



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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Curriculum Mapping with SDG Goals

The **Sustainable Development Goals (SDGs)**, established by the United Nations, provide a global blueprint for achieving a better and more sustainable future. These goals are highly relevant to design education, including the fields of **Fashion Design, Interior Design, Architecture Design, Communication Design, and Product Design, UX-UI Design** as they encourage a focus on sustainability, social responsibility, and innovation. Here's a detailed breakdown of how each design stream at Sushant University is connected to the SDG framework:

1. Fashion Design

Relevant SDGs:

- **SDG 12: Responsible Consumption and Production** - (Fashion design Studio 23BFD-7P01, Creative draping 23BFD-7P02)
- **SDG 13: Climate Action**- (Manufacturing Tools & Techniques II, -Advance Garmenting 23BFD-6P02)
- **SDG 8: Decent Work and Economic Growth** (Computer Aided Design 23BFD-5P04)

Connections:

- Emphasis on sustainable materials and processes, such as using organic fibers, biodegradable dyes, or upcycled fabrics, to reduce environmental impact.
- Educating students on ethical labour practices and fair wages in the fashion supply chain, aligning with SDG 8.
- Developing circular fashion models for example designing for reuse or recyclability to combat fast fashion and excessive waste.

Applications in Education:

- Workshops on sustainable textiles and zero-waste patterns.
- Projects to design eco-friendly fashion collections or analyse the lifecycle of garments.

2. Interior Design

Relevant SDGs:

- **SDG 11: Sustainable Cities and Communities** (ID Spatial Design Studio - 23BID-5P01)
- **SDG 7: Affordable and Clean Energy** (Building Services I - 23BID-5P02)
- **SDG 15: Life on Land** (Material & Construction I -23BID-5P03)

A handwritten signature in blue ink, appearing to read "Branu".

Connections:

- Concept of using eco-friendly materials, energy-efficient lighting, and smart systems in interior spaces to promote green buildings.
- Incorporating biophilic design to improve human well-being by connecting interiors with nature.
- Advocacy for waste reduction in construction and furniture design, through reuse and modularity.

Applications in Education:

- Assignments to create sustainable interiors for residential or commercial spaces.
- Collaboration with local communities to design low-impact living spaces.

3. Interior Architecture

Relevant SDGs:

- **SDG 11: Sustainable Cities and Communities** (Design Analysis & Application II - 23BCF-4P02, Design and Livelihoods, 21DEL-6P21)
- **SDG 9: Industry, Innovation, and Infrastructure** (Spatial & Furniture Analysis - 23BCF-4P03)
- **SDG 13: Climate Action** (Facade Design & Techniques 23BIA-5P05)

Connections:

- Designing buildings that reduce energy consumption (passive solar designs, natural ventilation, etc.) to mitigate climate change.
- Urban planning that integrates affordable housing, and green spaces for inclusive, sustainable interiors.
- Adopting resilient construction methods to withstand climate risks (e.g., floods, earthquakes).

Applications in Education:

- Studio projects focusing on designing zero-energy interiors in buildings.
- Universal Design and Urban Design exercises that incorporate sustainable infrastructure.



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4. Communication Design

Relevant SDGs:

- **SDG 4: Quality Education** (Design Analysis and Applications II - 23BCF-4P02)
- **SDG 5: Gender** (Equality Discipline Specific Elective III -23DEL-4P01)
- **SDG 16: Peace, Justice, and Strong Institutions** (Theatre Art Costumes - 23BCF-4P05)

Connections:

- Developing campaigns, visual storytelling, and infographics to raise awareness about global issues like climate change, gender equity, and human rights.
- Using design to create inclusive materials that make information accessible to diverse populations, including those with disabilities.
- Advocacy through digital media to inspire behavioural change and action toward sustainable practices.

Applications in Education:

- Projects to design SDG-focused communication campaigns.
- Exercises in data visualization for sustainability reports.

5. Product Design

Relevant SDGs:

- **SDG 9: Industry, Innovation, and Infrastructure**
Computer Application: CAD design, 23BPD-5P02
Tangible Interface Design, 23BPD-5P06
PD studio II: Futuristic Design, 23BPD-6P01
Product Styling, 23BPD-7P02
- **SDG 12: Responsible Consumption and Production**
Materials & Exploration II, 23BCF-2P05
Packaging Design, 23BCF-4P04
Biomimicry, 23BPD-5P03
Applied Ergonomics, 23BPD-5P04
Environmental Science, EVS21 11
- **SDG 3: Good Health and Well-being**
User Study & Experience, 23BCF-2P02



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User Interface/Experience design, 23BPD-6P02

Practice Management, 23BDS-6P05

Connections:

- Creating products with a focus on durability, repairability, and recyclability to align with circular economy principles.
- Designing assistive devices or healthcare innovations to improve quality of life and support well-being.
- Using alternative, sustainable materials (like bamboo or bioplastics) and efficient manufacturing methods to reduce waste.

Applications in Education:

- Design challenges focusing on solving real-world sustainability problems (e.g., water purification devices, low-energy appliances).
- Collaboration with local artisans to incorporate traditional, sustainable techniques into modern product design.

6. UX- UI Design

SDGs are highly relevant to UX/UI education in design schools as they encourage students to create solutions that address global challenges. For instance:

1. Inclusivity (SDG 5, 10):

UI Design advance (23BUX-4P01)

Omnichannel Experience Design (23BUX-5P05)

Interaction Design Advance (23 BUX -6P05)

Gamification & ux (23BUX--7P04)

2. Sustainability (SDG 12, 13):

Innovation Management (23BUX-5P03)

Business, UX and Design Management (23BUX--7P05)

3. Education (SDG 4):

Ux Design For Rural India (23 BUX -6P03)

Service Design & Task Flows Advance (23BUX-4P06)

4. Well-being (SDG 3):

Empathy and Understanding problems (23BUX-1P05)

User Research (23BUX-3P03)

Industry Specific Ux Design (23 BUX -6P04)



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5. Community Development (SDG 11):

Ethnography & People Design (23BUX-3P02)

Design Thinking (23BUX-3P04)

Connection:

- Design interfaces that promote gender equality and accessibility for all, including differently-abled users.
- Develop apps that promote responsible consumption, track carbon footprints, or encourage eco-friendly actions.
- Create digital tools to make quality education accessible in underserved areas.
- Build intuitive healthcare or mental health apps for diverse audiences.
- Design platforms fostering local resource sharing, public transport efficiency, or urban sustainability.

Applications in Education:

- Design interface promoting on solving real-world sustainability problems (e.g., eco friendly practices carbon foot prints etc.
- Projects to design SDG-focused campaigns on mental health, education etc.

7. Master's in Interior designing

Incorporating **Sustainable Development Goals (SDGs)** into a **Master's in Interior Design** equips students to create sustainable, inclusive, and future-ready interior spaces. Below is a brief overview of how SDGs align with the discipline:

Relevant to Interior Design

1. **SDG 3: Good Health and Well-being** (Studio II (typology introduction + Adaptive Reuse)) 23MID-2P01
2. **SDG 7: Affordable and Clean Energy** (Building Systems: Air & Fire) 23MID-2P04
3. **SDG 11: Sustainable Cities and Communities** (Community Oriented Project) 23MDS-2P02
4. **SDG 12: Responsible Consumption and Production** (Materials, Structure, Performance: secondary materials & manufacturing) 23MID-2P02
5. **SDG 13: Climate Action** (Building Systems: Air & Fire) 23MID-2P04

Connections:

- Focus on creating healthy interiors with biophilic design, natural ventilation, and ergonomic solutions.
- Emphasis on energy-efficient lighting, HVAC systems, and integration of renewable energy in interiors.
- Designing resilient and community-focused spaces that adapt to urban challenges, like affordable housing and adaptive reuse.



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- Use of sustainable materials, recycling practices, and minimizing construction waste.
- Climate-responsive interiors that reduce energy demands and promote thermal comfort.

Applications in Education:

- Assignments to create sustainable interiors for residential, retail and commercial spaces.
- Collaboration with local communities to design low-impact living spaces.
- Assignments to work on live projects for conservation of monuments.

8. Masters in UX/UI

Incorporating Sustainable Development Goals (SDGs) into a Master's in UX/UI Design prepares students to create user-centered digital solutions that promote sustainability, inclusivity, and ethical practices. Here's a brief overview:

Key SDGs Relevant to UX/UI Design

1. **SDG 3: Good Health and Well-being** (User Interface Design - 23MUX-1P04, Human factors in healthcare - 23MUX-3P04)
2. **SDG 4: Quality Education** (Omnipresence Design - 23MUX-2P05, HCI Advance and User Experience - 23MUX-2P03)
3. **SDG 10: Reduced Inequalities** (Studio I (UX Design) - 23MUX-1P01, Design thinking and innovation - 23MUX-2P04)
4. **SDG 11: Sustainable Cities and Communities** (Studio II (Cognitive Design and Ethnography) - 23MUX-1P02, Community Oriented Project - 23MDS-2P02)
5. **SDG 12: Responsible Consumption and Production** (Digital experience strategy - 23MUX-2P06, Service Design and Enterprise UX - 23MUX-3P02)

Connections:

- Design digital interfaces that enhance mental health, such as mindfulness apps and health-tracking systems.
- Develop e-learning platforms and tools that provide accessible, inclusive education for all.
- Design digital solutions tailored for marginalized communities, ensuring accessibility and affordability.
- UX/UI for urban planning tools, smart city apps, and community engagement platforms.
- Develop apps that promote sustainable consumer behavior, like tracking carbon footprints or encouraging recycling.



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Applications in Education:

- Assignments to create digital media on sustainable practices
- Collaboration with local communities to design tools and apps for education and community engagement.

Holistic Integration in the School of Design:

The SDG framework can act as a guiding principle across all streams, helping design students:

1. **Understand Global Challenges:** Equip students with the knowledge of sustainability challenges and opportunities with respect to Design.
2. **Encourage Collaboration:** Projects that encourage interdisciplinary collaboration between streams (e.g., interior designers, fashion designers, working with communication designers on eco-friendly campaigns).
3. **Promote Ethical Design Practices:** Incorporate SDG principles into research, material selection, and design execution.

By embedding SDG values into design education, the School of Design can nurture future professionals who contribute meaningfully to sustainable development.

