

The discontinued courses for the **Product Design** program from the **2021–2025 batch** compared to the **2022–2026 batch**, as per the BoS meeting held during **June 2023–July 2024**, are:

2021–2025 Batch:

Semester 1:

1. FUNDAMENTALS OF PROGRAMMING (21BD1104)
2. MATHEMATICS FOR DESIGN-I (21BD1105)
3. PHYSICS FOR DESIGN (21BD1106)

Semester 2:

1. COGNITION IN DESIGN (21BD1201)
2. ENGINEERING GRAPHICS (21BD1202)
3. MATHEMATICS FOR DESIGN-II (21BD1205)
4. CHEMISTRY FOR DESIGN (21BD1206)
5. ELEMENTS OF MECHANICAL ENGINEERING (21BD1207)
6. ENVIRONMENTAL SCIENCES (21BD1208)

Semester 3:

1. FOUNDATIONS 2D (21BD2302)
2. TECHNICAL COMMUNICATION (21BD2306)

The discontinued courses for the **2022–2026 batch** compared to the **2023–2024 batch** are:

2022–2026 Batch:

Semester 1:

1. NEED ANALYSIS METHODS (22BD1102)
2. ELEMENTS OF DESIGN-I (22BD1103)
3. ENGINEERING GRAPHICS & DESIGN (22BD1104)

Meeting Points Discussed in the BoS Meeting (June 2023–July 2024):

1. Discontinuation of Courses:

Detailed analysis and rationale behind the discontinuation of specific courses from the **2021–2025** and **2022–2026** Product Design batches.

Relevance of these courses in the current curriculum and industry trends was evaluated.

2. Curriculum Alignment:

Emphasis on aligning the curriculum with the latest industry standards, emerging technologies, and design practices.

Discussion on reducing redundancies and introducing interdisciplinary courses to enhance employability.

3. Introduction of New Subjects:

Suggestions and proposals for incorporating new subjects or topics to replace discontinued courses, focusing on innovation and modern design methodologies.

4. Feedback from Stakeholders:

Consideration of feedback received from students, faculty, and industry experts regarding the effectiveness of existing subjects.

Discussion on how these inputs influenced the decisions made for curriculum updates.

5. Future Curriculum Planning:

Long-term roadmap for curriculum enhancement for future batches (2023–2027 onwards).

Ensuring a balance between technical skills, theoretical knowledge, and practical exposure in the product design program.





School of Design and Digital Transmedia

Board of Studies Meeting AY 2023-2024

Minutes of Meeting

Attendees:

Prof. B.S.C. Ranjan (BSCR), Ms. Suganya (SA)

Introduction

The meeting started with an Introduction and presentation by Prof. B.S.C. Ranjan. Presentation contained the following points:

- (1) Brief Introduction to School of Design and Digital Transmedia.
- (2) Design Curriculum followed by National and International Universities.
- (3) Teaching pedagogy and evaluation scheme used in the Program.
- (4) First Year Scheme and Syllabus for 2023-2027 batch for Product Design, User Experience Design, Animation Filmmaking & VFX and Game Design Specializations.
- (5) Scheme and Syllabus for 2022-2026 batch for Product Design and User Experience Design specializations.
- (6) Scheme and Syllabus for 2021-2027 batch for Product Design and User Experience Design specializations.
- (7) Comparison of first year schemes of 2023-2027 with earlier schemes.
- (8) Action taken report was presented.
- (9) Stakeholder feedback analysis was reported.

Meeting Points

- (1) SA: AI tools needs to be introduced in the training of designers? This is particularly important for UIUX designers as tools like Co-pilot, PowerBI is eliminating number of tasks and iterations that used to be carried out by designers during the design and development of webpages and applications in UIUX design. FDPs to faculty on AI tool utilization for design needs to be considered.
 - (a) BSCR: This was discussed extensively in the meeting yesterday too. We have received suggestions from Prof. Amaresh, Prof. Pramod and Prof. Sonal. We will take the same into account and understand how to address the same.
 - (b) There is one course on AI applications in Design as an elective currently. The above tools can also be taught in this course.
- (2) SA: Design for Accessibility is an important aspect that needs to be introduced in to the curriculum.
- (3) SA: WCAG Standards needs to be considered.
- (4) BSCR: Are there specific patent search tools for User Experience Design?
 - (a) Currently this is managed by the Design Management Department in our Industry. This needs to be discussed with that Department.