

**Key Indicator – 1.1 Curriculum Design and Development**  
**(50)**

1.1.1 Curricula developed and implemented have relevance to the local, national, regional and global developmental needs, which is reflected in the Programme outcomes (POs), and Course Outcomes(COs) of the Programmes offered by the University  
**(20)**

**Criterion 1 – Curricular Aspects**  
**(150)**



## **KEY INDICATOR – 1.1.1**

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**PSO,PSO,PO's Development Process**

**Defining Program Educational Objectives (PEOs), Program Outcomes (POs), Program Specific Outcomes (PSOs), and Course Outcomes (COs) at the School of Design at Sushant University incorporating Bloom's Taxonomy principles for structured and measurable outcomes:**

## **1. Program Educational Objectives (PEOs)**

**Definition:** PEOs are broad statements describing what graduates are expected to achieve a few years after graduation.

### **Framework for Educational Objectives**

#### **1. Program Educational Objectives (PEOs)**

PEOs define the broad goals that graduates are expected to achieve after completing the program.

- **Fashion Design:**

1. Graduates will apply creativity and technical expertise to develop innovative fashion solutions catering to diverse audiences.
2. They will contribute to sustainable fashion practices and entrepreneurship in the global fashion industry.
3. They will excel in collaborative and interdisciplinary environments by integrating aesthetics, market trends, and user needs.

- **Communication Design:**

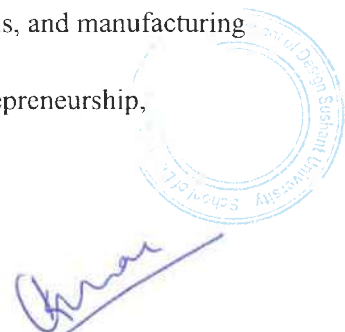
1. Graduates will communicate compelling narratives through visual, verbal, and multimedia formats.
2. They will integrate traditional and digital media to solve real-world design challenges in various industries.
3. They will engage in lifelong learning to adapt to evolving technologies and societal demands.

- **Interior Design/Interior Architecture:**

1. Graduates will design innovative, functional, and sustainable spaces that meet aesthetic, technical, and social needs.
2. They will demonstrate leadership in design practices by integrating cultural, historical, and environmental considerations.
3. They will collaborate effectively in multidisciplinary teams and with diverse stakeholders.

- **Product Design:**

1. Graduates will design innovative products that address user needs, sustainability, and manufacturing feasibility.
2. They will adapt to advancements in design tools, materials, and manufacturing technologies.
3. They will contribute to industry and society through entrepreneurship, leadership, and ethical practices.



- **UX/UI Design (Master's):**

1. Graduates will create innovative, user-centered digital solutions using cutting-edge tools and research methodologies.
2. They will integrate human-centered design principles and emerging technologies to address complex user needs.
3. They will lead multidisciplinary teams in creating impactful, scalable, and sustainable user experiences.

## **2. Program Outcomes (POs)**

**POs define what students are expected to achieve by the end of their program. These are aligned with Bloom's Taxonomy levels: Remembering, Understanding, Applying, Analyzing, Evaluating, and Creating.**

1. Design Thinking: Apply user-centered design principles to analyze and solve complex problems.
2. Interdisciplinary Knowledge: Integrate knowledge from art, science, and technology into innovative design solutions.
3. Research Skills: Conduct in-depth research to understand user needs, trends, and technical constraints.
4. Technical Proficiency: Utilize software and tools relevant to the field to create high-quality designs.
5. Sustainability and Ethics: Demonstrate awareness of environmental, social, and ethical impacts in design processes.
6. Communication: Communicate design concepts effectively through sketches, renderings, prototypes, and presentations.
7. Collaboration: Work effectively in diverse and multidisciplinary teams.
8. Innovation and Entrepreneurship: Develop entrepreneurial skills to create innovative solutions and contribute to the industry.

## **3. Program Specific Outcomes (PSOs)**

**PSOs are tailored to the specific discipline and describe what graduates will be able to do uniquely within their field.**

- **Fashion Design:**

1. Create innovative apparel and accessories integrating textile knowledge and fashion forecasting.
2. Demonstrate proficiency in garment construction, pattern-making, and digital fashion tools.



- Communication Design:
  1. Design impactful visual communication strategies for branding, advertising, and digital platforms.
  2. Leverage storytelling, typography, and motion graphics to deliver compelling user experiences.
- Interior Design/Interior Architecture:
  1. Design functional and aesthetic spaces considering ergonomics, materials, and sustainability.
  2. Integrate technical knowledge, such as lighting, acoustics, and HVAC systems, into interior solutions.
- Product Design:
  1. Develop innovative product prototypes using CAD tools and rapid prototyping techniques.
  2. Design for manufacturing, considering cost, usability, and material efficiency.
- UX/UI Design:
  1. Apply user research and testing methodologies to design intuitive interfaces and experiences.
  2. Leverage emerging technologies, such as AI, AR/VR, and IoT, to create advanced digital solutions.
- Interior Design (Master's):
  1. Conduct design research and analysis to create user-centric interior spaces that balance functionality, aesthetics, and innovation.
  2. Integrate advanced technologies such as smart systems, sustainable materials, and building automation into interior environments.
  3. Apply cultural and historical insights to design interiors that reflect and preserve heritage while meeting contemporary needs.
  4. Utilize cutting-edge visualization tools and digital platforms to create accurate and compelling design representations.
  5. Design sustainable and energy-efficient solutions that address environmental and ecological concerns.



#### 4. Course Outcomes (COs)

**COs are specific, measurable outcomes that students achieve upon completing a course. They align with Bloom's Taxonomy levels and directly contribute to achieving POs and PSOs.**

- Example: A Course in UX/UI Design
  1. Understand the principles of human-centered design. (*Understanding*)
  2. Conduct user research to identify pain points and opportunities. (*Applying*)
  3. Design wireframes and prototypes using industry-standard tools. (*Creating*)
  4. Evaluate the usability of interfaces through user testing. (*Evaluating*)
- Example: A Course in Fashion Design
  1. Identify global fashion trends and their cultural influences. (*Remembering*)
  2. Illustrate fashion concepts using digital and hand-drawing techniques. (*Applying*)
  3. Create sustainable fashion collections addressing ethical considerations. (*Creating*)

#### 5. Alignment Across Outcomes

##### Mapping and Assessment:

- **Mapping:**
  - Align COs to specific POs and PSOs to ensure vertical integration across course, program, and institution levels.
  - Example: A CO like "Analyse spatial design principles" could map to a PO like "Evaluate and develop innovative spatial design solutions" and a PSO like "Create sustainable and user-centric interior designs."
- **Assessment Mechanisms:**
  - Use assignments, projects, portfolios, quizzes, and juried evaluations to assess the achievement of COs.
  - Aggregate data to evaluate PO and PSO achievement through program-level reviews.

##### Continuous Improvement:

- Regularly review outcomes with feedback from stakeholders, including students, faculty, parents, alumni and industry partners.
- Use assessment data to refine and update PEOs, POs, PSOs, and COs to meet evolving needs.

This structured framework ensures alignment with **Bloom's Taxonomy**, where cognitive objectives progress from basic knowledge to higher-order skills, tailored to the multidisciplinary needs of design education.

