

Sector Design

Programme Bachelor of Vocation in Digital Product Design

Serial No.	Course Type	Semester	Course	L	T	P	C
SEMESTER I							
1	General	I	Fundamentals of Visual Arts	4			4
2	General	I	Drawing Techniques	4			4
3	General	I	Art, Introspection, and Cultural Studies	4			4
4	OJT	I	Application of drawing in real-world projects			18	18
Total				12		18	30
SEMESTER II							
1	General	II	Foundational Concepts in Design and Technology	4			4
2	General	II	Artistic Expression and Creative Exploration	4			4
3	General	II	Visual Narrative Development	4			4
4	OJT	II	Applying creative expression and narrative elements into the user interface of digital design within industrial projects.			18	18
Total				12		18	30
SEMESTER III							
1	General	III	Digital Design and Professional Development	4			4
2	General	III	Design Principles and Creative Collaboration	4			4
3	General	III	Digital Design and User Engagement	4			4
4	OJT	III	Applying expertise in interface design and user experience to real-world projects.			18	18
Total				12		18	30
SEMESTER IV							
1	General	IV	Design Principles and Practical Application	4			4
2	General	IV	User-Centric Research and Understanding	4			4
3	General	IV	Digital Design and Experience	4			4
4	OJT	IV	Utilising digital design and augmented reality (AR) and virtual reality (VR) technologies in industrial projects.			18	18
Total				12		18	30
SEMESTER V							
1	General	V	Design and User Experience	4			4
2	General	V	Professional Development and Skill Enhancement	4			4
3	General	V	User Research (Advanced)	4			4

4	OJT	V	Utilize user research to develop impactful projects in real-world scenarios.	18	18
Total				12	18 30
SEMESTER VI					
1	General	VI	Social Impact Driven Design	4	4
2	General	VI	Design for Innovation	4	4
3	General	VI	Creative Technologies	4	4
4	OJT	VI	Leverage creative technologies and apply innovative design approaches in practical, real-world projects.	18	18
Total				12	18 30
SEMESTER VII					
1	General	VII	User Experience (Advanced)	4	4
2	General	VII	Technical Web and Idea Validation	4	4
3	General	VII	Incubator Project	4	4
4	OJT	VII	Application of digital design and entrepreneurial skills for a real-world project	18	18
Total				12	18 30
SEMESTER VIII					
1	General	VIII	Design Sprint	6	6
2	General	VIII	Internship Report	6	6
3	OJT	VIII	Real world experience in a full time internship	18	18
Total				12	18 30