functions and applications of pattern-making and garment construction methods.
- **CO3** Carry out apparel machinery operation and handle tools adhering to safety guidelines.
- **CO4** Analyze individual roles contributing to the success of a collaborative production.
- **CO5** Evaluate quality control measures in garment manufacturing.





COURSE OUTCOM		PROGRAMME OUTCOMES										PROGRAMME SPECIFIC OUTCOMES		
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	3	1	2	1	2	1	2	1	1	2	2	3
CO2	2	3	3	2	2	1	2	1	2	2	1	2	2	3
CO3	2	2	3	3	3	2	2	1	3	2	2	2	3	3
CO4	1	1	2	3	2	2	2	3	3	3	2	2	3	3
CO5	1	1	2	2	3	2	2	2	2	3	2	2	3	3

2. MODERATE

3. SUBSTANTIAL

# **COURSE 21 (Bio-Mimicry)**

### **COURSE OUTCOMES:**

- **CO1** List the key principles and philosophy of biomimicry.
- CO2 Identify natural systems, forms, and processes for design inspiration.
- CO3 Demonstrate ecological thinking through sustainable, nature-inspired design concepts.
- CO4 Analyze design ideas modeled on biological strategies to communicate the relevance of biomimicry.
- **CO5** Produce a complete bio-inspired design project or prototype.

# MAPPING OF COS WITH POS AND PSOS

COURSE OUTCOM		PROGRAMME OUTCOMES											PROGRAMME SPECIFIC OUTCOMES		
ES	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	
CO1	2	2	1	2	1	3	3	2	2	2	1	3	3	2	
CO2	3	3	2	3	2	3	3	2	2	2	1	3	3	3	
CO3	2	3	3	2	2	3	3	3	2	2	1	3	3	3	
CO4	3	2	3	2	3	2	3	2	2	2	1	3	3	3	
CO5	2	2	2	2	2	2	2	2	2	3	2	3	3	3	

1. LOW

2. MODERATE

3. SUBSTANTIAL

# **Bloom's Taxonomy Verbs:**

Remember (BT1)	Understand (BT2)	Apply (BT3)	Analyze (BT4)	Evaluate (BT5)	Create (BT6)
Cite	Add	Acquire	Analyze	Appraise	Abstract
Define	Approximate	Adapt	Audit	Assess	Animate
Describe	Articulate	Allocate	Blueprint	Compare	Arrange
Draw	Associate	Alphabetize	Breadboard	Conclude	Assemble





Enumerate	Characterize	Apply	Break down	Contrast	Budget
Identify	Clarify	Ascertain	Characterize	Counsel	Categorize
Index	Classify	Assign	Classify	Criticize	Code
Indicate	Compare	Attain	Compare	Critique	Combine
Label	Compute	Avoid	Confirm	Defend	Compile
List	Contrast	Back up	Contrast	Determine	Compose
Match	Convert	Calculate	Correlate	Discriminate	Construct
Meet	Defend	Capture	Detect	Estimate	Cope
Name	Describe	Change	Diagnose	Evaluate	Correspond
Outline	Detail	Classify	Diagram	Explain	Create
Point	Differentiate	Complete	Differentiate	Grade	Cultivate
Quote	Discuss	Compute	Discriminate	Hire	Debug
Read	Distinguish	Construct	Dissect	Interpret	Depict
Recall	Elaborate	Customize	Distinguish	Judge	Design
Recite	Estimate	Demonstrate	Document	Justify	Develop
Recognize	Example	Depreciate	Ensure	Measure	Devise
Record	Explain	Derive	Examine	Predict	Dictate
Repeat	Express	Determine	Explain	Prescribe	Enhance
Reproduce	Extend	Diminish	Explore	Rank	Explain
Review	Extrapolate	Discover	Figure out	Rate	Facilitate
Select	Factor	Draw	File	Recommend	Format
State	Generalize	Employ	Group	Release	Formulate
	Give	Employ Examine	Identify	Select	Generalize
Study Tabulate	Infer	Examine	Illustrate	Summarize	Generate
Trace		-	Infer		Handle
	Interact	Explore		Support Test	
Write	Interpolate	Expose	Interrupt		Import
	Interpret	Express	Inventory	Validate	Improve
	Observe	Factor	Investigate	Verify	Incorporate
	Paraphrase	Figure	Layout		Integrate
	Picture	Graph	Manage		Interface
	graphically Predict	Handle	Maximize		Join
		Illustrate	Minimize		
	Review				Lecture
	Rewrite	Interconvert	Optimize		Model
	Subtract	Investigate	Order		Modify
	Summarize	Manipulate	Outline		Network
	Translate	Modify	Point out		Organize
	Visualize	Operate	Prioritize		Outline
		Personalize	Proofread		Overhaul
		Plot	Query		Plan
		Practice	Relate		Portray
		Predict	Select		Prepare
		Prepare	Separate		Prescribe
		Price	Subdivide		Produce
		Process	Train		Program
		Produce	Transform		Rearrange
		Project			Reconstruct
		Provide			Relate
		Relate			Reorganize
		Round off			Revise
		Sequence			Rewrite
		Show			Specify
		Simulate			Summarize





Sketch
Solve
Subscribe
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Use