

Bachelor of Science (Interior Design)

Program Outcomes (POs)

- PO1 Apply the knowledge of space planning, material technology, building services and user psychology to design projects holistically & Identify interior environment issues, analyze and synthesize human experiences and behaviour patterns and apply findings to design solutions.
- PO2 Demonstrate knowledge and understanding of Interior Design and management principles in individual practice as a member and a leader in a team to manage projects in multi-disciplinary environments.
- PO3 Communicate effectively with various stakeholders of the project to comprehend, document and write reports, make effective presentations, give and receive clear instructions and function effectively as an individual and as a member or leader in diverse teams and in multi-disciplinary settings
- PO4 Design solutions that meet the specified user needs with appropriate consideration for user well-being and experience & Use research based knowledge and methods to analyse, synthesize and interpret data to generate appropriate design solutions.
- PO5 Assess the societal, health, safety, legislative and cultural issues through the knowledge and skills gained for delivering responsibilities relevant to the Interior Design profession & Understand the impact of interior design on society and environment and demonstrate the knowledge through sustainable interiors.
- PO6 Apply principles and commit to professional ethics and responsibilities of design profession & ability to engage in independent and lifelong learning, recognizing the need and technological advancements.

Program Specific Outcomes (PSOs)

- PSO1 Explain core concepts / practices in functional areas of Interior Design & Materials & Construction Techniques, Human Resources Management and Operations
- PSO2 Demonstrate quantitative reasoning skills relevant to business operations and awareness of relevant regulations with reference to the Construction Industry.
- PSO3 Apply theoretical knowledge to analyze problems on-site and identify actionable alternatives.
- PSO4 Develop professionalism and entrepreneurship

Course Outcomes (COs)

2019-20 Batch

Semester	Course Code	Course Name	Course Outcomes (COs)
I	16BSI1C03	BASIC DESIGN AND INTERIOR STYLES	<p>CO1 : Understand and communicate fundamental concepts and theories of design and styles in interior design. CO2:Identify elements, their terminologies, evolution and transformation to the present times.</p> <p>CO3:Apply theories and tools in simple studio projects.</p> <p>CO4:Conceptualize new designs and solve real-life projects/challenges with confidence.</p>
	16BSI1C04	TECHNICAL DRAWING - I AND ANTHROPOMETRICS	<p>CO1 : Conceptualize the process of manual drafting including drawing tools, materials, technical terminologies and representations like plan, elevation, section etc.</p> <p>CO2 : Apply theories and concepts learnt in drafting new designs.</p> <p>CO3 : Visualize more complex designs and drawings.</p>
	16BSI1C05	MATERIALS AND CONSTRUCTION TECHNOLOGY - I	<p>CO1 : Comprehend and analyze basic building materials, their properties, installation techniques and possible use in Interior Designs.</p> <p>CO2 : Apply theories and concepts learnt in creating new designs.</p> <p>CO3: Conceptualize designs with multiple materials, systems and technologies.</p>

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	16BSI1C06 L	WORKSHOP MODEL MAKING	<p>CO1: A model making means professional creating a three-dimensional representation of a design or concept. Most products in use and in development today first take form as a model. This "model" may be an exacting duplicate (prototype) of the future design or a simple mock-up of the general shape or concept.</p> <p>CO2: Student in this course develop skills to make their creativity into reality.</p> <p>CO3: It makes them understand the importance of planning and execution of their ideas.</p> <p>CO4: Their will be able to create any living space like living room, bedroom, dinner and kitchen.</p> <p>CO4: Their will start from basics. Their will start from basic shape development to solids then furniture to scale. Then finally the complete living space.</p> <p>CO5: Here the best part of this course is we introduce them to use the material which is ecofriendly. Which will create awareness for them to save our environment?</p>
	16BSI1G07 3	MICROSOFT OFFICE (WORD, EXCEL & POWER-POINT)	<p>CO1: Provide hands-on use of Microsoft Office applications Word, Excel, Access and PowerPoint.</p> <p>CO2: Completion of the assignments will result in MS Office applications knowledge and skills.</p>
	16BSI1G07 2	ELEMENTARY MATHEMATICS	<p>CO1 : Comprehend and analyse mathematical concepts to facilitate Estimation & Costing in Interior Design.</p> <p>CO2 : Apply mathematical tools to calculate area, perimeters, volumes, etc. as applicable to measurements of various components of buildings and interiors.</p> <p>CO3: Demonstrate ability to optimize construction cost and time.</p>
II	16BSI2C03	TECHNICAL DRAWING - II	<p>CO1 : Comprehend and analyse advanced concepts of technical drafting and visualization using techniques like orthographic projection and perspectives and others.</p> <p>CO2 : Apply techniques learnt to communicate new concepts to the client.</p> <p>CO3: Visualize more complex designs and drawings.</p>

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	16BSI2C04	MATERIALS & CONSTRUCTION TECHNOLOGY- II	<p>CO1 : Comprehend and analyze various surface finishes, their properties, installation techniques and possible use in Interior Designs.</p> <p>CO2 : Apply theories and concepts learnt in creating new designs.</p> <p>CO3: Conceptualize designs with multiple materials, systems and technologies.</p>
	16BSI2C05	INTERIOR DESIGN STUDIO I	<p>CO1: Comprehend and communicate basic concepts and theories of residential interiors.</p> <p>CO2: Apply theories and tools to analyze and communicate studio projects.</p> <p>CO3: Conceptualize new designs and resolve real-life projects/challenges with confidence</p>
III	16BSI3C01	BUILDING SERVICES AND CLIMATOLOGY	<p>CO1 : Understand Importance, installation & working of essential services in buildings. General idea of sources of water supply, drainage, electrical and HVAC and understand passive cooling techniques, techniques of radiation control & heat transfer & insulation.</p> <p>CO2 : Implement knowledge of services to spaces and executing in relation with design aspects of space.</p> <p>CO3: Analyze the necessity and requirement of various services of building and provide solution for the same.</p> <p>CO4: Evaluate the requirements of different services for particular space in order to generate necessary drawings.</p> <p>CO5: Create and design different drawings necessary to implement the service requirements for particular space in order to implement it in reality in context of various building types and occupancies.</p>
	16BSI3C02	AUTO CAD – I	<p>CO1: Infer the advantage of computer aided drafting over manual drafting.</p> <p>CO2 : Demonstrate the skills of two-dimensional drawing using Auto CAD for various spaces</p> <p>CO3: Choose and Compose layout into presentable manner using layout space</p> <p>CO4: Create professional drawings & designs in AutoCAD, hence develop employability skills</p>

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	16BSI3C03	INTERIOR DESIGN STUDIO - II	<p>CO1 : Comprehend and communicate basic concepts, theories and latest trends of commercial interiors.</p> <p>CO2 : Apply theories and tools to analyze and resolve studio projects.</p> <p>CO3: Conceptualize new designs and resolve real-life projects/challenges with confidence.</p>
	16BSI3D04 2	FURNITURE DESIGN	<p>CO1: Ideologies of furniture design, functional aspects, ergonomics, psychological and biological aspects of design</p> <p>CO2: Plan various types of furniture such as stools, folding retractable furniture, implication of stacking and storage</p> <p>CO3: Finalization of the materials use for making furniture, Joinery, carpentry and hardware etc.</p> <p>CO4: Equate technical aspects of mass production and handcrafted products</p> <p>CO5: Building prototype and demonstrating</p> <p>CO6: Study tours</p>
	16BSI3D04 3	RETAIL DESIGN	<p>CO1 : Optimization of space and present trends in commercial space</p> <p>CO2 : Feasibility study relevant to the projects and their brand image</p> <p>CO3: Prominence in innovative concept development</p> <p>CO4: Cumulate design projects with adequate drawings and all design details</p> <p>CO5: Creating a miniature for better concept understanding</p> <p>CO6: Practical Exposure</p>
	16CS0G61	WEB DESIGN AND ANIMATION	<p>CO1: Web-design using programs like WORDPRESS.</p> <p>CO2: Use Web-Design as a tool to create and update simple web-pages / web-sites for day to day professional work.</p>
IV	16BSI4C01	ESTIMATION AND COSTING & SPECIFICATION	<p>CO1 : Definition, aims and objectives of Estimation</p> <p>CO2 : Extend to apply the knowledge on rate analysis of various interior and civil works.</p> <p>CO3: Understanding of General specification including importance, necessity, procedure & types of specifications</p> <p>CO4: Students will be able to use the basic knowledge about the New system of Estimation Quantities.</p>

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	16BSI4C02	DESIGN MANAGEMENT & PROFESSIONAL PRACTICE	<p>CO1 : Evaluate own potential and follow the professional practice as per own capacity</p> <p>CO2 : Compare the relations between design and business performance and achieve the balance.</p> <p>CO3: Apply the knowledge and gain professional self-confidence and take initiatives</p> <p>CO4: Relate and have professional and ethical responsibilities in the profession</p> <p>CO5: Conduct rational and abstract analysis and synthesis to have consciousness of professional precision</p>
	16BSI4C04	INTERIOR DESIGN STUDIO & DESIGN CONCEPTS	<p>CO1 : Understand and communicate concepts and theories of Institutional Interiors - banks, educational institutions, recreational areas - club houses, spas, etc</p> <p>CO2: Apply theories and tools learnt in analyzing and resolving studio projects.</p> <p>CO3: Conceptualize new designs and resolve real-life projects/challenges with confidence.</p>
	18BSI4C05 L	GOOGLE SKETCH -UP	<p>CO1: create architectural shapes and objects using the three-dimensional tools provided by the program.</p> <p>CO2 : Add new advanced tools to your workflow and improve the quality of your images.</p>
	16MAN0G9	ORGANIZATIONAL BEHAVIOR & BUSINESS ETIQUETTE	<p>CO1 : Demonstrate the applicability of the concept of organizational behavior to understand the behavior of people in the organization</p> <p>CO2 : Demonstrate the applicability of analyzing the complexities associated with management of individual behavior in the organization.</p> <p>CO3 : Analyze the complexities associated with management of the group behavior in the organization.</p> <p>CO4: Compare and contrast theories of organizational behavior</p> <p>CO5: Analyze management and ethical issues related to organizational behavior.</p> <p>CO6: Demonstrate how the organizational behavior can integrate in understanding the motivation (why) behind behavior of people in the organization</p>

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	18BSI0G1	AUTOCAD - 3D	<p>CO1 : Identifies & Classify design materials to create solid geometry, mesh for graphical exercise</p> <p>CO2 : Compare the advantage of 2d over 3d</p> <p>CO3: Design and create 3d plans, sections, renders for clients</p> <p>CO4: Illustrate and sketch design process to develop create designs and demonstrate through relevant rendering skills</p>
	16BSI4S51	ADVANCED WORKING DRAWING - MANUAL DRAFTING	<p>CO1 : Understand and communicate Construction Process, Techniques & Details to site using either Manual means or using drafting tools (like AutoCAD / REVIT Architecture*).</p> <p>CO2 : Apply software tools to convert manually drafted working drawings into digital format.</p> <p>CO3: Visualize and resolve real-life design challenges with confidence</p>
	16BSI4S52	ADVANCED WORKING DRAWING - CAD	<p>CO1: learn to draw and also read the universal language to explain the design.</p> <p>CO2: learn to make different set of drawing for each and every part of the same projects.</p> <p>CO3: learn the computer skills to prepare drawings and universal formats.</p> <p>CO4: apply techniques to achieve desired outcome of design.</p>
V	16BSI4D51	THESIS - PROJECT REPORT AND VIVA-VOCE	<p>CO1 : Comprehend and communicate the process of handling a design project from the scratch to finish. The topic would have been finalized by the student in the earlier semester. Thesis should reflect the knowledge gained from all the courses undertaken by the student in all the previous semesters.</p> <p>CO2 : Apply drafting and presentation tools (like CAD, GOOGLE SKETCH-UP, PHOTOSHOP, others) to establish a Professional Portfolio in a digital format.</p> <p>CO3: Visualize, and resolve real-life projects with confidence.</p>

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	16MAN0G7	HUMAN RESOURCE MANAGEMENT	<p>CO1: To develop the understanding of the concept of human resource management and to understand its relevance in organizations.</p> <p>CO2: To analyze the strategic issues and strategies required to select and develop manpower resources</p> <p>CO3: To integrate the knowledge of HR concepts to take correct business decisions</p> <p>CO4: Administer and contribute to the design and evaluation of the performance management program.</p> <p>CO5: Collaborate with others, in the development, implementation, and evaluation of organizational and health and safety policies and practices</p> <p>CO6: Facilitate and communicate the human resources component of the organization's business plan.</p>
	16MAN0G6	ENTREPRENEURSHIP	<p>CO1 : Know the parameters to assess opportunities and constraints for new business ideas</p> <p>CO2 : Know the skills, competencies to become an successful Entrepreneur</p> <p>CO3: Understand the systematic process to select and screen a business idea</p> <p>CO4: design strategies and plans for successful implementation of ideas</p> <p>CO5: Communicate effectively with different stakeholders of the business venture</p> <p>CO6: Know the importance of Business plan, and ability to prepare the plan.</p>
	16BSI5S31	3D S MAX	<p>CO1 : Learn to create and animate virtual environments with 3ds Max</p> <p>CO2 : To be able to provide complete rendering and animation.</p>
	16BSI5S32	PHOTOSHOP	<p>CO1 : Classify and Explain the importance of layers and selection tools</p> <p>CO2 : Discuss the importance of retouching and color variations</p> <p>CO3: Choose new typologies, special techniques to compile design for clients</p> <p>CO4: Compose and combine photo realistic rendering of the final plan, sections for portfolios.</p>

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	19NENVI0V E2	ENVIRONMENTAL STUDIES	<p>CO1: Understand challenges facing the environment, the available renewable energy sources, the role of ecosystem - bio-diversity and our role as Interior Design Professionals.</p> <p>CO2: Apply lessons learnt to communicate the need for Sustainable Interiors to Clients & Community at large.</p> <p>CO3: Visualize and install policies to cut down construction debris and waste.</p>
VI	16BSI6D11	INTERNSHIP - REPORT AND VIVA	<p>CO1 : Comprehend and inculcate necessary hard and soft skills required for a budding Interior Designer to transform into a complete Professional.</p> <p>CO2 : Visualize and resolve real-life design challenges with confidence.</p> <p>CO3: Demonstrate poise and calm under pressure.</p>
	16BSI6S11	PROJECT DETAILING THROUGH CASE STUDIES - REPORT AND VIVA	<p>CO1 : Develop an understanding of Project Detailing (with reference to: flooring, walling, false ceiling, interior partitioning, furniture detailing, lighting design, interior-scaping and others related to Interior Design) through Case Studies.</p> <p>CO2 : Apply various tools in improving Project Detailing.</p> <p>CO3: Demonstrate ability to resolve on-site challenges with confidence.</p>
	16BSI6S12	INTERIOR MATERIAL STUDY THROUGH MARKET SURVEY - REPORT AND VIVA	<p>CO1 : Understand new Interior Materials (with reference to: flooring, walling, false ceiling, interior partitioning, furniture detailing, lighting design, interior-scaping or any materials of construction and technology related to Interior Design) through Market Surveys.</p> <p>CO2 : Apply data collected to improve overall Project Quality and Delivery.</p> <p>CO3: Demonstrate ability to solve real-life projects with confidence.</p>