Sushant University

Criterion 1 – Curricular Aspects (150)

Sushant University

Metric 1.3.2

Annual Report consolidated including objective & Outcome of all VAPs with graphs, charts /photographs

(2019-20 to 2023-24)

Appendix V

SOD

Sushant
University

A REPORT ON VALUE ADDED COURSE:

"SOCIAL MEDIA MARKETING"

ORGANIZED BY:

SCHOOL OF DESIGN (2019-2020)

COURSE DETAIL

Title of course: Social Media Marketing

Course Duration: 30 hrs.

Mode: Offline

No. of Registered students: 65 Students

No. of students who completed the course: 65 Students

Course coordinator: Dr. Sachin Dutt

Course Instructor: Dr. Sachin Dutt

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of a social media marketing course is to impart comprehensive knowledge and skills necessary for leveraging social media platforms effectively in marketing strategies. Students will learn to create engaging content, identify target audiences, and manage online communities. They'll explore paid advertising, analytics, and ethical considerations. By course completion, students should be proficient in crafting social media strategies aligned with business objectives, utilizing data-driven insights to optimize campaigns. The course aims to provide hands-on experience through practical assignments and case studies, preparing students for careers in the dynamic field of social media marketing while staying updated with industry trends and best practices.

Course outcomes:

Upon completing a social media marketing course, students will have gained proficiency in content creation, audience targeting, and paid advertising on social platforms. They'll be skilled in community management, data-driven decision-making, and ethical considerations. Graduates will be well-prepared for careers in the dynamic field of social media marketing.
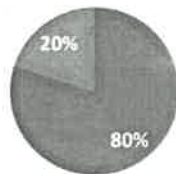
COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

20%

80%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

10% 0%

90%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

20%

80%

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

10% 0%

90%

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Samarth Saini

for completing value added course

in

Social Media Marketing

(Semester 2) 2019 - 2020

Dr. Sachin Datt
(Assistant Professor)

Prof. Jeyanthi Nadesalingam
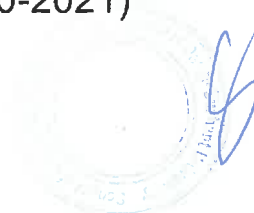(Dean School of Design)

CLASS ROOM PICTURES

A REPORT ON VALUE ADDED COURSE:

"CREATIVE PRACTICES"

ORGANIZED BY:

SCHOOL OF DESIGN (2020-2021)

COURSE DETAIL

Title of course: Creative Practices

Course Duration: 35 hrs.

Mode: Offline

No. of Registered students: 100 Students

No. of students who completed the course: 100 Students

Course coordinator: Simar Dhingra

Course Instructor: Simar Dhingra

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of a creative practices course is to foster students' creativity and innovation across various disciplines. Students will develop a deep understanding of creative processes, techniques, and tools. They will learn to think critically, solve problems creatively, and communicate their ideas effectively. The course aims to nurture creative thinking, encourage experimentation, and promote interdisciplinary collaboration. Students will gain practical skills in brainstorming, idea generation, and project development. By the course's end, participants should be equipped with the creative mindset and practical abilities necessary to excel in diverse fields, from the arts and design to business, science, and technology.

Course outcomes:

Upon completing a creative practices course, students will:

1. Cultivate enhanced creativity and innovative thinking.

2. Develop practical skills in ideation and project execution.

3. Communicate creative ideas effectively.

4. Apply creativity across diverse disciplines.

5. Foster adaptability and critical thinking.

6. Build a portfolio showcasing their creative works.

7. Contribute to problem-solving and innovation in various contexts.

8. Gain self-confidence in their creative abilities.

Sushant University

COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

15%

85%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

5%

15%

80%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

19%

81%

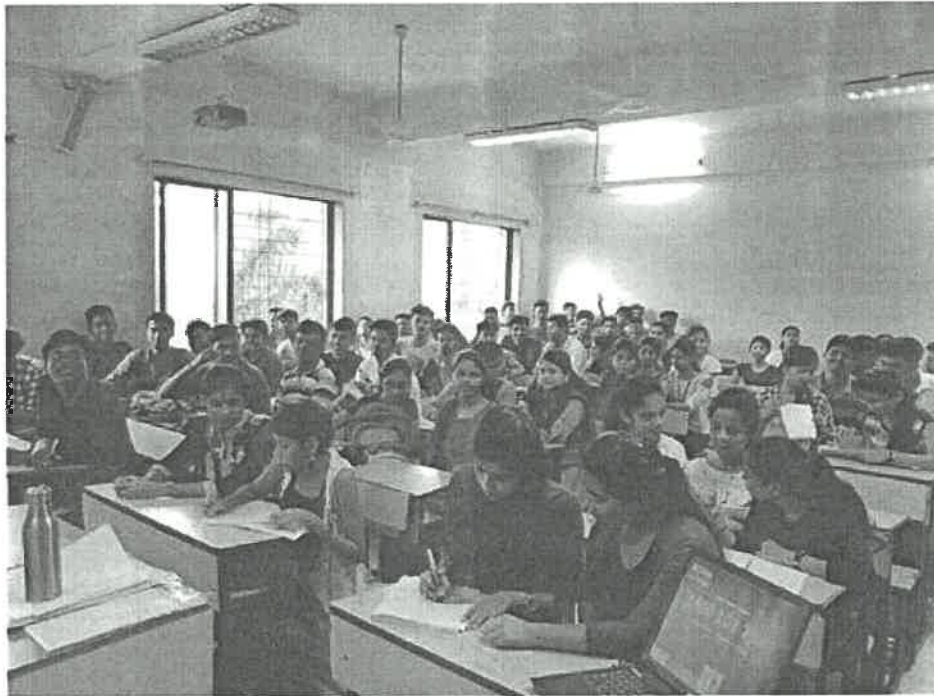**Q. 4: To what level did the course expose you to new knowledge and practices?**

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

5%

95%

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Aastha Jain

for completing value added course

in

Creative Practices

(Semester 1) 2020 - 2021

Prof. Simar Dhingra
(Assistant Professor)

Prof. Sasi Menon
(Dean School of Design)

CLASS ROOM PICTURES

A REPORT ON VALUE ADDED COURSE:

"Exhibition Design"

ORGANIZED BY:

SCHOOL OF DESIGN (2021-2022)

COURSE DETAIL

Title of course: Exhibition Design

Course Duration: 33 hrs.

Mode: Offline

No. of Registered students: 80 Students

No. of students who completed the course: 80 Students

Course coordinator: Bhavya Arora

Course Instructor: Bhavya Arora

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of an Exhibition Design course is to equip students with the knowledge and skills necessary to conceptualize, plan, and execute compelling exhibitions across various mediums. Students will learn the principles of effective spatial design, audience engagement, and storytelling. They will explore the integration of multimedia elements, materials, and technologies to create immersive and memorable exhibition experiences. Additionally, the course aims to instill an understanding of the logistical and practical aspects of exhibition design, such as budgeting, project management, and sustainability considerations. Ultimately, graduates of the course will be prepared to excel in designing exhibitions that inform, inspire, and captivate their intended audiences.

Course outcomes:

Upon completing an Exhibition Design course, students will:

1. **Master Design Principles:** Graduates will proficiently apply design principles to create visually captivating exhibition spaces.

2. **Craft Engaging Narratives:** They will excel in storytelling, captivating visitors with compelling narratives.

3. **Effectively Utilize Space:** Graduates will adeptly plan and utilize physical and virtual spaces to convey messages and enhance visitor experiences.

4. **Integrate Multimedia:** Students will skillfully integrate multimedia elements for impactful exhibitions.

COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

10%

90%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

50%

95%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

5%

95%

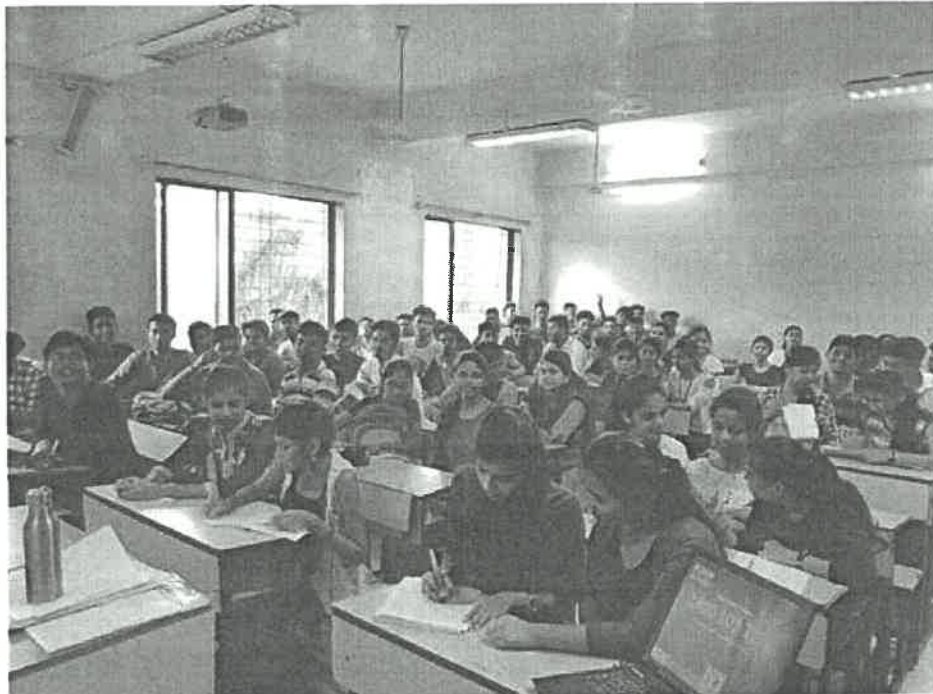**Q. 4: To what level did the course expose you to new knowledge and practices?**

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

50%

95%

SushantUniversity
School of Design

||**Sushant**
||University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Devika Munjal

for completing value added course

in

Exhibition Design

(Semester 7) 2021 - 2022

Bhavya Arora
(Teaching Assistant)

Dr. Navin Piplani
(Dean School of Design)

Sushant
University

CLASS ROOM PICTURES

∥Sushant
∥University

A REPORT ON VALUE ADDED COURSE:

"Color & Light"

ORGANIZED BY:

SCHOOL OF DESIGN (2021-2022)
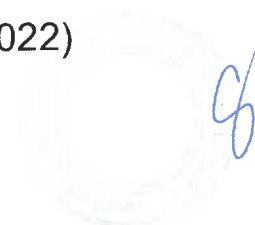
COURSE DETAIL

Title of course: Color & Light

Course Duration: 33 hrs.

Mode: Offline

No. of Registered students: 75 Students

No. of students who completed the course: 75 Students

Course coordinator: Tajinder Kaur Anand

Course Instructor: Tajinder Kaur Anand

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of a Light and Color course is to provide students with a comprehensive understanding of the fundamental principles, properties, and applications of light and color in various contexts. Students will delve into the physics of light, including wave and particle properties, dispersion, and polarization. They will explore color theory, color perception, and the psychology of color. Practical applications in art, design, photography, and various industries will be emphasized. Additionally, the course aims to foster critical thinking and problem-solving skills, enabling students to apply their knowledge of light and color in creative and scientific endeavors. Ultimately, students will gain a multidisciplinary appreciation for the role of light and color in our world.

Course outcomes:

Upon completing a Light and Color course, students will:

1. **Master Fundamentals:** Understand the physics of light, including wave-particle duality and dispersion.

2. **Grasp Color Theory:** Comprehend color perception, color models, and the emotional impact of color.

3. **Apply Practical Knowledge:** Apply concepts in art, design, photography, and relevant industries.

4. **Enhance Problem-Solving Skills:** Utilize critical thinking in creative and scientific contexts, demonstrating proficiency in light and color principles.

COURSE FEEDBACK

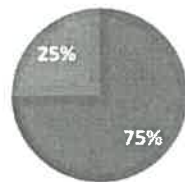Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

30%

70%

Q. 2: Please rate this course faculty.

■ EXCELLENT   ■ GOOD   ■ AVERAGE   ■ BELOW AVERAGE

15% 0%

15%
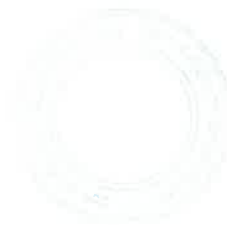
70%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

25%

75%

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT   ■ GOOD   ■ AVERAGE   ■ BELOW AVERAGE

0%

20%

80%

Sushant University
School of Design

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Kriti Aggarwal

for completing value added course

in

Colour & Light

(Semester 2) 2021 - 2022

Prof. Tajinder Kaur Anand
(Assistant Professor)

Dr. Navin Piplani
(Dean School of Design)

CLASS ROOM PICTURES

Sushant
University

A REPORT ON VALUE ADDED COURSE:

"INTRODUCTION OF BLENDER"

ORGANIZED BY:

SCHOOL OF DESIGN (2022-2023)

COURSE DETAIL

Title of course: INTRODUCTION OF BLENDER

Course Duration: 42 hrs.

Mode: Offline

No. of Registered students: 48 Students

No. of students who completed the course: 48 Students

Course coordinator: Dr. Sachin Dutt

Course Instructor: Dr. Sachin Dutt

Course Fee: Nill

∥Sushant
∥University

INTRODUCTION TO THE COURSE

Course objectives:

The objective of an "Introduction to Blender" course is to familiarize students with the Blender software. By the end of the course, students should be able to navigate Blender's interface, create basic 3D models, apply textures and materials, set up lighting, render images and animations, and understand fundamental animation principles.
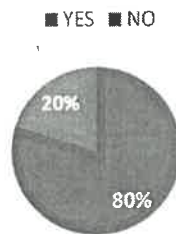
Course outcomes:

Upon completing an "Introduction to Blender" course, students will:

1. **Navigate Blender:** Proficiently use Blender's interface and tools.
2. **Create 3D Models:** Develop basic 3D models and scenes.
3. **Apply Textures:** Apply textures and materials to enhance visual realism.
4. **Set Up Lighting:** Create well-lit 3D scenes.
5. **Render:** Produce images and animations.
6. **Animate:** Understand fundamental animation principles.

COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

20%
80%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

10% 10%
10%
80%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

10%
90%

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

58%
15%
80%

Sushant University
School of Design

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Khushi Sehgal

for completing value added course

in

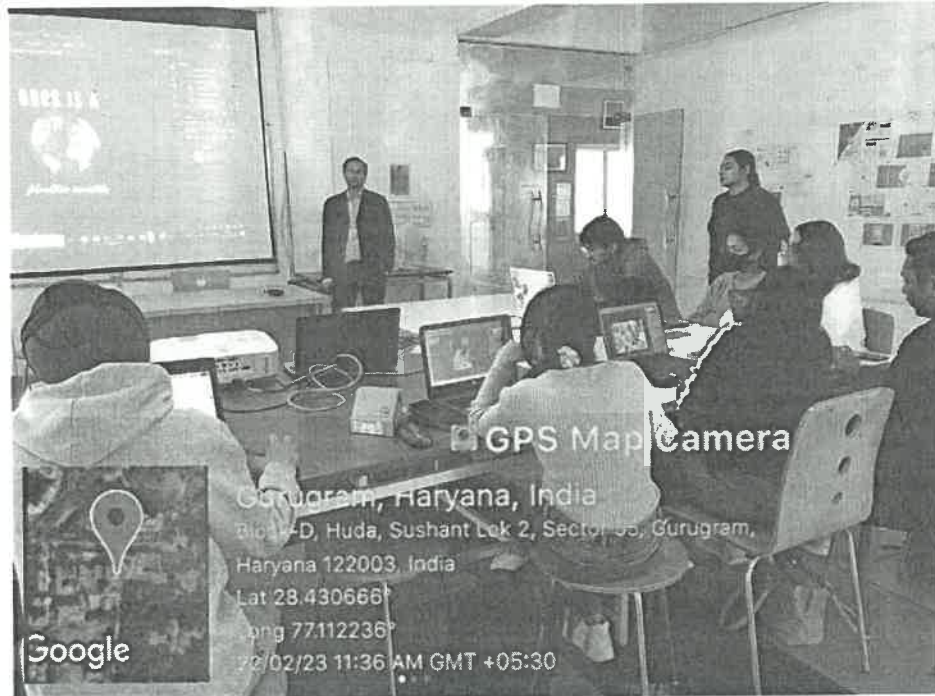### Introduction to Blender (Semester 3)
2022

Dr.Sachin Datt
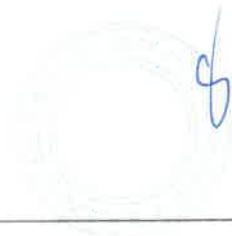(Assistant Professor)

Dr. Navin Piplani
(Dean School of Design)

CLASS ROOM PICTURES

A REPORT ON VALUE ADDED COURSE:

"INTRODUCTION TO DESIGN MANAGEMENT"

ORGANIZED BY:

SCHOOL OF DESIGN (2022-2023)

COURSE DETAIL

Title of course: INTRODUCTION TO DESIGN MANAGEMENT

Course Duration: 42 hrs.

Mode: Offline

No. of Registered students: 48 Students

No. of students who completed the course: 48 Students

Course coordinator: Tajinder Kaur Anand

Course Instructor: Tajinder Kaur Anand

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of an "Introduction to Design Management" course is to introduce students to the principles of design management. Students will learn how design thinking can enhance innovation, collaborate across disciplines, and strategically integrate design into organizations. They will also explore ethical considerations, project management, and the global context of design management.

Course outcomes:

Upon completing an "Introduction to Design Management" course, students will:

1. **Understand Design Management:** Grasp the role and importance of design in organizational success.
2. **Apply Design Thinking:** Utilize design thinking methodologies for creative problem-solving.
3. **Collaborate Effectively:** Work collaboratively across disciplines.
4. **Integrate Design Strategically:** Integrate design into business strategies.
5. **Evaluate Impact:** Measure and assess the impact of design on organizational goals.
6. **Promote Ethical Practices:** Address ethical considerations in design management.
7. **Enhance Communication:** Improve communication of design concepts.
8. **Foster Innovation:** Cultivate a culture of innovation through design.

COURSE FEEDBACK

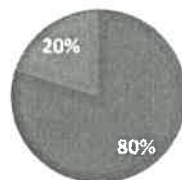**Q. 1: To what degree did course content meet your expectations?**

■ YES ■ NO

25%

75%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

0%
20%

80%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

20%

80%

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

5%
20%

75%

SushantUniversity
School of Design

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Bhavya Manchanda

for completing value added course
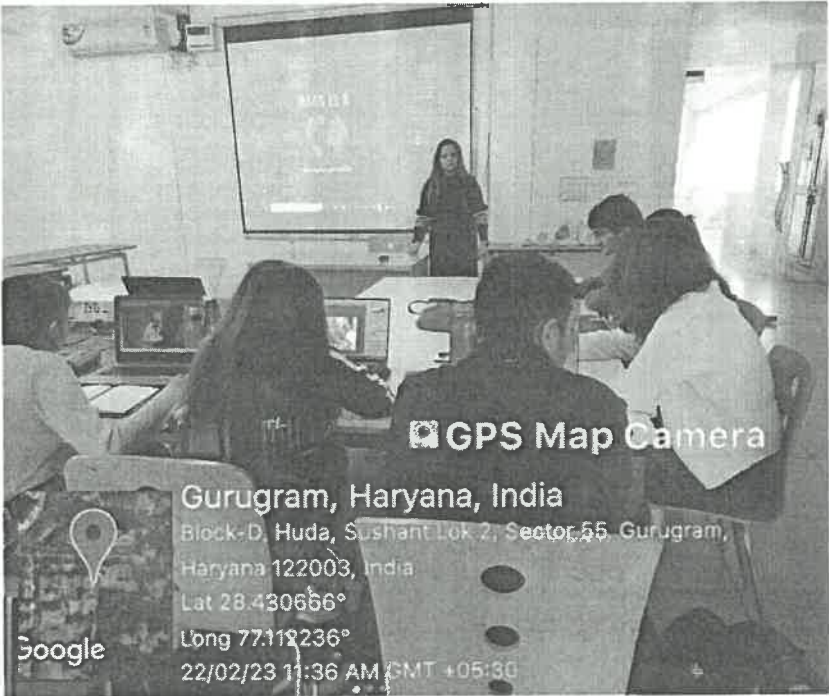
in

Introduction to Design Management (Semester 5)

2022

Prof. Tajinder Kaur Anand
(Assistant Professor)

Dr. Navin Piplani
(Dean School of Design)

CLASS ROOM PICTURES

GPS Map Camera

Gurugram, Haryana, India
Block-D, Huda, Sushant Lok 2, Sector 55, Gurugram,
Haryana 122003, India
Lat 28.430656°
Long 77.112236°
22/02/23 11:36 AM GMT +05:30

A REPORT ON VALUE ADDED COURSE:

"INTRODUCTION TO MIDJOURNEY"

ORGANIZED BY:

SCHOOL OF DESIGN (2022-2023)

COURSE DETAIL

Title of course: INTRODUCTION TO MIDJOURNEY

Course Duration: 30 hrs.

Mode: Offline

No. of Registered students: 47 Students

No. of students who completed the course: 47 Students

Course coordinator: Dr. Sachin Dutt

Course Instructor: Dr. Sachin Dutt

Course Fee: Nill

║Sushant
║University

INTRODUCTION TO THE COURSE

Course objectives:

The objective of an "Introduction to Midjourney" course is to familiarize students with the fundamental concepts and tools used in the Midjourney platform. Students will learn how to navigate the platform, use its features for data analysis, visualization, and reporting, and understand its applications in various industries, including marketing, finance, and healthcare.

Course outcomes:

Upon completing an "Introduction to Midjourney" course, students will:

1. **Platform Familiarity:** Be proficient in navigating the Midjourney platform.
2. **Data Analysis Skills:** Analyze and interpret data using Midjourney tools.
3. **Visualization Competence:** Create effective data visualizations and reports.
4. **Industry Applications:** Understand how Midjourney is applied in marketing, finance, healthcare, and other sectors.
5. **Practical Proficiency:** Be ready to apply Midjourney for data-driven decision-making in real-world scenarios.

Sushant
University

COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

Q. 2: Please rate this course faculty.

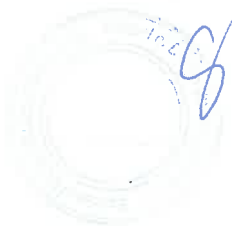■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Kinshika Goyal

for completing value added course
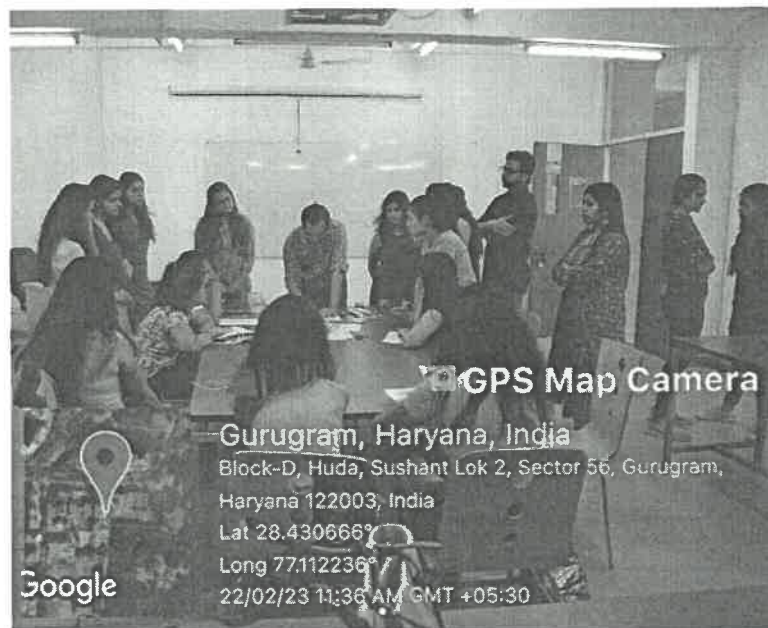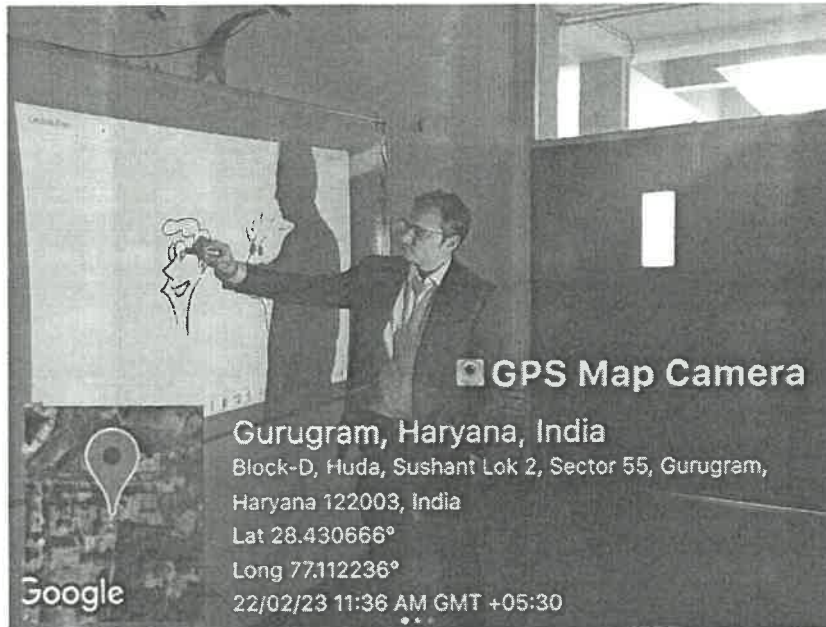
in

Introduction to Midjourney
(Semester 6) 2023

Dr. Sachin Datt
(Assistant Professor)

Dr. Navin Piplani
(Dean School of Design)

CLASS ROOM PICTURES

GPS Map Camera

Gurugram, Haryana, India
Block-D, Huda, Sushant Lok 2, Sector 55, Gurugram,
Haryana 122003, India
Lat 28.430666°
Long 77.112236°
22/02/23 11:36 AM GMT +05:30

GPS Map Camera

Gurugram, Haryana, India
Block-D, Huda, Sushant Lok 2, Sector 55, Gurugram,
Haryana 122003, India
Lat 28.430666°
Long 77.112236°
22/02/23 11:36 AM GMT +05:30

Sushant
University

A REPORT ON VALUE ADDED COURSE:

"TECHNOLOGY AND INNOVATION IN DESIGN"

ORGANIZED BY:

SCHOOL OF DESIGN (2022-2023)

COURSE DETAIL

Title of course: TECHNOLOGY AND INNOVATION IN DESIGN

Course Duration: 30 hrs.

Mode: Offline

No. of Registered students: 46 Students

No. of students who completed the course: 46 Students

Course coordinator: Sunil Verma

Course Instructor: Sunil Verma

Course Fee: Nill

INTRODUCTION TO THE COURSE

Course objectives:

The objective of a "Technology and Innovation in Design" course is to explore the nexus of design and technology. Students will examine emerging tech trends, apply innovation methodologies, foster user-centric design thinking, collaborate across disciplines, address ethical and sustainability aspects, and gain skills relevant to modern design, preparing them for industry challenges.

Course outcomes:

Upon completing a "Technology and Innovation in Design" course, students will:

1. **Tech Proficiency:** Understand emerging tech trends and their design applications.
2. **Innovation Skills:** Apply innovation frameworks for creative problem-solving.
3. **User-Centric Approach:** Prioritize user needs in technology-driven design.
4. **Interdisciplinary Collaboration:** Collaborate effectively across disciplines.
5. **Ethical and Sustainable Design:** Address ethical and sustainability considerations.
6. **Industry-Ready:** Possess skills applicable in product, UX/UI, and digital design, ready to tackle real-world challenges.

COURSE FEEDBACK

Q. 1: To what degree did course content meet your expectations?

■ YES ■ NO

10%

90%

Q. 2: Please rate this course faculty.

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

10% 0%

90%

Q. 3: Were objectives of this course clear to you?

■ YES ■ NO

10%

90%

Q. 4: To what level did the course expose you to new knowledge and practices?

■ EXCELLENT ■ GOOD ■ AVERAGE ■ BELOW AVERAGE

10% 0%
10%

80%

SushantUniversity
School of Design

Sushant
University

SAMPLE CERTIFICATE

Sushant School of Design

presents the

Course Completion Certificate

to

Kriti Aggarwal

for completing value added course

in

Technology and Innovation in Design
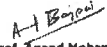### (Semester 4) 2023

Prof. Sunil Verma
(Assistant Professor)

Dr. Navin Piplani
(Dean School of Design)

CLASS ROOM PICTURES

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Assess Functionality: Evaluate how effectively the interior space meets its intended purpose and supports the activities and needs of its occupants. Analyze Spatial Layout: Examine the arrangement of rooms, circulation areas, furniture, and other elements to determine their efficiency, flow, and organization. Consider Ergonomics: Assess the comfort, safety, and usability of furniture, fixtures, and spatial configurations in relation to human dimensions and behaviors. Evaluate Aesthetics: Consider the visual appeal, harmony, and coherence of interior elements, including colors, materials, finishes, and decorative features.
Value Added Faculty with EMP Code	Mr.Anand Mohan Bajpai
Organized by (School/Centre Name)*	Sushant school of Design
Date*	08th January to 31st 2024
Time slot per timetable	4:00:M to 5:00PM
Online link	NA (Offline)
Poster	

No of students (only no to be written attendance sheet should be maintain at department level as proof for any further requirement)	69 student's SOD 2022-26 II Year
Brief Description (min 250 to max 800 words)*	Address Environmental Factors: Analyze lighting, acoustics, ventilation, and other environmental aspects to ensure they contribute to occupant comfort, well-being, and productivity. Identify Opportunities for Improvement: Recognize areas where enhancements or modifications could optimize the functionality, aesthetics, or overall quality of the interior space. Inform Design Decisions: Provide insights and data-driven recommendations to guide the design process, including layout revisions, material selections, and spatial reconfigurations. Support Decision-Making: Assist stakeholders, including designers, architects, clients, and occupants, in making informed decisions about interior design, renovation, or occupancy strategies.

Outcome*	Enhanced Functionality: By identifying inefficiencies or constraints within the interior space, analysis outcomes can lead to redesigns or reconfigurations that optimize functionality and better support the intended activities and needs of occupants. Improved Spatial Layout: Analysis outcomes may highlight opportunities to reorganize or adjust the spatial layout to enhance flow, circulation, and usability, ultimately creating more efficient and intuitive environments. Enhanced User Experience: By considering factors such as ergonomics, comfort, and sensory elements like lighting and acoustics, analysis outcomes can contribute to creating interior spaces that prioritize occupant well-being and satisfaction, leading to a more positive user experience.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Mr.Anand Mohan Bajpai

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding User Needs: Design thinking aims to develop a deep understanding of the needs, desires, and pain points of end-users or stakeholders. This involves empathizing with users, conducting research, and gathering insights to inform the design process. Generating Creative Ideas: Design thinking encourages participants to think creatively and generate a wide range of ideas and solutions. Through brainstorming sessions, ideation workshops, and design exercises, participants explore diverse perspectives and possibilities. Iterative Prototyping and Testing: Design thinking emphasizes rapid prototyping and iterative testing to validate ideas and gather feedback from users. This iterative process allows for continuous refinement and improvement of solutions based on user input and insights. Human-Centered Design: Design thinking prioritizes human-centered design principles, focusing on creating solutions that are intuitive, user-friendly, and meaningful to end-u
Value Added Faculty with EMP Code	Ms. Simar Dhaingra (AU0688)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	8th Jaunary 19thMarch 2024
Time slot per timetable	4:00:M to 5:00PM
Online link	NA (Offline)

Poster	Sushant University School of Design **Design Thinking** This module introduces students to the basic design tools required for constructing, analysing and addressing design problem briefs. Research and insight gathering methods are introduced as an integral part of the design process. Students learn the basic design processes necessary to successfully develop and progress ideas and concepts. Its a non-credited course* Prof. Simar Dhingra (Assistant Professor) January 2024 - April 2024 Prof. Simar Dhingra (Assistant Professor) School of Design Dr.Koshalpreet Kaur (Asso. Dean, School of Design)
No of students (only no to be written attendance sheet should be maintain at department level as proof for any further requirement)	64 students SOD 2023-27
Brief Description (min 250 to max 800 words)*	Iterative Problem-Solving: Design thinking encourages a mindset of iterative problem-solving, where challenges are approached as opportunities for learning and improvement. Participants learn to embrace ambiguity, experiment with different solutions, and adapt based on feedback and insights. Empathy and User-Centric Solutions: Design thinking cultivates empathy for users and stakeholders, helping participants develop a deeper understanding of their needs, motivations, and behaviors. This empathy-driven approach leads to the creation of more user-centric and impactful solutions. Embracing Failure and Learning: Design thinking encourages a culture of experimentation and risk-taking, where failure is viewed as a natural part of the design process. Participants learn to embrace failure

	as an opportunity for learning and iteration, rather than a setback.
Outcome*	User-Centered Solutions: Design thinking puts the user at the center of the problem-solving process, leading to solutions that are more intuitive, user-friendly, and relevant to their needs. Innovation: By encouraging a mindset of exploration and experimentation, design thinking fosters innovation. It empowers teams to think creatively and come up with novel solutions to complex problems. Iterative Process: Design thinking is characterized by an iterative process of prototyping and testing. This iterative approach allows for rapid feedback and refinement, leading to more effective and efficient solutions.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms. Simar Dhaingra

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Enhanced Communication Skills: Participants in a visual storytelling course typically improve their ability to communicate ideas, narratives, and concepts effectively through visual mediums. This includes skills such as choosing appropriate imagery, designing layouts, and structuring narratives for maximum impact. Creative Expression: Engaging in visual storytelling often fosters creativity and imagination. Students learn to think outside the box, experiment with different visual techniques, and develop their unique artistic style. Professional Development: For individuals in creative fields such as design, advertising, filmmaking, or marketing, a visual storytelling course can provide valuable skills and techniques that enhance their professional capabilities. It can open up new career opportunities or help them advance in their current roles.
Value Added Faculty with EMP Code	Ms.Anjali (AU0485)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	18th August 19th November 2023
Time slot per timetable	4:00:M to 5:00PM
Online link	NA (Offline)

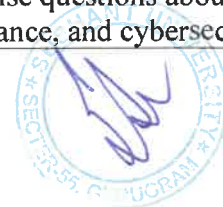|	
Poster	Sushant University School of Design **Visual Storytelling** Prof. Anjali Marwah (Assistant Professor) Dr.Navin Piplani (Dean, School of Design)
No of students (only no to be written attendance sheet should be maintain at department level as proof for any further requirement)	32 students SOD 2020-24
Brief Description (min 250 to max 800 words)*	Art and Creativity: Digital representation has opened up new possibilities for artistic expression and creativity. Digital art, graphic design, animation, and multimedia production are thriving fields where artists can experiment with new techniques and mediums. Identity and Representation: Digital representation plays a crucial role in shaping individual and collective identities. Social media profiles, avatars, and online personas allow people to represent themselves in digital spaces, influencing how they are perceived and interacted with by others. Privacy and Security: Digital representation raises important concerns about privacy and security. The collection, storage, and analysis of digital data raise questions about data privacy, surveillance, and cybersecurity.

Outcome*	Critical Thinking and Analysis: Visual storytelling requires students to analyze and interpret images, understand symbolism, and recognize visual patterns. This cultivates critical thinking skills and the ability to deconstruct and analyze visual narratives in various contexts. Cross-Cultural Understanding: Visual storytelling often transcends language barriers and cultural differences, making it a powerful tool for fostering cross-cultural understanding and empathy. Through the exploration of diverse visual narratives, students can gain insights into different cultures, perspectives, and experiences. Community Engagement: Visual storytelling can be used as a tool for community engagement and activism. By creating visually compelling narratives around social issues or community initiatives, individuals can raise awareness, inspire action, and effect positive change in their communities. Personal Growth: Beyond the professional benefits, engaging in a visual storytelling course can also contribute to personal growth and self-expression. It allows individuals to explore their creativity, develop their voice, and share their stories with the world.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Anjali

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Idea Generation: Scribil and sketching can be used as tools for generating and visualizing ideas. The objective here is to explore different concepts, layouts, and designs quickly and intuitively, helping designers brainstorm and iterate on potential solutions. Communication: One of the primary objectives of sketching is to communicate ideas effectively within a design team or with clients and stakeholders. Sketches can convey design concepts, user interfaces, and product features in a visual and concise manner, facilitating better understanding and feedback. Problem Solving: Scribil and sketching can aid in problem-solving by visually breaking down complex problems into manageable components. The objective is to use sketching as a means to analyze and explore different aspects of a problem, identify potential solutions, and evaluate their feasibility.
Value Added Faculty with EMP Code	Ms.Mannat Abrol (SU0919)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	21th August to 22nd November 2023
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)

Poster	Sushant University School of Design **Scribble & Sketching** Scribble and sketching are creative and expressive activities that involve making quick, rough, and often spontaneous drawings. While they may seem simple, they hold great significance in various aspects of human life, including art, design, education, and personal development offer a way to express one's thoughts, emotions, and ideas visually. It allows individuals to convey complex concepts or capture fleeting inspirations before they fade away. Its a non-credited course" Mannat Abrol (Teaching Assistant) August 2023 - December 2023 Mannat Abrol (Teaching Assistant)　　Dr.Navin Piplani (Dean, School of Design)
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	48 Students SOD 2022-26 (IIIYear)
Brief Description (min 250 to max 800 words)*	Visualization: Scribil and sketching help designers visualize design concepts, user interfaces, and interactions before investing time and resources in high-fidelity prototypes or mockups. The objective is to create visual representations that capture the essence of the design idea and serve as a reference throughout the design process. User Feedback: Sketches can be used to gather early feedback from users and stakeholders before committing to detailed designs. The objective is to create rough sketches that convey the core functionality and user experience of a product or service, allowing for early validation and refinement of design concepts.

Outcome*	Clarity of Conceptualization: Scribil and sketching help in clarifying conceptual ideas by providing a visual representation. This clarity aids in ensuring that all team members and stakeholders have a shared understanding of the design direction from the early stages of a project. Iterative Development: Sketching facilitates an iterative approach to design. By quickly sketching out ideas and concepts, designers can explore multiple design directions rapidly, allowing for experimentation and refinement until the optimal solution is reached. Efficient Communication: Sketches serve as a universal language in design, enabling efficient communication among team members, stakeholders, and clients. They convey ideas and concepts concisely and effectively, reducing the likelihood of misunderstandings and misinterpretations. User-Centered Design: Scribil and sketching support a user-centered design approach by enable
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Mannat Abrol

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Visual Communication: To visually communicate ideas, concepts, designs, or data in a clear, understandable, and engaging manner using digital mediums such as images, graphics, diagrams, and visualizations. Accuracy and Precision: To represent digital content with a high degree of accuracy and precision, ensuring that it faithfully reflects the intended information, dimensions, proportions, and details. Simulation and Modeling: To create digital simulations or models that accurately replicate real-world environments, systems, or phenomena, allowing for analysis, experimentation, or visualization of various scenarios or concepts.
Value Added Faculty with EMP Code	Ms.Mareena Thomas (AU0624)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	08th January to March 20th 2024
Time slot per timetable	4:00:M to 5:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintain	

at department level as proof for any further requirement)	63 student's SOD 2022-26
Brief Description (min 250 to max 800 words)*	Collaboration and Communication: To enable effective collaboration and communication among stakeholders by providing digital representations that can be easily shared, reviewed, and annotated, fostering a collaborative and iterative design process. Interactive Experiences: To create interactive digital experiences, such as virtual reality (VR) or augmented reality (AR) applications, that allow users to interact with and explore digital content in immersive and engaging ways. Accessibility and Inclusivity: To ensure that digital representations are accessible and inclusive by considering factors such as usability, readability, and compatibility with assistive technologies, enabling a wider audience to engage with the content. Efficiency and Productivity: To streamline workflows and increase productivity by leveraging digital tools and automation techniques for tasks such as drafting, modeling, rendering, and documentation. Preservation and Documentation: To digitally preserve and document physical or cultural artifacts, historical sites, or architectural heritage through techniques such as 3D scanning, photogrammetry, and digital archiving.

Outcome*	Communication: Digital representation has revolutionized communication by enabling instant, global connectivity through platforms like social media, email, and messaging apps. People can share ideas, thoughts, and information across vast distances in real-time. Media and Entertainment: Digital representation has transformed the way we consume media and entertainment. From streaming services for movies and music to immersive virtual reality experiences, digital representation has made entertainment more accessible and interactive. Education: Digital representation has revolutionized education by making learning more interactive, engaging, and accessible. Online courses, educational videos, and interactive simulations provide learners with opportunities to explore and understand complex concepts in new ways.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Mareena Thomas

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding Design Management: Introduce students to the fundamentals of design management, including its role in integrating design principles with business objectives. Exploration of Design Processes: Provide an overview of design processes and methodologies used in various industries, emphasizing their importance in achieving innovation and competitive advantage. Strategic Design Thinking: Foster strategic design thinking skills among students, enabling them to align design initiatives with organizational goals and market needs. Team Collaboration: Cultivate collaboration skills by emphasizing the importance of interdisciplinary teamwork in design management, encouraging effective communication and collaboration between designers, managers, and stakeholders.
Value Added Faculty with EMP Code	Ms.Tajinder Kaur Anand (SU0718)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	25th August to 30th October 2022
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)

Poster

SushantUniversity
School of Design

Introduction to

Design Management

Design Management is a Business management course which studies business processes, strategies, decisions for designing and creating and promoting business products, services, etc. Students from any discipline (Arts & Humanities, Science and Commerce) in Higher Secondary or equivalent to it can learn this course.
The Certification courses in Design Management are available in both online as well as offline mode.

Prof. Tajinder Kaur Anand
(Assistant Professor)
September 2022 - November 2022

Prof.Tajinder Kaur Anand
Assistant Professor

Dr.Navin Piplani
Dean School of Design |
| **No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)** | 51 students of B.Design (2022-2023) |
| **Brief Description (min 250 to max 800 words)*** | Project Planning and Execution: Teach students project management principles and techniques tailored to design projects, including planning, scheduling, budgeting, and resource allocation.

User-Centric Design: Emphasize the importance of user-centric design principles in design management, focusing on understanding user needs, preferences, and behaviors to drive product or service innovation.

Brand Identity and Experience: Explore the role of design in shaping brand identity and customer experience, highlighting strategies for leveraging design to create memorable and meaningful brand interactions.

Ethical and Sustainable Design Practices: Discuss ethical and sustainable design practices and their implications for design management, emphasizing |

	the importance of responsible and environmentally conscious design decisions
Outcome*	Comprehensive Understanding: Students develop a comprehensive understanding of the role of design management in integrating design principles with business strategy and objectives. Application of Design Processes: Participants learn to apply design processes and methodologies to solve complex problems and drive innovation in various industries and organizational contexts. Critical Thinking and Strategic Planning: Students cultivate critical thinking skills and strategic planning abilities, enabling them to align design initiatives with organizational goals and market needs effectively. Effective Team Collaboration: Participants develop teamwork and collaboration skills, facilitating effective communication and collaboration between designers, managers, and stakeholders involved in design projects.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Tajinder Kaur Anand

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Efficiency: Design thinking can streamline the fabric costing process by identifying inefficiencies and bottlenecks. By understanding the needs and pain points of stakeholders involved in the process, such as designers, fabric suppliers, and production managers, teams can redesign workflows to eliminate waste and reduce lead times. Cost Reduction: Through a user-centered approach, design thinking can help identify cost-saving opportunities in the fabric sourcing and procurement process. By understanding the trade-offs between cost, quality, and lead times, teams can make more informed decisions and negotiate better deals with suppliers. Innovation in Material Selection: Design thinking encourages creative exploration and experimentation with different materials and fabrics. By considering factors such as sustainability, performance, and aesthetics, designers can discover innovative materials that meet both functional and aesthetic requirements while also optimizing costs.
Value Added Faculty with EMP Code	Mr.Sombit (SU0833)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	28th August to 22nd November 2023
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)

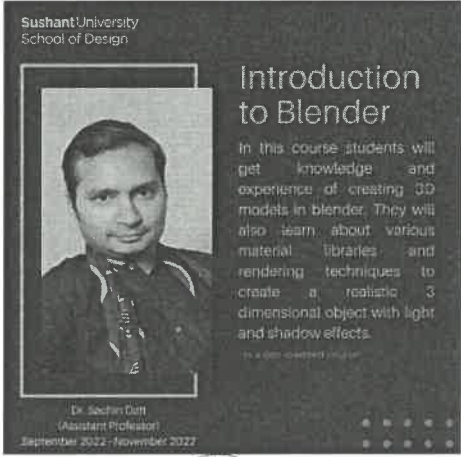|	
Poster	 **Sushant** University School of Design **Fabric Costing Process In Fashion** Fabric costing in the fashion industry involves delving into various aspects related to the cost of fabrics used in garment production. This field covers a range of topics that are crucial for professionals in the fashion industry, including designers, product developers and supply chain managers.Understanding fabric costing in fashion requires a comprehensive knowledge of textiles, supply chain dynamics, and business principles. This knowledge is crucial for making informed decisions throughout the product development and production processes. Its a non-credited course. Prof. Sombit Mukherjee (Assistant Professor) August 2023 - December 2023 **Prof. Sombit Mukherjee** (Assistant Professor) **Dr.Navin Piplani** (Dean, School of Design)
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	45 Students SOD 2021-25 V year
Brief Description (min 250 to max 800 words)*	Risk Management: Design thinking can help mitigate risks associated with fabric sourcing and procurement, such as supply chain disruptions, quality issues, and cost overruns. By conducting thorough research, prototyping, and testing of fabric samples, teams can identify and address potential risks early in the process, reducing the likelihood of costly mistakes later on. Enhanced Customer Satisfaction: By prioritizing the needs and preferences of end customers, design thinking can lead to the selection of fabrics that align with market trends and consumer preferences. By understanding the emotional and functional needs of target customers, designers can create products that resonate with them, leading to higher customer satisfaction and loyalty.

Outcome*	Cost Reduction: Through a user-centered approach, design thinking can help identify cost-saving opportunities in the fabric sourcing and procurement process. By understanding the trade-offs between cost, quality, and lead times, teams can make more informed decisions and negotiate better deals with suppliers. Innovation in Material Selection: Design thinking encourages creative exploration and experimentation with different materials and fabrics. By considering factors such as sustainability, performance, and aesthetics, designers can discover innovative materials that meet both functional and aesthetic requirements while also optimizing costs.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Mr.Sombit

Value Added Course Report
By
Sushant school of Design, Sushant University

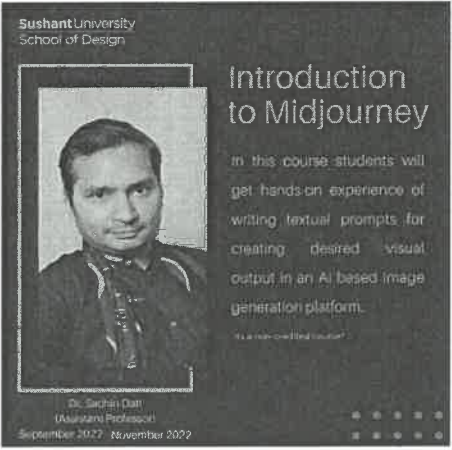|	
Objective	Familiarization with Blender Interface: Introduce students to the Blender software interface, including its various panels, tools, and functionalities. Basic 3D Modeling Skills: Teach students fundamental 3D modeling techniques in Blender, such as creating and manipulating basic geometric shapes, objects, and structures. Understanding Mesh Editing: Provide an understanding of mesh editing tools and techniques in Blender, including extrusion, scaling, rotation, and subdivision modeling.
Value Added Faculty with EMP Code	Dr. Sachin Dutt (AU0545)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	25th August to 30th October 2022
Time slot per timetable	4:00PM to 05:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	48 students of B Design (2022-2023)

Brief Description (min 250 to max 800 words)*	Texture Mapping and UV Unwrapping: Introduce students to texture mapping and UV unwrapping methods in Blender, allowing them to apply textures and materials to 3D models effectively.
	Introduction to Lighting and Rendering: Familiarize students with basic lighting setups and rendering settings in Blender to create visually appealing 3D scenes.
	Animation Basics: Explore basic animation principles and techniques in Blender, including keyframing, timeline navigation, and simple object animation.
	Introduction to Particle Systems and Physics Simulations: Introduce students to Blender's particle systems and physics simulations, enabling them to create dynamic effects such as smoke, fire, and fluid simulations.
	Project-Based Learning: Engage students in hands-on projects and exercises to apply the concepts and techniques learned in Blender, fostering practical skills and creative problem-solving abilities.
Outcome*	Proficiency in Blender Interface: Students develop proficiency in navigating the Blender interface, including understanding menus, panels, and toolbars. Basic 3D Modeling Skills: Participants gain the ability to create simple 3D models using Blender's modeling tools, including primitives, modifiers, and editing techniques. Understanding of Mesh Editing: Students learn how to manipulate mesh objects using common editing operations such as extrusion, scaling, rotation, and subdivision.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Dr. Sachin Dutt

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding Midjourney Framework: Introduce students to the Midjourney Framework, providing them with a foundational understanding of its principles and components. Exploring User-Centric Design: Familiarize students with the concept of user-centric design and how it intersects with the Midjourney approach to creating meaningful user experiences. Applying Midjourney Principles: Enable students to apply Midjourney principles to real-world design challenges, fostering critical thinking and problem-solving skills.
Value Added Faculty with EMP Code	Dr. Sachin Dutt (AU0545)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	2nd February to 5th May 2022
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	51 students of B.Design (2022-2023)

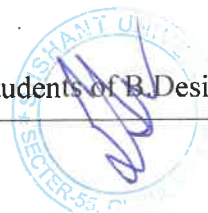|	
Brief Description (min 250 to max 800 words)*	Developing Empathy: Encourage students to develop empathy for users by understanding their needs, behaviors, and motivations at different stages of their journey. Creating User Personas: Guide students in creating user personas to represent different segments of their target audience, facilitating a deeper understanding of user diversity and preferences. Mapping User Journeys: Teach students how to map out user journeys to visualize and analyze the end-to-end experiences of users interacting with products or services. Identifying Pain Points and Opportunities: Help students identify pain points and opportunities for improvement within user journeys, guiding them in generating innovative solutions. Iterative Design Process: Introduce students to the iterative design process inherent in Midjourney methodology, emphasizing the importance of continuous refinement and testing based on user feedback.
Outcome*	Understanding Midjourney Principles: Students develop a solid understanding of the Midjourney Framework, including its core principles and components, laying the groundwork for future application. User-Centric Mindset: Participants cultivate a user-centric mindset, learning to prioritize the needs, behaviors, and motivations of users throughout their journey with a product or service. Empathy and User Understanding: Through exercises and case studies, students develop empathy for users and gain insights into their diverse perspectives and experiences. Persona Creation: Students learn to create user personas to represent different user segments, enhancing their ability to design for specific user needs and preferences.
Attendance Sheet*	Attached at the end of Report

Report Submitted by *(write faculty coordinator name)*	Dr. Sachin Dutt (AU0545)

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding Emerging Technologies: Gain knowledge of cutting-edge technologies relevant to the design industry, such as virtual reality (VR), augmented reality (AR), artificial intelligence (AI), and 3D printing. Exploring Design Applications: Explore how emerging technologies can be applied to various design disciplines, including graphic design, product design, architecture, fashion design, and user experience (UX) design. Promoting Innovation: Encourage creative thinking and experimentation with new technologies to foster innovation in design solutions and processes.
Value Added Faculty with EMP Code	Mr. Sunil Verma
Organized by (School/Centre Name)*	Sushant school of Design
Date*	2nd February to 21st May 2023
Time slot per timetable	4:00PM to 05:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	46 students of B.Design (2022-2023)

Poster text:

Sushant University
School of Design

Technology and Innovation in Design

Technology and innovation play a significant role in design by enabling designers to create and communicate their ideas in new and exciting ways. With advancements in digital tools and software, designers can create, manipulate and visualize designs in a more efficient and effective manner. For example, 3D modelling and virtual reality allow designers to create more accurate prototypes, simulations and visualizations of their designs. This results in faster and more iterative design processes, which leads to better, more innovative end products.

Prof. Sunil Verma
(Assistant Professor)
January 2023 - June 2023

Prof. Sunil Verma
Assistant Professor

Dr.Navin Piplani
Dean School of Design

Brief Description (min 250 to max 800 words)*	Enhancing Design Processes: Learn how technology can streamline design workflows, improve collaboration, and facilitate rapid prototyping and iteration. Adapting to Industry Trends: Stay abreast of industry trends and developments in technology, preparing students to adapt to evolving design practices and job requirements. Ethical Considerations: Discuss ethical considerations related to the use of technology in design, such as privacy, data security, accessibility, and environmental impact. Cross-disciplinary Collaboration: Facilitate collaboration between designers and technologists to leverage each other's expertise and create interdisciplinary projects that push the boundaries of traditional design practices. Preparing for the Future: Equip students with the skills and knowledge needed to thrive in a rapidly changing technological landscape, empowering them to become forward-thinking and adaptable design professionals.
Outcome*	Proficiency with Emerging Technologies: Students develop proficiency in utilizing cutting-edge technologies such as virtual reality (VR), augmented reality (AR), artificial intelligence (AI), and 3D printing within the context of design practice. Innovative Design Solutions: Participants learn to leverage technology to generate innovative design solutions that address contemporary challenges and opportunities in various design disciplines. Enhanced Design Processes: Through hands-on exploration and experimentation, students discover how technology can streamline design processes, from ideation and prototyping to production and distribution.
Attendance Sheet*	Attached at the end of Report

Report Submitted by *(write faculty coordinator name)*	Mr. Sunil Verma

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding Exhibition Principles: Gain a comprehensive understanding of the principles and concepts underlying exhibition design, including spatial organization, visitor experience, and storytelling. Concept Development: Learn techniques for generating and refining exhibition concepts that effectively communicate themes, narratives, and messages to target audiences. Spatial Design Skills: Develop proficiency in spatial design, including layout planning, circulation flow, and utilization of physical space to create engaging and immersive exhibition environments.
Value Added Faculty with EMP Code	Ms.Bhavya Arora
Organized by (School/Centre Name)*	Sushant school of Design
Date*	7th September to 9th November 2021.
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	80 students of B.Design (2020-2021)

Brief Description (min 250 to max 800 words)*	Multimedia Integration: Explore the integration of multimedia elements such as audiovisual installations, interactive displays, and digital technologies to enhance visitor engagement and storytelling. Graphic Communication: Acquire skills in graphic design and visual communication to create compelling signage, labels, and promotional materials that guide and inform visitors within the exhibition space. Material Selection and Fabrication: Learn about materials, finishes, and fabrication techniques used in exhibition design, and how to select and utilize them effectively to achieve desired aesthetic and functional outcomes. Audience Engagement: Understand audience demographics and preferences to design exhibitions that resonate with and engage diverse visitor groups, fostering meaningful experiences and interactions. Professional Practices: Explore project management, budgeting, and collaboration skills essential for successful exhibition design projects, preparing students for careers in museums, galleries, cultural institutions, and event design firms.
Outcome*	Proficiency in Design Software and Tools: Students become proficient in using design software and tools relevant to exhibition design, allowing them to create professional-quality layouts, renders, and presentations. Spatial Awareness and Layout Design: Participants develop strong spatial awareness and layout design skills, enabling them to effectively utilize exhibition spaces and create engaging visitor experiences. Conceptualization and Storytelling: Students learn to conceptualize exhibition themes and narratives, translating ideas into compelling visual and experiential designs that

	communicate effectively with diverse audiences.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Bhavya Arora

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	Understanding Color Theory: Gain a comprehensive understanding of color theory, including principles such as hue, saturation, value, and color harmonies. Manipulating Color: Learn techniques for manipulating color to convey mood, emotion, and atmosphere in visual artwork. Mastering Light: Study the behavior of light and its interaction with surfaces, objects, and environments, and learn how to effectively render light and shadow in artwork.
Value Added Faculty with EMP Code	Ms.Tajinder Kaur Anand
Organized by (School/Centre Name)*	Sushant school of Design
Date*	07 February to 19th May 2021
Time slot per timetable	4:00PMto 05:00PM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	75 students of B.Design (2020-2021)

Brief Description (min 250 to max 800 words)*	
	Practical Application: Apply theoretical knowledge to practical exercises, projects, and assignments to develop proficiency in using color and light in visual art forms.
	Creative Exploration: Encourage experimentation and creative exploration with color and light to develop a personal style and artistic voice.
	Critical Analysis: Analyze and critique artwork, including your own and that of peers, to understand how color and light are used effectively to communicate ideas and narratives.
	Professional Skills: Acquire skills relevant to various creative industries, such as illustration, graphic design, animation, and fine arts, where understanding color and light is crucial.
	Cultural and Historical Context: Explore the historical and cultural significance of color and light in art, design, and visual culture, and understand how these concepts have evolved over time.

Outcome*	Mastery of Color Theory: Students achieve a deep understanding of color theory principles, enabling them to effectively use color to evoke mood, atmosphere, and emotion in their artwork. Proficiency in Rendering Light and Shadow: Through practical exercises and projects, students develop the skills to accurately render light and shadow, adding depth and realism to their compositions. Creative Expression: Participants cultivate their creative expression by experimenting with different color palettes and lighting techniques, allowing them to develop a unique visual style. Visual Communication Skills: Students learn to use color and light as powerful tools for visual communication, effectively conveying ideas, narratives, and concepts in their artwork. Critical Analysis and Critique: By analyzing and critiquing artwork, students develop a critical eye for evaluating the use of color and light in both their own work and the work of others, leading to continuous improvement.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Tajinder Kaur Anand

Value Added Course Report
By
Sushant school of Design, Sushant University

Objective	The objective of a creative practice course is to cultivate and enhance students' creative abilities across various mediums, fostering innovation, critical thinking, and self-expression. Through hands-on projects, theoretical study, and feedback, participants develop skills in ideation, experimentation, and execution, preparing them for careers in fields such as art, design, writing, and multimedia production. Additionally, the course aims to instill an understanding of the creative process, encouraging students to explore their unique artistic voice and contribute meaningfully to the cultural landscape.
Value Added Faculty with EMP Code	Ms.Simar Dhingra (AU0688)
Organized by (School/Centre Name)*	Sushant school of Design
Date*	08September to December 18th 2020
Time slot per timetable	10:00AM to 11:00AM
Online link	NA (Offline)
Poster	
No of students (only no to be written attendance sheet should be maintaining at department level as proof for any further requirement)	100 students of B.Design (2020-2021)

Brief Description (min 250 to max 800 words)*	The objective of a creative practice course is to provide students with a structured environment to explore, experiment, and refine their artistic skills and sensibilities across diverse mediums. Through hands-on projects, theoretical study, and critique sessions, the course aims to develop students' ability to generate innovative ideas, express themselves authentically, and engage critically with their own work and that of their peers. Ultimately, the course seeks to foster a deep understanding of the creative process and equip students with the tools and confidence to pursue their artistic endeavors with purpose and creativity.

Outcome*	Enhanced Creative Skills: Students develop proficiency in various artistic techniques, mediums, and processes relevant to their chosen creative field(s). Expanded Creative Thinking: Participants learn to think critically, innovate, and problem-solve creatively, enabling them to generate original ideas and approaches to artistic challenges. Artistic Expression: Students cultivate their unique artistic voice and style, gaining confidence in expressing themselves authentically through their chosen medium(s). Collaboration and Communication: Through collaborative projects and critique sessions, students learn to effectively communicate their artistic intentions and provide constructive feedback to peers. Professional Development: The course may include components focused on professional practices, such as portfolio development, networking, and entrepreneurship, to prepare students for careers in creative industries. Cultural and Historical Awareness: Participants gain an understanding of the historical and cultural contexts shaping contemporary artistic practices, fostering a broader appreciation for art and creativity. Self-reflection and Growth: Through reflection exercises and portfolio assessments, students develop a deeper awareness of their strengths, weaknesses, and areas for growth as artists.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	Ms.Simar Dhingra

Value Added Course Report
By
Sushant school of Design,Ansal University

Objective	Understanding Platforms: Gain insights into various social media platforms, their functionalities, and audience demographics. Content Creation: Learn to create compelling content optimized for different social media channels to maximize audience engagement. Brand Building: Understand strategies to build and strengthen brand presence across social media platforms. Audience Growth and Engagement: Discover techniques to organically grow and engage with a targeted audience, fostering community interaction. Analytics and Measurement: Learn how to measure and analyze social media metrics to gauge campaign effectiveness and make data-driven decisions. Strategy Development: Develop comprehensive social media marketing strategies aligned with business goals and target audience preferences.
Value Added Faculty with EMP Code	Dr.Sachin Dutt (AU0545),
Organized by (School/Centre Name)*	Sushant school of Design
Date*	8th Feb-April 24th
Time slot per timetable	10:00AM to 11:00AM
Online link	NA (Offline)
Poster	

No of students (only no to be written attendance sheet should be maintain at department level as proof for any further requirement)	**65 students of B.Design(2019-2020)**
Brief Description (min 250 to max 800 words)*	The objective of a social media marketing course is to equip participants with the knowledge, skills, and strategies needed to effectively utilize social media platforms for marketing purposes.
Outcome*	Proficiency Across Platforms: Participants gain proficiency in utilizing various social media platforms for marketing purposes, understanding their unique features and audience demographics. Effective Content Creation: Ability to create engaging and relevant content tailored to different social media channels, maximizing audience reach and interaction. Enhanced Brand Presence: Participants can develop and strengthen brand presence across social media platforms, increasing brand awareness and loyalty. Audience Growth and Engagement: Increased ability to attract, retain, and engage with a targeted audience, fostering community interaction and driving meaningful conversations.

	Data-Driven Decision Making: Capability to analyze social media metrics and derive actionable insights, enabling informed decision-making and optimization of marketing strategies. Strategic Planning Skills: Competence in developing comprehensive social media marketing strategies aligned with business goals, ensuring effective utilization of resources and maximizing ROI.
Attendance Sheet*	Attached at the end of Report
Report Submitted by *(write faculty coordinator name)*	**Dr.Sachin Dutt**

GAP ANALYSIS

Value Added Course Name: Social Media Marketing

Offered in : Even 2019-20

Offered For : All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: What specific objectives does the school want to achieve in terms of student learning outcomes, industry partnerships, and research.

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Assess resources: What tools, software, and facilities are available for students to learn and practice social media marketing skills.

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Determine the ideal curriculum: What topics should be covered to ensure students are prepared for careers in social media marketing

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Prioritize gaps: Determine which gaps are most critical and have the biggest impact on achieving the school's goals and objectives.

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

GAP ANALYSIS

Value Added Course Name: Creative practice

Offered in : ODD (2020-2021)

Offered For : All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: Determine the overarching goals of the school's design program

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Review the existing curriculum: What design disciplines are covered? How comprehensive are the courses?

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Analyze student performance and feedback: How well are students performing in design courses? What do they feel is lacking in the current program?

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Explore industry partnerships: Are there opportunities to collaborate with design firms, studios, or professionals to provide real-world experiences for students?

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

GAP ANALYSIS

Value Added Course Name: Exhibition design

Offered in : ODD (2020-2021)

Offered For : All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: Determine the overarching goals of the school's design program

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Review the existing curriculum: What design disciplines are covered? How comprehensive are the courses?

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Analyze student performance and feedback: How well are students performing in design courses? What do they feel is lacking in the current program?

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Explore industry partnerships: Are there opportunities to collaborate with design firms, studios, or professionals to provide real-world experiences for students?

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

GAP ANALYSIS

Value Added Course Name: Technology and Innovation in Design & Introduction to Midjourney

Offered in: Even (2022-2023)

Offered for: All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: Determine the overarching goals of the school's design program

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Review the existing curriculum: What design disciplines are covered? How comprehensive are the courses?

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Analyze student performance and feedback: How well are students performing in design courses? What do they feel is lacking in the current program?

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Explore industry partnerships: Are there opportunities to collaborate with design firms, studios, or professionals to provide real-world experiences for students?

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

GAP ANALYSIS

Value Added Course Name: Introduction to Blender & Introduction to Design Management

Offered in: ODD (2022-2023)

Offered for: All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: What specific objectives does the school want to achieve in terms of student learning outcomes, industry partnerships, and research.

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Assess resources: What tools, software, and facilities are available for students to learn and practice social media marketing skills.

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Determine the ideal curriculum: What topics should be covered to ensure students are prepared for careers in social media marketing

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Prioritize gaps: Determine which gaps are most critical and have the biggest impact on achieving the school's goals and objectives.

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

GAP ANALYSIS

Value Added Course Name: Design thinking, Digital representation & interior space analysis ,visual storytelling, Fabric costing process in fashion

Offered in: ODD (2023-2024)

Offered for: All School of Design students

Gaps Identified:

GAP1: Determine the overarching goals of the school's design program. Specify the objectives regarding student skills, knowledge, and preparedness for the design industry.

GAP2: What specific objectives does the school want to achieve in terms of student learning outcomes, industry partnerships, and research.

GAP3: Review the existing curriculum: What courses are offered related to social media marketing? How comprehensive are they

GAP4: Assess resources: What tools, software, and facilities are available for students to learn and practice social media marketing skills.

GAP5: Analyze student performance and feedback: How well are students performing in social media marketing courses? What do they feel is lacking in the current program?

GAP6: Determine the ideal curriculum: What topics should be covered to ensure students are prepared for careers in social media marketing

GAP7: Identify resource gaps: What additional tools, software, or facilities are needed to enhance the learning experience.

GAP8: Compare the current state with the desired future state: What are the gaps in curriculum, resources, faculty expertise, and industry connections.

GAP 9: Prioritize gaps: Determine which gaps are most critical and have the biggest impact on achieving the school's goals and objectives.

GAP 10: Assign responsibilities: Who will be responsible for implementing each action item, and what is the timeline for completion.

SushantUniversity
School of Design

A gap analysis for creative practices involves assessing the current state of your creative processes and identifying areas where improvements can be made. This analysis helps you understand where you may be falling short in terms of creativity, innovation, and efficiency.

Why is this course is being offered:

- Skill Development: Creative practices courses help individuals develop and refine their creative skills, whether it's in the visual arts, performing arts, writing, design, or any other creative discipline. These courses provide structured learning experiences to nurture and enhance creative talents.
- Enhancing Creativity: Creative practices courses often focus on techniques and strategies for enhancing creativity. They teach individuals how to think outside the box, generate innovative ideas, and overcome creative blocks.
- Professional Development: Many creative professionals, such as graphic designers, writers, and musicians, take courses to further their careers. These courses can provide certifications and qualifications that enhance job prospects and earning potential.
- Exploration and Experimentation: Creative practices courses encourage experimentation and exploration of new mediums, styles, and approaches. They provide a safe space for individuals to try new things and push the boundaries of their creativity.
- Portfolio Development: For artists and designers, these courses often involve creating a portfolio of work. A strong portfolio is essential for showcasing one's creative abilities to potential clients, employers, or art galleries.

Overall, the courses in creative practices are offered to cater to a wide range of personal, professional, and cultural needs. They play a crucial role in nurturing creativity, fostering artistic growth, and contributing to the development of a vibrant and innovative creative community.

Program Coordinator   Dean

A gap analysis for exhibition design involves assessing the current state of your exhibition design knowledge, skills, and processes and identifying areas where improvements can be made.

Courses in exhibition design are offered to meet a variety of educational, professional, and creative needs. These courses provide individuals with the knowledge and skills necessary to design engaging and impactful exhibitions in museums, galleries, trade shows, and other public spaces.

Why is this course is being offered:

- Professional Development: Many individuals, including exhibition designers, curators, museum professionals, and event planners, take courses in exhibition design to enhance their skills and advance their careers. These courses provide specialized knowledge and qualifications that are highly valued in the field.

- Enhanced Visitor Experience: Effective exhibition design is essential for creating memorable and immersive experiences for visitors. Courses in this area teach professionals how to design exhibitions that engage, educate, and inspire audiences.

- Art and Culture: Exhibition design is closely tied to the art and cultural sectors. Courses in exhibition design help individuals appreciate and contribute to the world of art, history, science, and culture by creating exhibitions that showcase collections and stories.

- Creative Expression: Exhibition design is a form of creative expression. These courses encourage students to think critically, creatively, and innovatively while designing spaces and narratives that communicate ideas and themes.

- Interdisciplinary Skills: Exhibition design requires a combination of skills from various disciplines, including art, design, architecture, education, and communication. Courses help individuals develop a well-rounded skill set.

Overall, courses in exhibition design are offered to cater to a wide range of interests and career paths. They equip individuals with the skills, knowledge, and creativity needed to design exhibitions that inform, entertain, and inspire audiences while contributing to the fields of art, culture, and education.

Program Coordinator

Dean

A gap analysis for color and light involves assessing your current knowledge and skills related to color theory and lighting techniques and identifying areas where there may be gaps or opportunities for improvement.

Why is this course is being offered:

- Artistic Development: Courses in color and light are essential for artists, including painters, illustrators, and digital artists. These courses teach foundational principles of color theory and lighting techniques, enabling artists to create more realistic and visually appealing artwork.

- Design and Visual Communication: Designers, including graphic designers, interior designers, and fashion designers, rely on an understanding of color and light to create visually appealing and functional designs. These courses help them make informed decisions about color palettes, lighting schemes, and visual hierarchy.

- Photography and Cinematography: Understanding color and light is crucial for photographers and cinematographers. Courses in this area teach how to manipulate and control lighting conditions to achieve desired effects in photos and videos.

- Visual Merchandising: Retail businesses and visual merchandisers use color and lighting to influence consumer behavior and create compelling in-store displays. Courses on color and light provide the knowledge needed to design effective visual merchandising strategies.

Overall, courses on color and light are offered to meet the diverse needs of individuals and professionals in a wide range of fields, from the arts and design to science and healthcare. They provide foundational knowledge and practical skills that are essential for creativity, communication, and problem-solving in various contexts.

Program Coordinator

Dean

Sushant
University

A gap analysis for an "Introduction to Blender" course involves assessing the current state of your knowledge and skills related to Blender, a 3D modeling and animation software, and identifying areas where there may be gaps or opportunities for improvement.

Why is this course is being offered:

- Accessible Entry Point: Blender is powerful and versatile 3D modeling and animation software, but it can be intimidating for beginners. An introductory course provides newcomers with a structured and accessible entry point into the world of 3D design and animation.
- Skill Development: The course helps individuals, including aspiring 3D artists, animators, designers, and hobbyists, develop fundamental skills in using Blender. These skills are valuable for a wide range of creative and professional applications.
- Industry Relevance: Blender is increasingly used in various industries, including animation, gaming, visual effects, architectural visualization, and product design. Learning Blender is relevant for individuals seeking to enter or advance in these fields.
- Cost-Effective Learning: Blender is open-source and free to use, making it an attractive option for those who may not have access to expensive proprietary software. An introductory course allows individuals to harness the power of Blender without incurring significant costs.
- Portfolio Development: Aspiring 3D artists and animators often need to build portfolios to showcase their skills to potential employers or clients. An introductory course enables students to create portfolio-worthy projects.

Overall, an "Introduction to Blender" course is offered to meet the diverse needs of individuals who seek to learn, create, and excel in the world of 3D design and animation. It serves as a foundational stepping stone for those interested in pursuing careers, personal projects, or creative exploration in this dynamic and versatile field.

Program Coordinator

Dean

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A gap analysis for an "Introduction to Design Management" course involves assessing the current state of your knowledge and skills related to design management and identifying areas where there may be gaps or opportunities for improvement.

Why is this course is being offered:

- Professional Development: The course is designed to help individuals, particularly those in design-related fields, enhance their skills and knowledge in managing design processes, teams, and projects. It prepares them for leadership roles in design management.
- Bridge between Design and Business: Design management bridges the gap between design and business strategy. The course equips students with the ability to align design initiatives with organizational goals, making it relevant for both designers and business professionals.
- Strategic Value of Design: Design is increasingly recognized as a strategic asset in industries such as product design, branding, marketing, and user experience (UX). The course helps students understand how design can drive innovation and competitive advantage.
- Project Management: Design projects can be complex, requiring effective project management skills. The course covers project planning, budgeting, resource allocation, and risk management within a design context.
- Design Thinking: Design thinking is a problem-solving approach that emphasizes empathy, creativity, and user-centered solutions. The course may introduce students to design thinking methodologies and how they can be applied to business challenges.

Overall, "Introduction to Design Management" course is offered to provide individuals with the knowledge, skills, and strategic insights needed to navigate the dynamic intersection of design and business. It prepares them to harness the power of design to solve complex problems, drive innovation, and lead successful projects and organizations.

Program Coordinator   Dean

Sushant
University

A gap analysis for Introduction to Midjourney involves assessing your current knowledge, skills, and needs related to image editing and manipulation software and identifying areas where there may be gaps or opportunities for improvement.

Why is this course is being offered:

- Content Creation: Introduction to Midjourney allows individuals to quickly and easily create visual content to complement written content. This is especially useful for bloggers, content creators, and social media marketers looking to enhance the visual appeal of their posts.
- Visual Storytelling: Visual content is a powerful tool for storytelling. Learning Introduction to Midjourney enables users to translate their stories, ideas, or narratives into visually engaging images, making their communication more compelling and memorable.
- Educational Materials: Teachers and educators can use Introduction to Midjourney to create visual aids, diagrams, and infographics to enhance the learning experience for students. It can simplify complex concepts and improve retention.
- Data Visualization: Researchers and data analysts can use Introduction to Midjourney to convert data and statistics into visual charts, graphs, and illustrations. This helps in presenting findings and insights more effectively.
- Prototyping and Design: Designers and product developers can use Introduction to Midjourney to create quick visual prototypes and mockups based on textual descriptions. It streamlines the design process and can be helpful in brainstorming sessions.

Overall, learning introduction to Midjourney offers the ability to create visual content efficiently, enhance communication, and tap into creative possibilities. The choice to learn introduction to Midjourney depends on individual goals and needs, but it can be a valuable addition to one's skill set in today's visually driven digital landscape.

Program Coordinator

Dean
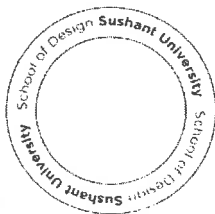
A gap analysis for "Technology and Innovation in Design" involves assessing the current state of your knowledge, skills, and practices related to the integration of technology and innovation in the design process. This analysis helps identify areas where there may be gaps or opportunities for improvement.

Why is this course is being offered:

- Stay Current and Competitive: The field of design is constantly evolving, with new technologies and innovative approaches emerging regularly. This course helps individuals stay current and competitive in the ever-changing design landscape.
- Leverage Technology: Technology has become an integral part of the design process. This course equips students with the knowledge and skills to leverage technology effectively in their design work, from software tools to emerging technologies like AR/VR
- Innovative Problem Solving: Innovation is at the heart of design. The course encourages students to think creatively, explore new ideas, and develop innovative solutions to design challenges.
- Interdisciplinary Learning: Design increasingly intersects with other fields, such as engineering, psychology, and business. This course fosters interdisciplinary learning by exposing students to various domains and their impact on design.
- User-Centered Design: Technology and innovation play a crucial role in user-centered design. Students learn how to incorporate user feedback and emerging technologies to create products and experiences that meet user needs.

Overall, a course on "Technology and Innovation in Design" is offered to provide individuals with the knowledge, skills, and creative mindset needed to excel in the dynamic and technology-driven field of design. It prepares them to harness the power of technology and innovation to create innovative, user-centric, and sustainable design solutions across various industries.

Program Coordinator   Dean