Master of Science (Transportation 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 the relationship between forms and evoking emotions.

PSO2. Learning the process of studying and predicting macro trends and staying ahead of the zeitgeist in the automotive industry

Course Outcomes (COs)

2019-20 Batch

Semester	Course Code	Course Name	Course Outcomes (COs)
I	21MSD1C21	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:** Analyse a bibliographic research **CO03**: summarize references into reading notes. **CO04:** Create a tentative summary of his or her thesis
	21MSD2C04	2D-3D ADVANCED	**CO01:** Modelling of any object based of reference pictures **CO02:** Research of shapes and exploration of different designs on 3D softwares **CO03:** Learning the constraints related to 3D printing during modelling **CO04:** Importation and exportation, exchanges, of native 3D objects with other 3D softwares **CO05:** Creation of very realistic visuals through textures, lighting and cameras **CO06:** To create an animated presentation in PDF based on an interactive file **CO07:** To design a visual identity **CO08:** To design the graphic interface of a website and an app **CO09:** To improve a rendering (retouch, lighting, addition of liquid effects, filters, etc.)
	21MSD2C05	SKETCH DIGITAL INTERIOR/EXTERIOR	**CO01:** Understand proportions and specifics of car sketching **CO02:** Understand light, shadow and volume **CO03:** Understand digital rendering techniques **CO04:** Apply 2d sketch techniques to create compelling and clear visuals

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	21MSD2C06	**PROFESSIONALIZATION AND MARKETING FOR TRANSPORTATION DESIGNERS**	**CO01:** Learn about oneself and about others **CO02:** Extend and re-enforce one's network. **CO03:** How to prepare a pitch (oral defence) **CO04:** Question and re-phrase the brief **CO05:** Prepare the presentation with focus on the positioning of the concept
	21MSD2P01	**PROJECT-I INDUSTRIAL (LONG/SHORT)**	**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
	21MSD2P02	**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
	21MSD2S01	**HUMAN SCIENCE DESIGN DISCUSSION AND WRITING**	**CO01:** Learn about oneself and about others **CO02:** Extend and re-enforce one's network. **CO03:** How to prepare a pitch (oral defence) **CO04:** Question and re-phrase the brief **CO05:** Prepare the presentation with focus on the positioning of the concept
	21MSD2S02	**SYSTEMIC MODELIZATION ECO DESIGN AND BIO MIMICRY**	**CO01:** Learn how to model and analyze complex systems **CO02:** Extend and re-enforce one's network. **CO03:** How to prepare a pitch (oral defence) **CO04:** Question and re-phrase the brief **CO05:** Prepare the presentation with focus on the positioning of the concept

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III	21MSD3C03	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.
	21MSD3P01	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
	21MSD3P02	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
	21MSD4P01	**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.