

### APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

(A State Government University)

# **Bachelor of Design (B. Des)**

## Curriculum -2024

## **Semester I to VIII**

**Branch Code: BD** 

Ambady Nagar, Sreekaryam Thiruvananthapuram- 695016

	FIRST SEMESTER (July-December)													
	5 Days Compulsory Induction Program													
SI. Jo	lot	Course	Course Category	Course Title		red uct				Tota	ıl Mark	s		Hrs./Week
No:	S	Code	Cou Cate		L	Т	S	Р	SS	CIA	ESE	EJ	Credits	Hrs./
1	А	BDPCS101	PCS	Art and Design Fundamentals -1	0	0	10	0	10	60	0	40	10	10
2	В	BDPCT102	PCC	Visual fundamentals	3	0	0	0	6	60	40	0	3	3
3	С	BDPCL103	РСС	Material Exploration -1	0	0	0	6	6	100	0	0	2	6
4	D	BDPCS104	РСС	Photography	0	1	1	0	1.5	100	0	0	2	2
5	Е	BDAEL105	AEC	Communication skills	0	2	0	0	1	100	0	0	2	2
6	F	BDAEL106	AEC	Digital skills- I	0	1	0	3	3.5	100	0	0	2	4
7	H (\$1/\$2)	UCSEM129	SEC	Digital 101(NASSCOM)	N	100	С*		2	-	-		-	-
	Total								28/ 30				21	29

- L-T-S-P: Lecture-Tutorial-Studio -Practical
- $\blacktriangleright$  SS (Self Study) Hours= 2L+0.5 T+S+ P
- > CIA: Continuous Internal Assessment, ESE: End Semester Examination, EJ -External Jury

	SECOND SEMESTER (January-June)													
SI.	Slot	Course	Course Category	Course Title		Cred ruct				Tota	l Mark	S		Hrs./Week
No:	S	Code	Co		L	Т	S	Р	SS	CIA	ESE	EJ	Credits	Hrs./
1	А	BDPCS201	PCS	Art and Design Fundamentals- 2	0	0	10	0	10	60	0	40	10	10
2	В	BDPCT202	PCC	History of Art	2	0	0	0	4	60	40	0	2	2
3	С	BDPCL203	PCC	Material Exploration- 2	0	0	0	6	6	100	0	0	2	6
4	D	BDPCL204	PCC	Typography	0	1	0	3	3.5	100	0	0	2	4
5	E	BDPCS205	PCC	Moving Image Design	0	1	2	0	2.5	100	0	0	3	3
6	F	BDAEL206	AEC	Digital skills II	0	1	0	3	3.5	100	0	0	2	4
7	H (\$1/\$2)	UCSEM129	SEC	Digital 101(NASSCOM)	2	моо	C*		2	-	-		1	-
				Total					30/ 32				22	29
	APJ Abdul Kalam Technological University 1										1			

	Digital 101 (NASSCOM)	
Sl. No:	Technologies Covered	Hours
1	Artificial intelligence and Big Data Analytics (AI/BDA)	11
2	Internet of Things (IoT)	2.5
3	Cyber Security	2.5
4	Block Chain	2.5
5	Robotic Process Automation	1.5
6	Augmented Reality and Virtual Reality (AR and VR)	2.5
7	Cloud Computing	2.5
8	3 D Printing and Modelling	2
9	Web, Mobile Dev and Marketing	2
10	Responsible AI	1
	Total Hours	30

**\*Skill Enhancement Course**: Digital 101 is an introductory Massive Open Online Course (MOOC) offered by NASSCOM. It is designed to provide students with foundational knowledge and skills in digital technologies, preparing them for further studies and careers in the digital domain. By incorporating the Digital 101 course into the curriculum, KTU ensures that all students gain valuable digital skills early in their academic journey, enhancing their readiness for advanced courses and future careers in technology.

#### Course Registration and Completion:

• Students have the flexibility to register and complete the Digital 101 course either in their first semester (S1) or second semester (S2). The credit for this course (1 credit) will be officially recorded in the second semester grade card.

THIRD SEMESTER (July-December)														
SI.	Slot	Course	Course Category	Course Title	Credit Structure				Tota	l Mark	Credits	/Week		
No:	S	Code	Cou Cate		L T S P	SS	CIA	ESE	EJ	or our to	Hrs./			
1	А	BDPCS301	PCS	Design Studio- I	0	0	10	0	10	60	0	40	10	10
2	В	BDPCT302	PCC	History of Design	2	0	0	0	4	60	40	0	2	2
3	С	BDPCT303	PCC	Design Methodology	2	0	0	0	4	60	40	0	2	2
4	D	BDPCS304	PCC	Form Studies	0	1	3	0	3.5	100	0	0	4	4
5	Е	BDPCS305	PCC	Interaction Design	0	1	3	0	3.5	100	0	0	4	4
6	F	BDPEL31N	PEC	Elective -1	0	1	0	3	3.5	100	0	0	2	4
		Total							29				24	26

PROGRAM ELECTIVE 1: BDPEL31N											
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit						
	BDPEL311	Human Anatomy for Designers									
	BDPEL312	Advanced Typography									
	BDPEL313	Storytelling and Narratives									
F	BDPEL314	Basic Coding	0-1-0-3	4	2						
	BDPEL315	Product Detailing	-								
	BDPEL316	Wood - Material and Processes									
	BDPEL317	Textile - Material and Processes									

FOURTH SEMESTER (January-June)														
SI.	<u> </u>	Course	Course Category	Course Title	Credit Structure				Tota	l Mark	Credits	/Week		
No:	S	Code	Con Cate		L T S	S	Р	SS	CIA	ESE	EJ		Hrs./	
1	А	BDPCS401	PCS	Design Studio -II	0	0	10	0	10	60	0	40	10	10
2	В	BDPCT402	PCC	Design and Environment	2	0	0	0	4	60	40	0	2	2
3	С	BDPEL42N	PEC	Elective-2	0	1	0	3	3.5	100	0	0	2	4
4	D	BDPEL43N	PEC	Elective-3	0	1	0	3	3.5	100	0	0	2	4
	Total							21				16	20	

	PROGRAM ELECTIVE 2: BDPEL42N											
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit							
	BDPEL421	Animation Design										
	BDPEL422	Information Design										
	BDPEL423	User Interface design										
	BDPEL424	Product Ergonomics	0.1.0.0		2							
C	BDPEL425	Advance prototyping and manufacturing process	0-1-0-3	4	2							
	BDPEL426	Exhibition Design										
	BDPEL427	Metal and Plastic - Materials and Processes										
	BDPEL428	Sewing and Draping techniques										

PROGRAM ELECTIVE 3: BDPEL43N											
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit						
	BDPEL431	Film and Video Design									
	BDPEL432	Instructional Design									
	BDPEL433	Game Design- 1									
D	BDPEL434	User Experience Design	0 1 0 0	4	2						
D	BDPEL435	Furniture Design	0-1-0-3	4	2						
	BDPEL436	Lighting Design									
	BDPEL437	Ceramics and Clay									
	BDPEL438	Weaving									

	FIFTH SEMESTER (July-December)													
SI.	<u> </u>	Course	Course Category	Course Title	Credit Structure				<b>Total</b> ]	Marks		Credits	/Week	
No:	S	Code	Col		L	Т	s	Р	SS	CIA	ESE	EJ		Hrs./
1	А	BDPCS501	PCS	Design Studio-III	0	0	12	0	12	60	0	40	12	12
2	В	BDPCT502	PCC	Design Management	2	0	0	0	4	60	40	0	2	2
3	С	BDPCS503	PCC	Design and Technology	0	2	2	0	2.5	100	0	0	4	4
4	D	BDPEL54N	PEC	Elective- 4	0	1	0	3	3.5	100	0	0	2	4
	Total							22				20	22	

	PROGRAM ELECTIVE 4: BDPEL54N										
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit						
	BDPEL541	Sound Design									
	BDPEL542	Branding Design									
	BDPEL543	Game Design -2									
D	BDPEL544	Augmented and Virtual Reality Design	0102	4	2						
D	BDPEL545	Transportation Design	0-1-0-3	4	Z						
	BDPEL546	Visual Merchandising									
	BDPEL547	Design for Craft									
	BDPEL548	Product and Fashion Photography									

	SIXTH SEMESTER (January-June)													
SI.	to Course		Course Category	Course Title	Credit Structure				<b>Total</b> ]	Marks	Credits	/Week		
No:	S	Code	Con Cate		L	Т	S	Р	SS	CIA	ESE	EJ		Hrs./
1	А	BDPCS601	PCS	Design Studio- VI	0	0	12	0	12	60	0	40	12	12
2	В	BDPCT602	PCC	Design Research	2	0	0	0	4	60	40	0	2	2
3	С	BDPES65N	PEC	Elective- 5	0	1	2	0	2.5	100	0	0	3	3
4	D	BDPES66N	PEC	Elective- 6	0	1	2	0	2.5	100	0	0	3	3
	Total								21				20	20

	PROGRAM ELECTIVE 5: BDPES65N											
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit							
	BDPES651	Project planning and Finance										
	BDPES652	Graphics and Print making										
	BDPES653	Game Design- 3										
G	BDPES654	Parametric Design	0 1 0 0	2	2							
С	BDPES655	Interaction Design- 1	0-1-2-0	3	3							
	BDPES656	Advances in Technology and Trend monitoring										
	BDPES657	Service Design										
	BDPES658	Niche Journalism										

PROGRAM ELECTIVE 6: BDPES66N										
Slot	Course Code	Course Title	L-T-S-P	Hours	Credit					
	BDPES661	Business Models								
	BDPES662	Publication Design								
	BDPES663	BDPES663 Experiential Design								
D	BDPES664	Interaction Design- 2	0-1-2-0	3	2					
D	BDPES665	Sustainability in Design			3					
	BDPES666	Packaging Design								
	BDPES667	Indian Design Culture								
	BDPES668	Design of Toys								

	SEVENTH SEMESTER (July-December)													
SI. Joint Sili Sili Sili Sili Sili Sili Sili Sil	Course Course Course Course Course	Course Title	Credit Structure				Total Marks		Credits	Week				
No:	S	Code	Col	L	L	Т	S	Р	SS	CIA	ESE	EJ		Hrs./
1	G	BDIBI701	IBL	Internship	-	1	I	-	-	-	I	100	20	-
	Total						-				20	-		

	EIGHTH SEMESTER (January-June)													
SI. to	Course	Course Category	Course Title	Credit Structure			Total Marks		Credits	Week				
No:	IS	Code	Con Cate		L	Т	S	Р	SS	CIA	ESE	EJ		Hrs./
1	Ι	BDPCP801	РСР	Thesis and Viva Voce	-	-	-	-	-	60	-	40	24	-
	Total						-				24	-		

Activity Points								
Sl. No.	Group	Courses	Credits	Minimum Credit Requirements				
1		NSS, NCC, NSO (National Sports Organization)						
2	Ι	Arts/Sports/Games	1 (40 Points)					
3		Union/Club Activities		3 Credits				
4		English Proficiency Certification (TOFEL, IELTS, BEC etc)	1 (40 Points)					
5		Aptitude Proficiency Certification (GRE, CAT, GMAT etc)						
6	Π	Short Term Internship (Minimum 2 weeks), Training (Minimum 2 weeks), Conferences/Paper Presentation/ Workshop Activities/ Professional Body Activities, Participation in University level/State Level/ National Level Hackathons		(One credit from each Group)				
7		Journal Publication, Patents, Start-Up, Innovation, Winners of National/ International Level Hackathons		1				
8	III	Skilling Certificates (Approved by the University)	(40 Points)					

• Students are required to acquire a minimum of 120 activity points, with at least 40 points per group, to fulfill the curriculum requirement of 3 activity credits.

Course Classification and Overall Credit Structure								
Sl. No.	Category/Knowledge Segment	Code	Credits					
1	Programme Core Course	PCC	38					
2	Programme Elective Course	PEC	14					
3	Programme Core Studio	PCS	64					
4	Programme Core Project	РСР	24					
5	Internship Based Learning	IBL	20					
6	Ability Enhancement Course	AEC	6					
7	Skill Enhancement Course	SEC	1					
8	Mandatory Student Activities	MSA	3					
	170							

### Course Coding Pattern for B. Des Degree Curriculum

In the B. Des (Bachelor of Design) degree curriculum, each course is identified by a unique course code. This code is a combination of letters and numbers designed to serve as a shorthand reference for the course. The course code consists of eight alphanumeric characters, with the format being:

#### Format: [BDXXCSNN]

- First Five Characters (BDXXC):
  - BD: Represents the B.Des programme.
  - XX: Represents the first two letters of Course Category Code or the knowledge segment to which the course belongs to. These letters will vary based on the on the Course Category.
  - C: Denotes the nature of the course.
    - T: Theory
    - L: Lab
    - P: Project
    - S: Studio
    - I: Industrial Exposure Training
- The last three characters (SNN) will be digits, providing a unique numerical identifier for the course:
  - S- Semester Number (It can have a number from 1 to 8) in which the course is offered
  - NN- Provides a unique numerical identifier for the course within that semester. This sequence number helps distinguish between different courses offered in the same semester.

#### **Example Course Codes:**

- BDPCS101:
  - BD: B. Des programme
  - PC: Programme Core Course
  - S: Studio course
  - **1**: Offered in the 1<sup>st</sup> semester
  - **01:** The first course in the sequence for that semester
- BDPCT602:
  - **BD:** B. Des programme
  - PC: Programme Core Course
  - **T**: Theory course
  - **6:** Offered in the 6th semester
  - **02:** The second course in the sequence for that semester