Programme Handbook
M.Des User Experience Design
School of Design
Sushant University

(*Applicable to students admitted in the academic year 2023- 2024)

Programme Handbook - Master of Design – UX Design (M.Des UX)

PRELIMINARY DEFINITIONS AND NOMENCLATURE

In this document, unless the context otherwise requires:

1. "**Programme**" means Degree Programme, that is Master of Design UX Design, Degree Programme (M.Des UX)
2. "**Discipline**" means specialization or branch of Master of Design, Degree Programme (M.Des), like Interior Design, UX Design, Transportation & Mobility Design, Social Design, etc.
3. "**Course**" means a theory or practical subject that is normally studied in a semester, like Materials and Processes.
4. **"Director, Academic Affairs"** means the authority of the University who is responsible for all academic activities of the Academic Programmes for implementation of relevant rules of this Regulations pertaining to the Academic Programmes.
5. **"Dean/Director"** means head of the School concerned.
6. **"PD"** means Programme Director of the respective programme of the School concerned.
7. **"Controller of Examinations (COE)"** means the authority of the University who is responsible for all activities of the University Examinations.
8. **"SU/ University"** means Sushant University (Erstwhile Ansal University)
9. **"MSE"**- Mid-Semester Evaluation, "**ESE"**- End Semester Examination**, "SGPA"**- Semester Grade Point Average, "**CGPA"**- Cumulative Grade Point Average, "**TDCC"-** Trans Disciplinary Certificate Course.

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1. ADMISSION

1.1.Candidates seeking admission to the first semester of the four semester M.Des UX Degree Programme: Should have completed an undergraduate degree (with 50% marks) in creative specialization or stream (Academic Stream of Architecture, Design, Fine Arts) from a UGC recognized University or Institution.

1.2. Lateral entry admission (School of Design)

The candidates who possess the Diploma in Design awarded by the State Board of Technical Education, or its equivalent are eligible to apply for Lateral entry admission to the second or third semester of M.Des UX. The lateral candidates must also undergo the personal interview with portfolio review.

1.3. Migration/Transfer of candidates pursuing M.Des UX from another University approved by UGC shall be granted as per the approval of the School level lateral admissions and Migration Committee (LAMC) in the appropriate semester as per credit mapping with appropriate remedial courses undertaken.

1.4. All Migration/Transfers are subject to the approval of the Vice Chancellor of SU.

2. STRUCTURE OF PROGRAMME

2.1. Credits requirement

Minimum credit requirement is 120 credits for a student to be eligible to get a Postgraduate Degree in Design (any specialisation among ID, UX, T&M, SD).

2.2. Categorization of Courses

M.DEs UX Programme will have a curriculum with syllabi consisting of theory and practical courses that shall be categorized as follows:

S. No.	Category	Suggested breakup of Credits (Total 120)
1	**Core Courses**	64
2	**Discipline Specific Electives (DSE)**	10

3	**Generic Elective I (GE I)**	4
4	**Generic Elective II (GE II)**	2
5	**Dissertation/Project/Internship**	30
6	**Skill Enhancement Course (SEC)**	4
7	**Ability Enhancement Course (AEC)**	3
8	**Service Learning/Community Service Based Course**	3
	Total	**120**

2.3 Induction Programme

1. **2.3.1.** An induction programme with two weeks duration will be conducted before the commencement of I semester class as per the school curriculum or preference. The following physical activities shall be completed during the induction programme-.
2. **I. Physical fitness and Health**

   · Physical fitness Activities

   · Sports/Games Relate

   II. Culture

   · Learning an art form

   · Heritage

   · Intangible Cultural Heritage

   III. Literature & Media

   · Literature, Cinema and Media

   · Group reading of classics

   IV. Social Service

   · Social Awareness

   · Social Service

   V. Self-Development

- Spiritual, Mindfulness & Meditation
- Religion and Inter-faith
- Human Values
- Behavioural and Interpersonal skills
- Lectures

VI. Nature

- Nature Club
- Environment Protection (non-credit course)

VII. Innovation

2.3.2. Other Courses

- Constitution of India
- Universal Human Values
- Indian Traditional Knowledge
- Learning an art form

2.4. Bridge Courses (Not applicable)

2.5. Number of courses per Semester

Each semester curriculum shall normally have a blend of core courses not exceeding 21 credits and Employability Enhancement Course(s) not exceeding 5 credits**.** Each Employability Enhancement (EE) Courses may have credits assigned as per curriculum. Throughout the course of the two years, the programme will have at least one professional internship not less than 24 credits, either as a continuous or in parts across the last two semesters or summer break between the two years. In a given semester, the student must not have to complete more than ten subjects.

2.6. Credit Assignment

Each course is assigned certain number of credits based on the following:

Contact period per week	Credits

1 Lecture period	1
1 tutorial Periods	1
2 Laboratory Periods (also for EE Courses like Seminar/project work/case study/etc.)	1

2.7 Industrial Training / Internship

2.7.1. The students must undergo Industrial training for a period (12-16 Weeks) as specified in the Curriculum during the designated final (fourth) semester. The semester-long internship has to be undertaken continuously as per the requirements of the programme. Any summer or winter internships may be undertaken by the students voluntarily to stay connected to the industry standards, however they may not be compulsory. These summer/ winter internships may be informal and will not carry any credits.

2.7.2. The students may undergo Internship at Research organization / University/Industry (after due approval from the Dean/Director) for the period prescribed in the curriculum during summer / winter vacation, in lieu of Industrial training. The students shall be permitted to carry out their internship during the fourth (last) semester. The report of which under the industry as well as faculty mentor to be submitted and presented at the end of fourth semester.

2.8. Industrial Visit

Every student is required to go for at least one Industrial Visit every semester starting from the first semester of the Programme. The Deans/Directors shall ensure that necessary arrangements are made in this regard. Industrial visits may be undertaken in groups with other disciplines, under the guidance of a faculty mentor or individually as per the requirements of the curriculum and the content of a particular subject.

2.9. Massive Open Online Courses

Students may be permitted to credit one online course under Massive Open Online Course (which is provided with a certificate) subject to a maximum of two credits. The approved list of online courses will be provided by the concerned department from portals like Swayam, NPTEL, edX, Udemy before the commencement of every semester. The credit attained through MOOC course has to be transferred to the marksheet of their respective semester and will be a compulsory course to meet the programme requirements. In a scenario, where the complete assessment is not done by the MOOC platform the School may conduct its own exam for evaluation of the respective course. The details regarding online courses taken up by students should be sent to the Controller of Examinations one month before the commencement of End Semester Examination.

2.10. Medium of Instruction

The medium of instruction is English for all courses, examinations, seminar presentations and project / thesis / dissertation reports.

3. ATTENDANCE REQUIREMENTS FOR COMPLETION OF THE SEMESTER

3.1. A student who has fulfilled the following conditions shall be deemed to have satisfied the requirements for completion of a semester.

Every student is expected to attend all classes of all the courses and secure 100% attendance. However, in order to make provision for certain unavoidable reasons such as Medical / participation in sports, the student is expected to attend at least 75% of the classes.

Therefore, **he/she shall secure not less than 75%** (after rounding off to the nearest integer) of overall attendance.

3.2. However, a student who secures attendance between 65% and 74% in the current semester due to medical reasons (prolonged hospitalization / accident / specific illness) / participation in sports events may be permitted to appear for the current semester examinations subject to the condition that the student shall submit the medical certificate/ sports participation certificate attested by

the Dean/Director. The same, after approval of the VC shall be forwarded to the Controller of Examinations for record purposes.

3.3. Except special circumstances as mentioned in clause 3.2, students who secure less than 75% attendance in all the courses of the semester and students who do not satisfy the other requirements as specified by their respective programme shall not be permitted to write the University examination at the end of the semester. They are required to repeat the incomplete semester in the summer exams, as per the norms prescribed and duly notified by the Controller of Examinations.

4. FACULTY MENTOR

To help the students in planning their courses of study and for general advice on the academic programme, the Dean/Director of the Department will attach a certain number of students to a teacher of the Department who shall function as Faculty mentor for those students throughout their period of study. The Faculty Mentor shall advise the students in registering and reappearing of courses, authorize the process, monitor their attendance and progress and counsel them periodically. If necessary, the Faculty Mentor may also discuss with or inform the parents about the progress / performance of the students concerned or address their concerns if any.

The responsibilities for the faculty mentor shall be:

- To act as the channel of communication between the Dean/Director and the students of the respective group.
- To collect and maintain various statistical details of students.
- To inform the students about the various facilities and activities available to enhance the student's curricular and co-curricular activities.
- To guide student enrolment and registration of the courses.
- To authorize the final registration of the courses at the beginning of each semester.

- To monitor the academic and general performance of the students including attendance and to counsel them accordingly.

5. PROGRAMME COMMITTEE

5.1. Every Programme shall have a Programme Committee consisting of teachers of the programme concerned, student representatives and chaired by the Dean/Director. It is like a 'Quality Circle' (more commonly used in industries) with the overall goal of improving the teaching-learning process. The functions of the Programme committee include-

- Solving problems experienced by students in the classroom and in the laboratories.
- Informing the student representatives, the academic schedule including the dates of assessments and the syllabus coverage for each assessment.
- Informing the student representatives, the details of regulations regarding weightage used for each assessment. In the case of practical courses (laboratory/ project work / seminar etc.) the breakup of marks for each exercise / module of work, should be clearly discussed in the Programme committee meeting and informed to the students.
- Analysing the performance of the students of the respective Programme after each test and devising the ways and means of solving problems, if any.
- Identifying the weak students, if any, and requesting the teachers concerned to provide some additional help or guidance or coaching to such weak students.

5.2. The Programme committee shall be constituted within the first week of each semester by the Dean/Director.

5.3. At least 4 student representatives (usually 2 boys and 2 girls) shall be included in the Programme committee depending upon the strength of the programme. In case any of the designated student

representatives are unavailable for the meeting due to unavoidable reasons, they may depute any of their classmates to represent them.

5.4. The Chairperson of the programme committee (Programme Director)shall invite the Faculty mentor(s) to the programme committee meetings. In case any faculty member is unable to attend, they may have access to the recording and minutes of the proceedings and their issues may be addressed in absentia.

5.5. The Programme Director is required to prepare the minutes of every meeting, submit the same to the Dean/Director within two days of the meeting and arrange to circulate it among the students and faculty members concerned.

5.6. The first meeting of the Programme committee shall be held within two weeks from the date of commencement of the semester, in order to inform the students about the nature and weightage of assessments within the framework of the regulations. Two or three subsequent meetings shall be held in a semester at suitable intervals. The Programme Committee shall put on the Notice Board the cumulative attendance particulars of each student at the end of every such meeting to enable the students to know their attendance details. During these meetings the student members representing the respective class, shall meaningfully interact and express the opinions and suggestions of the other students of the class in order to improve the effectiveness of the teaching-learning process.

5.7 The recorded minutes of the meeting shall be made available to all members of the committee and the students in the class.

6. COURSE COMMITTEE FOR COMMON COURSES

Each common theory course offered to more than one discipline or group, shall have a “Course Committee” comprising all the teachers teaching the common course with one of them nominated as Course Coordinator. The nomination of the Course Coordinator shall be made by the Dean/ Director depending upon whether all the teachers teaching the common course belong to a single department or to several departments. The ‘Course committee’ shall meet in order to arrive at a common scheme of evaluation for the test and shall ensure a uniform evaluation of the tests. Wherever feasible, the course

committee may also prepare a common question paper for the internal assessment test(s).

7. EXAMINATION SYSTEM

7.1. The academic performance of students is adjudged by the aggregate of continuous mid Semester Evaluation (MSE) and the End Semester Examination (ESE).

7.2. Each course, both theory and practical (including project work & viva voce Examinations) shall be evaluated for a maximum of 100 marks.

- The weightage of End Semester Jury (ESE) to Mid Semester Evaluation (MSE) of all courses except TDCC/Soft-Skills courses is 60% to 40%.
- The weightage of End Semester Jury (ESE) to Mid Semester Evaluation (MSE) of TDCC and Soft-Skills courses is 40% to 60%.

7.3. Industrial training and seminar shall be part of the course concerned.

7.4. The University examination (theory and practical) of 2 hours duration shall ordinarily be conducted twice in December and May for Odd and Even semester respectively.

End Semester jury is given below:
A jury for studio and practical examinations of a course unit of any programme will be of 1 hours' duration with maximum marks 60/50 (weightage 60%) and will be conducted either in person (on campus) or online (through a mutual meeting software like Googlemeet). The jury content will be determined by the outline of the subject, including portfolio of designs or studio, reports, presentations and or time based exercises.

End Semester Examination question paper pattern is given below:
A question paper for theory examinations of a course unit of any programme will be of 2 hours' duration with maximum marks 60/50 (weightage 60%) and will have three parts; Part A, Part-B and Part-C. (The duration of practical examinations will be as required and the

value addition courses will have different formats).

Part-A: 28 Marks (students are advised to devote approximately 50 minutes to 60 minutes out of total 2 hours on this part)

In this section, a student is required to answer 4 out of 5 given questions. Each question will be of 7 marks. These questions may include short numerical problems or theory questions to assess students' understanding of concepts and frameworks.

If needed in this part, a question might be designed to have maximum two sub- parts (a) and (b) with weightage of 3 and 4 or 4 and 3 marks respectively to enable testing on more concepts and frameworks.

Part-B: 20 Marks (students are advised to devote approximately 30 minutes to 40 minutes out of total 2 hours on this part)

In this part, a student is required to answer any 2 out of 3 given questions. Each question will have a weightage of 10 marks and may include long theory questions or numerical problems requiring students to apply the concepts to a given situation or in a given context and analyse a situation.

If a faculty feels that a question in this section needs to have sub-parts, there may be maximum two sub- parts provided that sub-part (a) involves understanding of a concept through a numerical or a theory question and sub- part (b) is application/ analysis of the concept used in sub-part (a).

Part-C: 12 Marks (students are advised to devote approximately 20 to 30 minutes out of total 2 hours on this part)

This part will be compulsory without any choice and will have a weightage of 12 marks. This may be a case study, a hypothetical problem or a situation seeking a possible solution(s), students' response to a situation based on general awareness of the broad discipline of study etc. The objective is not only to judge the skills of

students to apply the concept to a particular situation or context but also to assess his/her analytical ability and how a student makes realistic assumptions and can ascribe meaning to data (given in the question paper or to be assumed). The students will also be tested on integrative and evaluative skills by making them apply more than one concept together in a given situation or the context.

7.5. The University examination for project work/dissertation shall consist of evaluation of the final report submitted by the student or students of the project group (of not exceeding X students) by an external examiner and an internal examiner, followed by a viva-voce examination conducted separately for each student by a committee consisting of the external examiner, the supervisor of the project group and an internal examiner.

7.6. For the University examination in both theory and practical courses including project work/Dissertation the internal and external examiners shall be appointed by the Dean/Director in consultation with the Controller of Examinations.

8. PROCEDURE FOR AWARDING MARKS FOR INTERNAL ASSESSMENT

8.1. Internal Assessment

For all theory and practical courses, the distribution of marks for various **components for the Internal Assessment** is shown below in the table:

8.1.1 For a course of 100 marks containing only Theory Component

Mid Semester Examination	End Semester (assignments/ reports)	Total
15	25	40

8.1.2. For a course of 100 marks containing only Lab Component

Mid Semester Examination	Lab/ practical performed & Lab report	Assignment(s)/ Quiz (s)	Total
15	10	15	40

8.1.3. For a course of 100 marks containing both theory and Lab Component:

MID SEMESTER EVALUATION (40) – Theory (25 Marks) + Lab (15 Marks)

Theory (25)		
Mid Semester Examination	Quiz(s)/ Presentation (s)/Assignment	**Total**
15	10	**25**
Lab (15)		
Mid Semester Examination	Lab/ practical performed & Lab report	**Total**
5	10	**15**

END SEMESTER EXAMINATION (60)

8.2. TDCC Courses

For Interdisciplinary/trans disciplinary certificate courses the External Assessment Marks will be 40 and Internal Assessment will be 60.

8.3. Internship/Project Work

8.3.1. Here the Internal Assessment based on project prepared and submitted will be 40 and the External Assessment based on Viva-voce/presentation will 60.

8.3.2. If a student fails to submit the project report on or before the specified deadline, he/ she is deemed to have failed in the

Project Work and shall re-register for the same in a subsequent semester.

8.4. Seminar Papers

The seminar / Case study is to be considered as purely INTERNAL (with 100% internal marks only). The evaluation shall be based on the seminar paper (40%), presentation (40%) and response to the questions asked during presentation (20%).

8.5. Attendance and Assessment Record

Every teacher is required to upload on ERP the 'ATTENDANCE AND ASSESSMENT RECORD' which consists of attendance marked in each lecture or practical or project work class, the test marks and the record of class work (topic covered), separately for each course. The teacher is also expected to safely keep a digital copy of the attendance (Excel sheets) and the assessments. The University or any inspection team appointed by the University may verify the records of attendance and assessment of both current and previous semesters.

9. EXAM REGULATIONS

9.1. Requirements for appearing for End Semester Examinations- A student shall normally be permitted to appear for the End Semester Examinations for all the courses registered in the current semester (vide clause 9.10) if he/she has satisfied the semester completion requirements.

9.2. The students will be graded under absolute 10-point **Grading Scheme** as given below:

Grade	Range	Grade Point Attached
O	>=95	10
A+	>=85	9
A	>=75	8
B+	>=70	7

B	>=60	6
C	>=50	5
D	>=40	4
F	<40	0
AB	—–	0

9.3. Passing Criterion

A student has to fulfil the following conditions to pass any academic programme of the University:

- A student should earn a minimum “D” grade in all courses separately. However, he/she can improve his/her grade (“D” grade onwards) by reappearing.
- To pass a course, a student must obtain 40% marks in the aggregate of Mid Semester Evaluation (MSE) & End Semester Examination (ESE). In order to pass a particular course, student must appear in the Final examination irrespective of the marks obtained in the Mid Semester Evaluation.
- For successful completion of a programme, the student should secure a minimum Cumulative Grade Point Average (CGPA) of 4.0 at the end of the final year of the Programme.

9.4. Promotion to Next Year (Only School specific rules as approved by COE to be mentioned)

Under the current rules of Sushant University, all students are automatically promoted through each year in the Masters programme, a rule that is applicable for M.Des UX as well without any dependence on minimum credits achieved criteria.

9.5. Exam Duration

All End Semester Examinations (ESE) for theory subjects would be of two hours duration unless specified otherwise. All ESE Jury subjects

to be evaluated as per the outline of the subject and requirement of assessment.

9.6. Re-Appearing

There is a provision for re-appearing in the examination (without attending the course-work again) for a course. Re-appearing in examination will be in following cases:

1. A student who fails to meet passing criteria in a course shall be eligible to re-appear in the examination of such course as and when scheduled, with a view to improve the performance.
2. A student who fails to appear in the examination shall be eligible to subsequently re-appear in the examination when scheduled for the next batch of students.
3. The latest result obtained by the student in re-appear courses is considered finaland the same will be considered for calculating his/her SGPA and CGPA.
4. There is no provision of re-appear in the Mid Semester Evaluation (MSE). **Students who have not passed a course need to take the re-appear of the End Semester Examination (ESE). The previous internal marks shall be carried forward.**
5. A student who has to re-appear in ESE in terms of provisions made above shall be examined as per the syllabus in the scheme of teaching applicable at the time of his/her joining the concerned programme. However, in cases where only some minor modifications have been made in the syllabus of the course(s) and the Dean/Director of the concerned Department certifies the same, the examination may be held in accordance with the revised syllabus.

9.7. Improvement of Score

- If a student has poor performance in a number of courses in a particular term, he may at his option, take

only one academic break for one year, and re-register for both the semesters of that academic year in the next academic year on payment of prescribed fee. Such a student may have the option of repeating any or all the courses in the semester(s) and retain the credits already earned by him in other course(s).

- A student shall be allowed to improve his SGPA and CGPA by re-appearing in the Examination(s) in the Courses of his choice when these examinations are held in normal schedule in which case his Mid Semester Evaluation (MSE) shall be carried forward. However, permission will not be granted to improve internal assessment. The best of the marks obtained in that subject(s) shall be taken into consideration for calculating the SGPA and CGPA and eligibility for award of a degree.
- A student, who has failed to meet the passing criteria (required CGPA), have the option to re-appear in the Final Examination (End Semester Examination) of those courses in which he/she desires to improve his/her performance in order to secure the minimum CGPA, when these examinations are scheduled for next batch of students. **Improvement is only possible in courses which have a written theory exam component in the ESE (VIVA, Jury and submission-based ESE cannot be taken for improvement).**
- Improvement in the score of courses completed by a student prior to his lateral entry in the University shall not be allowed.

9.8. Methods for Redressal of Grievances in Evaluation

Rechecking/Re-Evaluation of Answer Books of ESE:

1. Students are entitled to ask for re-checking or re-evaluation of any of his/her paper(s) on the payment of prescribed fee within the stipulated time as notified by the Controller of Examinations.

2. If the re-evaluated/ re-checked marks are less than the earlier obtained marks, the same less marks will be treated as final.
3. Re-evaluation is not applicable to any Jury/ Viva based examinations.

9.9. Disciplinary Control of Students in Examinations

1. The student shall maintain proper discipline and orderly conduct during the examinations. They shall not make use of any unfair or dishonest means or indulge in disorderly conduct in the examinations.
2. No student will be allowed to appear in the Examination unless he/she is carrying his/her **ID Card and Admit Card during End Semester Examination**. All the students reappearing in End Term Examination will be allowed with the valid admit card.
3. If a student is found in possession of written/printed matter related to the subject of examination on anything (such as mobile phone, piece of paper or cloth, scribbling pad etc.), other than the answer book, any other response sheet specifically provided by the University to the students, it will be treated as an act of unfair means and such cases will be forwarded to the Unfair Means Committee.

9.10. Duration of the Programme

The maximum number of years within which a student must pass the credit requirements for award of a degree is three years (as per University regulations, duration of programmes up to 2 years duration = n+1 year)

9.11. Grade sheet

After results are declared, Grade Sheets will be issued to each student which will contain the following details:
The list of courses registered during the semester and the grade scored.
The Grade Point Average (GPA) for the semester.The Cumulative Grade Point Average (CGPA) of all courses enrolled from first semester onwards would be shown on the final semester grade sheet.

The Semester performance of a student is indicated as “Semester Grade Point Average (SGPA)”. The SGPA is weighted average of Grade Points of all letter grades awarded to a student for all the Courses in the semester. The formula for

Computing SGPA is given below:

Grade points secured in the Semester
SGPA= Associated Credits in the Semester

The overall performance of a student in all the previous Semester(s) including the current Semester is indicated as “Cumulative Grade Point Average (CGPA)". The Cumulative Grade Point Average (CGPA) is the weighted average of grade points of all letter grades awarded to a student for all the courses in the previous Semester(s) including the current Semester. The formula for computing CGPA is given below:

Cumulative Grade points secured in all the previous Semester(s) including the Current Semester

CGPA=Associated Credits in the previous Semester(s) including the current Semester

CGPA to Percentage Conversion Formula is given below:

Percentage (%) = CGPA (X) 10

9.12. Eligibility for the Award of the Degree

A student shall be declared to be eligible for the award of the Master of Design, Degree Programme (M.Des UX) Degree provided that the student has:

1. Successfully gained the required number of total credits as specified in the curriculum corresponding to the student’s programme within the stipulated time.
2. Successfully passed all the Courses as per curriculum.
3. Successfully completed the Programme requirements, appeared for the End-Semester examinations and passed all the subjects prescribed.
4. The award of Degree must be approved by the Academic Council of SU.

9.13. Declaration of Result

The university shall strive to declare the results of every examination conducted by it within a period of thirty days from

the last date of the examination for that particular programme/course and shall in any case declare the results latest within a period of forty-five days from such date

9.14. Convocation

Convocation of the university shall be held every academic year for conferring degrees, diplomas, certificates and shall be conducted as specified in the Act/Statues. The dates for the convocation (normally within six months) shall be notified well in advance to all the students.

10. PROVISION FOR AUTHORISED BREAK OF STUDY

10.1. Students who apply for Academic Break and the case is recommended by the Deans/Directors for justifiable reasons to be recorded, can be granted academic break of one year to the students, if approved by the Vice Chancellor, under the following circumstances:

a. The student has been continuously ill.
b. Career advancement
c. Justified personal reasons.

10.2. The student who is granted academic break shall not be required to pay the academic fee for that year. However, on rejoining, he/she will pay the fee applicable to the batch he/she joins.

11. DISCIPLINE

Every student is required to observe discipline and decorous behaviour both inside and outside the University and not to indulge in any activity which will tend to bring down the prestige of SU.The disciplinary committee of the University enquires into acts of gross indiscipline and notify the University about the disciplinary action taken against the student.

12. REVISION OF REGULATIONS, CURRICULUM AND SYLLABI

School of Design, SU may from time-to-time revise, amend or change

the Regulations, Curriculum, Syllabus and scheme of examinations as proposed by the BOS and approved by the Academic Council.

13. EXTRA/ CO-CURRICULAR ACTIVITIES OF THE SCHOOL

The Schools may have activities like Physical Activities (Sports), Cultural, literature and Media, Social Service Scheme (NSS), Self-Development such as Yoga and Human Values, Nature Club, Yoga, etc. focusing on the holistic development of its students.

Clubs At SoD

- The **Dance Club** at SoD takes immense pride in being able to express their emotions and spirits through the art of choreography. Teamwork and individual performances bring out the best values in the students.
- The **Theatre Club** at SoD carries a dynamism in its existence. It is a platform to highlight the values of the society through a participatory approach.
- The **Photography Club** of SoD aims at encouraging the budding cohorts of photographers to develop an eye for detail. The students showcase their work on social media and exhibitions.
- The **Music Club** at SoD displays a wide range of musical genres such as jazz, rock, pop, grunge, rap etc. that are pursued passionately by the students.
- The **Art Club** of SoD is a platform to actively create marvelous art pieces outside the classroom both for internal events as well as exhibitions.
- The **Literature Club** at SoD is the place for writers to unleash their passion for writing. There is a diversity in the form of expression: poems, prose, research writing and so on.
- The **Sports Club** of SoD aims to achieve excellence in sports. Participation in different sports fosters leadership, teamwork, discipline, and confidence in the students.

14. PROGRAMME STRUCTURE OF M.DES UX DESIGN

Courses with relevance to Employability Entrepreneurship & Skill Development			
S.No	***Nature***	***Color Code***	
1	*Courses with focus towards promoting Employability*		*FOR ALL SCHOOLS*
2	*Courses with focus towards promoting Entrepreneurship*		
3	*Courses with focus towards promoting Skill Development*		
8	*Courses with focus towards promoting Employability, Entrepreneurship & Skill Development*		

SEMESTER-I

Course Code	Course Title	Employability/Skill Development/Entrepreneurship	Lectures (L) Hours/ Week	Tutorial (T) Hours/ Week	Practical (P) Hours/ Week	Total Credits	Actual Percentage of Courses out of total Courses
Core Courses							
23MUX-1P01	Studio I (UX Design)	Employability/Skill Development/Entrepreneurship	1	2	6	6	73.33%
23MUX-1P02	Studio II (Cognitive Design and Ethnography)	Employability/Skill Development/Entrepreneurship	2	2	0	4	
23MUX-1P03	Introduction to Design Research	Employability/Skill Development/Entrepreneurship	1	2	0	3	
23MUX-1P04	User Interface Design	Skill Development	2	1	0	3	
23MUX-1P05	Fundamentals of Information design and intro to 6d process	Employability/Skill Development	2	1	0	3	
23MDS-1P01	Seminar: Fundamentals of Design*	Skill Development	2	1	0	3	
Discipline Specific Electives (DES)							
23MEL-1P01, 23MEL-1P02	Discipline Specific Elective I *	Employability/Skill Development/Entrepreneurship	1	1	0	2	13.33%

23MEL-1 P03, 23MEL-1 P04	Discipline Specific Elective II *	Employability/Skill Development/Entrepreneurship	1	1	0	2	
Skill Enhancement Course (SEC)							
23MDS-1 P02	Foreign Language Certificate Course*	Skill Development	1	0	2	2	6.67%
Ability Enhancement Course (AEC)							
23MDS-1 P03	Communication Skills*	Skill Development	1	0	2	2	6.67%
	Total					30	100%

Note:- * Represents the subjects common between MDES UX and MDES ID programs.

SEMESTER-II

Course Code	Course Title	Employability/Skill Development/Entrepreneurship	Lectures (L) Hours/ Week	Tutorial (T) Hours/ Week	Practical (P) Hours/ Week	Total Credits	Actual Percentage of Courses out of total Courses
Core Courses							
23MUX-2 P01	Studio II (Design methodologies with 6D) UX Design for emerging technology	Employability/Skill Development/Entrepreneurship	1	2	6	6	70%
23MUX-2 P02	UX Design for emerging technology	Employability/Skill Development	2	1	0	3	
23MUX-2	HCI Advance and User	Employabilit	1	1	2	3	

P03	Experience	y/Skill Development/Entrepreneurship					
23MUX-2 P04	Design thinking and innovation	Employability/Skill Development/Entrepreneurship	1	2	0	3	
23MUX-2 P05	Omnipresence Design	Skill Development	2	1	0	3	
23MUX-2 P06	Digital experience strategy	Entrepreneurship	2	1	0	3	
Discipline Specific Electives (DES)							
23MEL-2 P01, 23MEL-2 P02	Discipline Specific Elective III*	Employability/Skill Development/Entrepreneurship	1	1	0	2	6.67%
Skill Enhancement Course (SEC)							
23MDS-2 P01	Social Media Marketing*	Employability/Skill Development/Entrepreneurship	1	1	0	2	6.67%
Service Learning/ Community Service (AEC)							
23MDS-2 P02	Community Oriented Project*	Employability/Skill Development/Entrepreneurship	0	3	0	3	10%
Generic Elective I (GE I)							
TDCC	Trans – Disciplinary Certificate Course*	Employability/Skill Development/Entrepreneurship	1	0	2	2	6.67%

	Total					30	100%

SEMESTER-III

Course Code	Course Title	Employability/Skill Development/Entrepreneurship	Lectures (L) Hours/ Week	Tutorial (T) Hours/ Week	Practical (P) Hours/ Week	Total Credits	Actual Percentage of Courses out of total Courses
Core Courses							
23MUX-3P01	Studio III (Thesis)	Employability/Skill Development/Entrepreneurship	2	6	8	12	73.33%
23MUX-3P02	Service Design and Enterprise UX	Skill Development	2	2	0	4	
23MUX-3P03	Data Analytics	Employability/Skill Development/Entrepreneurship	1	2	0	3	
23MUX-3P04	Human factors in healthcare	Employability/Skill Development/Entrepreneurship	1	2	0	3	
Discipline Specific Electives (DES)							
23MEL-3P01,23MEL-3P02	Elective IV*	Employability/Skill Development/Entrepreneurship	1	1	0	2	13.33%
23MEL-3P03,	Elective V*	Employability/Skill	1	1	0	2	

23MEL-3P04		Development/Entrepreneurship					
Generic Elective I (GE I)							
TDCC	Trans – Disciplinary Certificate Course*	Employability/Skill Development/Entrepreneurship	1	0	2	2	6.67%
Generic Elective II (GE II)							
23MDS-3P01	HBS Online / Equivalent MOOC course from approved portals like Swayam, NPTEL, edX, Udemy*	Employability/Skill Development/Entrepreneurship	2	0	0	2	6.67%
	Total					30	100%

SEMESTER-IV

Course Code	***Course Title***	***Employability/Skill Development/Entrepreneurship***	***Lectures (L) Hours/ Week***	***Tutorial (T) Hours/ Week***	***Practical (P) Hours/ Week***	***Total Credits***	***Actual Percentage of Courses out of total Courses***
Core Courses							
23MDS-4P01	Internship*	Employability				24	100%
23MDS-4P02	Dissertation**	Skill Development	4	2	0	6	
	Total					30	

APPENDIX A

COURSE DESCRIPTION

Programme Handbook

Master of Design, UX Design [M.Des.]

School of Design
Sushant University

(*Applicable to students admitted in the academic year 2023- 2024)

15. COURSE DESCRIPTION

15.1. About the Program- M.Des UX Design

The User Experience Design programme at School of Design is delivered through an industry-leading collaboration with ImaginXP, the pioneering ed-tech company in the area of UX education in India. The collaboration enables cutting edge practices in UX design to be included in the curriculum, with the advantage of faculty from industry as well as academia contributing to the learning process. The programme will help students get the best inputs in UI and UX with a natural progression for internships and placements in the UX industry. While ImaginXP's vast network of professionals help the student learn from the best in the industry, Sushant University provides the academic environment where students get to interact with other disciplines, thereby enhancing their learning capacity in a holistic manner.

15.4. Program Outcomes (POs)

1. PO1 - Knowledge & Expertise of Design field

Developing a professional attitude through interaction with academia and industry experts. Acquire knowledge of design thinking, practice of robust design process involving critical thinking andteam-work. And develop sensitivity to moral and ethical code of conduct as a professionalequipped to perform equally well as an employee or an entrepreneur.

2. PO2 - Research

Develop knowledge of conceptual frameworks that motivate interdisciplinary research and design in human-cantered design, and inform interior design process with the same. Knowledgeable regarding contemporary developments, smart materials, cutting edge technology, state of the artadvancements, etc. to develop an intuitive and innovative approach towards the field of design.

3. PO3 - Information and digital literacy

Develop an aptitude for problem solving and opportunity inquiry with a thorough research process.Developing knowledge of design process, research as a method of creative problem solving and inducing innovation. Developing intellectual property through original research, publishing articles in high impact factor journals, conference proceedings, patents

4. PO4 - Problem Solving

Evaluate and understand human needs as a basis for designing. Adopt a systems approach to design, develop, innovate and implement integrated systems that include people, technology, information, energy and resources taking into account global, environmental, human, social and economic contexts.

5. PO5 - Communication and presentation skills

Inculcating the habits of constructive criticism, self-evaluation and lifelong learning through cross-collaboration, design studio culture, hands-on working. Identify the need for and continue to

develop skills and knowledge to embrace changes or disruptions in society and the design profession.

6. PO6 - Behavioural skills, Teamwork and leadership

Imbibing appreciation of versatility of history, culture, tradition, crafts, arts, technology,artists. Communicate effectively in oral, written, and visual forms, while scaling communications to audience needs and socio-technical contexts.

7. PO7 - Globalization

Imbibing appreciation of versatility of history, culture, tradition, crafts, arts, technology, artists. Communicate effectively in oral, written, and visual forms, while scaling communications to audience needs and socio-technical contexts.

8. PO8 - Ethical, Social and professional understanding

The ten work ethic traits: appearance, attendance, attitude, character, communication, cooperation, organizational skills, productivity, respect and teamwork are defined as essential for student success and are listed below.

9. PO9 - Employability, Entrepreneurship

Developing skills that fulfil the industry requirements and are at par with market demand. Imbibing entrepreneurship skills as well that enable to set up and run own establishment and take it further.

10. PO10- Lifelong learning

The list of beneficial lifelong learning skills one can have is broad and diverse, and it pays to develop them constantly. Such skills transform our future for the better because they come from what is best in us. Mastering beneficial lifelong learning skills helps us work, learn, and live better.

11. PO11- Organizational behaviour

At its core, organizational behaviour analyses the effect of social and environmental factors that affect the way employees or teams work. The way people interact, communicate, and collaborate is key to an organization's success.

12. PO12- Finance and marketing

Imbibing financial aspects such as analytical thinking. It refers to looking at and understanding a situation to interpret it and deriving an intelligent and thoughtful response. Also integrating marketing skills to promote the work and business better.

PSOs (Program Specific Outcomes)

PSO-1	Human-First Approach-To develop deep empathy with various mental models of users through iterative design process by generating tons of ideas, building prototypes, involving users in designing solutions that are tailor made to suit their needs.
PSO-2	Technical Agility- To develop the ability to quickly and smoothly adapt to or integrate current technologies with emerging, different, disruptive, expansive or convergent technologies.
PSO-3	Cognitive Flexibility-To develop ability to learn and design under uncertainty and to negotiate complex situations.
PSO-4	Social Context-Evaluate the social impacts of existing technologies through ethical, historical, and cultural contexts; identify biases embedded in interactive products and in design processes; evaluate and apply best practices for addressing issues of diversity, equity, and inclusion in the design of interactive projects.
PSO-5	Holistic Inquiry-To explore and develop the ability to distil credible sources and derive relevant concepts in research by developing own points‑of‑view, apply critical thinking and aesthetic principles to design problems. To pivot research outcomes with reliability, authority, validity and accuracy.
PSO-6	Integrative Learning-Synthesize knowledge, concepts, frameworks, and contexts from disparate fields in the design of UX and UI.

Examination Scheme for all theory papers

Components	**Mid-term Examination**	**Final Internal Assessment**	**End-Term Exam**	**Total**
Weightage	**20**	**30**	**50**	**100**

SEMESTER- I

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-1P01	**LTP: 1-2-6**	**M.Des UX**
Studio I (UX Design)		**Version: 2023**

Objective:

The students will be introduced to ux design, the history, the methodologies, tools & the job roles in the industry. The objective is:

- Introduce UX concept and its application.
- Introduce to UX processes and methodologies.
- Training in 6D ImaginXP UX process.
- Understand various tools of UX Design, use them to identify user pain points and opportunities.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**

CO1	Introduce UX concept and its application.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Introduce to UX processes and methodologies.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Training in 6D ImaginXP UX process. Understand various tools of UX Design, use them to identify user pain points and opportunities.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	H	H	H	H	H	H
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	H	H	H	H	H	H

CO 3	M	M	M	M	H	M	L	M	L	L	M	H	M	H	H	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 90 contact hours divided into 15 lectures, 30 tutorials and 45 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Introduction To UX

UX Design Concept

UX Design History

UX Design Job roles

UX Design Case studies

Module 2 : Processes and Methodologies

Introduction to ux processes & methodologies

Understanding 6D ImaginXP UX process

Methodologies within 6D – Task Flows, Information Architecture

Wireframing, low and high fidelity prototyping, A/ B testing

Module 3: UX Project

UX Design project.

Text & References:

- Design of every day things – Don Norman
- Universal Principle of design – William Lidwell
- Don't make me think: Steve Krug

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-1P02	**LTP: 2-2-0**	**M.Des UX**
Studio II (Cognitive Design and Ethnography)		**Version: 2023**

Objective:

The students will be introduced to ethnography research and will gain understanding on cognitive design. The understanding of what comprises an indepth-research, how to plan, conduct, derive insights, apply the right tools and methodologies. To form a clear concept of designing with culture and events. Application of cognitive design, by looking at design from human perspective, their behaviiours, patterns and be able to decode and make predictions.

Course Outcomes:

Mapping between COs and POs

	Course Outcomes (COs)	Mapped Programme Outcomes
CO1	To understand Ethnography research.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	To understand Cognition and cognitive design.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	To be trained in research tools and methodologies. To study and predict human behaviour, goals and patterns	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	M	L	M	L	L	M	H	L	H	M	H	M	H	H	H	M
CO2	M	M	H	H	L	M	L	L	M	H	L	H	M	H	M	H	H	H	M

CO3	M	M	M	H	L	M	M	M	M	L	H	M	M	H	M	H	H	H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 60 contact hours divided into 30 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Cognitive psychology study, ethnography study, Understanding Empathy

Introduction to Cognitive psychology, Ethnography, understanding Empathy

Importance of cognitive, ethnography and empathy.

Relation between all three studies.

How it plays an important role in UX

Module 2 : User research preparation and planning, field study

How cognitive psychology, ethnography and empathy plays an important factor in User Research

What is User Research? Its importance in UX

How to plan User Research.

How to conduct field study – contextual enquiry and ethnography

Pedagogy:

Interactive lecturer sessions with active field visits.

Text & References:

1. Space and Society in Central Brazil: A Panará Ethnography - Elizabeth Ewart

2. Ethnography: Step-by-Step - Book by David M. Fetterman

3. Design Ethnography Research, Responsibilities, and Futures - Sarah Pink, Vaike Fors, Debora Lanzeni, Melisa Duque, Shanti Sumartojo, Yolande Strengers.

4. Bottle necks – aligning UX with psychology – David C. Evan

5. Emotional Design – Don Norman

6. Laws of UX – Jon Yablon

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-1P03	**LTP: 1-2-0**	**M.Des UX**
Introduction To Design Research		**Version: 2023**

Objective:

The students should able to Implement design research processes and tools to drive innovation, the objective is:

- Introduction to various types of design research.
- Understanding heuristic laws and its role.
- Documentation and reporting with design research.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**

CO1	Introduction to various types of design research.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Understanding heuristic laws and its role.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Documentation and reporting with design research	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	H	M	H	H	H	M
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	H	M	H	H	H	M
CO3	M	M	M	M	H	M	L	M	L	L	M	H	M	H	M	H	H	H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 15 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Quantitative and Qualitative Research

Introduction to research Types of research - Quantitative and Qualitative

Methodologies of Quantitative and Qualitative Research

How to conduct Quantitative and Qualitative Research

Module 2 : User Research Report, tools and techniques, heuristic evaluation

Tools and techniques of User Research Components of a User Research report.

How to create a User Research report.

Introduction to Heuristic

Evaluation 10 laws of Heuristic Evaluation

When to do Heuristic Evaluation

Case studies of Heuristic Evaluation

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples.

Text & References:

I. Research Design: Qualitative, Quantitative and Mixed Methods Approaches - Creswell, John W
II. Doing Youp Research Project (Open Up Study Skills) - Bell, Judith

III. The Craft of Research, Third Edition, by Wayne C. Booth, Gregory G. Colomb, Joseph M. Williams

IV. Introducing Research Methodology: A Beginner's Guide to Doing a Research Project , by Uwe Flick

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-1P04	**LTP: 2-1-0**	**M.Des UX**
User Interface Design		**Version: 2023**

Objective:

The students will be introduced to what user interface design is? Difference between UX and UI design and the principles and laws of UI design. The objective is:

- Understand fundamentals of UI design.

- Understanding role of UI in branding and businesses.
- Apply vital design elements & principles of UI design.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand fundamentals of UI design.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Understanding role of UI in branding and businesses.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Apply vital design elements & principles of UI design.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	H	M	H	H	H	M
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	H	M	H	H	H	M
CO3	M	M	M	M	H	M	L	M	L	L	M	H	M	H	M	H	H	H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 30 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Fundamentals of UI design

What is user interface design?

Difference between UX and UI design.

Changing interfaces with technology advances (eg: Voice based, Gesture based,

Module 2 : Understanding UI Platforms

Introduction to leading platforms – Android & IOS

Difference between Android and IOS (material vsflat design)

Understanding UI for various devices - Smart phones, Tablets, Kiosks, Smart

Module 3: Understanding brand and business

Brand and brand guidelines.

UI Design Strategy and and its relation to Business

Module 4: Elements of Visual Design

Grids Layouts.

Iconography, Imagery Typography

Understanding the use of Colour Assets and Specification

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples.

Text & References:

- User Experience and Experience Design – Marc Hassenzahl
- Interaction Design: Beyond Human: Computer interaction SE – Helen Sharp, Jenny Preece, and Yvonne Rogers
- HCI Redux: The Promise of Post-Cognitive Interaction – Phil Turner

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-1P05	**LTP: 2-1-0**	**M.Des UX**
Fundamentals of Information Design & Intro to 6D Process		**Version: 2023**

Objective:

The students will apply design elements and principles to communicate information effectively. The objective is:

- Introduction to design, colour and its attributes.
- Apply golden ratio, Gestalt's principles.
- Designing visuals for people with accessibility in focus.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**

CO1	Introduction to design, colour and its attributes.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Apply golden ratio, Gestalt's principles.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Designing visuals for people with accessibility in focus.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	M	H	M	M	M	M
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	M	H	M	M	M	M

CO 3	M	M	M	M	H	M	L	M	L	L	M	H	M	M	H	M	M	M	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 30 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Elements of Design

Introduction to design, colour and its attributes, point, line, size, shape, volume, categories of texture, space, form, scale & proportion.

Module 2 : Principles of Design

Golden Ratio, Gestalt's principles - continuation / closure / proximity / figure & ground / foreground background / white space, rhythm, contrast, sequence, visual balance, harmony in design, shape transition, emphasis, gradation, pattern, composition, movement, hierarchy, unity and variety, typography, rule of thirds

Module 3 : Colour Schemes

Colour wheel, basic primary, secondary and tertiary colours, cool & warm colours, Hue, Value, saturation, understand the various colour schemes- monochromatic, achromatic, and complementary, split complementary, triadic, tetradic etc. & discuss their examples Colour relativity Observe and analyse colour combinations in various industries

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples.

Text & References:

I. User Experience and Experience Design – Marc Hassenzahl

II. Interaction Design: Beyond Human: Computer interaction SE – Helen Sharp, Jenny Preece, and Yvonne Rogers

Sushant University	**SCHOOL OF DESIGN** **Syllabus**		
23MDS-1P01	**LTP: 2-1-0**		**M.Des UX**
Seminar: Fundamentals of Design			**Version: 2023**

Objective:

The students will be introduced to basic Understanding of design elements and principles. The objective is:

- Understand role of design elements and principles.
- Identify & apply vital design elements with better design decisions.
- Documenting and communicating design ideas clearly.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand role of design elements and principles.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Identify & apply vital design elements with better design decisions	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Documenting and communicating design ideas clearly.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6

CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	M	H	M	M	M	M
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	M	H	M	M	M	M
CO3	M	M	M	M	H	M	L	M	L	L	M	H	M	M	H	M	M	M	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 15 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1: Elements and principles of design

Introduction to design

History of design

Basic Understanding of design elements and principles

Gestalt law of design

Design around us.

Module 2: Sketching and drawing

Introduction to basics of drawing - Line, points, squares, circles, triangles, 2d sketching & drawing

- Creating layout, shape, line & shadows, shine, Overlap, Texture detail, 3D sketching & drawing.

Perspective using forms, cuboid, prisms, cones, sphere. Application learning with still life, real life sketching. Human Anatomy- Proportion drawing using shapes and drawing human figure composition.

Project on 2D drawing, 3D drawing and human figure composition.

Elements of Design and Principles of Design.

Module 3 : Visualization techniques

Learning visualization techniques through - visual identity design, metamorphism visualization techniques, brainstorming and mind mapping. Information visualization through infographicsand designing brand communication. Documenting and communicating design ideas through presentations, role play and group activities.

Project in design communication and visualization

Pedagogy:

Interactive sessions with hands on practical application.

Text & References:

- Bottle necks – aligning UX with psychology – David C. Evans
- Emotional Design – Don Norman
- Laws of UX – Jon Yablon

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MEL-	**LTP: 1-1-0**	**M.Des UX**
Design Specific Elective I (Visual Design Tools and Basic Development)		**Version: 2023**

Objective:

The students will get hands on practical exposure to design tools. The objective is:

- Introducing user interface design tools.
- Designing wireframes and prototypes.
- Creating aesthetic visuals.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**

CO1	Introducing user interface design tools.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Designing wireframes and prototypes.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Creating aesthetic visuals.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	L	M	L	L	M	H	L	H	M	M	M	H	M	M	M	M
CO2	M	M	H	M	L	M	L	L	M	H	L	H	M	M	H	M	M	M	M

CO 3	M	M	M	M	H	M	L	M	L	L	M	H	M	M	H	M	M	M	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 30 contact hours divided into 15 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Visual Design Tools

Figma

Adobe

XD

Zeplin.

Module 2 : Wireframes and prototypes

Lo-fi wireframes to Hi-fi wireframes

Lo-fi Prototypes – Hi-fi prototypes

Module 3 : Application Design

Project on application design.

Pedagogy:

Interactive sessions with hands on practical application.

Text & References:

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MEL-	**LTP: 1-1-0**	**M.Des UX**
Design Specific Elective II Presentation and Communication Skills		**Version: 2023**

Objective:

The students will be trained in verbal and visual presentation methods and techniques. The objective is:

- Communicating and presenting ideas clearly to stakeholders.

- Understanding of different media elements.
- Developing personality, self-conduct and creating positive impact.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Communicating and presenting ideas clearly to stakeholders.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Understanding of different media elements.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Developing personality, self-conduct and creating positive impact.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	M	H	H				H	M	M	M	H		H		H		L	M
CO2	H	M	H	H				H	M	M	M	H		H		H		L	M
CO3	H	M	H	H				H	M	M	M	H		H		H		L	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 30 contact hours divided into 15 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Introduction to presentation methods and techniques.

Communicating and presenting ideas to stakeholders

Understanding components of good presentation (Reading, writing and Speaking).

Conducting and Planning your presentation (Reading, writing and Speaking).

Proper Implementation of presentation components.

Design Principles – SUPERB – for creating presentations, slides and report writing.

Module 2 : Understanding and creative application of media

Introduction to different media elements.

Better understanding of beginning and closure of presentation.

Usage of media: - Audio - Video - Imagery - Content - Text – Animation.

Module 3 : Structure of presentation

Report Writing structure- Goals, Objectives, main content, conclusion.

Effective usage of media into the struct

Module 4 : Project

Project based on Creative writing, articulation and narration exercises.

Documentation and presentation exercises.

Pedagogy:

Interactive sessions with hands on practical application.

Text & References:

· Effective communication - Rodrix, M.V - Makarthi, Himalaya Publishing House

· The essence of effective communication, Ludlow R and Panton F – Prentis hall

· Essentials of business communication, Guffrey, Mary E – South western college publishing

· Technical Communication: Principles and Practice - Raman, Meenakshi and Sharma – Oxford.

SEMESTER- II

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P01	**LTP: 1-2-6**	**M.Des UX**
Studio II (Design methodologies with 6D)		**Version: 2023**

Objective:

The students should able to understand the importance of Innovation led design solutions while developing projects in respect of developing different design solutions. The objective is:

- Understand the importance of Innovation in respect of developing different design solutions.
- Learn the Product development processes by following different guidelines and methods.
- Anaylze the different ideas and refine the concepts to create products.
- Understand potential benefits and drawbacks of design methodology in practical use.
- Project with 6D.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand the importance of Innovation in respect of developing different design solutions.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Learn the Product development processes by following different guidelines and methods. Understand potential benefits and drawbacks of design methodology in practical use	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Anaylze the different ideas and refine the concepts to create products.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M		H	H	M	M	M	M	H	H	M	L	M	M	H	M	M	M	M
CO2	M	M	M	M	M	M	M	M	H	H	M	L	M	M	H	M	M	M	M
CO3	M	M	M	M	M	M	M	M	H	H	M	L	M	M	H	M	M	M	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 90 contact hours divided into 15 lectures, 30 tutorials and 45 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Approaches for Product Development

Importance of innovation and product renewal requirements-driven perspective on design Product development processes and design methodology Requirements specifications – guidelines and methods

Module 2 : Critical Analysis and Decision-making

Function analysis – definitions and methods Idea generation – methods and representations Synthesis of product concepts – methods and mindsets

Evaluation and decision-making – methods and mindsets

Refinement of product concepts

Discussion of potential benefits and drawbacks of design methodology in practical use.

Module 3 :Project with 6D

Industry relevant case

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- Designing for Digital Age: How to create human-centered products and services - Kim Goodwin
- Sketching the User experiences - Bill Buxton
- The design of everyday things - Don Norman
- The elements of user experience - Jesse James Garrett

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P02	**LTP: 2-1-0**	**M.Des UX**
UX Design for emerging technology		**Version: 2023**

Objective:

The students should able to recognize current and emerging disruptive technologies and their potential to impact social conditions, the economy, and daily life. The objective is:

- Recognize current and emerging disruptive technologies.
- Understand and identify the vital elements that drive technological innovation.

- Identify areas where technologies can be applied and their implications for organizational change.
- Understand various tools of UX Design, use them to identify user pain points and opportunities.
- Analyse technology constraints on design.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Recognize current and emerging disruptive technologies.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	Understand and identify the vital elements that drive technological innovation. with intend to create different style of work	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	Identify areas where technologies can be applied and their implications for organizational change.	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)												Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H	M	M	H	M	H	L	M	H		M	M	H	M	M	M	M
CO2	M	M	H	M	M	H	M	H	L	M	H		M	M	H	M	M	M	M
CO3	M	M	M	M	M	H	M	H	L	M	H		M	M	H	M	M	M	M

Scheme:

This course is comprised of about 45 contact hours divided into 30 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Emerging technology

UX AR VR IOT MR AI ML

Module 2 : Future in UX

How UX will change in future – (Focus will change from screen interface to voice interface or no interface at all). Examples of future technologies in UX Various emerging platforms

Module 3 : Tools of UX design for emerging technology

Customer journey mapping to identify digital touchpoints and opportunities Empathy maps and User personas

Module 4 : Human behavior for emerging technology

· The current state of human machine relationship

· Human behaviour related to futuristic technology

· Trust, privacy and ethics in designing for emerging technology

· Other aspects of human behavior, such as physical, cognitive, social, emotion, and moral in using emerging technologies

Module 5 : The hype cycle, Empathy map for emerging technology.

I. The current state of human machine relationship, Human behavior related to futuristic technology

II. Trust, privacy and ethics in designing for emerging technology, Other aspects of human behavior, such as physical, cognitive, social, emotion, and moral in using emerging technologies

III. The 5 key phases of the hype cycle for emerging technologies, Empathy mapping for new technologies

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- Designing for Emerging Technologies – Jonathan Follett
- Keeping up with emerging technologies – Nicole Hennig
- Designing for wearable: Effective UX for current and Future Devices – Scott Sullivan
- Sketching User Experience – Bill Buxton

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P03	**LTP: 1-1-2**	**M.Des UX**
HCI Advance and User Experience		**Version: 2023**

Objective:

The students should able to understand Human computer interaction and its relation to user experience and how it plays a vital role in the UX design process. The objective is:

· To understand the relation of Human computer interaction and UX

· To analyze its working, evolution and future trends

· To examine and evaluate the UX in everyday life

· to understand and apply the 6D process of UX design

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	To understand the relation of Human computer interaction and UX	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO2	To analyse its working, evolution and future trends which intend to create different style of work	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11
CO3	To examine and evaluate the UX in everyday life. To understand and apply the 6D process of UX design	PO1,PO2,PO3, PO6, Po9,PO7, PO8, PO10, PO4, PO5, PO12,PO11

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	M	H	M	M	M	M	M	H	H	H	L	H	H	M	M	M	M	H
CO2	H	M	H	M	M		M	M	H	H	H	L	H	H	M	H	H	H	H
CO3	H	M	H	M	M		M	M	H	H	H	L	H	H	M	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 60 contact hours divided into 15 lectures, 15 tutorials and 30 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 :

Importance of User Interface, History of Human Computer Interface, Importance of Good Design, Benefits of Good Design, Principles of User Interface Design

Module 2 :

Understanding How User Interact With Computers, User Interface Models, Design Methodologies, Designing an Interface, Process of Interaction Design, importance of colour. Discussion of potential benefits and drawbacks of design methodology in practical use.

Module 3 :

Popularity of Graphics, Characteristics of Graphical User Interface, Concepts of Direct Manipulation, Graphical System Advantages and Disadvantages, Web User Interface Characteristics and Popularity.

Module 4 :

Design Goals, Test for a Good Design, Screen and Web Page Meaning and Purpose, Organizing Screen Elements Clearly, Ordering of Screen Data and Content, Screen Navigation and Flow.

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- HCI and User-Experience Design - Aaron Marcus, Springer – Verlag London
- User Experience and Experience Design – Marc Hassenzahl
- Interaction Design: Beyond Human: Computer interaction SE – Helen Sharp, Jenny Preece, and Yvonne Rogers
- HCI Redux: The Promise of Post-Cognitive Interaction – Phil Turner

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P04	**LTP: 1-2-0**	**M.Des UX**
Design thinking and innovation		**Version: 2023**

Objective:

The students should able to Implement design thinking processes and tools to drive innovation, Understanding the role of people in successful design thinking. Using tools like visualization, mapping, and storytelling to create solutions. Applying the design thinking methodology to your specific challenges, testing, refining, and improving new ideas, business models, and processes.

The objective is:

· To Understand design thinking 5D process

· To Learn to apply different tools and techniques of Design thinking

· To Create a solution by applying the design thinking 5D process

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	To Learn to apply different tools and techniques of Design thinking	PO1,P02,PO3,PO4,PO5,PO6,PO8,PO9,po10,PO11,PO12
CO2	To Create a solution by applying the design thinking 5D process	PO1,P02,PO3,PO4,PO5,PO6,PO8,PO9,po10,PO11,PO12
CO3	To understand and apply the 6D process of UX design	PO1,P02,PO3,PO4,PO5,PO6,PO8,PO9,po10,PO11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	H	M	M	M	M	M	M	H	H	H	L	H	H	M	H	H	H	H
CO2	H	H	M	M	M	M	M	M	H	H	H	L	H	H	M	H	H	H	H
CO3	H	H	M	M	M	M	M	M	H	H	H	L	H	H	M	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 15 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Introduction to Design Thinking and Innovation

What is design Thinking? What is the role of Innovation in Design? Examples of Design.

Module 2 : ImaginXP 6D process

What is 6D process? Understanding of each stage of 5D process Learning how to apply 5D

Module 3 : Tools for Design Thinking

Recap of Empathy, Tools of Empathy– Persona, Empathy map, Customer Journey map, storytelling to create solutions.

Module 4 : Application of Design Thinking Methodologies

When can be design thinking applied:

- Creating project from scratch

- Adding new features to project

- Redesigning a project

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- Design Thinking for Innovation: Research and Practice – Walter Brenner and Falk Uebernickel
- Different Thinking: Creative Strategies for developing the innovative business 01 – Peter Kreuz and Anja Foerster
- Design Thinking: Integrating Innovation, Customer Experience and Brand Value – Thomas Lockwood
- Building Smart Cities: Analytics, ICT, and Design Thinking – Carol L. Stimmel

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P05	**LTP: 2-1-0**	**M.Des UX**
Omnipresence Design		**Version: 2023**

Objective:

The students should able to understand the omnipresence of design and its application across platforms. The course will also define the Everywhere existence of good and bad UX and the need of UX design interventions. With the help of IOT we can notice changing user journeys – Context /Device switching Multiple user touch points – Physical and Digital and synchronization of multiple devices at the same time. With the help of cloud computation and edge computing this is even more visible as a trend which says there is a huge need for UX with omnipresence design solutions to assure user seamless experience throughout the journey.

The objective is:

- To understand the concept of omnipresence design
- To explain how UX is most important in the Omnipresence industry.
- To understand UX design in consumer facing products and ecommerce.
- To Develop the project by application of omnipresence in the UX Laws across different channels.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	To understand the concept of omnipresence design	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9, po10,PO11,PO12

CO2	To explain how UX is most important in the Omnipresence industry.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9, po10,PO11,PO12
CO3	To understand UX design in consumer facing products and ecommerce. To Develop the project by application of omnipresence in the UX Laws across different channels.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9, po10,PO11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)													Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	M	H	H	H	M	M	M	H	H	M	M	L	M	H	M	M	M	H
CO2	H	M	H	H	H	M	M	M	H	H	M	M	L	M	H	H	H	H	H
CO3	H	M	H	H	H	M	M	M	H	H	M	M	L	M	H	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 30 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : UX for multiple form factors, User touch points

Changing user journeys – Context /Device switching Multiple user touch points – Physical and Digital. Synchronization of multiple devices.

Module 2 : Omnipresent across web & mobile, UX in wearable devices Wearables

Gestures-Bite sized information, non-intrusive design

Module 3 : UX for consumer facing products.

Understanding B2B, B2C UX in B2B and B2C Project.

Module 4 : Experience design in e-commerce

Understanding of E-commerce industry UX in E-commerce industry with examples
Implementing design process for a e-commerce project

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- Universal principles of Design - William Lidwell, Kritina Holden, Jill Butler
- Design of Everyday life – Don Norman
- Universal methods of design – Brus hanignton
- Hundred things every designer needs to know about people – Susan Weins Chenk

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-2P06	**LTP: 2-1-0**	**M.Des UX**
Digital experience strategy		**Version: 2023**

Objective:

The students should able to understand the role of UX in digital strategizing and design management. The overall aim of the course is to ensure that students are equipped with the conceptual knowledge and practical skills required to develop digital strategies. The objective is:

- Understand the concept of strategy and importance of UX in digital strategy

- Explain the fundamentals of design management
- Compare the relations between Design and Business Performance
- Examine the interaction of design by strategic decisions
- Formulate strategy to transform businesses and provide best customer experience

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand the concept of strategy and importance of UX in digital strategy. Formulate strategy to transform businesses and provide best customer experience	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12
CO2	Explain the fundamentals of design management	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12
CO3	Compare the relations between Design and Business Performance. Examine the interaction	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12

	of design by strategic decisions	

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	M	H	M	M	H	M	M	H	M	M	M	H	H	M	M	M	M	H
CO2	H	M	H	M	M	H	M	M	H	H	M	M	H	H	M	H	H	H	H
CO3	H	M	H	M	M	H	M	M	H	H	M	M	H	H	M	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 30 lectures, 15 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Role of UX in digital strategy

Defining a digital strategy Design Management, budgeting for a project Creating digital roadmap

What is Software development lifecycle? Where UX fits in Software development lifecycle
Mapping user need to digital strategy.

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

1. The Intuitive Customer by Colin Shaw and Professor Ryan Hamilton
2. X The Experience When Business Meets Design - Brian Solis
3. The Customer of the Future - Blake Morgan
4. Z economy - Jason Dorsey and Denise Villa Ph.D.

SEMESTER III

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-3P01	**LTP: 2-6-8**	**M.Des UX**

Studio III (M.Des Thesis)	Version: 2023

Objective:

The students should compile their projects in a presentable format and present it in the end term jury.

The objective is:

- To learn how to document a thesis
- To study the support materials like research papers, articles, journals etc. in the same light.

Course Outcomes:

Mapping between COs and POs		
		Mapped Programme Outcomes

	Course Outcomes (COs)	
CO1	To understand what thesis is and its purpose.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12
CO2	To understand support materials like research papers, articles, journals etc.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12
CO3	To apply research tools and methodologies. To develop and document research plan, findings & outcomes	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**												**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	**H**	**M**	**H**	**M**	**H**	**M**	**M**	**M**	**H**	**H**			M	M	H	H	M	
CO2	**H**	**M**	**H**	**M**	**H**	**M**	**M**	**M**	**H**	**H**			H	H				M
CO3	**H**	**M**	**M**	**H**	**M**	**M**	**M**	**H**		**M**			H	M	M		H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50

to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 180 contact hours divided into 30 lectures, 90 tutorials and 60 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1: Thesis Report

Students must compile all the project work in the format of report. This report should be presented by student in the End- semester evaluation.

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-3P02	**LTP: 2-2-0**	**M.Des UX**
Service Design and Enterprise UX		**Version: 2023**

Objective:

The students should be able to understand how service design different for each enterprise and the technological advancements with the use of emerging technologies :

- To understand service design and its approaches.
- To understand the challenges and approach towards service design.
- To understand various task flows associated with service design .
- To study various parameters to enhance UX .
- To study the limitations of the technology in service design.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Recognize current and emerging disruptive technologies.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12
CO2	Understand and identify the vital elements that drive technological innovation.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12

CO3	Identify areas where technologies can be applied and their implications for organizational change.	PO1,P02,PO3,PO4, PO5,PO6,PO8,PO9,po10,PO11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**												**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	**M**	**M**	**H**		**M**	**M**	**M**	**H**	**H**	**M**	**H**	**L**	M	H	H	H	M	
CO2	**H**	**M**	**H**	**M**	**H**	**M**	**M**	**M**	**H**	**H**	**M**		H	H		H		M
CO3	**H**	**M**	**H**	**M**	**H**	**M**	**M**	**M**	**H**	**H**	**M**	**L**	H	M	M		H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 60 contact hours divided into 30 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Introduction to Service Design and Enterprise UX

What is Service design and Enterprise UX How UX is different for enterprise application. Example of Service design and Enterprise UX ROI of UX

Module 2 : Task flow analysis, AS IS and TO BE task flows

What is task flow analysis? In which UX stage does the task flow analysis fit AS IS Task flows, TO BE Task flows, Types of task flows - Decomposition and Hierarchical Bringing efficiency to a system.

Module 3 : Parameters of technology in UX

Technological advancements for better UX (QR Code, Voice automation, face recognition, Finger print detection).

Limitation of Technology

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments, and examples

Text & References:

- This is Service Design Doing https://www.thisisservicedesigndoing.com/
- https://m.youtube.com/watch?v=hTUtlkpZuAA

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MUX-3P03	**LTP: 1-2-0**	**M.Des UX**
Data Analytics		**Version: 2023**

Objective:

The students should able to understand different forms of data in design and how its analysis plays a vital role in the UX design process. The objective is:

- To understand quantitative and qualitative data derived in different industries.
- To analyze the data using suitable approaches
- To evaluate the results and see how it impacts the decisions
- To raise the interest of the users using data analytics.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	To understand the relation of Human computer interaction and UX	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO 11,PO12
CO2	To analyse its working, evolution and future trends which intend to create different style of work	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO 11,PO12
CO3	To examine and evaluate the UX in everyday life	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO 11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	Program Outcomes (POs)												Program Specific Outcomes (PSOs)					
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	M	H		M	M	M	H	H	M	H	L	M	M	H	H	M	
CO2	M	M	H		M	M	M	H	H	M	H	L	H	H				M
CO3	M	M	H		M	M	M	H	H	M	H	L	H	M	M		H	M

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome

Scheme:

This course is comprised of about 45 contact hours divided into 15 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1 : Data in UX Design

Data in UX Design, Revisit of data driven UX, data driven card sorting, data driven user research, data driven user testing

Module 2: Data in Service Design

Data in service design Task flows and data, Efficiency and data, case study

Module 3: Data in Decision for Leadership

Risk analysis, How to create actionable dashboard, drill down of data (layers)

Module 4: Data Analysis in Gamification

Gamification and Data analysis what is Gamification? Why is Gamification so popular? Key ingredients of Gamification – Motivation, mastery and triggers, why and how Gamification is not the same as game design, Scores in Gamification, badges and data

Module 5: Project Work

Engagement and data analysis, How to provide engagement and personalization with data Project.

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- https://medium.com/data-science-at-microsoft/improving-engagement-of-analytics-users-through-gamification-c6e156eaf750
- https://www.ironhack.com/ww/en/blog/the-role-of-data-analysis-in-ux-ui-design
-

Sushant University	SCHOOL OF DESIGN Syllabus	
23MUX-3P04	LTP: 1-2-0	M.Des UX

Human Factors in Healthcare	Version: 2023

Objective:

The students should understand different factors and their roles in healthcare. The objective is:

- To understand the ecosystem of healthcare and digital healthcare.
- To understand different people involved in the healthcare sector and their responsibilities.
- To know how digital healthcare is changing the face of health care for different categories of people.
- The need for digital equipment and digital literacy in healthcare.

Course Outcomes:

Mapping between COs and POs		
	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand the importance of Innovation in respect of developing different design solutions.	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO11,PO12
CO2	Learn the Product development processes by following different guidelines and methods.	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO11,PO12

CO3	Anaylze the different ideas and refine the concepts to create products.	PO1,P02,PO3,PO4, PO5,PO7,PO9,PO10,PO11,PO12

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	H	M	H	M	M	H	M	M	H	M	M	M	H	H	M	M	M	M	H
CO2	H	M	H	M	M	H	M	M	H	H	M	M	H	H	M	H	H	H	H
CO3	H	M	H	M	M	H	M	M	H	H	M	M	H	H	M	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Scheme:

This course is comprised of about 45 contact hours divided into 15 lectures, 30 tutorials and 0 practical hours spread over 15 weeks of semester.

Course Contents:

Module 1: Dynamics of digital healthcare

What is healthcare in general and the different streams in healthcare What is digital healthcare.
People involved in the healthcare ecosystem

Module 2 : Human Factors and healthcare – Understanding patient dynamics

Humans at the center of healthcare.

Improving people-system interactions for health care professionals, patients and family members Application of human factors in healthcare

Increasing healthcare awareness amongst patients

Module3 : Digital patient support system

Revolution in healthcare due to the digital medium

Ready availability of health and fitness gadgets and applications Technology providing a patient support system

Module 4 : Understanding doctors and their role in digital healthcare, healthcare value chain

Revolution in healthcare due to the digital medium Digital to help enable a better doctor-patient relationship Doctors increasingly leveraging emerging technology

Healthcare value chain – digital medium improving speed of delivery of care, quality of healthcare, availability of healthcare, cost of care.

Module 5 : UX design for healthcare

Various devices and interfaces and then how to improve their UX - Medical room/ emergency room devices, kiosks, mobile apps, web interfaces, training material to doctors through AR/ AI or via tablets.

Need of accuracy, trust and safety in UX for healthcare. Project in Healthcare.

Pedagogy:

Interactive lecturer sessions including the delivery of case studies, assignments and examples

Text & References:

- Health Design Thinking: Creating Products and Services for Better Health (The MIT Press)
- Discovery Design: Design Thinking for Healthcare Improvement - The Risk Authority
- Design for Care: Innovating Healthcare Experience - Peter Jones

Semester IV

Sushant University	**SCHOOL OF DESIGN** **Syllabus**

23MDS-4P01	**LTP: 24**	**M.Des UX**
Internship*		**Version: 2023**

Objective:

Off campus mentored internship, no actual contact hours assigned to the subject. However, a faculty mentor would be assigned to guide a group of students regarding the procedure and progress of internship. The minimum duration of an internship is 12-14 weeks.

The Summer Internship may include one of the following methods:

- Working under an industry mentor following the project brief provided by them
- Independent (funded or self-funded) Independent study
- self-executed projects under the guidance of a mentor or senior professional,
- research project (either funded or for any organisations that provide contractual work) or
- Teaching assistantship at the University (Teaching Practicum for Summer School courses/programmes).

Course Outcomes:

	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Understand the hierarchy and structure in an organisation and how to work within it.	**PO1, PO2, PO3, PO4, PO5, PO6, PO7, PO8, PO9, PO10, PO11, PO12**
CO2	Apply and appreciate the company and client relationship to generate the ability to manage project with the team at the firm while applying their skills in the same.	**PO1, PO2, PO3, PO4, PO5, PO6, PO7, PO8, PO9, PO10, PO11, PO12**

CO3	Understand value of time-work-cost relationship to company paradigm to work within deadlines and fulfil the requirements of the client and the firm in a holistic manner.	**PO1, PO2, PO3, PO4, PO5, PO6, PO7, PO8, PO9, PO10, PO11, PO12**

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO2	PO3	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	M	L	M	M	L	H	L	H	H	H	H	H	M	H	H	H	H	H	H
CO2	L	L	L	H	L	H	L	H	H	H	H	H	L	H	H	H	H	H	H
CO3	M	L	L	H	M	M	M	M	H	H	H	H	M	H	H	H	H	H	H

Where H= High relationship (covers up to 75-95% of the desired outcome); M=Medium (covers up to 50 to 75%); L=Low (covers up to 10-50% of the desired outcome)

Course Contents:

Module 1:

Every student must work and explore different UX domains like, user research, UI development, UI design, service design, Ux content creation & management, Design strategy - involved in the project. Eight weeks can be split for working in different domains accordingly, after identification of the consultants and discussion with the concerned faculty. The student should involve in the work of the domain experts and observe and document the materials, tools, techniques and process used by them in the projects. They should understand the coordination of the work of the consultants in the project. After the summer vacation, every student will have to submit a detailed report with drawings, photographs of the work in which the student was involved with the consultants. After submission of the report the department at its convenience will arrange for the conduct of the viva- voce examination.

Pedagogy:

- Frequent consultancy with the employer and mentor
- One interim and one final evaluation
- Record of daily activities and learning outcome.
- Internship report outlining the Company's profile, job duties and responsibilities, learning outcome with supporting examples of the student's work.

Reference Books:

***References/ reading material could be suggested by the subject faculty as per the project.**

Sushant University	**SCHOOL OF DESIGN** **Syllabus**	
23MDS-4P02	**LTP: 4-2-0**	**M.Des UX**
Dissertation		**Version: 2023**

Objective:

To undertake an independent piece of research in specified area that contributes to the advancement of knowledge. The Dissertation follows from the Dissertation and Research Methods course of the previous semester.

Students would by this time be familiar with the skeleton of research and methods adopted to conduct the same including 'what, why and how' of the research inquiry and the academic apparatus of academic writing. The Dissertation enables the student to build on their enquiry into an independent course of interest from the Design field or profession that excites them. It is seen as a medium of communicating their design ideas through words and sentences, in a format of argument, experiment or hypothesis displaying accurate writing apparatus. It offers an opportunity to make a contribution to the knowledge shared by designer's world over, while depicting the regional and global nuances of the course efficiently.

Course Outcomes:

	Course Outcomes (COs)	**Mapped Programme Outcomes**
CO1	Demonstrate their work on a suitable topic of research in their field of interest, define research questions or hypothesis	**PO1, PO2, PO3, PO4, PO7, PO8, PO9, PO10**
CO2	Acquire and analyse existing research and theory and interpret it in a systematic, logical manner.	**PO1, PO2, PO3, PO4, PO7, PO8, PO9, PO10**
CO3	Display extensive knowledge on their selected course through primary and secondary research	**PO1, PO2, PO3, PO4, PO7, PO8, PO9, PO10**

Relationship between the Course Outcomes (COs) and Program Outcomes (POs) / Program Specific Outcomes (PSOs)

Matrix 1- Mapping of COs with POs and PSOs

(COs)	**Program Outcomes (POs)**													**Program Specific Outcomes (PSOs)**					
	PO1	PO	PO	PO	PO4	PO	PO	PO	PO	PO	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6

		2	3	3		5	6	7	8	9									
CO 1	H	H	L	M	M	M	M	M	M	H	H	M	L	H	H	H	H	H	H
CO 2	M	H	L	L	M	M	M	L	L	M	M	H	L	H	H	H	H	H	H
CO 3	H	H	L	M	M	M	M	L	M	M	H	H	M	H	H	H	H	H	H

Module 1:

- What is Research?
- Why do we Research?

Module 2:

- Research Structure & Syntax
- Defining Research Problem
- Literature Review
- Formulating Hypothesis
- Data Types & Data-Collection
- Designing the Research

Module 3:

- Data Processing
- Types of Analysis – Qualitative & Quantitative
- Developing Analytical Framework & Theoretical Models
- Synthesis & Questioning Hypothesis

Module 4:

- Findings

- Proposition & Recommendations
- Conclusion

Module 5:

- Assimilation
- Logical Inter-connection & Flow

Pedagogy:

Each student is required to research work and to follow up the sessions with further research in given assignments.

Reference Books:

***References/ reading material could be suggested by the subject faculty as per the research topic.**