

COURSE CURRICULUM FRAMEWORK						
B.DES - PRODUCT DESIGN						
Type of Course	Major Core			Skill Enhancement	Ability Enhancement	Value Added Courses
Term/Sem	Discipline Core	Discipline Core	Discipline Elective			
YEAR 1 Semester I	Basic Design (Cr-2)	Workshop (Cr-2)	Contemporary History (Cr-1)	Visual Graphics (Cr-2)	Character Design (Cr-1)	Sociology/ Ethnology (Cr-1)
	Basic Sketch (Cr-2)	Design History (Cr-2)	Ergo Cognitive (Cr-1)	Creativity Skills (Cr-2)	Perspective (Cr-1)	
			Creativity Branding (Cr-1)	Intensive Week (Cr-1)	Portfolio (Cr-1)	
YEAR 1 Semester II	Basic Design (Cr-2)	Design Ethics (Cr-2)	Experimental Design (Cr-2)	2D Graphic Design (Cr-2)	Character Design (Cr-1)	Creativity Skills (Cr-1)
	Basic Sketch (Cr-2)	User Research (Cr-2)	Semiology (Cr-2)	Intensive Week (Cr-2)	Portfolio (Cr-1)	Communication Skills (Cr-1)
TOTAL 40 CREDITS PER YEAR						

COURSE CURRICULUM FRAMEWORK

B.DES - GAME DESIGN

Type of Course Term/Sem	Major Core			Skill Enhancement	Ability Enhancement	Value Added Courses
	Discipline Core	Discipline Core	Discipline Elective			
YEAR 1 Semester I	Artistic Knowledge (Cr-1)	General Knowledge- Video Game History (Cr-2)	Project Management (Cr-2)	Individual Assignment -Game Book (Cr-3)	Multimedia- Photoshop (Cr-2)	
	Programming-Logic & Algorithm (Cr-2)	Game Design (Cr-2)	Writing-Storytelling (Cr-1)	Communication (Cr-2)	Practice-Team Bulding-Rube Goldberg Machine (Cr-3)	
YEAR 1 Semester II	Artistic Knowledge (Cr-1)	General Knowledge- Video Game History (Cr-2)	Project Management (Cr-2)	Team Assignment (Cr-3)	Multimedia- Photoshop (Cr-2)	
	Programming- Algorithm & JavaScript (Cr-2)	Game Design- Game Play Analysis (Cr-2)	Writing-Storytelling (Cr-1)	Communication (Cr-2)	Practice- Board Game (Cr-3)	

TOTAL 40 CREDITS PER YEAR

COURSE CURRICULUM FRAMEWORK

B.DES - GAME ART

Type of Course Term/Sem	Major Core			Skill Enhancement	Ability Enhancement	Value Added Courses
	Discipline Core	Discipline Core	Discipline Elective			
YEAR 1 Semester I	Traditional Art (Cr-4)	Multimedia- Photoshop (Cr-2)	Project Management (Cr-2)	Individual Assignment - Sketchbook (Cr-4)	Game Design (Cr-2)	
				Communication (Cr-2)	Practice-Team Bulding-Rube Goldberg Machine (Cr-4)	
YEAR 1 Semester II	Traditional Art (Cr-4)	Multimedia (Cr-2)	Project Management (Cr-2)	Team Assignment- Game Prototype (Cr-6)	Practice- Board Game/ Clay Modeling (Cr-4)	
				Communication (Cr-2)		

TOTAL 40 CREDITS PER YEAR

COURSE CURRICULUM FRAMEWORK

B.DES - ANIMATION

Type of Course Term/Sem	Major Core			Skill Enhancement	Ability Enhancement	Value Added Courses
	Discipline Core	Discipline Core	Discipline Elective			
YEAR 1 Semester I	Morphological Drawing (Cr-2)	Scenario (Cr-2)	Artistic Culture (Cr-1)	2D Computer Graphics/ Photoshop (Cr-2)	Typography (Cr-1)	Communication Skills (Cr-1)
	Visual Communication (Cr-2)	Character Design (Cr-2)	Perspective (Cr-2)	Film Culture (Cr-1)	Modeling (Cr-2)	
				Comic Book Project (Cr-2)		
YEAR 1 Semester II	Morphological Drawing (Cr-2)	Storyboard (Cr-2)	Perspective (Cr-2)	Python Proframming- Level 1 (Cr-1)	Modeling (Cr-2)	
	Image Design (Cr-2)	After Effects- Motion Design (Cr-2)	Masterclass- Stop Motion (Cr-2)	Comic Book Project (Cr-2)	JURY (Cr-3)	

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