

SANKALCHAND PATEL UNIVERSITY

VISNAGAR

Faculty of Design



**Structure, Teaching Scheme and Syllabus of
Bachelor of Design (Fashion Design)**

Program Code: FD102

With effect from: 2023-24

COURSE LEARNING OUTCOME

Programme Name: -B. Des FD

Program Outcome (PO):-

[PO.1]. Design Process Knowledge: To apply the knowledge of elements and Principles of fashion design to create futuristic designs on various domains and develop prototypes using draping, flat pattern making and stitching.

[PO.2]. Fashion and Fabric Theory Knowledge: To Understand Theories & Principles of behind Fabric Construction, Textile Science, History of Art, Textile, Costumes, Fashion theories, Styles, Marketing and Merchandising.

[PO.3]. Design / Development of Solution: To focus on creative approach of developing design and innovative solutions through learned traditional and contemporary technologies.

[PO.4]. Professional Skills: To demonstrate Event Management, Team Work, Leadership, Entrepreneurial and Business Skills.

[PO.5]. Modern Tool Usage: To Understand the applicability of new Technologies related to design development, material choices, manufacturing and distribution of fashion in global market .

[PO.6]. Visual Communication: To Understand visual communication of ideas in the form of artistic fashion illustrations, graphic illustration, styling, fashion photography and visual display of merchandise.

[PO.7]. Environment and Sustainability: To acquire knowledge about the environmental aspects of textiles and Fashion industry and will be able to provide sustainable competitive edge in meeting industrial demands.

[PO.8]. Ethics: To work ethically in all areas of industry related to fashion, textile and apparel.

[PO.9]. Project Management and Finance: To Develop entrepreneurial opportunities for one selves and others by developing product related to garment/fashion related to various industry/ types of people for serving the society effectively.

[PO.10]. Life Long Learning: To be able to Continue the learning process by upgrading themselves with new technologies and requirements related to ever growing design & fashion industry .

Program Specific Outcome (PSO):-

[PSO.1]. Student will be able to attain successful career option globally not only as fashion designers but also as merchandiser, art director film and theatre Costume designer, fashion photographer and stylist.

[PSO.2]. Students will be able to identify the position in various subfields of apparel, fashion and allied industries like e-commerce, retail, branding and Marketing , luxury and high value product markets.

Credits and Course Type Distribution (Semester wise)

Semester	MJ	MN	MDC	SEC	AEC	VAC/ IKS	INT / OJT	RP / DESRT	TOTAL CREDITS
I	8	4	4	2	2	2	-	-	22
II	8	4	4	2	2	2	-	-	22
III	12	-	4	2	2	2	-	-	22
IV	12	4	-	2	2	2	-	-	22
V	12	8	-	2	-	-	-	-	22
VI	12	4	-	-	2	-	4	-	22
VII	12	4	-	-	-	-	-	6	22
VIII	12	4	-	-	-	-	-	6	22
TOTAL	88	32	12	10	10	8	4	12	176

Semester-II

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Evolution of Art & Design
Course Code:	12-FDM206-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objectives of this module are to facilitate you to explore and learn about History of Art and design, Different art and design movements, Modern and contemporary art & design world.
- 2) Understanding of Indian and western aesthetics and its application in art and design.
- 3) Students will build their knowledge about historical perspective of Art and Design and their impact on modern and contemporary design world

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Prehistoric era to the modern world : Introduction to the history of Art and design from Prehistoric era to the modern world	12	25%
2	European art and design movements: Early and High Renaissance, Mannerism, Baroque, Neoclassical, Romanticism, Realism, Impressionism, Post- Impressionism, Fauvism and Expressionism.	12	25%
3	Modern and contemporary art & design world : Modern and contemporary art & design world, Cubism, Futurism, Dada and Surrealism, Postmodernism And DE constructivism.	12	25%
4	Indian Schools : Indian Schools of arts and Crafts, Rajput and Mughal Empire. Indian and western aesthetics Understanding of Indian and western aesthetics, Aesthetics and its application in art and design.	12	25%

Reference Books:

Sr. No.	Books
1	Modern art H.h. Arnason, Elizabeth Mansfield
2	Indian Art (Oxford History of Art) (Paperback) Oxford university press Parthamitter 2001
3	Gardner's Art through the Ages: A Concise Wes... (Paperback) Fred S. Kleiner
4	A History of Far Eastern Art Thames & Hudson Sherman E. Lee
5	Oriental Architecture / 2: China, Korea, Japan (History of World Architecture Mario Bussagli 1989

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Indian culture.	2 Understanding
CLO2	To Remember of Mauryan Emperor	1 Remembering
CLO3	To define Types of Indian.Ethics and Philosophy	1 Remembering
CLO4	To Applying Different types of Emotion	3 Applying,
CLO5	To Analyse Study of Indian Culture.	4, 5 Evaluate, Analyse
CLO6	To Create Ethics and Philosophy	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Design Project -I The Making
Course Code:	12-FDM207-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objective of this project is to facilitate students to explore and learn through various problem and opportunities available in the real-world scenario and provide relevant solution of opportunities within the problem.
- 2) Students will learn the detailed process of making an object. From initial concept and brief to manufacturing process and final completion.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
-	-	8	4	-	-	-	-	18	50	18	50	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Introduction to Design Project Making : Introduction to Design Project, Opportunity identification through empathy, analysis of user behavior	12	25%
2	Making of design brief and concepts as per Program Specializations : Making of design brief related to Fashion & Textile/ Interior & allied Products/ Graphic & Visual Communication, brain mapping, trend & forecasting study, board building (Mood board, User, board, Client board, Market Board, Concept Board) Ideation, Conceptualization, process study, Concept model making & working drawings.	12	25%
3	Planning of Project Execution: Concept refinement & user feedback, final working drawing concepts, Development of product scenarios.	12	25%
4	Prototyping : Production Processes and Final Prototyping. Estimation : Estimation, Costing & Valuation, market test, user's feedbacks & project documentation.	12	25%

Reference Books:

Sr. No.	Books
1	Rob Thompson- Manufacturing processes for design professionals- Thames & Hudson-2007.
2	VISITS: Material markets, Plywood Industry, Metal workshop.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Design Project Making..	2 Understanding
CLO2	To Remember of Design Concept.	1 Remembering
CLO3	To define Types of Projection.	1 Remembering
CLO4	To Applying Different types of Portfolio	3 Applying,
CLO5	To Analyse Study of design project and how to make.	4, 5 Evaluate, Analyse
CLO6	To Create Project	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Material and Workshop Practice- II
Course Code:	12-FDE208-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objective of this project is to facilitate students to explore and learn through various problem and opportunities available in the real-world scenario and provide relevant solution of opportunities within the problem.
- 2) Students will learn the detailed process of making an object. From initial concept and brief to manufacturing process and final completion.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Wood articles : Researching about woodland Wood working techniques, development of Advance Joinery (Corner Joints)	12	25%
2	Ceramics and Pottery : Making and Researching about clay and ceramic exploring various properties, Processes and use of ceramics and clay How to Display production and Promotion.	12	25%
3	Metal: Researching about Metal, exploring various properties, processes and uses. Working with metal casting technique(Sand/Lost wax)	12	25%
4	Fibers and Fabric : Exploring various natural and synthetic fibers available in the environment. Constructing them to create a fabric.	12	25%

Reference Books:

Sr. No.	Books
1	Rob Thompson- Manufacturing processes for design professionals- Thames & Hudson-2007.
2	VISITS: Material markets, Plywood Industry, Metal workshop.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Design Project Making..	2 Understanding
CLO2	To Remember of Design Concept.	1 Remembering
CLO3	To define Types of Projection.	1 Remembering
CLO4	To Applying Different types of Portfolio	3 Applying,
CLO5	To Analyse Study of design project and how to make.	4, 5 Evaluate, Analyse
CLO6	To Create Project	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	FACULTY OF DESIGN
Program Code:	FD102
Course Name:	Fashion Production Management
Course Code:	12-FDE209-1C
Pre-requisite Course:	Basic Knowledge of Fashion Brand and Types of logos

Course Objectives:

- 1) The subject is related to business product Designing.
- 2) When student work for own and other, for that they have to make their product and product identity which will they learn by the subject Fashion Product Development.
- 3) To understand how to create for brand logo, tag, and packaging etc.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Name selection and Logo design Select different types of brand from market Design a logo of selected brand Define the logo with computer print	12	25%
2	Visiting card design for own Brand Decide various brand name Select a brand name make a logo Define the logo with computer print	12	25%
3	Tag: Price tag Making a label that showing the price of an item for sale Variation of price tag Price book Discount Tag – Discount coupon Discount card Discount banner Discount offers	12	25%
4	Bag Making: Recycling bag- From different used materials Paper bag – Making a bag with brown paper or news paper Different fabric based bag Smocking technique bags	12	25%

Text Books:

Sr. No.	Books
1	Visual Design in Dress by Marian L. Devis Prentice Hall, 1980
2	Fashion Design Manual Pamela Steckes Palgrave Macmillon, 1996

Reference Books:

Sr. No.	Books
1	Fashion Design Sue Jenkyn Jones Laurence King, 2005
2	Fashion Design Felicity Everlett EDC publishing, 1987
3	Fashion Forecasting by Kathryn Mckelvey Jennie Munslow, 2008
4	Beyond Design by Sandra J.Keiser & Myrna B.Garner Fairchild publication,2008

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Types of Fashion Brand	2 Understanding
CLO2	To Remember Logo Design for Various Fashion Brand History of logo and symbol	1 Remembering
CLO3	To be able to identify Tools and Material for Drawing	1 Remembering
CLO4	To Applying Various Medium of Colours.	3 Applying,
CLO5	To Analyze The Realistic feature	4, 5 Evaluate, Analyze
CLO6	To develop Various Stages of Croquis. To Develop High Fashion Garment	6 Creating

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1		M	M	M			M	M	M		M	M
CLO2	L	L			L		L			L	M	M
CLO3	L				L							
CLO4	M		M	M	M							
CLO5	H		H	H	H	H				H	H	M
CLO6	H		H		H					H	M	H

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Design Entrepreneurship, Innovation & Start-ups
Course Code:	12-MDC210-1C
Pre-requisite Course:	Basic Entrepreneurship, Innovation

Course Objectives:

- 1) Describe the principles and functions of management
- 2) Describe leadership styles and behavioural patterns
- 3) Describe the structure and functions of media organizations
- 4) Explain the importance of revenue generation for media organization in print, radio, TV & online

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
3	-	2	4	18	50	09	25	-	-	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	[Media Organisation - Structure and Functions] 1. Media Organisation: Meaning, Structure and Importance 2. Ownership Patterns of Media Organisations 3. Cross Media Ownership and Conglomerates: Case Studies of Times Group and Reliance Communication 4. FDI in Indian Media and Entertainment Industry	12	25%
2	[Management - Functions and Principles] 1. Management: Definition, Need and Principles 2. Management Functions: Planning, Organizing, Directing, Staffing, Controlling and Coordination 3. Management: Responsibility, Authority and Accountability 4. Leadership: Importance, Needs and Types	12	25%
3	[Managing Media Organisations and Start Ups] 1. Establishing a Media Organization or Start Up: Steps Involved 2. Human Resource Management: Roles and Responsibilities 3. Methods of Revenue Generation by Media Organizations and Start Ups 4. Managing Cost and Revenue Relationship	12	25%
4	[Media Marketing and Entrepreneurship] L: 12 1. Marketing Media Products 2. Media Business: Innovation and Entrepreneurship 3. Media Entrepreneurship and its Challenges 4. Emerging Trends in Entertainment and Media Industry	12	25%

Reference Books:

Sr. No.	Books
1	Albarran, A. B., Chan-Olmsted, S. M., & Wirth, M. O. (2006). Handbook of Media Management and Economics. Mahwah, NJ: L. Erlbaum Associates
2	Alexander, A. (2004). Media Economics: Theory and Practice. Mahwah, NJ: Lawrence Erlbaum
3	Doyle, G. (2011). Understanding Media Economics. London: Sage Publication
4	Herrick, D. F. (2003). Media Management in the age of Giants: Business Dynamics of Journalism. Ames: Iowa State Press.
5	Kotler, P. (2003). Marketing Management. Upper Saddle River, New Jersey's: Prentice Hall.
6	Mass Media in India 1994-95. (1995). New Delhi: Publications Division, Ministry of Information and Broadcasting, Government of India
7	www.media-studies.ca/articles/resonance and the global village
8	www.studentpulse.com/articles/61/understanding-
9	www.un-documents.net/macbride-report
10	www.media-alliance.org/article/many voices, one world

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Fundamental Entrepreneurship	2 Understanding
CLO2	To Remember Management Roles and Responsibilities	1 Remembering
CLO3	To Remember Ownership Patterns	1 Remembering
CLO4	To Applying leadership styles and behavioural patterns	3 Applying,
CLO5	To Analyze Management	4, 5 Evaluate, Analyze
CLO6	To Develop Media Organisations and Start Ups	6 Creating

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	FACULTY OF DESIGN
Program Code:	FD102
Course Name:	Design Thinking Ability
Course Code:	12-AEC104-1C
Pre-requisite Course:	Basic Designing

Course Objectives:

- 1) This course aims to bring together the principles of different streams so as to solve contemporary environmental problems.
- 2) To intends to inculcate the environmental values translating into pro-conservation actions.

Teaching Scheme (Hours per week):

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	-	2	09	25	09	25	-	-	-	-	50

Syllabus:

Module No.	Content	Total Hours	Weightage (%)
1	Introduction to Design Thinking 1. Understanding the Design Thinking Process 2. Empathy in Fashion Design: User-Centered Approach 3. Ideation Techniques and Brainstorming 4. Prototyping and Iterative Design	10	20%
2	Creative Problem Solving in Fashion 1. Identifying Design Challenges in the Fashion Industry 2. Applying Design Thinking to Solve Real-world Fashion Problems 3. Case Studies: Successful Applications of Design Thinking in Fashion Design	10	20%
3	Developing a Design Mindset 1. Cultivating Creativity and Innovation 2. Overcoming Design Blocks and Enhancing Design Confidence 3. Embracing Failure as a Catalyst for Innovation	14	30%
4	Enhancing Visual and Spatial Abilities 1. Sketching and Illustration Techniques 2. Spatial Visualization in Fashion Design 3. How to Solve Mind Blocking.	14	30%

Reference Books:

Sr. No.	Books
1	Drake/ Spoone/Greenwald —Retail Fashion Promotion and Advertisingl
2	Gini Stephens Frings — Fashion- from concept to consumer Pearson Education
3	Jarnow, J and KG Dickenson, —Inside the Fashion Business Prentice Hall, 1997
4	Jerligan Easterling —Fashion Merchandising and Marketing Pearson Education

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Basic Thinking Ability.	2 Understanding
CLO2	To Remember of Design Area.	1 Remembering
CLO3	To Define Types of Think out of box.	1 Remembering
CLO4	To Applying Different types of Emotion	3 Applying,
CLO5	To Analyze Study of Design Thinking.	4, 5 Evaluate, Analyze
CLO6	To Create New Design Development.	6 Creating

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Technical Drawing-II
Course Code:	12-SEC105-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) Ability to quickly visualize ideas, to do visual design explorations.
- 2) To create compelling visuals of ideas before they come to reality for every stakeholder's proper understanding.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
-	-	4	2	-	-	-	-	09	25	09	25	50

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Geometry and Surface Development Construction of geometrics solids Tessellations and surface development.	12	25%
2	Plan and Elevations (Working Drawing) Development of basic plan and elevations of a room	12	25%
3	Basic Garment and Pattern Drafting (Working Drawing) Basic Pattern Drafting on sheet (women's wear)	12	25%
4	Digital Representation of Working Drawing. Technical Representation through Auto-CAD & CorelDraw Digital Rendering Digital rendering through Auto-CAD/CorelDraw/Photoshop	12	25%

Reference Books:

Sr. No.	Books
1	Rendowye: architectural drawing, a visual compodum of types and methods.
2	Gill: rendering with penandink
3	N.d.bhatt; engineering drawing

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Types of Design.	2 Understanding
CLO2	To Understand Computer Software.	1 Remembering
CLO3	To Remember Basic plan and elevations of a room.	1 Remembering
CLO4	To presentation of Digital Representation.	3 Applying,
CLO5	To Evaluate Digital Rendering and Analyse.	4, 5 Evaluate, Analyse

Mapping of CLOs with Pos & PSOs:

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1		M									M	
CLO2	M			H								M
CLO3	M		M								H	
CLO4						H		M				M
CLO5								H		M		

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	UHV- II
Course Code:	12-VAC002-1C
Pre-requisite Course:	---

Course Objectives:

- 1) To train the student for Development of a holistic perspective based on self-exploration about themselves (human being), family, society and nature/existence.
- 2) To understand (or develop clarity) the harmony in the human being, family, society and nature/existence.
- 3) To strengthen self-reflection.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	-	2	09	25	09	25	-	-	-	-	50

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Case studies of typical holistic technologies, management models and production systems 6. Vision for the Holistic alternatives, UHVs for entrepreneurship. Strategy for transition from the present state to Universal Human Order: (a) At the level of individual: as socially and ecologically responsible engineers, technologists and managers (b) At the level of society: as mutually enriching institutions and organizations – Right understanding and dilemmas of professional ethics in today's world.	12	25%
2	Holistic perception of harmony at all levels of existence. Include practice sessions to discuss human being as cause of imbalance in nature (film "Home" can be used), pollution, depletion of resources and role of technology etc.	12	25%
3	Understanding the harmony in the society (society being an extension of family): Resolution, Prosperity, fearlessness (trust) and co-existence as comprehensive Human Goals. Visualizing a universal harmonious order in society- Undivided Society, Universal Human Order- from family to world family.	12	25%
4	Understanding the harmony in the Nature and its Equanimity, Respect for all, Nature as Teacher .Interconnectedness and mutual fulfilment among the four orders of nature- recyclability and self-regulation in nature. Understanding Existence as Co-existence of mutually interacting units in all- pervasive space. Holistic perception of harmony at all levels of existence.	12	25%

Reference Books:

Sr. No.	Books
1	Jeevan Vidya: Ek Parichaya, A Nagaraj, Jeevan Vidya Prakashan, Amarkantak, 1999.
2	Human Values, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3	The Story of Stuff (Book).
4	Small is Beautiful - E. F Schumacher

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Universal Human Values	2 Understanding
CLO2	To Remember of Natural Acceptance" and Experiential Validation	1 Remembering
CLO3	To Define Types of human-human relationship	1 Remembering
CLO4	To Applying harmony in the Nature and its Equanimity	3 Applying,
CLO5	To Analyze nature- recyclability and self-regulation in nature	4, 5 Evaluate, Analyze
CLO6	To Develop Holistic perception of harmony at all levels of existence.	6 Creating

Mapping of CLOs with Pos & PSOs:

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low