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भारत 2023 INDIA

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GU/Acad –PG/BoS -NEP/2023/102/15   Date: 15.06.2023

CIRCULAR

The University has decided to implement the UGC Curriculum and Credit Framework for the Undergraduate Programme (CCFUP) of **Bachelor of Science in Interior Design/ Bachelor of Science in Interior Design (Honours)** under the National Education Policy (NEP) 2020 from the Academic Year 2023-2024 onwards.

The approved Syllabus of Semesters I and II of the **Bachelor of Science in Interior Design / Bachelor of Science in Interior Design (Honours)** Programme is attached.

Principals of Affiliated Colleges offering the **Bachelor of Science in Interior Design / Bachelor of Science in Interior Design (Honours)** Programme are requested to take note of the above and bring the contents of this Circular to the notice of all concerned.

(Ashwin Lawande)
Assistant Registrar – Academic-PG

To,
1. The Principals of Affiliated Colleges offering the Bachelor of Science in Interior Design **/** Bachelor of Science in Interior Design (Honours) Programme.

Copy to:
1. The Director, Directorate of Higher Education, Govt. of Goa
2. The Dean, Faculty of Planning, Architecture & Design, Goa University.
3. The Chairperson, BOS in Architecture.
4. The Controller of Examinations, Goa University.
5. The Assistant Registrar, UG Examinations, Goa University.
6. Directorate of Internal Quality Assurance, Goa University for uploading the Syllabus on the University website.

Goa University

Programme Structure for Semester I to VIII Under Graduate Programme- Interior Design										
Semester	Major - Core	Minor	MC	AEC	SEC	I	D	VAC	Total Credits	Exit
I	Major - 1 IDE - 100 (Interior Design Studio - I) (3Tu + 1P)	Minor - 1 IDE - 111 (Fundamentals of Design) (4Tu)	MC - 1 IDE - 131 (History of Design - I) (3T)		SEC - 1 IDE - 141 (Design Communication - I) (1Tu + 2P) (3P)				20	
II	Major - 2 IDE - 101 (Interior Design Studio - II) (3Tu + 1P)	Minor - 2 IDE - 112 (Textiles & Accessories in Interior) (4T)	MC - 2 IDE - 132 (History of Design - II) (3T)		SEC - 2 IDE - 142 (Design Communication - II) (1Tu + 2P)				20	EXT - 1 IDE - 161 (Design Communication - III) (2Tu + 2P)
III	Major - 3 IDE - 200 (Interior Design Studio - III) (2Tu + 2P) Major - 4 IDE - 201 (Furniture	Minor - 3 IDE - 211 (Art and Aesthetics) (4T)	MC - 3 IDE - 231 (Interior Styling) (3T)		SEC - 3 IDE - 241 (Design Communication - III) (1Tu + 2P)				20	

	Design - I) (2Tu + 2P)								
IV	Major - 5 IDE - 202 (Interior Design Studio - IV) (2Tu + 2P) Major - 6 IDE - 203 (Building Services - I) (4T) Major - 7 IDE - 204 (Building Construction) (2T + 2P) Major - 8 IDE - 205 (Theory of Design - I) (2T)	Minor VET - 4 IDE - 221 (Advertising, Branding, and Interior Photography) (2T + 2P)						20	EXT - 2 IDE - 261 (Working Drawing) (1Tu + 3P)
V	Major - 9 IDE - 300 (Interior Design Studio - V) (2Tu + 2P)	Minor VET - 5 IDE - 321 (Interior Landscape			I IDE - 361 (Internshi			20	

	Major - 10 IDE - 301 (Building Services - II) (4T) **Major - 11 IDE - 302 (Furniture Design - II) (2T + 2P)** **Major - 12 IDE - 303 (Theory of Design - II) (2T)**	**Design) (2T + 2P)**					**p) (2)**				
VI	**Major -13 IDE - 304 (Working Drawing) (1Tu + 3P)** **Major - 14 IDE - 305 (Specification, Estimation and Costing) (4T)**	**Minor VET - 6 IDE - 322 (Graphic Design) (4P)**								20	

	Major - 15 IDE - 306 (Visual Merchandising) (4T) **Major - 16 IDE - 307 (Project) (4)**										
VII	**Major - 17 IDE - 400 (Interior Design Studio - VI) (2Tu + 2P)** **Major - 18 IDE - 401 (Building Services - III) (4T)** **Major - 19 IDE - 402 (Goan Architecture and Interior) (2Tu + 2P)**	**Minor - 7 IDE - 411 (Entrepreneurship and Innovation) (4T)**							20	

	Major - 20 IDE - 403 (Design Research Methodology) (4T)								
VIII	**Major - 21 IDE - 404 (Professional Practices) (4T)** **Major - 22 IDE - 405 (Interior Design Studio - VII) (2Tu + 2P)** **Major - 23 IDE - 406 (Design Communication - Advanced) (2Tu + 2P)** **Major - 24 IDE - 407 (Set Design) (1Tu + 3P)**	**Minor - 8 IDE - 412 (Project Management) (4T)**				**D IDE - 461 (Interior Design - Dissertation) (2)**		20

PREAMBLE

Interior design has emerged as a prominent profession in India, driven by increased awareness through television and social media. The demand for world-class interior design has increased as stakeholders and clients (homeowners, corporations, retail brands, etc.), expect professionalism and efficiency in their projects. This trend reflects the need for the programme in interior design that stays up-to-date with global design trends. The Bachelor of Science in Interior Design syllabus is designed to meet these demands by providing students with practical and theoretical knowledge, developing excellent design and communication skills, and fostering the ability to collaborate with various professionals in executing projects on-site.

The Interior Design Programme at Goa University was launched in 2019. This programme's new syllabus is created in accordance with the mandate of NEP 2020, with an aim to educate world-class professionals who possess the skills, aptitude, and panache necessary to handle the discipline's pressure. The curriculum includes a range of Major and Minor courses that provide students with a comprehensive understanding of the field. The interior design studio course offered each semester ensures that students work on a variety of projects, increasing in complexity as they progress through the program. In the first semester, students work on single-user spaces, while at the advanced level, they tackle multi-user spaces in a range of typologies, including residential, commercial, and institutional.

Graduates of the Bachelor of Science in Interior Design will be prepared to meet the demands of the field, including the rapid cycle of change in technology, materials, and design styling. The programme will equip students with the skills and qualifications to ensure their employability, in line with the exit requirements envisaged under the NEP 2020. Major courses in interior design cover a range of topics, from the fundamentals of design, graphic representation, materials and construction to advanced subjects such as commercial space design, building services, working drawings, and advanced design communications. Courses in history, theory, art, and style complement the studio courses, providing students with a holistic education that encompasses global trends in design, as well as the rich Indo-Portuguese heritage of Goa.

Through a rigorous curriculum that emphasizes the interior design studio, the program not only equips students with the skills and knowledge to keep up with global trends, but also encourages them to think creatively, innovate, and become trend-setters themselves. By fostering a culture of exploration and experimentation, the aim is to produce graduates who are not only competent and professional designers, but also confident and original thinkers who can make their mark in the industry. With a focus on hands-on learning, interdisciplinary collaboration, and a deep understanding of the theoretical and historical underpinnings of the field, the graduates shall be well-prepared to succeed in the rapidly evolving world of interior design.

VISION

The vision for the Bachelor of Science in Interior Design programme is to develop and empower a new generation of world-class professionals who are not only equipped with the skills and qualifications to meet the demands of the industry, but also have the panache, creativity, and vision to become trend-setters themselves. Through a rigorous curriculum that emphasizes hands-on learning, interdisciplinary collaboration, and a deep understanding of global design trends, we aim to produce graduates who can keep up with the rapidly changing landscape of interior design, and also contribute to its evolution.

THE STRUCTURE

The interior design degree programme is designed in accordance with NEP 2020 and offers multiple exit points for students. The first exit point is at the end of the first year, wherein, the student will receive a certificate. Upon completing two years of coursework, a student will receive a Diploma in Interior Design. At the end of three years, students will graduate with a Bachelor of Interior Design. Additionally, if students choose to undertake an additional fourth year course, they have the option to graduate with honours (with an option for research).

Programme Outcome at the One-Year Certificate Programme

At the end of the first year of the interior design degree programme, students should be able to demonstrate a foundational understanding of the principles and practices of interior design. They should be able to use graphic representation techniques to create visual presentations of design concepts and have a basic knowledge of materials and construction techniques. Students should also be able to effectively communicate their design ideas to clients and team members. Upon completion of the first year, students will receive a certificate.

Programme Outcome at the Two-Year Diploma in Interior Design Programme

At the end of the second year of the interior design degree programme, students should have an intermediate level understanding of interior design principles and practices. They should be able to work with more complex design briefs and demonstrate proficiency in using advanced graphic representation techniques. Students will have also a deeper knowledge of materials, finishes, and construction techniques, as well as an understanding of building codes and regulations. By the end of the second year, students who have successfully completed the coursework will earn a Diploma in Interior Design.

Programme Outcome at the end of Third year for Bachelor of Interior Design

Based on the vision, the program outcomes for the Bachelor of Science in Interior Design are listed below:
1. Graduates will possess a comprehensive understanding of the field of interior design, including its history, theory, and contemporary trends, and be able to apply this knowledge to design solutions.
2. Graduates will be proficient in a range of design skills, including graphic representation, materials and construction, and working drawings, and be able to communicate their ideas effectively to clients and colleagues.
3. Graduates will be able to collaborate effectively with professionals from other disciplines, including architects, engineers, and contractors, to execute complex interior design projects on-site.

4. Graduates will be able to design spaces that are functional, aesthetically pleasing and sustainable and take into account the needs and preferences of different users.
5. Graduates will be able to navigate the rapidly changing landscape of interior design, keeping up to date with technological advancements and global design trends, and adapting their skills and knowledge accordingly.
6. Graduates will be equipped with the confidence, creativity, and panache to become trend-setters in the industry, contributing to the evolution of interior design and pushing the boundaries of what is possible.

These programme outcomes reflect the aim of the Bachelor of Science in Interior Design program to produce graduates who are not only competent and professional designers, but also confident and original thinkers who can make their mark in the industry.

Programme Outcome at the end of fourth year Bachelor of Interior Design with Honours

The additional fourth year of study in the interior design degree programme provides students with an opportunity to deepen their knowledge and skills in a particular area of interest within the field. At the end of the fourth year, students who have successfully completed the coursework will earn a Bachelor of Science in Interior Design with Honours.

The honours program typically involves advanced coursework and a research project or thesis. Students are expected to demonstrate a high level of critical thinking, research, and communication skills. By the end of the fourth year, graduates should have an advanced understanding of interior design principles and practices, as well as the ability to undertake independent research and analysis. They should also be able to effectively communicate their design concepts and ideas to a variety of stakeholders, including clients, builders, and other professionals. Overall, the goal of the honours programme is to prepare graduates for leadership roles in the field of interior design and to equip them with the skills and knowledge needed to make significant contributions to the industry.

Programme Outcome at the end of fourth year Bachelor of Interior Design with Honours by Research

The honours program in the interior design degree programme by research offers students a unique opportunity to pursue advanced coursework and engage in research. This program is designed to foster a high level of critical thinking, research proficiency, and effective communication skills among students. By the end of the fourth year, graduates of the honours program by research will have developed an advanced understanding of interior design principles and practices, as well as the ability to independently conduct comprehensive research and analysis.

In the honours program by research, students are expected to demonstrate a strong aptitude for critical thinking and apply it to their research projects or thesis. They will delve deep into their chosen area of interest within the field of interior design, exploring and expanding upon existing knowledge and practices. Through their research, honours students will make valuable contributions to the field, pushing its boundaries and advancing the industry's understanding and application of design principles.

Name of the Programme: B Sc. Interior Design
Course Code: IDE-100
Title of the Course: Interior Design Studio - I (Tutorial + Practical)
Number of Credits: 4 (3+1)
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. Develop design skills in principles, model making, and material familiarization. 2. Understand human factors in interior design, including anthropometry and ergonomics. 3. Provide fundamentals of construction materials and introduce space design concepts in interior design.	
Content:	**Unit 1** **Studio Art** Introduction to design principles and model making, familiarization with materials and techniques used in model making, translation of design ideas from 2D sketches of geometric or abstract composition into tangible and tactile models.	15 (10+5P) Hours
	Unit 2 **Human Factors in Interior Design** Understanding human postures and dimensions, study designs of various workplaces and basic human activities, practical aspects of anthropometry and ergonomics in different interior spaces, emphasizing their functional considerations.	15 (10+5P) Hours
	Unit 3 **Interior/ Construction Material Exploration** Fundamentals of construction materials in the context of interior design, properties, material selection, processing and fabrication, finishes and treatments.	20 (10+10P) Hours
	Unit 4 **Introduction to Interior Space Planning and Design** Introduction to Space Design, space analysis and planning, architectural elements and details, and case studies on various typologies of interior spaces.	25 (15+10P) Hours
Pedagogy:	Tutorial, Hands-on Studio Work, Problem-Based Learning, Collaborative Learning, Field Studies and Site Visits	
References/ Readings:	1. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley and Sons, Inc., 2018. 2. Binggeli, Corky. Materials for Interior Environments. 2016. 3. Nussbaumer, Linda L. Human Factors in the Built Environment. Bloomsbury Academic, 2014. 4. Mark, Karla, and Rob Fisher. Space Planning Basics. 4th ed., Wiley Publisher, 2016. ISBN-10: 9781118882009.	

	5. Lyons, Sylvia. Designing Interior Architecture: Concept, Typology, Material, Construction. Birkhäuser Publisher, 2017. ISBN 3034613024.
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand and apply design principles, materials, and techniques in creating tangible models from 2D sketches. 2. Gain knowledge of human postures, anthropometry, and ergonomics in interior spaces with a focus on functional considerations. 3. Understand the properties, selection criteria, processing, and finishes of construction materials used in interior design. 4. Analyze and design interior space for single user.

Name of the Programme: B Sc. Interior Design
Course Code: IDE-111
Title of the Course: Fundamentals of Design (Tutorial)
Number of Credits: 4
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the basic knowledge of design compositions. 2. To formulate concepts and design ideas. 3. To develop an understanding of colour schemes for spaces.	
Content:	**Unit – 1** **Elements & Principles of Design** Introduction to elements and principles of design, Theories of compositions, Presentation techniques in different Mediums, rendering techniques.	20 Hours
	Unit – 2 **Thinking Hand** Design brief - data collection, Visualization & storytelling, identifying insights, Journey mapping, Mind mapping, observing natural habitats, Extracting patterns. Developing design criteria, identifying projects for conceptualization, Brainstorming and Generating ideas for the final product.	10 Hours
	Unit – 3 **Colours** Colour theory - primary, secondary, and tertiary colour. Colour abstractions - Value, chroma, hue, contrast, saturation. Colour wheel - Cool and Warm colours, tint, tones and shades. Colour Schemes - Introduction, types of colour schemes, use of colour schemes in the interior. Colour psychology – symbolism and emotions.	15 Hours
	Unit – 4 (Integration to Design) Application of interior design. Completion of a design communication project that includes sketching.	15 Hours
Pedagogy:	Lectures, tutorial, discussions, presentations, assignments, hands-on activities.	
References/ Readings:	1. Dechiara, Joseph, et al. Time-saver Standards for Interior Design and Space Planning. McGraw-Hill Companies, 1991. 2. Panero, Julius, and Martin Zelnik. Human Dimension & Interior Space: Ergonomiae Antropometria. Whitney Library of Design, 1993. 3. Pile, John F. A History of Interior Design. Wiley Publisher, 2000. ISBN 9780471356660. (Original from the University of Michigan) 4. Visocky O'Grady, Jennifer, and Ken O'Grady. A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They Really Need. Rockport Publishers, 2006. ISBN 9781616739386, 161673938X.	

	5. Mollica, Paula. Color Theory: An Essential Guide to Color - From Basic Principles to Practical Applications. Walter Foster Publishing, 2013. 6. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley & Sons, Inc., 2018.
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand design aspect and process from concept to reality. 2. Learn different colour theories and their applicability. 3. Understand practical space requirements and standards for an activity. 4. Draw freehand sketch of interiors in 3D.

Name of the Programme: BSc. In Interior Design
Course Code: IDE-131
Title of the Course: History of Design - I (Theory)
Number of Credits: 3
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To make students understand the chronology of the history of interior design. 2. To enable them to understand the evolution of design along with the evolution of society, culture, and art and the relevance of society, culture, and art in interior design.	
Content:	**Unit – 1** **History -** Introduction Egyptian civilization, Mesopotamian civilization, Greek civilization, Roman civilization, Medieval period-Romanesque and Gothic.	15 Hours
	Unit - 2 **Evolution of Design** Renaissance, Baroque, Rococo, Neoclassical and Neo Gothic.	15 Hours
	Unit – 3 **Modern History** Styles & Elements of Classicism, Victorian period - Early Victorian, late Victorian. Modernism - Art furniture, art and craft movement, art nouveau, art deco, cubism.	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities, heritage walks and site visits.	
References/ Readings:	1. Cruickshank, D., Fletcher, B., & Richards, F. Sir Banister Fletcher's A History of Architecture. Architectural Press, 1996. 2. Jarzombek, M. M., Prakash, V., & Ching, F. D. K. A Global History of Architecture. 3rd ed., Wiley, 2017. 3. Moffett, M., Wodehouse, L., & Fazio, M. W. A World History of Architecture. Laurence King Publisher, 2003. ISBN 9781856693714, 1856693716. 4. Fletcher, B. Sir Banister Fletcher's Global History of Architecture. Bloomsbury Visual Arts, 2020. ISBN 9781472527882, 1472527887.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand the chronology of the history of interior design. 2. Apply orders and styles in interior space design. 3. Analyse and critique interior design from different periods and its relevance in contemporary interior design practice. 4. Recognize the historical influences and their significance in shaping art and design practices throughout different periods.	

Name of the Programme: BSc. In Interior Design
Course Code: IDE-141
Title of the Course: Design Communication - I (Tutorial + Practical)
Number of Credits: 3 (1+2)
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To make students understand the method of orthographic projection. 2. To develop skills to make various 2D and 3D projections. 3. Students should be able to demonstrate design with the help of appropriate skills through this subject.	
Content:	**Unit – 1** **Introduction to Orthographic Projections** Fundamentals of lines, planes and solids, sections, intersections of objects and development of surfaces.	20 (5+15P) Hours
	Unit-2 **Measured Drawings** Introduction to technical drawing conventions and standards in drafting. Creating Measured drawings to scale and isometric.	30 (5+25P) Hours
	Unit-3 **Representation and Presentation** Study of perspective and sciography, Sketching Interior – one-, two- and three-point perspective.	25 (5+20P) Hours
Pedagogy:	Lectures, tutorials, presentations, hands-on activities.	
References/ Readings:	1. Mitton, Maureen M. Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques. 3rd ed., Wiley Publishers, 2007. 2. Gill, Robert W. Rendering with Pen and Ink. The Thames & Hudson Manuals, Thames and Hudson, 1990. ISBN 9780500680261, 0500680264. 3. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 3rd ed., Library of Congress Cataloging-in-Publication, 2012. 4. Rao, M. Pratap. Interior Design Principles & Practice. Standard Publishers Distributors, 2015. 5. Stone, Terry, et al. Color Design Workbook: A Real-World Guide to Using Color in Graphic Design. Rockport Publisher, 2008. ISBN 9781592534333, 1592534333.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Learn drafting and projection techniques for design process and presentations. 2. Have Proficiency of 2D and 3D graphics in Interior Design. 3. Effectively communicate their design ideas to clients, colleagues, and stakeholders using visual graphics. 4. Understand the principles of orthographic projections, including lines, planes, and solids, as well as sections and intersections of objects.	

Name of the Programme: B Sc. Interior Design
Course Code: IDE-101
Title of the Course: Interior Design Studio – II (Tutorial + Practical)
Number of Credits: 4 (3+1)
Effective from AY: 2023-24

Pre-requisites for the Course:	Interior Design Studio I (Major 1)	
Course Objectives:	1. Develop a strong foundation in interior design concepts, theories, and principles for multi-user space. 2. Acquire knowledge and skills in furniture design, ergonomics, and human factors specific to multi-user spaces. 3. Gain expertise in material selection and construction methods for interiors, emphasizing sustainability.	
	Unit 1 **Conceptual Studies in Interior Design for Multi-User space** Various design theories, philosophies, and approaches in the field of interior design. Case studies on design concepts and principles of famous interior designers. Principles of spatial organization, furniture arrangement, colour schemes, lighting, and material selection.	15 (10+5P) Hours
	Unit 2 **Furniture and Ergonomics for Multi-user space** Explore furniture design and ergonomics in the context of multi-user spaces. Study human postures, dimensions (standards), and basic activities in different interior spaces with reference to furniture design in multi-user spaces.	15 (10+5P) Hours
	Unit 3 **Material Selection for Interiors** Construction materials and finishes used in interiors. Study properties, characteristics, and appropriate applications of materials with an emphasis on sustainable interior environments.	20 (10+10P) Hours
	Unit 4 **Advanced Space Planning for Multi-User Spaces** Space analysis, circulation, zoning, layout optimization, and architectural elements specific to multi-user space. Detailed presentation drawings including floor plan, sections, elevations, isometric and 3D views. Model making of the space.	25 (15+10P) Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, hands-on activities	

References/ Readings:	1. Sully, Andrew. Interior Design: Conceptual Basis. Germany: Springer International Publishing, 2018. ISBN 9783319164748, 3319164740. 2. Openshaw, Stephen, and Elizabeth Taylor. Ergonomics and Design: A Reference Guide. United States: DIANE Publishing Company, 2007. 3. Jones, Linda. Environmentally Responsible Design: Green and Sustainable Design for Interior Designers. United States: Wiley, 2012. ISBN 9781118504482, 1118504488. 4. Mehta, Michael, et al. Building Construction: Principles, Materials, and Systems. Pearson Publisher, 2018. ISBN 9780134454177, 0134454170. 5. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley and Sons, Inc., 2018.
Course Outcomes:	After the completion of this course, the student will be able to: 1. Develop a strong foundation in interior design concepts, theories, and principles. 2. Acquire knowledge and skills in furniture design, ergonomics, and human factors for multi-user spaces. 3. Gain expertise in sustainable material selection and construction methods for interiors. 4. Learn advanced space planning techniques for multi-user spaces, including presentation drawings and model making. 5. Develop skills in creating detailed floor plans, sections, elevations, and isometric views for multi-user spaces.

Name of the Programme: BSc. In Interior Design
Course Code: IDE-112
Title of the Course: Textiles and Accessories in Interiors (Theory)
Number of Credits: 4
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the types and applications of fabrics used in interiors. 2. To understand and design the various accessories used in interiors. 3. To understand the application of textiles for upholstery and interior décor.	
Content:	**Unit-1** **Fabrics for Interiors:** Introduction, element, design, properties, colour, and types of textiles and fabrics. Classification of fabrics for interior textiles and their application.	10 Hours
	Unit-2 **Interior Products** Fundamentals of Upholstery – designs, types, skills, and techniques, sofas, chairs, chair pads, cushions - fill. Fundamentals of Wall coverings, screens, and room dividers. Fundamentals of Window dressing - curtains and drapes, reflecting textiles and blinds. Fundamentals of carpets and rugs: types, materials, and applications of carpets, floor mats, and floor coverings. Fundamentals of Table textiles - table coverings, table mats, tablecloths, napkins, coasters.	15 Hours
	Unit –3 **Traditional crafts of India** Introduction to creative art and craft as a part of Interior Accessories and their applications in interior design – materials used from history. Traditional crafts of India. Sculpture as a part of Interior design.	15 Hours
	Unit-4 **Textiles for Interior Decor:** Sketch and develop a design for interior spaces using the fundamentals learnt in Unit 2.	20 Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, hands-on activities, assignments, self-study, market survey.	
References/ Readings:	1. Hall, A. J. The Standard Handbook of Textiles. 8th ed., Woodhead Publishing, 2004. 2. Vidyasagar, P. V. HandBook of Textiles. A. Mittal Publications, 2005. 3. Corbman, Bernard P. Textiles: Fibre to Fabric. McGraw Hill Inc., 1986. 4. Grosicki, Zofia J. Watson's Textile Design and Colour. 7th ed., Woodhead Publishing, 2014.	

	5. Rowe, Terry. Interior Textiles: Design and Developments. Elsevier Science, 2009. ISBN 9781845696870, 1845696875.
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand the extraction of different fibres into textiles. 2. Understand the fundamentals of textile application in Interior spaces. 3. Gain knowledge of the history of Indian art & crafts in relation to Interior accessories. 4. Learn future trends and developments of textiles in interior design.

Name of the Programme: BSc. In Interior Design
Course Code: IDE-132
Title of the Course: History of Design - II (Theory)
Number of Credits: 3
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the evolution of design in relation to society, culture, and art. 2. To make students understand the chronology of the modern history of interior design through the architecture of the world and India. 3. To understand the local history of interior design.	
Content:	**Units 1** **World - Modern History** Introduction to: Realism, Impressionism, Expressionism, Cubism, Dadaism, Abstract Impressionism, and Pop – Architecture /Art. Development of art and architecture in the twentieth century. Designers study – F.L.Wright, Le Corbusier, Walter Gropius, Mies Van der Rohe, Zaha Hadid, Antony Gaudi.	15 Hours
	Unit 2 **India – Modern History** Indian Designers after Independence: B.V. Doshi, Charles Correa, Raj Rewal, Achyut Kanvinde, Laurie Baker.	15 Hours
	Unit 3 **Goan- History** Introduction to Goan History and Culture, study of ancient Goan civilization, Portuguese Colonial Period, Indo-Portuguese influence on design, Study of modern and contemporary Goan artists, architects, and designers.	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities, self-study.	
References/ Readings:	1. Cruickshank, D., Fletcher, B., & Richards, F. Sir Banister Fletcher's A History of Architecture. Architectural Press, 1996. 2. Tadgell, C. The History of Architecture in India: From the Dawn of Civilization to the End of the Raj. Architecture Design and Technology Press, 1990. 3. Jarzombek, M. M., Prakash, V., & Ching, F. D. K. A Global History of Architecture. Wiley, 2010. Germany. 4. Gomes, P. V. Whitewash, Red Stone: A History of Church Architecture in Goa. Yoda Press, 2011. India. ISBN 9789380403007, 9380403003. 5. Carita, H. Palaces of Goa: Models and Types of Indo-Portuguese Civil Architecture. Cartago Publisher, 1999. United Kingdom. ISBN 9781900826105, 1900826100. 6. Pereira, J. Baroque Goa: The Architecture of Portuguese India. Books & Books, 1995.	

	7. Maravall, J. A. Culture of the Baroque: Analysis of a Historical Structure. University of Minnesota Press, 1986. United Kingdom. ISBN 9780816614455, 0816614458.
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand the chronology of the history of interior design. 2. Familiarise with the works of modern architects and interior designers. 3. Learn about the history of Goan architecture with reference to interiors of residential, religious, and public buildings. 4. Explore major art movements in modern history and their impact on architecture and art.

Name of the Programme: B Sc. Interior Design
Course Code: IDE-142
Title of the Course: Design Communication - II (Tutorial + Practical)
Number of Credits: 3 (1+2)
Effective from AY: 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To develop proficiency in AutoCAD software. 2. To develop and apply AutoCAD skills to interior design projects. 3. Students should have a working understanding of Auto cad and be able to communicate their designs.	
Content:	**Unit – 1 - Introduction to AutoCAD software** Introduction to AutoCAD and its importance in interior design. Introduction to basic commands. Understanding the interface and working with files, including saving, importing, and exporting. Creating and editing basic shapes in AutoCAD with understanding of layers.	20 (5+15P) Hours
	Unit-2 - Drawing project Drawing floor plans, elevations, and sections with the help of various commands. Annotating drawings with dimensions and text.	30 (5+25P) Hours
	Unit-3 - Representational drawing Learning ways of representation in both workspaces. Efficient editing techniques, Layout organization and management of layers for different layouts. Plotting drawings using AutoCAD's plotting tools to various file formats.	25 (5+20P) Hours
Pedagogy:	Lectures, tutorials, presentations and hands-on.	
References/ Readings:	1. Autodesk AutoCAD (2024) Fundamentals. SDC Publications, n.d. ISBN 9781630575779, 1630575771. 2. Ching, F. D. K. Building Construction Illustrated. Wiley, 2014. ISBN 9781118458341, 1118458346. 3. Punmia, B. C. Building Construction. Laxmi Publications Pvt. Limited, 2008. ISBN 9788131804285, 8131804283. 4. Kumar, S. Building Construction. Standard Publishers Distributors, 2006. ISBN 9788186308028, 8186308024.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Have a working understanding of AutoCAD software and its importance in interior design. 2. Communicate their interior design ideas through AutoCAD drawings. 3. Learn to use software to ease their drawing, design process and plotting. 4. Develop the ability to create accurate floor plans, elevations, and sections using AutoCAD commands, and effectively annotate drawings with dimensions and text.	

EXIT COURSE
Name of the Programme: B.Sc Interior Design Course
Code: IDE-161
Title of the Course: Design Communication – III (Tutorial + Practical)
Number of Credits: 4 (2+2)
Effective from AY: 2023-24

Pre-requisites for the Course:	AutoCad	
Course Objectives:	1. Gain a thorough understanding of SketchUp's interface, modeling tools, and file management. 2. Improve the ability to visually communicate design ideas by creating compelling presentations and visualizations using SketchUp and V-Ray. 3. Explore the integration of textures, lighting, and materials to create cohesive and visually stunning 3D models and renderings.	
Content:	**Unit 1: Introduction to SketchUp and 3D Modeling** Introduction to SketchUp interface and navigation. Basic 3D modeling exercises using SketchUp.	16 (6+10P) Hours
	Unit 2: SketchUp Tools and Techniques Understanding SketchUp's modeling tools and features. Exploring advanced modeling techniques and creating complex geometries.	16 (6+10P) Hours
	Unit 3: Introduction to V-Ray Rendering Overview of V-Ray rendering engine and its capabilities Setting up V-Ray rendering in SketchUp and rendering basic scenes.	16 (6+10P) Hours
	Unit 4: Lighting and Materials in V-Ray Understanding lighting principles and material properties. Implementing various lighting techniques and applying materials in V-Ray.	21 (6+15P) Hours
	Unit 5: Advanced Rendering Techniques and Post-processing Exploring advanced rendering settings and options in V-Ray. Experimenting with rendering settings, creating realistic scenes, and post-processing techniques.	21 (6+15P) Hours
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.	
References/ Readings:	1. The SketchUp Workflow for Architecture: Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut: Michael Brightman, 2018. 2. SketchUp & LayOut for Architecture: The Step-by-Step Workflow of Nick Sonder: Matt Donley, 2016	

	3. Denerel, S. B., & Anil, G. (2021). Computer Aided Drawing Programs in Interior Architecture Education. Amazonia Investiga, 10(39), 28-39. https://doi.org/10.34069/AI/2021.39.03.3 4. 'Daylighting Analysis and Simulation Tools in Architectural Design -Review of Tools and Compatibility with Architectural CAD Platforms': Oscar Kang, Sunji Kim. KIEAE Journal, Vol. 21, No. 1, Feb. 2021, pp.13-22. https://www.dbpia.co.kr/journal/articleDetail?nodeId=NODE1053256 9&language=en_US&hasTopBanner=true
Course Outcomes:	1. Develop a strong grasp of SketchUp's interface, tools, and features to effectively create and modify 3D models. 2. Acquire advanced skills in V-Ray to produce realistic and visually appealing renderings through techniques such as lighting, materials, textures, and camera settings. 3. Utilize SketchUp and V-Ray to create visually compelling presentations and visualizations that effectively convey design ideas. 4. Seamlessly integrate textures, lighting, and materials to create visually cohesive and captivating 3D models and renderings. 5. Implement strategies to optimize workflows in SketchUp and V-Ray, improving productivity in modeling and rendering processes for efficient design communication.