



ROYAL GLOBAL UNIVERSITY
— GUWAHATI —

ROYAL SCHOOL OF DESIGN (RSD)

DEPARTMENT OF INTERIOR DESIGN

COURSE STRUCTURE & SYLLABUS (BASED ON NATIONAL EDUCATION POLICY 2020)

FOR B.I.D. (BACHELOR IN INTERIOR DESIGN) (4 YEARS SINGLE MAJOR)

W.E.F AY - 2023 – 24

Table of Contents

Sl. No.	Content	Page No.
	Preamble	3
1.	Introduction	4
2.	Approach to Curriculum Planning	4-5
3.	Award of Degree in B.I.D. (Bachelor of Interior Design)	5-6
4.	Graduate Attributes in Interior Design	6-7
5.	Programming Learning outcomes	7-9
6.	Teaching Learning Process	9
7.	Assessment Methods	9-10
8.	Course Structure	11-15
9.	Detailed Syllabus	16-30

Preamble

The National Education Policy (NEP) 2020 conceives a new vision for India's higher education system. It recognizes that higher education plays an extremely important role in promoting equity, human as well as societal well-being and in developing India as envisioned in its Constitution. It is desired that higher education will significantly contribute towards sustainable livelihoods and economic development of the nation as India moves towards becoming a knowledge economy and society.

If we focus on the 21st century requirements, the higher education framework of the nation must aim to develop good, thoughtful, well-rounded, and creative individuals and must enable an individual to study one or more specialized areas of interest at a deep level, and also develop character, ethical and Constitutional values, intellectual curiosity, scientific temper, creativity, spirit of service, and twenty-first-century capabilities across a range of disciplines including sciences, social sciences, arts, humanities, languages, as well as professional, technical, and vocational subjects. A quality higher education should be capable enough to enable personal accomplishment and enlightenment, constructive public engagement, and productive contribution to the society. Overall, it should focus on preparing students for more meaningful and satisfying lives and work roles and enable economic independence.

Towards the attainment of holistic and multidisciplinary education, the flexible curricula of the University will include credit-based courses, projects in the areas of community engagement and service, environmental education, and value-based education. As part of holistic education, students will also be provided with opportunities for internships with local industries, businesses, artists, crafts persons, and so on, as well as research internships with faculty and researchers at the University, so that students may actively engage with the practical aspects of their learning and thereby improve their employability.

The undergraduate curriculums are diverse and have varied subjects to be covered to meet the needs of the programs. As per the recommendations from the UGC, introduction of courses related to Indian Knowledge System (IKS) is being incorporated in the curriculum structure which encompasses all of the systematized disciplines of Knowledge which were developed to a high degree of sophistication in India from ancient times and all of the traditions and practices that the various communities of India—including the tribal communities—have evolved, refined and preserved over generations, like for example Vedic Mathematics, Vedangas, Indian Astronomy, Fine Arts, Metallurgy, etc.

At RGU, we are committed that at the societal level, higher education will enable each student to develop themselves to be an enlightened, socially conscious, knowledgeable, and skilled citizen who can find and implement robust solutions to its own problems. For the students at the University, Higher education is expected to form the basis for knowledge creation and innovation thereby contributing to a more vibrant, socially engaged, cooperative community leading towards a happier, cohesive, cultured, productive, innovative, progressive, and prosperous nation.”

1. Introduction

The National Education Policy (NEP) 2020 clearly indicates that higher education plays an extremely important role in promoting human as well as societal well-being in India. As envisioned in the 21st-century requirements, quality higher education must aim to develop good, thoughtful, well-rounded, and creative individuals. According to the new education policy, assessments of educational approaches in undergraduate education will integrate the humanities and arts with Science, Technology, Engineering and Mathematics (STEM) that will lead to positive learning outcomes. This will lead to develop creativity and innovation, critical thinking and higher-order thinking capacities, problem-solving abilities, teamwork, communication skills, more in-depth learning, and mastery of curricula across fields, increases in social and moral awareness, etc., besides general engagement and enjoyment of learning. and more in-depth learning.

The NEP highlights that the following fundamental principles that have a direct bearing on the curricula would guide the education system at large, viz.

- i. Recognizing, identifying, and fostering the unique capabilities of each student to promote her/his holistic development.
- ii. Flexibility, so that learners can select their learning trajectories and programmes, and thereby choose their own paths in life according to their talents and interests.
- iii. Multidisciplinary and holistic education across the sciences, social sciences, arts, humanities, and sports for a multidisciplinary world.
- iv. Emphasis on conceptual understanding rather than rote learning, critical thinking to encourage logical decision-making and innovation; ethics and human & constitutional values, and life skills such as communication, teamwork, leadership, and resilience.
- v. Extensive use of technology in teaching and learning, removing language barriers, increasing access for Divyang students, and educational planning and management.
- vi. Respect for diversity and respect for the local context in all curricula, pedagogy, and policy.
- vii. Equity and inclusion as the cornerstone of all educational decisions to ensure that all students can thrive in the education system and the institutional environment are responsive to differences to ensure that high-quality education is available for all.
- viii. Rootedness and pride in India, and its rich, diverse, ancient, and modern culture, languages, knowledge systems, and traditions.

2. Approach to Curriculum Planning

A curriculum for Interior Design Education evolves from the vision of the institution, its aspirations and its capability to deliver the knowledge. It defines the relationship between the teacher and the student of the institution. Curriculum for Interior Design also connects creativity and physical reality.

Interior Design is a profession which combines creativity, technical knowledge and business skills. Interior designers work with clients and other design professionals to develop, provide design solutions that are safe and functional, attractive and which meet the needs of the people using the space. Interior design is more than just aesthetics. It's about finding creative design solutions for

interior environments while supporting the health, safety and well-being of occupants and enhancing their quality of life.

Interior design follows a systematic and coordinated methodology which includes research, analysis and integration of knowledge into the creative process. Interior design is a multi-faceted profession whereby the needs and resources of the clients are satisfied to create an interior space that fulfils the project goals.

Interior designers qualify through a rigorous process of education, experience and examination, Interior design community members are skilled at assisting clients realize their goals, creating built environments that are both functional and aesthetically attractive.

Interior designers must know how to plan a space and how to present that plan visually so that it can be communicated to the client. They must also know about the materials and products that will be used to create and furnish the space, and how texture, color, lighting and other factors combine and interact to make the space come together. In addition, interior designers must understand the structural requirements of their plans, the health and safety issues and building codes and many other technical aspects.

Bachelor of Interior Design, a Four-year degree program is designed to develop students' creativity, analytical skills, critical thinking and overall intellectual development. The program develops the skills and knowledge necessary for responsible professional in rapidly globalizing building and construction industry. During the four years, students are introduced to state the art technology on our well-equipped Computer Labs and workshops under the guidance of highly experienced faculty. The course objectives also include a study of Indian and International contemporary society, its influences and evolving values, arts and crafts of different regions, resources in terms of materials & skills and ever-changing tools for thinking and expression. The course is of 4 years- 8 semesters with a duration (each semester) is of approx. 16 weeks. Students Internship is of 2 Months/8 weeks and is to be completed within a vacation period after 6th Semester.

3. Award of Degree in B.I.D. (Bachelor of Interior Design)

The structure and duration of undergraduate programmes of study offered by the University as per NEP 2020 include:

Undergraduate programmes of either 3 or 4-year duration with Single Major, with multiple entry and exit options, with appropriate certifications:

3.1. UG Certificate: Students who opt to exit after completion of the first year and have secured 40 credits will be awarded a UG certificate if, in addition, they complete one vocational course of 4 credits during the summer vacation of the first year. These students are allowed to re-enter the degree programme within three years and complete the degree programme within the stipulated maximum period of seven years.

3.3. UG Diploma: Students who opt to exit after completion of the second year and have secured 80 credits will be awarded the UG diploma if, in addition, they complete one vocational course of 4 credits during the summer vacation of the second year. These students are allowed to re-enter within a period of three years and complete the degree programme within the maximum period of seven years.

3.3. 3-year UG Degree: Students who will undergo a 3-year UG programme will be awarded UG Degree in the Major discipline after successful completion of three years, securing 120 credits and satisfying the minimum credit requirement.

3.4. 4-year UG Degree (Honours): A four-year UG Honours degree in the major discipline will be awarded to those who complete a four-year degree programme with 160 credits and have satisfied the credit requirements.

3.5. 4-year UG Degree (Honours with Research): Students who secure 75% marks and above in the first six semesters and wish to undertake research at the undergraduate level can choose a research stream in the fourth year. They should do a research project or dissertation under the guidance of a Faculty Member of the University. The research project/dissertation will be in the major discipline. The students who secure 160 credits, including 12 credits from a research project/dissertation, will be awarded UG Degree (Honours with Research).

(Note: *UG Degree Programmes with Single Major:* A student must secure a minimum of 50% credits from the major discipline for the 3-year/4-year UG degree to be awarded a single major. For example, in a 4-year UG programme, if the total number of credits to be earned is 160, a student of Interior Design with a minimum of 80 credits will be awarded a B.I.D (Hons./Hon. With Research) in Interior Design in a 4-year UG programme with single major. Also the **4-year Bachelor's degree programme with Single Major** is considered as the preferred option since it would allow the opportunity to experience the full range of holistic and multidisciplinary education in addition to a focus on the chosen major and minors as per the choices of the student.)

4. Graduate Attributes in Interior Design

Some of the Graduate Attributes in Interior Design are listed below:

G. A. 1. Disciplinary Knowledge:

Ability of demonstrating comprehensive knowledge of interior design and its sub disciplines, and its applications to one or more disciplines.

G. A. 2. Complex Problem solving:

Capacity to find creative design solutions that are safe, functional, attractive, and meet the needs of the people using the space. This can be achieved through combination of creativity and technical skills; ability to see potential design solutions in outdated, dysfunctional, and even empty spaces.

G. A. 3. Analytical and Critical thinking:

Using critical thinking skills to analyze different components of a project or collaborate with other professionals that can help accomplish set goals. Since they may work on several projects at once, critical thinking can help prioritize or delegate tasks; ability to employ foundations of interior design, critical thinking in understanding the concepts following a systematic and coordinated methodology.

G. A. 4. Creativity:

Create, perform, or think in different and diverse ways about the same objects or scenarios and deal with problems and situations that do not have simple solutions. Think 'out of the box' and generate

solutions to complex problems in unfamiliar contexts by adopting innovative, imaginative, lateral thinking, interpersonal skills, and emotional intelligence.

G. A. 5. Communications skills:

Capability to express various concepts of interior design in effective and coherent manner using various examples and visualize through conceptual sketches; ability to present the complex and creative ideas in clear, precise and confident way; ability to explain the development of concepts and ideas in various stages of design process; ability to translate concepts into approval-worthy proposals; ability to have strong sense of vision to meet client's expectations ability to produce quick hand-drawn sketches for the initial stages to quickly demonstrate the ideas/thought process.

G. A. 6. Research-related skills:

A sense of enquiry and capability for asking relevant/appropriate questions and problems; ability to define problems and draw conclusions; ability to speak the language i.e. to create designs with balance and harmony in mind, in order to boost a space's form and function; ability to oversee projects from inception to completion, and having effective project management skills that can help delegate and prioritize tasks. This can include managing budgets, arranging schedules and identifying risks for each project.

G. A. 7. Collaboration:

Work effectively and respectfully with diverse teams in the interests of a common cause and work efficiently as a member of a team.

G. A. 8. Leadership Readiness/Qualities:

Plan the tasks of a team or an organization and setting direction by formulating an inspiring vision and building a team that can help achieve the vision.

G. A. 9. Digital and Technological Skills:

Ability to use various design tools/ software in design solving process; capacity to use computer-aided design (CAD), Sketch up, Photoshop etc. to produce visual representations of what needs to be done with a space.

G. A. 10. Environmental awareness and action:

Mitigate the effects of environmental degradation, climate change, and pollution. Should develop the technique of effective waste management, conservation of biological diversity, management of biological resources and biodiversity, forest and wildlife conservation, and sustainable development and living.

5. Programme Learning Outcomes in B.I.D. (Bachelor in Interior Design)

5.1 Programme Outcomes:

PO1: Disciplinary Knowledge: Graduate will gain through understanding of Interior Design as collated in the curriculum and developed the capability of its knowledge and its subsequent disciplines, and its application to one or more disciplines.

PO2: Complex Problem Solving: Graduates will have the ability to find potential design solutions

in either empty spaces or outdated and dysfunctional space, which meets all the criteria following the purpose of the user using the space, which is achieved through creative and technical skills.

PO3: Analytical and Critical Thinking: Graduate will gain research acumen and developed critical thinking to carry out research in the domain of Interior Design, analysing projects, collaborating with professionals and prioritize delegated task. Graduates will have the ability of critical thinking in employing foundations of interior design in a certain methodology.

PO4: Creativity: Graduates will have the ability to Design and Create, or think in different and diverse ways of a given Interior design project. Students will have the ability to assess the given project and propose design skills in the domain of Interior Design.

PO5: Communications skills: Graduate will have the capability to express their concept and their developments of interior design to the clients with the help of examples and sketches, complex and creative ideas in an effective, clear, precise and confident way. Graduate will be able to translate their ideas into approval worthy proposals, meet client's expectation, produce quick hand drawn sketches to establish the process of the ideas pertaining to the projects.

PO6: Research Related Skills: Graduate will gain the acumen of enquiry and capability of asking appropriate queries and issues, define them and draw inferences; will have the ability to speak the terminologies required to boost a space's form and function; ability to supervise any turnkey projects from start to finish with the help of effective project management skills including managing budgets, arranging schedules and categorizing risks for each project.

PO7: Collaboration: Through collaborations the graduates will get real-world exposure, enhanced technical skills, professional network, feedback and critique, exposure to diverse projects, Industry insights, soft skills development and portfolio enhancement.

PO8: Leadership Readiness/Qualities: Graduates will gain confidence, effective communication skills, ability to collaborate, enhanced problem solving skills along with decision making abilities, ability to adapt and empathise, skills to manage not only projects but also crisis.

PO9: Digital and Technological Skills: Graduates will gain the digital and software knowledge by using various design / software tools such as Computer Aided Design (CAD), Sketch Up, Photoshop that helps to produce visual representations of the ideas and the requirements of the clients and the projects in a space.

PO10: Environmental awareness and action: Graduates become well-versed in sustainable design principles and practices. They learn to integrate environmentally friendly materials, energy-efficient technologies and sustainable construction methods into their projects. By prioritizing sustainable design choices, graduates contribute in reducing the environmental impact of interior design projects. They gain knowledge about various green building certifications, such as LEED, GRIHA etc. and understand the importance of designing spaces that meet these standards. The graduates play a crucial role in building a more sustainable future for the interior design industry and the planet as a whole.

5.2 Programme Specific Outcomes:

PSO1: Graduates will have the acumen and confidence in handling an interior design project entirely from start to finish i.e. from producing ideas to client till handing over the project to the client irrespective of any scope of the project.

PSO2: Graduates will have the knowledge and ability of documenting and researching different

materials used in designing the interior, assess them and have the ability to use them in projects pertaining to the requirements of the client.

PSO3: Graduates will have the capability of proposing new and futuristic ideas and concepts into different spaces, irrespective of the shape and size of the space, pertaining to the requirements of the client.

PSO4: Graduates will have the capacity to communicate, propose and deliver confidently with the clients at every stages of the project and will have the ability to direct the client into the right direction in decision making.

6. Teaching Learning Process

Teaching and learning in this programme involve classroom lectures, studio projects (design exercises), case studies, site visits, market surveys, workshops, seminars, conferences, computer lab and tutorials.

- The studio projects (design exercises) allow a closer interaction between the students and the teacher as each student gets individual /one on one attention.
- Case studies/ site visits allow students to get in-depth knowledge of the design projects assigned each semester.
- The tutorials allow students to get extra benefit of clearing their doubts and also to discuss their design projects.
- Written assignments (for theory subjects) and market survey reports (for studio/ practical subjects) submitted by students.
- Project-based learning (design projects).
- Group discussion among students regarding latest design trends and styles, building materials etc.
- Home assignments (sketches, different topics etc.).
- Class tests.
- Quizzes.
- PPT presentations, seminars, interactive sessions.
- Co-curricular activities etc.
- Exposure trips.

7. Assessment Methods

7.1 The Programme structures and examinations shall normally be based on Semester System.

7.2 In addition to end term examinations, student shall be evaluated for his/her academic performance in a Programme through, presentations, analysis, assignments, submissions, report submissions, term papers, internship, thesis projects or any other mode as may be prescribed in the syllabi. The basic structure of each Programme shall be prescribed by the Board of Studies and approved by the Academic Council.

7.3 Each Programme shall have a number of credits assigned to it depending upon the academic load of the Programme which shall be assessed on the basis of weekly contact hours of lectures,

tutorial, studio classes, practical classes etc. The credits for the internship period and individual thesis shall be as per the prescribed syllabi, approved by the Board of Studies.

7.4 Depending upon the nature of the programme, the components of internal assessment may vary. However, the following suggestive table indicates the distribution of marks for various components in a semester:

Component of Evaluation	Marks	Frequency	Code	Weightage (%)
Continuous Evaluation				
Analysis/Class test	Combination of any three from (i) to (v) with 5 marks each	1-3	C	25%
Home Assignment		1-3	H	
Project		1	P	
Seminar		1-2	S	
Viva-Voce/Presentation		1-2	V	
MSE		MSE shall be of 10 marks	1-3	
Attendance	Attendance shall be of 5 marks	100%	A	5%
Written Exam / Final Portfolio submission.		1	ESE	70%
Thesis				100%

**COURSE STRUCTURE AND SYLLABUS
DEPARTMENT OF INTERIOR DESIGN**

Bachelor of Interior Design
Programme Structure

**B.I.D Course Structure (with subject codes)
Course structure and credit summary**

Sl. No.	Courses	1st	2nd	3rd	4th	5th	6th	7th	8th	Total Credits
1.	Major	6	6	8	12	12	16	16	4	80
2.	Minor	3	3	4	6	4	4	4	4	32
3.	Interdisciplinary	3	3	3	NA	NA	NA	NA	NA	9
4.	AEC	2	2	2	2	NA	NA	NA	NA	8
5.	SEC	3	3	3	NA	NA	NA	NA	NA	9
6.	VAC (Value added course)	3	3	NA	NA	NA	NA	NA	NA	6
7.	Summer Internship (SI)	NA	NA	NA	NA	4	NA	NA	NA	4
8.	Major Research	NA	NA	NA	NA	NA	NA	NA	12	12
9.	Total Credits	20	20	20	20	20	20	20	20	160

1st Semester Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M111	Design Thinking	100	3
2	IDSS082M112	Free Hand Drawing & Geometrical Constructions	100	3
Minor				
3	IDS082N111	Elements and Principles of Design	100	3
Interdisciplinary				
4	--	Introduction to Indian Knowledge System - I	100	3
Ability Enhancement Course (AEC)				
5	AEC982A101	Communicative English and Behavioral Science-I	100	2
Skill Enhancement Course (SEC)				
6	IDS082S111	Carpentry Workshop	100	3
Value Addition Course (VAC)				
7	--	VAC – I (to be chosen from a basket of courses)	100	3
Total Credit: 20				

2nd Semester Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M211	Basic Design (Elements of Design, Anthropometry, Ergonomics)	100	3
2	IDS082M212	3-Dimensional Graphics	100	3
Minor				
3	IDS082N211	Colour Theory and Application	100	3
Interdisciplinary				
4	--	Introduction to Indian Knowledge System – II	100	3
Ability Enhancement Course (AEC)				
5	AEC982A201	Communicative English and Behavioral Science-II	100	2
Skill Enhancement Course (SEC)				
6	IDS082S211	Computer Application -I	100	3
Value Addition Course (VAC)				
7	--	VAC I (select one course from a basket of course)	100	3
Total Credit: 20				

3rd Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M311	Interior Design – I	200	4
2	IDS082M312	Interior Materials & Construction Techniques - I	200	4
Minor				
3	IDS082N311	History & Theory of Interior Design	200	4
Interdisciplinary				
4		Basket Course	200	3
Ability Enhancement Course (AEC)				
5	AEC982A301	Communicative English and Behavioral Science-III	200	2
Skill Enhancement Course (SEC)				
6	IDS082S311	Computer Application -II	200	3
Total Credit: 20				

4th Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M411	Interior Design – II	200	4
2	IDS082M412	Interior Materials & Construction Techniques – II with Material Specification	200	4
3	IDS082M413	Furnishing, finishing and fittings	200	4
Minor				
4	IDS082N411	Interior Design Representation Techniques	200	3
5	IDS082N412	Material Documentation & Specification	200	3
Ability Enhancement Course (AEC)				
6	AEC982A401	Communicative English and Behavioral Science-IV	200	2
Total Credit: 20				

5th Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M511	Interior Design – III	300	4
2		Interior Materials & Construction Techniques – III with Material Specification	300	4
3		Building Services - I	300	4
Minor				
4		Interior Landscape	300	4
Summer Internship (SI)				
5		Internship	300	4
Total Credit: 20				

6th Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1	IDS082M611	Interior Design – IV	300	4
2		Interior Materials & Construction Techniques - IV	300	4
3		Building Services - II	300	4
4		Working Drawing - I	300	4
Minor				
5		Vastu in Interior Design	300	4
Total Credit: 20				

7th Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1		Interior Design – V	400	4
2		Advanced Services	400	4
3		Project Management and Estimation Costing	400	4
4		Working Drawing - II	400	4
Minor				
5		Disaster Management	400	4
Total Credit: 20				

8th Semester				
Major (Core)				
Sl. No.	Subject Code	Names of subjects	Level	C
1		Start-up Ventures & Entrepreneur	400	4
Research Methodology				
2		Research Methodology	400	4
Dissertation/ Research Project				
3		Dissertation	400	4
4		Thesis / Major Project	400	4
5		Advanced Objectives	400	4
Total Credit: 20				

1 st Semester		
Paper 1 Major Course	Design Thinking L-T-P-C : 1-0-4-3 Credits : 3 Scheme of Evaluation : Practicum/Jury	Subject Code: IDS082M111 Level : 100

Objective: The objective of the course **Design Thinking (IDS082M111)** is to develop cognitive, strategic and practical thinking and ideation processes by which design concepts are developed.

Course Outcome:

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Remember the use of abducted and productive reasoning	BT1
2	Understand the principles, theories and models of design thinking	BT2
3	Apply and adopt solution focus strategies.	BT3
4	Analyze and resolve design problems in creative ways.	BT4

Prerequisite:

- No Prerequisites

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Theory)	Introduction to Design Thinking What is Design? What is Design thinking? Design Thinking models	6	15
II (Studio)	Basic Elements of Design Simplicity, Unity, Proportion, Emphasis, Rhythm, Balance Glossary of technical words, natural structures and intuitive understanding their behavior	6	15
III (Theory)	Thinking Techniques Principles in generative, convergent, lateral, interactive, check lists, analysis and synthesis simulation, and implementations of intentions.	5	15
IV (Studio)	Design tools Mind mapping, Empathy mapping, Brain storming, Positive techniques for creativity, Creative pause, Focus, Challenge, alternatives, concepts, sensitizing techniques, group or individual techniques. Simple design exercises.	5	15
TOTAL		82	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Poster making, Group Work, Debates, Discussions and Presentations

Text Books:

1. Nigel Cross (2011); Design Thinking: Understanding How Designers Think and Work, 1st Ed.

Reference Books:

1. Scott, R.G (2009); Design Fundamentals; 2nd Ed.; R.E. Kreiger; New York
2. Itten, Johannes (1970) Elements of colours; 1st Ed.; Chapman & Hall

Reading Materials:

1. Brown. T. (2008) Design Thinking Thoughts: Definitions of Design Thinking retrieved from <https://designthinking.ideo.com/?p=49>
2. Kolko, J. (2015, Sep) The Evolution of Design Thinking. Harvard Business Review
3. Liedtka, J. et al (2013) Solving Problems with Design Thinking: Ten Stories of What Works. Columbia University Press
4. Osborn, A. (1953/2001) Applied Imagination: Principles and Procedures of Creative Problem Solving. Creative Education Foundation Press.
5. Liedtka, J. (2018, Sept-Oct) Why Design Thinking Works, Harvard Business Review

1 st Semester		
Paper 2 Major Course	Free Hand Drawing & Geometrical Construction L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Studio/Jury	Subject Code: IDSS082M112 Level : 100

Objective: The objective of the course **Free hand drawing and Geometrical Construction (IDSS082M112)** is to examine the various components of drawing: line, value, texture, composition, and spatial dynamics. Students learn the most important techniques used in the basics of freehand drawing (such as pencils, pens, colored pencils). The development of the student's ability in selecting assets forming and the right color and sensation.

Course Outcome:

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	How to draft technical drawings.	BT1
2	Translate visuals on to drawings.	BT2
3	Utilizing basic knowledge of architectural drawing with understanding of plans, elevation, sections.	BT3
4	Apply visual drawing techniques to create space and depth.	BT3

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Studio)	Basics of Drafting: Use of drawing tools and materials. Understanding design element and visual perception Forms analyzed through spatial elements like points, line, curves plane and volume.	6	15
II (Studio)	Fonts Developing writing style of alphabets and numbers for drawings Scale Engineering scale and Graphical scale	6	15
III (Studio)	Orthographic Projections Plan, Elevation, Section	5	15
IV (Studio)	Isometric & Axonometric Projections Preparation of views of basic figures	5	15
TOTAL		82	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/ Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			True Scale representations, Measure drawing, Exposure

			to different mediums (Charcoal, Acrylic etc.)
--	--	--	--

Text Books:

1. Bhatt, N.D and Panchal, V. M; (2008) Engineering drawing, 1st Ed. Charotar Publishing House; Gujrat.

Reference Books:

1. Scott,R.G (2009); Design Fundamentals; 2nd Ed.; R.E. Kreiger; New York

Reading Materials:

1. Maria Bako, Different projecting methods in teaching spatial geometry. European Research in Mathematics Education.

1 st Semester		
Paper 6 SEC	Carpentry Workshop L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Studio/Jury	Subject Code: IDS082S111 Level : 100

Objective: The objective of the course **Carpentry Workshop (IDS082S111)** is to give an introduction to the basic principles governing structural systems.

Course Outcome:

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Define basic knowledge of working with structural materials	BT1
2	Interpret the techniques of planning, chiselling, pasting, fixing and welding to learn the use of hand tools.	BT2
3	Make use of practical usage of equipment's, processes and its application.	BT3
4	Discover skill in creating designs and making art objects	BT4

Prerequisite:

- Basic concepts of art and scales.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Practical)	Installation (Part I) Carpentry (Timber): Introduction to the carpentry tools, processes, joints and wood working machines. Preparation of various carpentry joints, fixing of plywood. Blackboards, commercial boards etc. and their application of furniture.	6	15
II (Practical)	Installation (Part II) Handling materials like POP. Gypsum. Aluminium etc. Understanding nailing. Screwing, riveting and their various conditions and types of applications.	6	15
III (Practical)	Fabrication Installation Introduction to welding equipment, processes and its applications. Hands on experience to come up with a product or installation.	5	15
IV (Practical)	Masonry Installation Installations with bricks and brick bats. Making of geometrical forms on the ground.	5	15
TOTAL		82	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Hands on assessment, Tool handling, Field Visit and Working with craftsmen.

Text Books:

1. Mackay, W.B. (2005) Building construction. 1st Ed. Donhead, London.

Reference Books:

1. Chudley, R. (1987) Construction technology. 2nd Ed. ELBS; Harlow
2. Simmons H. L. (2007) Olin's Construction Principles, Materials and Methods, John Wiley and Sons.

Reading Materials:

1. Branco, J. M., & Thierry, D. (2015). Analysis and Strengthening of Carpentry Joints. Construction and Building Materials , 34-47.

2nd Semester		
Paper 1 Major Course	Basic Design (Principles of Design, Anthropometry & Ergonomics) L-T-P-C : 1-0-4-3 Credits : 3 Scheme of Evaluation : Studio/Jury	Subject Code: IDS082M211 Level : 100

Objective:

The objective of the course Basic Design (Principles of Design, Anthropometry & Ergonomics) (IDS082M211) is to develop a design sense and apply the basic design acumen, anthropometric observations in the visualization/ composition of spaces.

Course Outcome:

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Define design principles, basic human factors, anthropometrics, and ergonomics.	BT1
2	Demonstrate an ability to understand the importance of human factors, human proportions in designing functional spaces.	BT2
3	Apply principles of design, ergonomic aspects, and anthropometrical data of various activities for design development.	BT3
4	Examine interior work systems with respect to design elements, principles, and human factors.	BT4

Prerequisite:

Basic concepts of human scale and proportion along with technical drafting.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Studio)	Design Principles <ul style="list-style-type: none"> • Lines: properties and nature of lines along with usage • Shape & Forms: organic/ geometric shapes and understanding their role w.r.t space (positive/negative) • Textures: tactile texture, visual texture and how they are implied • Colour: Hue-Saturation, Value, Intensity, Nature of Colour, and implications • Principles of Design: Balance (symmetrical/asymmetrical), Contrast (anomaly, emphasis, subordination, Rhythm/ repetition, Proportion/scale, Harmony and unity, Variety, Radiation 	6	15
II (Theory)	Introduction to Anthropometry, Ergonomics, associated Terminologies, and its Relevance Learning about human scale/ dimensions, anthropometry, understanding human proportions for various activities and its spatial aspects, human aid to lifestyle, environmental factors influencing human performance, physiology (work physiology) and stress.	6	15

III (Theory)	Human Physical Dimension, Human Body Structure and Function <ul style="list-style-type: none"> • Static and dynamic anthropometry, stand posture- erect, anthropometry landmark: sitting postures, anthropometry: squatting and cross legged postures. • Posture and activity relation, posture and body supportive devices, chair characteristics, vertical surface, horizontal surface, movement, work counter (standing & seating). 	5	15
IV (Studio)	Application through Design: <ul style="list-style-type: none"> • Application of principles of design in: Room arrangement, Interior display and Furniture, Carpets. • Application of Ergonomics in Residential spaces. 	5	15
TOTAL		82	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Measured Drawing Group work/ presentation Ergonomics Model & Report Making

Text Book:

1. Elizabeth. D. Hutchinson; *Dimensions of Human Behaviour, Person and Environment*, Sage Publications, 2007.
2. Francis D.K. Ching, *Form, Space and Order*; John Wiley and Son, 2014
3. Charlotte & Peter Fiell; *Modern Furniture Classics Since 1945*, Thames & Hudson
4. Alan Barnard & Jonathan Spence; *Encyclopedia of Social and Cultural Anthropology*, Routledge Edition 1, 2002

Reference Books:

1. De Chiara Joseph & Callender John; *Time Saver Standards for Architectural Types & Interior Design & Space Planning*; McGraw Hill Book Co.
2. *Time Saver Standards for Building Types*; De Chiara, Joseph and Crosbie, Michael J.; 2nd Ed. 2011; Tata McGraw Hill; New Delhi
3. Neufert, Peter; *Neufert's Architects' Data*; 4th Ed.; 2012; John Wiley; New Delhi
4. Gerald F. Brommer; *Elements and Principles of Design: Student Guide with Activities*, 2004

Study Material:

1. Linda L. Nussbaumer; *Human Factors in the Built Environment*; Bloomsbury Academic; January 2018, Edition 2
2. Grandjean E, *Fitting the Task to the Man*; Taylor & Francis, London, 1988

2 nd Semester		
Paper 2 Major Course	Three-Dimensional Graphics L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Studio/Jury	Subject Code: IDS082M212 Level : 100

Objective: The objective of the course **Three-Dimensional Graphics (IDS082M212)** is to orient and familiarize the students towards the principles of Design thinking, Visualization and representation with drawing materials and equipment.

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Choose rendering techniques for representing 2D and 3D drawings.	BT1
2	Demonstrate sciography, Human figures and accessories in 2D and 3D drawings.	BT2
3	Apply Learning of measure drawing with basic knowledge and understanding of Isometric, Oblique, Axonometric projections	BT3
4	Analyze 3D visualization based on perspective and sciography.	BT4

Prerequisite:

- Basic concepts of Design Thinking and Drafting.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Studio)	One Point Perspective Picture plane, Vanishing Point, Eye level, Station Point. Draw Objects	6	15
II (Studio)	Two Point Perspective Picture plane, Vanishing Point, Eye level, Station Point. Draw Objects	6	15
III (Studio)	Sciography-1 Learning sociography of simple objects	5	15
IV (Studio)	Sciography-2 Sciography in Perspective	5	15
TOTAL		82	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			True Scale representations, Measure drawing, Exposure to different mediums (Charcoal, Acrylic etc.)

Text Books:

1. Bhatt, N.D and Panchal, V. M. (2008). Engineering drawing, 1st Ed. Charotar Publishing House, Gujrat.

Reference Books:

1. John Montague, Willey, (1985), Basic Perspective Drawing, A Visual Approach, 6th Edition, John Willey and sons, Inc.
2. Francis D.K. Ching, (1998), Design Drawing, John Willey and sons, Inc.
3. Mulik, Shankar, (1994) A Text Book of perspective & Sciography, Allied Publishers Ltd., Mumbai.
4. Sherkey W, Morgan. (1950). Architectural Drawing: Perspective, Light and Shadow, Rendering, Mc Graw Hill.
5. Arthur L. Guptill, Watson. (1997). Rendering in Pen and Ink, Guptill Publications, New York.

Reading Materials:

- Blankenbeler, B. (2015, October 19). *Shadow In Perspective Drawing- Art Technique*. Retrieved December 14, 2022, from Architecture Revived: <https://architecturerevived.com/shadow-in-perspective-drawing-art-technique/>
- Branco, J. M., & Thierry, D. (2015). Analysis and Strenghtening of Carpentry Joints. *Construction and Building Materials*, 34-47.
- C.F.Reinhart. (2002). Effects of interior design on the daylight availability in open plan. *Conference Proceedings of the ACEEE Summer Study on Energy Efficient Buildings*. California: NRC Publications Archive.
- Carlson, C. (2022, December 12). *Dezeen's top 10 home interiors of 2022*. Retrieved December 14, 2022, from [dezeen: https://www.dezeen.com/2022/12/12/top-home-interiors-2022-review/](https://www.dezeen.com/2022/12/12/top-home-interiors-2022-review/)
- Crannell, A. (2010). Perspective drawings of reflective spheres. *Journal of Mathematics and the Arts*, 71-85.
- Gou, Z., Lau, S.-Y. S., & Shen, J. (2012). Indoor Environmental Satisfaction in Two LEED Offices and its Implications in Green Interior Design. *Indoor and Built Environment*, 503-514.
- Nabil, S., & Kirk, D. (2021). Decoraction: a Catalogue for Interactive Home Decor of the Nearest-Future. *Proceedings of the Fifteenth International Conference Tangible, Embedded, and Embodied Interaction* (pp. 1-13). Salzburg: Association for Computing Machinery, New York.
- Olkun, S. (2003). Making Connections: Improving Spatial Abilities with Engineering Drawing Activities. *International Journal of Mathematics Teaching and Learning*.
- Werner, C. M. (1987). Home Interiors: A Time and Place for Interpersonal Relationships. *Environment and Behaviour*.
- Wright, F. L., Samona, G., & Mayor, A. H. (1960). Drawings for a Living Architecture. *Journal of the Society of Architectural Historians*, 129-131.

2 nd Semester		
Paper 6 SEC	Computer Application I L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation: Practicum/Jury	Subject Code: IDS082S211 Level : 100

Objective: The objective of the course **Computer Application – I (IDS082S211)** is to familiarize students with basic usages of computer applications and orient students to the digital tools in the field of Interior Design.

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Relate to the applications of computers in interior design.	BT1
2	Illustrate the usage of applications of computers in interior design.	BT2
3	Identify where to use software interior design.	BT3
4	Discover the methods of digital representation in interior design.	BT4

Prerequisite:

- Basic knowledge of computer.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Practical)	Microsoft Word Uses of MS Word in Interior Design: A. Creating a report of given interior design project : 1. Creation of cover page. 2. Writing an efficient report: contents of a technical interior design report. 3. Formatting a report: spell check, line spacing, proper use of fonts, formatting of text, use of rulers, borders, use of multilevel list, alignment and justification of text. 4. Inserting images, writing captions for images and formatting images. 5. Tables: creating tables in word, importing tables from excel, formatting of tables, text direction. 6. Creating pictorial graphs using tables. 7. Making the report print ready and printing.	6	15
II (Practical)	Microsoft Excel Uses of MS Excel in Interior Design. A. Creating a format for Estimation and Costing in Ms Excel for given interior design project: 1. Creating a table for cost estimation: identifying requirements of a comprehensive cost estimation table and using them for our project. 2. Formatting an MS Excel table: Inserting rows and columns, modifying sizes of rows and columns, wrap text function, merge and center function, borders, color coding a table. 3. Using formulae and filtering data in Ms Excel for Estimation	6	15

	<p>and Costing.</p> <p>4. Making the report print ready and presentation of a table: Use of appropriate fonts, font sizes, use of color coding in MS Excel tables.</p> <p>5. Printing the sheet.</p>		
III (Practical)	<p>Microsoft Power point Uses of MS Power Point in Interior Design.</p> <p>1. Creating a presentation on a given interior design project: one presentation for client and one presentation for technical team (company).</p> <p>2. Creating a presentation: creating a cover page, contents of a presentation, visual communication of work through presentation, using fonts and font size, inserting images, delivering a presentation.</p> <p>3. Familiarization of power point interface, using templates, use of gridlines, using effects, slideshow, etc.</p>	5	15
IV (Practical)	<p>Project</p> <p>Students to be asked to create a report, an estimate format in excel sheet and a PowerPoint presentation on a given interior design project.</p>	5	15
TOTAL			82

Notional Credit Hours for the course: $30 \times 3 = 90$

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Group Work Presentation/ Report Making Office Visits

Text Books:

1. Microsoft office for windows by Sagman.
2. Introduction to computers with MS Office 2007, Leon, TMH Publications.

Reference Books:

1. Office 365 All-in-One For Dummies
2. Essential Office 365 Second Edition

Reference Materials:

1. Microsoft-Office.pdf (examsdaily.in)

3 rd Semester		
Paper 1 MAJOR	Interior Design I L-T-P-C: 1-0-6-4 Credits: 4 Scheme of Evaluation: Theory + Studio	Subject Code: IDS082M311 Level : 200

Objective: The objective of **Interior Design I (IDS082M311)** is to translate knowledge of design principles through enhancement of thought process into a workable design, apply basic design skills & anthropometric observations by actually getting involved with progressively difficult design problems.

After successful completion of the course, student will be able to -		
Sl. No.	Course Outcome	Blooms Taxonomy Level
1	Define the characteristics of designing elements and understanding the visual impacts w.r.t furniture's used during civilizations	BT1
2	Outline the basic design understandings, human functions and their implications for space requirements and circulation of space. Also, involve the parameters of design anthropometrics and ergonomics, human activity, particulars of scale, materials etc.	BT2
3	Utilize basic human functions and their implications for space requirements for a proper design.	BT3
4	Analyse an existing space to identify issues, concerns & design potential.	BT4

Prerequisite:

- Basic Concept of Art

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Theory)	History of Interior Design: Study the characteristics of designing elements and understanding the visual impacts w.r.t furniture's used during early Egyptian, Mesopotamian, Greek period, roman period, middle ages, early medieval, Romanesque, gothic period. Example: Folding furniture, fitted furniture, wooden furniture, klismos, couches.	15	5
II (Theory)	Introduction to interior design problem Study and Mapping: Study the parameters of design anthropometrics and ergonomics, human activity & use of interior spaces & furniture. Remember the particulars of scale, anthropometry, material and activity etc. Present them through detailed measured drawings and sketches.	10	30

	Understanding Design of an Individual Space: Basic design understandings, human functions and their implications for space requirements. Minimum and optimum areas for activities/ functions. Understanding user-group & user-profile. Movement and circulation diagrams.		
III (Studio)	Design of Components of a Residence: Applying the concepts and study learned to designing components of a residence, Eg: Kitchen, Bathroom, Bedrooms. Applying basic human functions and their implications for space requirements and thus understanding the functions and feasibility for real world application.	10	30
IV (Studio)	Time Problem – Related to main project: (Timeline – 2-3 days) Analysis of the existing space. Identify issues, concerns & design potential. Basic human functions and their implications for space requirements. Minimum and optimum areas for mono functions & furniture requirements. Movement and circulation diagrams.	15	5
TOTAL		120	

Notional Credit Hours for the course: 30 x 4 = 120

Total Credits in the Paper	Lecture / Tutorial	Studio / Practical	Experiential Learning
4	35 hours	70 hours	15 hours
			(Time from the Lecture Hours to be used for Presentation, Case study and site visit)

Text Books:

1. Time saver standards for building types; De Chiara, Joseph and Crosbie, Michael J.; 2nd Ed.; 2011; Tata McGraw Hill; New Delhi.
2. Neufert Architects Data by Ernst Neufert ; 4th Ed.; 2012; Wiley Blackwell; New Delhi
3. Interior design; Ahmed,A.Kasu; 1st Ed.; 2010; Ashish Book Centre; Mumbai. ISBN8178131862
4. History of Architecture, Sir Banister Fletcher, CBS Publishers & distributors, New Delhi

Reference Books:

1. Ramsay and Sleeper; Architectural graphic standard; 11th Ed.; 2008; John Wiley; New York
2. Paul Laseau, Graphic Thinking for Architects and Designers, John Wiley & Sons.
3. Trewin Copplestone, Arts in Society, Prentice Hall Inc.
- 4.H. Gardner, Art through Ages.
- 5.Seetharaman, Premavathy; Interior Design & Decoration; 1st Ed.; 2009; CBS; New Delhi
- 6.Ching D.K; Architecture: Form, space & order; 1st Ed.; 2007; John Wiley; New York
- 7.Mary Gilliat Coyran, Interior Design Course, Octopus Ltd., London

Reference Materials:

1. Journal of Interior Design, Volume47, Issue-4.

2. David Fair, Design Graphics, Hodder and Stoughton.
3. Sherril Whiton, Interior Design & Decoration, Prentice Hall

3rd Semester		
Paper 2 Major	Interior Materials and Construction Techniques-I L-T-P-C: 1-0-6-4 Credits: 4 Scheme of Evaluation : Theory + Studio	Subject Code: IDS082M312 Level : 200

Objective: The objective of the course **Interior Materials and Construction Techniques –I (IDS082M312)** is to orient and equip the students with materials and products applied in Interior spaces with relevant construction technology.

After successful completion of the course, student will be able to -		
Sl. No.	Course Outcome	Blooms Taxonomy Level
1	Define the basic principles of Brick and Stone masonry.	BT1
2	Outline the properties, characteristics, strength, manufacture, processing and application of glass materials.	BT2
3	Utilize basic knowledge of building elements, their function and behavior under various conditions.	BT3
4	Analyze various aspects of Paint and Color scheme in the practical field.	BT4

Prerequisite:

- No prerequisites.

Detailed Syllabus:

<i>Modules</i>	<i>Topics (if applicable) & Course Contents</i>	<i>Periods/ Hours</i>	
		<i>L</i>	<i>P</i>
I (Theory)	Material: Glass Composition and fabrication of glass, classification, types of glass- wired glass, fiber glass, rock wool, laminated glass, glass concrete blocks - their properties and uses in buildings. Commercial forms available – their physical and behavioral properties, tools and technology of its application in built forms. Material and workmanship, specifications, joinery details of Glass.	15	5
II (Studio)	Composite masonry (Bricks, Stones, Fly Ash, AAC Blocks) Types of masonry, walls and bonds, buttresses, arches, lintels and coping. Stone types and uses, stone fabrication and installation	10	30
III (Studio)	Arches Types of Arches, materials, Design and construction.	10	30
IV (Theory)	Paints, Coatings and Wall coverings Characteristics of Paint Materials, coatings, grades, gloss level, Primers, Selection, specification, execution and inspection of the job,	15	5

	Dry Wall, Wall covering materials, installation, protection and Maintenance		
	TOTAL		120

Notional Credit Hours for the course: 30 x 4 = 120

Total Credits in the Paper	Lecture / Tutorial	Studio / Practical	Experiential Learning
4	35 hours	70 hours	15 hours
			(Time from the Lecture Hours to be used for Presentation and Market Survey)

Text Books:

3. Building construction; Mackay, W.B. ; 1st Ed.; 2005; Donheed; London.
4. Rangwala, "Building Materials".

Reference Books:

2. Bindra, S.P. and Arora, S.P. Building Construction: Planning Techniques and Methods of Construction, 19 ed. Dhanpat Rai Pub., New Delhi, 2000.
3. Moxley, R. Mitchell's Elementary Building Construction, Technical Press Ltd.
4. Francis D. Ching, Building Construction Illustrated, Wiley Publishers, 2008.
5. Lisa Godsey, Interior Design Materials and Specifications, Bloomsbury, 2017
6. Chudley, R; Construction technology; 2nd Ed.; 1987; ELBS; Harlow
7. Barry, R; Construction of building; 4th Ed.; 1999; East West Press; New Delhi.

Reference Materials:

1. Choice of Decorative Paints: Recommendation of Interior Designer and Dealers in <https://www.cceol.com/search/article-detail?id=193586>
2. The Influence of Building Structure on Human Perception in Interior Spaces in <https://eprints.tiu.edu.iq/852/>

3rd Semester		
Paper 3 Minor	History & Theory of Interior Design L-T-P-C: 2-0-4-4 Credits: 4 Scheme of Evaluation : Theory+Practical	Subject Code: IDS082N311 Level : 200

Objective: The objective of the course **History & Theory of Interior Design (IDS082N311)** is to provide the student of Interior Design knowledge on various developments in Interior design through ages.

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Recall the fundamentals of design	BT1
2	Interpret the elements of early Egyptian, Mesopotamian & Greek period.	BT2
3	Apply various design theories.	BT3
4	Analyse the various history and social context of furniture from different eras.	BT4

Prerequisite:

- Basic knowledge of computer.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Practical)	Fundamentals of Design Line, plane, volume, symmetry, rhythm, harmony etc.	8	12
II (Theory)	Positive & Normative Theory Proxemics theory, privacy theory, assets & liabilities of group design etc. Early Egyptian, Mesopotamian & Greek period Characteristic & visual impact of furniture like Folding Furniture, Fitted furniture, Wooden furniture, Characteristic of Mesopotamian Furniture	8	12
III (Theory)	Greek Furniture (Importance – Chairs, Klismos, Couches etc.) Roman Period & Middle Ages	8	12
IV (Practical)	(Chairs, stools, Couches & others) History and Social context Early Mediaeval, Romanesque, Gothic Furniture	8	12
TOTAL		96	

Notional Credit Hours for the course: 30 x 4 = 120

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
4	32 hours	48 hours	24 hours
			Group Work Presentation/ Report Making Office Visits

Text Books:

1. Interior design; Ahmed,A.Kasu; 1st Ed.; 2010; Ashish Book Centre; Mumbai. ISBN8178131862
2. History of Architecture, Sir Banister Fletcher, CBS Publishers & distributors, New Delhi

Reference Books:

1. Seetharaman, Premavathy; Interior Design & Decoration; 1st Ed.; 2009; CBS; New Delhi
2. Ching D.K; Architecture: Form, space & order; 1st Ed.; 2007; John Wiley; New York
3. Mary Gilliat Coyran, Interior Design Course, Octopus Ltd., London

Reading Materials:

1. Sherril Whiton, Interior Design & Decoration, Prentice Hall
2. Joseph De Chiara, McGraw Hill, Time Saver Standards for Interior Design, New York.

3 rd Semester		
Paper 6 SEC	Computer Application II L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Practicum/Jury	Subject Code: IDS082S311 Level : 100

Objective: The objective of the course **Computer Application – II (IDS082S311)** is to familiarize students with basic usages of computer applications in making drawings and orient students to the digital tools in the field of Interior Design.

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Show the applications of computers in interior design.	BT1
2	Illustrate the usage of applications of computers in interior design.	BT2
3	Experiment with where to use software interior design.	BT3
4	Inference the methods of digital representation in interior design.	BT4

Prerequisite:

- Basic knowledge of computer.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I	Introduction to basics of AutoCAD: 1. Familiarization with AutoCAD interface. 2. Setting up drawing: standard units. 3. Introduction to drawing properties tab. 4. Setting up layers. 5. Create and Save AutoCAD drawing files 6. Define Positions using the Basic Entry methods.	6	15
II	Learning to creating basic drawings in AutoCAD. Introduction to use of various commands used for drawing creation: LINE, PLINE, REC, CIRCLE, ARC, OSNAP, etc. Introduction to use of various commands used for drawing modification: MOVE, COPY, TRIM, DIVIDE, OFFSET, CHAMFER, EXPLODE, ERASE, etc. Creation of a composition using basic geometrical shapes in	6	15

	AutoCAD.		
III	Drawing of plan, section and elevation of a small residence in AutoCAD. i. Drawing of walls using LINE, PLINE, SPLINE, etc. ii. Creation of door and window using TRIM, CIRCLE, etc. iii. Creation of floor tiles using HATCH. iv. Creation of labels using MTEXT. v. Adding dimension using DIMENSION, DIMSTYLE. vi. Drawing and adding furniture using BLOCK, IMPORT.	5	15
IV	Learning to print (plot) a drawing in AutoCAD: Page layout for printing and Viewport. Introduction to page setup manager. Setting required paper size and printer (plotter) for printing (A1, A2, A3). Setting Viewport margins and assigning plot area. Setting Plot scale, plot style table and paper orientation.	5	15
TOTAL			82

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Group Work Presentation/ Report Making Office Visits

Text Books:

1. *Up and Running with AutoCAD 2015: 2D & 3D Drawing and Modelling*, Gindis, E; 1st Ed.; 2014; Elsevier; London.

Reference Books:

1. Seidler, D. R.; *Digital Drawing for Designers: A Visual Guide to AutoCAD 2012*; 1st Ed.; 2007; Fairchild Publications; London.
2. Moss, Elise; *Autodesk AutoCAD Architecture 2016 Fundamentals*; 1st Ed.; 2011; SDC Publications; London.
3. Omura, George & Benton, Brian C; *Mastering AutoCAD 2016 and AutoCAD LT 2016*; 1st Ed.; 2017; John Wiley & Sons; London.

4 th Semester		
Paper 1	Interior Design II L-T-P-C: 0-0-8-4 Credits: 4 Scheme of Evaluation: Studio/External	Subject Code: IDS082M411 Level: 200

Objective: The objective of the course **Interior Design II (IDS082M411)** is to familiarize students with Interior Design of a Residence and present the visualized output in 3d format making use of computer applications (Sketchup).

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Define adequate facilities for work, relaxation, comfort, privacy, aesthetics, and maintenance through design and proper choice of materials, services, fittings, and fixtures in interiors of residences.	BT1
2	Demonstrate critical thinking while designing a residential space and come up with strategic design solutions.	BT2
3	Utilize the Design Studio to gain hands on experience and understand basic infrastructural requirements	BT3
4	Discover the methods of 3d digital representation in interior design of a residence.	BT4

Prerequisite:

- Basic Knowledge of designing a residence along with drafting and digital presentation techniques.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I	1. Designing of various activities in different rooms of a Residence and factors to be considered while designing. (Living room, Dining, Kitchen/Pantry, Bedroom(s), Balcony /open areas & Toilet(s). 2. Establishment of areas for different units based on function, furniture requirement & number of persons. 3. Orientation, Grouping of user's area, Circulation between and within user's area, Light and Ventilation, Flexibility, Privacy, Roominess (spaciousness), Services, Aesthetics, Requirement for air conditioning & Cost Complete	6	26
II	1. Floor Layouts, Sectional Elevations, and Furniture Layout of the Different Interior Spaces. Detail layout plan (/tablet plan) of individual space/unit, with 4 sectional elevations and detailed specifications. 2. Design of furniture and interiors according to consumer ergonomics Application of Colour, Texture &. Pattern through Techniques of Rendering & Presentation. Visual and oral presentation of complete project	6	26

III	<p>Introduction to and Familiarization with Sketchup:</p> <p>1. Interface and basic commands: Introduction to the interface, setting up a drawing template, familiarization with large tool set, scenes, importing .dwg files, saving files, installing extensions, etc.</p> <p>2. Drawing and Modifying: Drawing and Modifying objects line, rectangle, circle, arc, object properties, Units, dimensions, lines, and pen weight. Blocks, group, extrude, rotate, add texture, etc.</p> <p>3. Presentation and Render: Learning analysis of a space to represent it as a final 3D model with renders or walkthrough.</p>	12	20
IV	Project: Students to be asked to create a 3D model of the residence in Sketchup and Render the output in software.	12	20
TOTAL		128	

Notional Credit Hours for the course: 30 x 4 = 120

Total Credits in the Paper	Lecture/ Tutorial	Studio/Practical	Experiential Learning
4	36	92	8 hours
			Group Work Presentation/ Report Making Office Visits

Text Books:

1. De Chiara, Joseph and Crosbie, Michael J. (2011). Time saver standards for building types, 2nd Ed. Tata McGraw Hill, New Delhi.
2. SketchUp For Dummies by Bill Fane.
3. SketchUp to LayOut by Matt Donley.

Reference Books:

1. Neufert, Peter. (2012) Neufert's Architects' data, 4th Ed. John Wiley, New Delhi
2. Ramsay and Sleeper. (2008). Architectural graphic standard. 11th Ed. John Wiley, New York.
3. SketchUp for Interior Design by L Cline

Reading Materials:

1. Carlson, C. (2022, December 12). Dezeen's top 10 home interiors of 2022. Retrieved December 14, 2022, from [dezeen: https://www.dezeen.com/2022/12/12/top-home-interiors-2022-review/](https://www.dezeen.com/2022/12/12/top-home-interiors-2022-review/)

2. Nabil, S., & Kirk, D. (2021). Decoraction: a Catalogue for Interactive Home Decor of the Nearest-Future. Proceedings of the Fifteenth International Conference Tangible, Embedded, and Embodied Interaction (pp. 1-13). Salzburg: Association for Computing Machinery, New York.
3. Werner, C. M. (1987). Home Interiors: A Time and Place for Interpersonal Relationships. Environment and Behaviour .
4. SketchUp for Builders by John G. Brock.

OBJ:

4th Semester		
Paper 2 Major	Interior Materials and Construction Techniques-II with Material Specification L-T-P-C: 1-0-6-4 Credits: 4 Scheme of Evaluation : Theory + Studio	Subject Code: IDS082M412 Level : 200

Objective: The objective of the course **Interior Materials and Construction Techniques –II with Material Specification (IDS082M412)** is to orient and equip the students with materials and products applied in Interior spaces with relevant construction technology.

After successful completion of the course, student will be able to -		
Sl. No.	Course Outcome	Blooms Taxonomy Level
1	Define the basic principles of doors, windows, flooring etc.	BT1
2	Outlining the properties, characteristics, strength, manufacture, processing and application of different flooring techniques and materials.	BT2
3	Utilizing basic knowledge of building elements, basically the function and behavior of different types of doors and windows under various conditions.	BT3

4	Analyze various aspects of materials and techniques of each component in the practical field.	BT4
---	---	-----

Prerequisite:

- No prerequisites.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Theory)	<p>Timber <i>Material Study:</i> Quality of timber used in building, defects, seasoning and preservation of timber, types ; Natural, hard and softwood, uses of timber for aesthetic & structural purposes. <i>Material Use:</i> Products commonly made of wood, fabrication, finishing processes, protection and maintenance, parts and accessories. Uses of commercial wood in building i.e., plywood, block boards, particleboards, veneers, laminates, MDF, Hard wood, Block Board, WPC board, HDF board and other types.</p>	15	5
II (Studio)	<p>Doors <i>Construction and its fixtures:</i> Types of wooden Doors, i.e., ledged, braced, battened, paneled, flush and glazed doors, study of joinery details.</p>	10	30
III (Studio)	<p>Windows <i>Construction and its fixtures:</i> Types of wooden glazed windows, Fixed, side and top hung pivoted, louvered, ventilators and fanlights, study of joinery details.</p>	10	30
IV (Theory)	<p>Flooring <i>Introduction:</i> General Information. . Flooring techniques, slope difference in flooring, drop slab, tile difference, etc. Type, properties, Sizes, Uses & Limitations. Resilient and Wooden flooring - Use, Properties, Types, Construction, Selection Checklist. <i>Flooring materials:</i> Different types of flooring materials namely tiles, stone, wood, linoleum, cork, vinyl, rubber, cementitious, Burnt Clay, IPS (Indian Patent Stone Flooring) and terrazzo flooring. Mortars, and Grouts. To study materials uses property. Study of Adhesives: uses and property.</p>	15	5
TOTAL		120	

Notional Credit Hours for the course: 30 x 4 = 120

Total Credits in the Paper	Lecture / Tutorial	Studio / Practical	Experiential Learning
4	35 hours	70 hours	15 hours
			(Time from the Lecture Hours to be used for

			Presentation and Market Survey)
--	--	--	---------------------------------

Text Books:

1. Building construction; Mackay, W.B. ; 1st Ed.; 2005; Donheed; London.
2. Rangwala, “Building Materials”.

Reference Books:

1. Bindra, S.P. and Arora, S.P. Building Construction: Planning Techniques and Methods of Construction, 19 ed. Dhanpat Rai Pub., New Delhi, 2000.
2. Moxley, R. Mitchell’s Elementary Building Construction, Technical Press Ltd.
3. Francis D. Ching, Building Construction Illustrated, Wiley Publishers, 2008.
4. Lisa Godsey, Interior Design Materials and Specifications, Bloomsbury, 2017
5. Chudley, R; Construction technology; 2nd Ed.; 1987; ELBS; Harlow
6. Barry, R; Construction of building; 4th Ed.; 1999; East West Press; New Delhi.

Reference Materials:

1. Black and Decker, The Complete Guide to Flooring: Design, Planning and Installation for All Types of Flooring, Creative Publishing International, 2003.

The Influence of Building Structure on Human Perception in Interior Spaces in <https://eprints.tiu.edu.iq/852/>

4 th Semester		
Paper 3 Major	Furnishing, finishing and fittings L-T-P-C: 3-0-0-3 Credits: 3 Scheme of Evaluation: Theory + Practical	Subject Code: IDS082M413 Level: 200

Objective: The objective of the course **Furnishing, finishing and fittings (IDS082M413)** is to design and implement furnishings and finishes and fittings according to the various spaces promoting aesthetical and functional interior design.

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Define basic knowledge of furnishings and finishes and fittings	BT1
2	Demonstrate an ability to understand the importance of furnishings and finishes and fittings in interior design.	BT2
3	Apply theories of furnishings and finishes and fittings of various spaces for design development.	BT3
4	Examine interior furnishings, finishes and fittings and relate them to design an aesthetical and functional interior.	BT4

Prerequisite:

- Basic concepts of color, texture and materials.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I (Theory)	Wall - different types of wall treatments distemper, emulsion paint, plastic paints textured paint wall paper, tiles cladding, murals and paintings, wains coating (paneling of wall on the lower part of wall to protect from any kind of damage) dado work, wall painting, acoustic wall.	15	5
II (Theory)	Flooring - cement polish floor, terrazzo flooring, tiles stone, carpet & rugs, mats/jute, woolen, synthetic, straw, vinyl flooring, parqueted /ceiling.	5	15
III (Practical)	Curtains - curtains of different styles, draperies, sheer curtains, blinds, festoons, curtain materials. Upholstery - cotton, synthetic, velvet, brocade, leather synthetic wool, silk, acrylic, polyester – nylon. Cushion- chair cushion, throw pillows, bench cushions, feather cushion, bolster.	5	15
IV (Practical)	Fittings - hinges, handle, magnets, ball catchers, handles, profile, brackets, hydraulic channels, sliding channels, locks, latches, door knocker, door studs. Lights & lightings- need of light, types of lights, the role of proper lighting.	5	25

	TOTAL	90
--	-------	----

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Presentation/ Report Making Site Visits

Text Books:

1. Designer Lesley Taylor, Series of books of interior design, Series of four books
2. Home lighting ideas, Writer Richard Wiles, Series of four books
3. Jocasta Innes, Published by Ebury Press, National Magazine House, London

Reference Books:

1. The Designer's Guide to Surfaces and Finishes, Radford, Penny

Reference Materials:

1. [Interior Design Materials: Important Types Of Materials And Finishes | The Design Gesture](#)
2. [Natural Interior Design: How To Add Nature Into Your Homes | The Design Gesture](#)

4th Semester		
Paper 4 Minor	Interior Design Representation Techniques L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Practical	Subject Code: IDS082N411 Level : 200

Objective: The objective of the course **Interior Design Representation Techniques (IDS082N411)** is to examine the various components of drawing: line, value, texture, composition, and spatial dynamics. Students learn the basics of freehand drawing and get familiarized towards the principles of Design thinking, Visualization and representation with drawing materials and basic equipment.

Course Outcome:

After successful completion of the course, student will be able to		
S.No.	Course Outcome	Blooms Taxonomy Level
1	How to use basic tools effectively like pencil, pen, etc.	BT1
2	Translate visuals on to drawings.	BT2
3	Utilizing basic knowledge of visualization with understanding of plans, elevation, sections.	BT3
4	Apply visual drawing techniques to create space and depth.	BT3

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I	Basics of Free hand drawing: Use of drawing tools and materials. Understanding design element and visual perception Forms analyzed through spatial elements like points, line, curves plane and volume.	5	15
II	Fonts Developing writing style of alphabets and numbers for drawings Scale Engineering scale and Graphical scale	5	15
III	Orthographic Projections Plan, Elevation, Section	5	15
IV	Perspective Projections Picture Plane, Vanishing Point, Eye Level, Station Point, Draw simple objects	5	15
TOTAL		80	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			True Scale representations, Measure drawing, Exposure to using simple tools.

Text Books:

1. Bhatt, N.D and Panchal, V. M; (2008) Engineering drawing, 1st Ed. Charotar Publishing House; Gujrat.

Reference Books:

1. Scott,R.G (2009); Design Fundamentals; 2nd Ed.; R.E. Kreiger; New York
2. John Montague, Willey, (1985), Basic Perspective Drawing, A Visual Approach, 6th Edition, John Willey and sons, Inc.
3. Francis D.K. Ching, (1998), Design Drawing, John Willey and sons, Inc.
4. Mulik, Shankar, (1994) A Text Book of perspective & Sciography, Allied Publishers Ltd., Mumbai.
5. Sherkey W, Morgan. (1950). Architectural Drawing: Perspective, Light and Shadow, Rendering, Mc Graw Hill.
6. Arthur L. Guptill, Watson. (1997). Rendering in Pen and Ink, Guptill Publications, New York.

Reading Materials:

1. Maria Bako, Different projecting methods in teaching spatial geometry. European Research in Mathematics Education.

4 th Semester		
Paper 5 Minor	Material Documentation & Specification L-T-P-C: 1-0-4-3 Credits: 3 Scheme of Evaluation : Practical	Subject Code: IDS082N412 Level : 200

Objective: The objective of the course **MINOR- Material Documentation & Specification (IDS082N411)** is to understand the various components of interior spaces and familiarize the students of Interior Design on materials, their specifications and construction methodology.

After successful completion of the course, student will be able to -		
S.No.	Course Outcome	Blooms Taxonomy Level
1	Define knowledge and technicality about different aspects of Flooring, flooring materials used in interior spaces, and implementation/construction of flooring in interior spaces.	BT1
2	Demonstrate technicality about different aspects and types of Ceilings.	BT2
3	Select various External Finishes in the market such as Glazing materials and assembles, coatings and sealants along with waterproofing materials.	BT3
4	Distinguish about different internal Finishes in the market such as coatings, their types and uses and selection checklist.	BT4

Prerequisite:

- Basic knowledge of Interior Materials.

Detailed Syllabus:

Modules	Topics (if applicable) & Course Contents	Periods/ Hours	
		L	P
I	Flooring Introduction: Type, properties, specifications, Sizes, Uses & Limitations Adhesives - Materials uses property Resilient and Wooden flooring - Use, Properties, Types, Construction	5	15
II	Ceilings Introduction: Type, properties, specifications, Sizes, Uses & Limitations Assembly type & Membrane types (Gypsum Boards, Plasters) Suspended ceiling Sound absorbing components	5	15

III	External Finish- Insulation, Waterproofing/Dam proofing, Exterior wall, Curtain wall, Interior Partition system, Wall facings, Glass/plastics, Windows, Coatings, Sealants Introduction: Type, Materials, specifications, properties, Sizes, Uses & Limitations Glazing Material- Solar optical properties	5	15
IV	Internal Finish Coatings Introduction: Field applied - Type, Materials, specifications, properties, Sizes, Uses & Limitations	5	15
TOTAL		80	

Notional Credit Hours for the course: 30 x 3 = 90

Total Credits in the Paper	Lecture/ Tutorial	Studio/Practical	Experiential Learning
3	22 hours	60 hours	8 hours
			Group Work Presentation/ Report Making Office Visits

Text Books:

1. "Building Construction" by W.B.Mackay
2. "Time Saver Standards for Building Materials & Systems" Watson Donald

Reference Books:

1. Chudley "Construction Technology"
2. Barry "Construction of Building" Barry

Reference/Reading Materials:

1. Interior Design Magazine
2. ELLE Decor
3. Architonic
4. Architectural Digest
5. Better Homes and Gardens
6. California Home and Design
7. Dwell
8. House Beautiful
9. House & Home
10. Interior Design
11. Southern Living
12. Style at Home
13. This Old House
14. Traditional Home
15. Vogue Living
16. World of Interiors

