Master of Science (Interaction Design)

Programme Outcomes (POs)

PO01. Communicate precisely ideas/concepts across different media (drawing, sculpting, modelling, 3D modelling, VR/AR,…) (L6)

PO02. Employ all available representation medias fluently as creativity tools, along the design process. (L3)

PO03. Create consciously while knowing costs, process, and constraints of manufacturing. (L6)

PO04. Choose the right process/ materials according to the objectives of the projects. (L3)

PO05. Argument/Discuss/Articulate new ideas/notions by Referring to the context. (L5)

PO06. Nurture new concepts by referring to historical/social/political/cultural,… contexts.(L6)

PO07. Create and Articulate abstract concepts in different fields. (L6)

PO08. Harvest and analyse global socio-economical and technical context and foresee its evolution according to projects' timeline. (L4)

PO09. Autonomously choose the relevant process, tools and methodologies according to the project. (L5)

PO10. Create the relevant innovative solutions by Identifying and investigating opportunities. (L6)

PO11. Adept at professional practices and conduct engagement with the industry.

PO12. Able to convert ideas into design lead business (intra and entrepreneurs)

Programme Specific Outcomes (PSOs)

PSO1. The program also puts emphasis on a humanistic, empathetic and value creation approach in design, by understanding and researching human links, actions, patterns, needs, desires and benefits.

PSO2. Develop a cradle to cradle product life cycle including cost and economies of scale, logistic systems and sustainability

Course Outcomes (COs)

2019-20 Batch

Semester	Course Code	Course Name	Course Outcomes (COs)
I	**21MSD1C11**	**INTERNSHIP (PROJECT)**	**CO01:** Experiencing a new culture, a new country and a new way of working **CO02:** Managing professional level project from A to Z **CO03:** Create real life products according to real constraints and timelines **CO04:** Opening up to new independent lifestyle
II	**21MSD2C13**	**THESIS-I**	**CO01:** Formulate problematic initial question **CO02:** nalyse a bibliographic research **CO03**: summarize references into reading notes. **CO04:** Create a tentative summary of his or her thesis
	21MSD2C14	**3D & VR**	**CO01:** Modelling of any object based of reference pictures **CO02:** Integrate 3D files into the VR environment (unity,..) **CO03:** use the HTC vive, oculus rift environment **CO04:** Create immersive experiences using 3D modelisation and Immersive tech. **C005:** Create some script of immersive experience
	21MSD2C15	**ROUGHS AND STORYBOARD**	**CO01:** Understand how to capture motion **CO02:** Apply sketching techniques to indicate scenarios and actions **CO03:** Understand the human body and its nuance **CO04** Apply sketching tips and techniques to create human figures in the scenarios **C005:** Create some script of immersive experience
	21MSD2C17	**AFTER EFFECTS**	**CO01:** Understand advanced aftereffects concepts **CO02:** Understand motion, tracking, rigging and manipulation of assets **CO03:** Apply these concepts to create moving integrations.
	21MSD2C26	**PROFESSIONALIZATION AND MARKETING FOR INTERACTION DESIGNERS**	**CO01**: Learn about oneself and about others **CO02**: Extend and reinforce one's network. **CO04**: How to prepare a pitch (oral defense) **CO05**: Question and re-phrase the brief **CO06**: Prepare the presentation with focus on the positioning of the concept

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	21MSD2P12	**PROJECT-I INDUSTRIAL (LONG/SHORT)**	**CO01:** Run a project from A to Z **CO02:** Collaborate in a team **CO03:** Organise work and available resources **CO04:** Deal with project stakeholders and customers **CO05:** How to enter in and understand different markets **CO06:** Create relevant and desirable solutions.
	21MSD2P12	**PROJECT-II (WORKSHOP+COMPETITIONS)**	**CO01:** Understand the complexity **CO02:** Re-brief a problem into a Design brief, through the 360 method **CO03:** Execute field researches **CO04:** Analyse results and be critical about opportunities **CO05:** Create innovate never seen original solutions. **CO06:** representing the solutions visually (2d and 3D) **CO07:** pitching the full project efficiently and professionally
	21MSD2P13	**PROJECT-III**	**CO01:** Understand the complexity **CO02:** Re-brief a problem into a Design brief, through the 360 method **CO03:** Execute field researches **CO04:** Analyse results and be critical about opportunities **CO05:** Create innovate never seen original solutions. **CO06:** representing the solutions visually (2d and 3D) **CO07:** pitching the full project efficiently and professionally
	21MSD2S22	**SYSTEMIC MODELIZATION ECO DESIGN AND BIO MIMICRY**	**CO01** To develop general knowledge about the modelisation process **CO02** To solve complexity and systematisation **CO03** To understand the principles of bio tech **CO04** To generate a vast knowledge about natural/ bio science **CO05** To understand ecosystems and their balance **CO06** To develop a constructive critical mind **CO07** Being able to relate human problem to natural solutions.

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III	21MSD3C13	**THESIS II**	**CO01:** How to perform and use a bibliographic research **CO02:** How to create reading notes from the references book **CO03:** How to problematize **CO04:** How to write a final thesis
	21MSD3C14	**COGNITIVE SCIENCE AND RESEARCH**	**CO01:** The student will learn the latest results of cognitive science, which explain in many ways a lot of our interactions with the world and with the people. **CO02:** The student will be exposed to the latest trends in cognitive science. **CO03:** The student will reassess their projects to reevaluate understanding by an audience.
	21MSD3C15	**BIO MIMICRY AND CIRCULAR ECONOMY**	**CO01:** To Evaluate solutions in nature to problems faced in projects. **CO02:** Implement technical solutions inspired by nature into projects. **CO03:** Create links necessary to build up a circular economy or blue economy.
	21MSD3P11	**TRANS DISCIPLINARY PROJECT I**	**CO01:** Understand the complexity **CO02:** Re-brief a problem into a Design brief, through the 360 method **CO03:** Execute field researches **CO04:** The student will learn how to collaborate with other professionals with different mindset, culture and methodology. **CO05:** They will learn how to share the design thinking methodology, for which they are the main stakeholders. **CO06:** They will also learn to work on the engineering and marketing territories
	21MSD3P12	**TRANS DISCIPLINARY PROJECT II**	**CO01:** Understand the complexity **CO02:** Re-brief a problem into a Design brief, through the 360 method **CO03:** Execute field researches **CO04:** The student will learn how to collaborate with other professionals with different mindset, culture and methodology. **CO05:** They will learn how to share the design thinking methodology, for which they are the main stakeholders. **CO06:** They will also learn to work on the engineering and marketing territories

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	21MSD3S11	**DESIGN MANAGEMENT**	**CO01:** How a design team works **CO02:** What is the reality, and what is expected of Design management. **CO03:** What to be expecting and/or demanding to their design managers.
IV	21MSD4C11	**LEARNING PROFESSIONALISM II**	**CO01:** Reinforce his/her methodological understanding. **CO02:** Be able to understand career goals and create an action plan to achieve it. **CO03:** Create an effective portfolio.
	21MSD4C12	**DESIGN BUSINESS AND STRATEGY**	**CO01:** Understand the role of design in business and strategy **CO02:** Learn to create effective strategies for marketing, sales and branding for their projects. **CO03:** Inculcate understanding of market realities and the role of economics in product strategy
	21MSD4P11	**GRADUATION PROJECT**	**CO01:** Be able to propose a comprehensive design solution as a conclusion to the thesis. **CO02:** Learn how to pitch to variety of stakeholders **CO03:** Learn how to articulate and defend design decisions **CO04:** Be able to tie in various external factors such as political, socio-economic and cultural.
	21MSD4E11	**ENTREPRENEURSHIP**	**CO01:** Fundamentals of establishing an incorporated organization. **CO02:** Identifying and building teams **CO03:** Being able to create a moat, a business plan and go to market strategy. **CO04:** Approaching the investor roadmap.
	21MSD4E12	**THEATER AND COMEDY**	**CO01:** How to elaborate a structured discourse explaining all steps of the design methodology, from the initial question to the marketing aspects, **CO02:** how to argue a solution and elaborate key communication messages **CO03:** How to create a coherent environment brand image for his "product", as well as a product argumentation and a staging of the user experience.