

Master of Science (Product 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. (L3)
- PO12. Able to convert ideas into design lead business (intra and entrepreneurs) (L6)

Programme Specific Outcomes (PSOs)

- PSO1. Develop an in depth understanding of most of the current and upcoming materials and related industrial processes
- 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	21MSD1C21	INTERNSHIP (PROJECT)	<p>CO01: Experiencing a new culture, a new country and a new way of working</p> <p>CO02: Managing professional level project from A to Z</p> <p>CO03: Create real life products according to real constraints and timelines</p> <p>CO04: Opening up to new independent lifestyle</p>
II	21MSD2C13	THESIS-I	<p>CO01: Formulate problematic initial question</p> <p>CO02: nalyse a bibliographic research</p> <p>CO03: summarize references into reading notes.</p> <p>CO04: Create a tentative summary of his or her thesis</p>
	21MSD2C24	2D-3D ADVANCED	<p>CO01 Modelling of any object based of reference pictures</p> <p>CO02 Research of shapes and exploration of different designs on 3D softwares</p> <p>CO03 Learning the constraints related to 3D printing during modelling</p> <p>CO04 Importation and exportation, exchanges, of native 3D objects with other 3D softwares</p> <p>CO05 Creation of very realistic visuals through textures, lighting and cameras</p> <p>CO06 To create an animated presentation in PDF based on an interactive file</p>
	21MSD2C25	SKETCH OF ACTION	<p>CO01 Express action and movements through drawing and uniquely through drawing</p> <p>CO02 Create self-explaining and more pertinent project presentation</p>
	21MSD2C26	PROFESSIONALIZATION AND MARKETING FOR PRODUCT DESIGNERS	<p>CO01: Learn about oneself and about others</p> <p>CO02: Extend and re-enforce one's network.</p> <p>CO04: How to prepare a pitch (oral defence)</p> <p>CO05: Question and re-phrase the brief</p> <p>CO06: Prepare the presentation with focus on the positioning of the concept</p>

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	21MSD2P21	EVERY DAY PRODUCT	<p>CO01 Build an analysis based on real life situations and on the students' own experience</p> <p>CO02 Refine and trust one's intuitions</p> <p>CO03 Understand the relevance and benefits of the iterative creative process.</p> <p>CO04 Assess the cost of a product</p> <p>CO05 Assess all the external expertise required in the project</p> <p>CO06 Communicate and collaborate with the other trades involved (craftsmen, etc...)</p> <p>CO07 Question their approach constantly / learn to restart</p>
	21MSD2P22	PROJECT-I INDUSTRIAL (LONG/SHORT)	<p>CO01 Run a project from A to Z</p> <p>CO02 Collaborate in a team</p> <p>CO03 Organise work and available resources</p> <p>CO04 Deal with project stakeholders and customers</p> <p>CO05 How to enter in and understand different markets</p> <p>CO06 Create relevant and desirable solutions.</p>
	21MSD2P23	PROJECT-II (WORKSHOP+COMPETITIONS)	<p>CO01: Understand the complexity</p> <p>CO02: Re-brief a problem into a Design brief, through the 360 method</p> <p>CO03: Execute field researches</p> <p>CO04: Analyse results and be critical about opportunities</p> <p>CO05: Create innovate never seen original solutions.</p> <p>CO06: representing the solutions visually (2d and 3D)</p> <p>CO07: pitching the full project efficiently and professionally</p>
	21MSD2S21	VISUAL CULTURE	<p>CO01 Develop general knowledge and design culture</p> <p>CO02 Develop mental gymnastics and discipline to explore on a daily basis new resources and sources of inspiration</p> <p>CO03 Develop their own sensitivity and creative identity through their peers</p> <p>CO04 Refine their eye and enrich their speech</p> <p>CO05 Collaborate and co-elaborate</p>

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	21MSD2S22	SYSTEMIC MODELIZATION ECO DESIGN AND BIO MIMICRY	<p>CO01 To develop general knowledge about the modelisation process</p> <p>CO02 To solve complexity and systematisation</p> <p>CO03 To understand the principles of bio tech</p> <p>CO04 To generate a vast knowledge about natural/ bio science</p> <p>CO05 To understand ecosystems and their balance</p> <p>CO06 To develop a constructive critical mind</p> <p>CO07 Being able to relate human problem to natural solutions.</p>
III	21MSD3C23	THESIS II	<p>CO01: How to perform and use a bibliographic research</p> <p>CO02: How to create reading notes from the references book</p> <p>CO03: How to problematize</p> <p>CO04: How to write a final thesis</p>
	21MSD3C14	COGNITIVE SCIENCE AND RESEARCH	<p>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.</p> <p>CO02: The student will be exposed to the latest trends in cognitive science.</p> <p>CO03: The student will reassess their projects to reevaluate understanding by an audience.</p>
	21MSD3C15	BIO MIMICRY AND CIRCULAR ECONOMY	<p>CO01: To Evaluate solutions in nature to problems faced in projects.</p> <p>CO02: Implement technical solutions inspired by nature into projects.</p> <p>CO03: Create links necessary to build up a circular economy or blue economy.</p>

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	21MSD3P21	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
	21MSD3P22	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
	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

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	21MSD4P21	GRADUATION PROJECT	<p>CO01: Be able to propose a comprehensive design solution as a conclusion to the thesis.</p> <p>CO02: Learn how to pitch to variety of stakeholders</p> <p>CO03: Learn how to articulate and defend design decisions</p> <p>CO04: Be able to tie in various external factors such as political, socio-economic and cultural.</p>
	21MSD4E11	ENTREPRENEURSHIP	<p>CO01: Fundamentals of establishing an incorporated organization.</p> <p>CO02: Identifying and building teams</p> <p>CO03: Being able to create a moat, a business plan and go to market strategy.</p> <p>CO04: Approaching the investor roadmap.</p>
	21MSD4E12	THEATER AND COMEDY	<p>CO01: How to elaborate a structured discourse explaining all steps of the design methodology, from the initial question to the marketing aspects,</p> <p>CO02: how to argue a solution and elaborate key communication messages</p> <p>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.</p>