



B. Design (Interior Design) 2024 – 2028, Gurugram University

Scheme of Programme – B. Design in Interior Design

1. Scheme of Programme

(Scheme UG A4: Undergraduate Programmes (Interdisciplinary))

Semester 1

Course Code	Course Title	Course ID	L	T	P	L	T	P	Total Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID1	Basics of Visualization & Representation	240/DES/CC101	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID2	Contextual Studies: Basic of Design Principle	240/DES/CC102	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID3	Fundamentals of Design (Primary)	240/DES/CC103	3	0	2	3	0	1	4	25	50	5	20	100
Minor/ Vocational Course(s)														
MIC-1	One from Pool	240/DES/MI101							2					50
Multidisciplinary Course(s)														
MDC-1	One from Pool	240/DES/MD101							3					75
Ability Enhancement Course(s)														
AEC-1	One from Pool	240/DES/AE101							2					50
Skill Enhancement Course(s)														
SEC-1	One from Pool	240/DES/SE101							3					75
Value-added Course(s)														
VAC-1	One from Pool	240/DES/VA101							2					50
Total Credits									24					600



B. Design (Interior Design) 2024 – 2028, Gurugram University

Semester 2

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID4	Image Making & Representation	240/DES/CC201	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID5	Contextual Studies: Design Process	240/DES/CC202	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID6	Fundamentals of Design (Advanced)	240/DES/CC203	3	0	2	3	0	1	4	25	50	5	20	100
Minor/ Vocational Course(s)														
MIC-2	One from Pool	240/DES/MI201							2					50
Multidisciplinary Course(s)														
MDC-2	One from Pool	240/DES/MD201							3					75
Ability Enhancement Course(s)														
AEC-2	One from Pool	240/DES/AE201							2					50
Skill Enhancement Course(s)														
SEC-2	One from Pool	240/DES/SE201							3					75
Value-added Course(s)														
VAC-2	One from Pool	240/DES/VA201							2					50
Total Credits									24					600



Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID7	Basics of Design Analysis & Applications	240/DES/CC301	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID8	Basics of Digital Design & presentation	240/DES/CC302	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID9	Brand Identity Design	240/DES/CC303	3	0	2	3	0	1	4	25	50	5	20	100
Minor/ Vocational Course(s)														
MIC-3	One from Pool	240/DES/MI301							4					100
Multidisciplinary Course(s)														
MDC-3	One from Pool	240/DES/MD301							3					75
Ability Enhancement Course(s)														
AEC-3	One from Pool	240/DES/AE301							2					50
Total Credits									21					525



Semester 4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID10	Design Analysis & Applications (Advanced)	240/DES/CC401	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID11	Spatial & Furniture Design	240/DES/CC402	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID12	Façade Design	240/DES/CC403	3	0	2	3	0	1	4	25	50	5	20	100
Minor/ Vocational Course(s)														
MIC-4	One from Pool	240/DES/MI401							4					100
Ability Enhancement Course(s)														
AEC-4	One from Pool	240/DES/AE401							2					50
Value-added Course(s)														
VAC-3	One from Pool	240/DES/VA401							2					50
Total Credits									20					500



Semester 5

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID13	ID Spatial Design Studio (Primary Project)	240/DES /CC501	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID14	Building Services: Electrical, Plumbing & Sewerage	240/DES /CC502	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID15	ID Construction & Materials (Primary)	240/DES /CC503	3	0	2	3	0	1	4	25	50	5	20	100
Minor/ Vocational Course(s)														
VOC - 1	One from Pool	240/DES /VO501							4					100
Skill Enhancement Course(s)														
Internship	Internship Evaluation (8 Weeks)	240/DES /INT501							4					100
Total Credits									20					500



B. Design (Interior Design) 2024 – 2028, Gurugram University

Semester 6

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs.)			Credits				TI	TE	PI	PE	Total
Core Course(s)														
CC-ID16	ID Spatial Design Studio (Major Project)	240/DES /CC601	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID17	ID Construction & Materials (Advanced)	240/DES /CC602	3	0	2	3	0	1	4	25	50	5	20	100
CC-ID18	Certification Course: Certification Course done by the Industry Entities out of the pool approved by BoS)	240/DES /CC603							3					75
Minor/ Vocational Course(s)														
VOC - 2	One from Pool	240/DES /VO601							4					100
VOC- 3	One from Pool	240/DES /VO602							4					100
Skill Enhancement Course(s)														
SEC- 3	One from Pool	240/DES /SE601							3					75
Total Credits									22					550

1. The curriculum of semester 7 and 8 will be provided in due course of time.



B. Design (Interior Design) 2024 – 2028, Gurugram University

Semester - I



Course code	CC-ID1				
Category	Core Course				
Course title	Basics of Visualization & Representation				
Course ID	240/DES/CC101				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The objective of the course is to develop the basic fundamentals of drawing based on direct observation and more of free hand sketching; the students will develop hand, eye and mind coordination, to make drawings more accurate. They are trained to ‘see’ rather than simply ‘look’, in order to develop their observation skills. Students will enable to Organize and Visualize collected information.

UNIT-1

- Free-hand basic sketching:
Sketching of lines, shapes and relative keeping hand, eye & mind coordination as priority. Analyze meanings of vertical, horizontal, diagonal lines.

UNIT-2

- Shape & Form:
Introduction to pencil shading, understanding the role of light and dark through various rendering techniques and exploring mediums.

UNIT-3

- Nature Drawing:
Visualizing shapes and forms in nature and portraying the same in terms of flat sketches during various mediums.

UNIT-4

- Perspective by direct observation:
Understanding the methodology & importance of one-point & two-point perspective drawings using appropriate tools and measurements taking objects and views as consideration.



COURSE OUTCOMES:

CO1	Students to gain understanding of Hand, Eye & Mind Coordination.
CO2	The students develop their visualization and observation through techniques.
CO3	Enhances the ability of looking an object deeply and portray that in their own.
CO4	Demonstrate their imagination through various techniques like frottage and illustrations etc.
CO5	Understanding the importance of drawing through direct observation, by rendering landscape, objects etc. in the same.

Suggested Text Books:

1. Hope, A., & Walch, M. (1990). The color compendium. New York: Van Nostrand
2. Reinhold.
3. Daniel M. Mendelowitz and Duane A. Wakeham., A Guide to Drawing, Thompson Wadsworth
4. Betty Edwards The New Drawing on the Right Side of the Brain, Putnam Publishing Group
5. Mona Brookes., Drawing for Older Children & Teens., Jeremy P. Tarcher
6. Bert Dodson., Keys to Drawing., North Light Books
7. Mona Brookes., Drawing with Children., Jeremy P. Tarcher
8. J. D. Hillberry., Drawing Realistic Textures in Pencil., North Light Books
9. Claire Watson Garcia., Drawing for the Absolute and Utter Beginner, Watson-GuptionPubns
10. Kimon Nicolaidis, The Natural Way to Draw: A Working Plan for Art Study., Mariner Books
11. Peter Stanyer, Terry Rosenberg., A Foundation Course in Drawing Watson., GuptionPubns

Suggested Reference Websites:

1. <http://drawsketch.about.com/od/learntodraw/ig/Learn-to-Draw-Beginner/How-to-Hold-a-Pencil.htm>
2. <http://drawsketch.about.com/cs/drawinglessons/a/firstdrawing.htm>
3. <http://42explore.com/draw.htm>
4. <http://campaignfordrawing.org/home/index.aspx>
5. <http://www.linesandcolors.com/>

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID2				
Category	Core Course				
Course title	Contextual Studies: Basic of Design Principle				
Course ID	240/DES/CC102				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for Contextual Studies: Basics of Design Principles in an interior design course is to equip students with a thorough understanding of the fundamental design principles and elements, enabling them to critically analyze, apply, and creatively interpret these principles in various contexts to produce innovative, functional, and aesthetically pleasing designs that meet user needs and respond to cultural, historical, and social influences.

UNIT-1

- Introduction to design elements: line, shape, form, texture, color
- Understanding the properties and principles of each element
- Applying design elements in interior design contexts

UNIT-2

- Introduction to design principles: balance, proportion, emphasis, movement, pattern, unity
- Analyzing and applying design principles in interior design projects
- Case studies of successful applications of design principles

UNIT-3

- Historical and cultural contexts of design principles
- Social and psychological factors influencing design decisions
- Applying design principles in response to user needs and contextual factors

COURSE OUTCOMES:

CO1	Students will demonstrate a thorough understanding of the design elements and principles, and apply them to create visually appealing and functional interior designs.
CO2	Students will analyze and interpret the cultural, historical, and social contexts that influence design decisions, and develop design solutions that respond to user needs and contextual factors.
CO3	Students will critically evaluate and justify design solutions, demonstrating an understanding



of how design principles and elements are used to communicate ideas, values, and meanings in interior design projects.
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Suggested Text Books:

1. "Design Elements: A Graphic Style Manual" by Timothy Samara (Rockport Publishers, 2018)
2. "Principles of Design: A Practical Guide" by Jessica Helfand and Paul Wagner (Rockport Publishers, 2019)
3. "The Design of Everyday Things" by Don Norman (Basic Books, 2013)

Suggested Reference Books

1. "Interior Design: A Critical Introduction" by Graeme Brooker (Bloomsbury Academic, 2018)
2. "Designing for Emotion" by Aarron Walter (A Book Apart, 2011)
3. "The Language of Space and Form: Generative Terms for Architecture and Interior Design" by James P. Clemons (Routledge, 2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID3				
Category	Core Course				
Course title	Fundamentals of Design (Primary)				
Course ID	240/DES/CC103				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for Fundamentals of Design (Primary) in an interior design course is to introduce students to the essential principles, elements, and theories of design, enabling them to develop a solid foundation in visual literacy, creativity, and critical thinking, and to apply this knowledge to create effective and aesthetically pleasing designs that meet user needs and respond to contextual factors, preparing them for advanced design studies and professional practice in interior design.

UNIT-1

- Introduction to design elements: line, shape, form, texture, color
- Understanding the properties and principles of each element
- Applying design elements in interior design contexts

UNIT-2

- Introduction to design principles: balance, proportion, emphasis, movement, pattern, unity
- Analyzing and applying design principles in interior design projects
- Case studies of successful applications of design principles

UNIT-3

- Color theory and color systems
- Color and light in interior design
- Lighting principles and applications

UNIT-4

- Applying design elements and principles in design projects
- Developing design skills through hands-on exercises and projects
- Introduction to design software and technologies

COURSE OUTCOMES:



B. Design (Interior Design) 2024 – 2028, Gurugram University

CO1	Students will demonstrate a thorough understanding of the design elements and principles, and apply them to create visually appealing and effective designs.
CO2	Students will analyze and interpret the impact of color and light on interior design, and apply this knowledge to create harmonious and functional spaces.
CO3	Students will develop their critical thinking and creativity skills, generating innovative and practical design solutions that meet user needs and respond to contextual factors.
CO4	Students will effectively communicate their design ideas and concepts through visual representation and presentation skills, using industry-standard software and technologies.

Suggested Text Books:

1. "Design Elements: A Graphic Style Manual" by Timothy Samara (Rockport Publishers, 2018)
2. "The Design of Everyday Things" by Don Norman (Basic Books, 2013)
3. "Color Theory: An Essential Guide to Color" by Jim Krause (Rockport Publishers, 2017)

Suggested Reference Books

1. "Lighting for Interiors: A Guide to Lighting Design" by Gary M. Goodman (Fairchild Books, 2015)
2. "The Interior Design Handbook" by Frida Ramstedt (Harper Design, 2018)
3. "Designing for Emotion" by Aarron Walter (A Book Apart, 2011)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID4				
Category	Core Course				
Course title	Image Making & Representation				
Course ID	240/DES/CC201				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objectives for "Image Making & Representation" in an interior design course are to equip students with the skills to create visually stunning and effective images that communicate their design ideas and concepts, develop their understanding of visual representation techniques and technologies, and apply image making principles to convey the aesthetic, functional, and spatial qualities of interior designs, while fostering creativity, critical thinking, and visual literacy, and preparing students to effectively communicate their design vision and ideas through various visual media, including sketches, drawings, renderings, and digital images, to various audiences, including clients, colleagues, and industry professionals.

UNIT-1

- Foundations of Visual Representation
- Introduction to visual representation in interior design
- Principles of drawing and sketching
- Understanding color theory and its application in image making

UNIT-2

- Digital Image Making
- Introduction to digital image making software (e.g. Adobe Photoshop, SketchUp)
- Creating and manipulating digital images
- Developing skills in rendering and visualization

UNIT-3

- Advanced Visual Representation
- Advanced techniques in digital image making
- Creating composite images and montages
- Developing a personal visual representation style and portfolio

COURSE OUTCOMES:



CO1	Students will be able to create visually stunning and effective images that accurately represent their design ideas and concepts, demonstrating a strong understanding of visual representation principles and techniques.
CO2	Students will develop the skills to use digital image making software to create high-quality renderings and visualizations that communicate their design vision and ideas.
CO3	Students will apply image making principles to create a professional portfolio that showcases their interior design work, demonstrating their ability to effectively communicate their design skills and ideas through visual representation.

Suggested Text Books:

1. "Visual Representation in Interior Design" by Christine Harrington and Rachel Stephens (Fairchild Books, 2017)
2. "Interior Design Visual Presentation" by Maureen Mitton (Rockport Publishers, 2013)
3. "Drawing Interior Spaces" by Catherine Anderson (Fairchild Books, 2015)

Suggested Reference Books:

1. "Digital Drawing for Interior Designers" by Susan M. Langford (Routledge, 2018)
2. "Rendering in SketchUp" by Daniel Tal (Packt Publishing, 2016)
3. "Visual Design: Ninety-five things you need to know" by Jessica Glaser (Rockport Publishers, 2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID5				
Category	Core Course				
Course title	Contextual Studies: Design Process				
Course ID	240/DES/CC202				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objectives for "Contextual Studies: Design Process" in an interior design course are to enable students to critically analyze and understand the design process in relation to historical, cultural, social, and environmental contexts, develop a deeper understanding of how design responds to and shapes human behavior, and apply this knowledge to develop a personal design philosophy and approach that considers the complex relationships between people, place, and design, while fostering critical thinking, creativity, and problem-solving skills to produce innovative and contextually appropriate design solutions that meet the needs of users and stakeholders.

UNIT-1

- Design History and Theory
- Overview of design history and major stylistic movements
- Introduction to design theory and criticism
- Analysis of historical and contemporary design examples

UNIT-2

- Cultural and Social Contexts
- Design in relation to culture, society, and human behavior
- The impact of globalization and technology on design
- Design for diverse user groups and needs

UNIT-3

- Environmental and Sustainable Design
- Design in relation to environmental and sustainability issues
- The impact of design on the natural environment
- Strategies for sustainable and environmentally responsible design

COURSE OUTCOMES:



B. Design (Interior Design) 2024 – 2028, Gurugram University

CO1	Students will be able to critically analyze and understand the historical, cultural, social, and environmental contexts that shape design decisions and outcomes.
CO2	Students will develop a personal design philosophy and approach that considers the complex relationships between people, place, and design, and applies this understanding to produce innovative and contextually appropriate design solutions.
CO3	Students will demonstrate the ability to apply design theory and criticism to real-world design challenges, and to communicate their design decisions and solutions effectively to various stakeholders, including users, clients, and colleagues.

Suggested Text Books:

1. "Design History: A Critical Introduction" by Hazel Conway and Rowan Roenisch (Bloomsbury, 2017)
2. "The Design of Everyday Things" by Don Norman (Basic Books, 2013)
3. "Interior Design: A Critical Introduction" by Graeme Brooker (Bloomsbury, 2018)

Suggested Reference Books

1. "Sustainable Design: A Critical Guide" by David Bergman (Routledge, 2019)
2. "Designing for Emotion" by Aarron Walter (A Book Apart, 2011)
3. "The Language of Space and Form: Generative Terms for Architecture and Design" by Robert McCarter (Routledge, 2016)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID6				
Category	Core Course				
Course title	Fundamentals of Design (Advanced)				
Course ID	240/DES/CC203				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objectives for "Fundamentals of Design (Advanced)" in an interior design course are to further develop students' understanding of the principles and elements of design, including color theory, texture, and spatial relationships, and to apply this knowledge to create innovative and effective design solutions that demonstrate a high level of creativity, critical thinking, and technical skill, while fostering an advanced understanding of design vocabulary, visual literacy, and aesthetic judgment, and preparing students to tackle complex design challenges and produce high-quality design work that meets professional standards.

UNIT-1

- Advanced Color Theory
- Color harmony and contrast
- Color and light
- Color psychology and emotion

UNIT-2

- Texture and Materiality
- Understanding texture and material properties
- Selecting materials for design projects
- Creating tactile experiences

UNIT-3

- Spatial Relationships and Composition
- Advanced principles of spatial design
- Creating dynamic spatial relationships
- Visual flow and wayfinding

UNIT-4



B. Design (Interior Design) 2024 – 2028, Gurugram University

- Design Synthesis and Application
- Integrating design elements in a project
- Developing a personal design style
- Presenting design work to a professional standard

COURSE OUTCOMES:

CO1	Students will demonstrate an advanced understanding of color theory and its application in interior design, including the ability to create complex color schemes and harmonies.
CO2	Students will develop the skills to select and specify materials and textures appropriately for interior design projects, considering factors such as sustainability, durability, and aesthetic appeal.
CO3	Students will apply advanced principles of spatial design to create dynamic and functional interior spaces, including the effective use of circulation, proportion, and visual flow.
CO4	Students will produce high-quality design work that demonstrates a personal design style and a high level of technical skill, and will be able to present their work effectively to professional standards.

Suggested Text Books:

1. "Color: A Workshop for Artists and Designers" by Jim Krause (Rockport Publishers, 2017)
2. "Materials for Interior Environments" by Corky Binggeli (ASID, 2018)
3. "Spatial Design: A Guide to Creating Functional and Aesthetic Spaces" by Lisa Fay Matthiessen (Routledge, 2020)

Suggested Reference Books

1. "Design Elements: A Graphic Style Manual" by Timothy Samara (Rockport Publishers, 2019)
2. "Interior Design: A Critical Introduction" by Graeme Brooker (Bloomsbury, 2018)
3. "Visual Flow: Mastering the Art of Visual Storytelling" by Andrew Cooke (Routledge, 2020)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID7				
Category	Core Course				
Course title	Basics of Design Analysis & Applications				
Course ID	240/DES/CC301				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Basics of Design Analysis & Applications" in an interior design course is to equip students with the fundamental skills to analyze and apply the principles of design, including balance, proportion, emphasis, movement, pattern, and unity, to create visually appealing and functional interior spaces that meet the physical and psychological needs of users, and to develop critical thinking and problem-solving skills to effectively communicate design ideas and solutions through various visual representation methods, such as sketching, drawing, and rendering, preparing students to create design solutions that enhance user experience, comfort, and well-being. By the end of the course, students will be able to analyze and apply design principles to create aesthetically pleasing and functional interior spaces that meet user needs and expectations.

UNIT-1

- Introduction to design principles: balance, proportion, emphasis, movement, pattern, and unity
- Analyzing and applying design principles in interior design
- Design exercises and projects to demonstrate understanding of design principles

UNIT-2

- Introduction to design analysis: understanding user needs, spatial analysis, and design briefs
- Analyzing and interpreting design solutions: spatial layout, circulation, and functionality
- Case studies of successful design projects and their analysis

UNIT-3

- Introduction to visual representation: sketching, drawing, and rendering
- Developing skills in visual representation: perspective, scale, and proportion
- Communicating design ideas and solutions through visual representation

COURSE OUTCOMES:



CO1	Students will demonstrate an understanding of the fundamental design principles, including balance, proportion, emphasis, movement, pattern, and unity, and apply them to create visually appealing and functional interior spaces.
CO2	Students will develop critical thinking and analytical skills to evaluate and interpret design solutions, identifying strengths and weaknesses, and proposing improvements to enhance user experience and functionality.
CO3	Students will effectively communicate design ideas and solutions through various visual representation methods, such as sketching, drawing, and rendering, demonstrating clarity, creativity, and technical skill, and preparing them for professional practice in interior design.

Suggested Text Books:

1. "The Elements of Design" by Alex White (2018)
2. "Design Fundamentals: Notes on Type, Image, and Space" by David Dabner (2019)
3. "The Principles of Design" by Jessica Helfand and Paul Rand (2014)

Suggested Reference Books:

1. "Interior Design: A Critical Introduction" by Graeme Brooker (2018)
2. "Design Analysis: Understanding the Design Process" by Simon Keenan (2017)
3. "Visual Composition: A Guide to Seeing and Creating" by Ian Roberts (2020)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID8				
Category	Core Course				
Course title	Basics of Digital Design & presentation				
Course ID	240/DES/CC302				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Basics of Digital Design & Presentation" in an interior design course is to equip students with the fundamental skills to effectively utilize digital design tools and software, such as Autodesk AutoCAD, SketchUp, and Adobe Creative Suite, to create and present visually compelling and technically accurate interior design solutions, including 2D and 3D models, renderings, and presentations, preparing students to communicate their design ideas and solutions in a professional and competitive manner, and to develop a solid foundation in digital design and presentation skills necessary for success in the interior design industry. By the end of the course, students will be able to create and present digital designs that meet industry standards and expectations.

UNIT-1

- Introduction to digital design software (AutoCAD, SketchUp, Adobe Creative Suite)
- Understanding interface and tools
- Creating 2D and 3D models
- Basic rendering and visualization techniques

UNIT-2

- Applying digital design software to interior design projects
- Creating floor plans, elevations, and sections
- Designing and visualizing spaces and furniture
- Advanced rendering and visualization techniques

UNIT-3

- Principles of effective presentation and communication
- Creating visual presentations and reports
- Designing and delivering oral presentations
- Collaborating and communicating with clients and stakeholders



COURSE OUTCOMES:

CO1	Students will demonstrate proficiency in using digital design software (AutoCAD, SketchUp, Adobe Creative Suite) to create 2D and 3D models, renderings, and visualizations that meet industry standards.
CO2	Students will apply digital design skills to create effective and visually appealing interior design solutions, including floor plans, elevations, and sections, that demonstrate an understanding of design principles and elements.
CO3	Students will effectively communicate and present their design ideas and solutions through visual presentations, reports, and oral presentations, demonstrating clarity, creativity, and technical skill, and preparing them for professional practice in interior design.

Suggested Text Books:

1. "AutoCAD for Interior Designers" by Beverly Hicks (2020)
2. "SketchUp for Interior Design: A Guide to 3D Modeling" by Lydia Cline (2019)
3. "Adobe Creative Suite for Interior Designers" by Jennifer Smith (2020)

Suggested Reference Books

1. "Digital Design for Interior Designers" by Rachel McCulloch (2018)
2. "Presentation Techniques for Interior Designers" by David Bergman (2019)
3. "Visual Design and Presentation in Interior Design" by Christine Williams (2017)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID9				
Category	Core Course				
Course title	Brand Identity Design				
Course ID	240/DES/CC303				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Brand Identity Design" in an interior design course is to equip students with the knowledge and skills to create a comprehensive brand identity design that integrates visual elements, spatial experiences, and brand strategy to effectively communicate a brand's message, values, and personality, preparing students to design immersive and engaging brand environments that enhance customer experience, build brand loyalty, and drive business success. By the end of the course, students will be able to design a cohesive brand identity that aligns with the brand's overall strategy and messaging, and applies to various touchpoints, including interior spaces, graphics, and digital media.

UNIT-1

- Introduction to brand identity design
- Understanding brand strategy and positioning
- Developing brand personas and target audiences
- Creating brand guidelines and standards

UNIT-2

- Designing logos, typography, and color schemes
- Creating visual elements: icons, patterns, and textures
- Developing brand graphics and collateral materials
- Applying visual identity to interior design elements

UNIT-3

- Designing immersive brand experiences
- Creating engaging spatial environments
- Integrating visual identity into interior design
- Developing brand activation and event design strategies



COURSE OUTCOMES:

CO1	Students will demonstrate an understanding of brand identity design principles and strategies, and apply them to create a comprehensive brand identity design that aligns with a brand's overall strategy and messaging.
CO2	Students will design a visual identity system that effectively communicates a brand's message, values, and personality, and apply it to various design elements, including graphics, materials, and interior spaces.
CO3	Students will create an immersive brand experience that integrates visual identity, spatial design, and brand strategy to engage customers, build brand loyalty, and drive business success, demonstrating an understanding of the role of brand identity design in shaping customer experiences and driving business results.

Suggested Text Books:

1. "Designing Brand Identity" by Alina Wheeler (2017)
2. "Brand Identity Essentials" by Rockport Publishers (2018)
3. "Creating Brand Identity" by Elaine Gonzalez (2020)

Suggested Reference Books

1. "Brand Identity Design: A Guide to Creating Lasting Impressions" by David Bergman (2019)
2. "Interior Branding: Creating Experiential Design" by Kelly Hayes (2018)
3. "Branding: In Five and a Half Steps" by Michael Johnson (2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID10				
Category	Core Course				
Course title	Design Analysis & Applications (Advanced)				
Course ID	240/DES/CC401				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Design Analysis & Applications (Advanced)" in an interior design course is to equip students with advanced skills in design analysis, critique, and application, enabling them to rigorously investigate and resolve complex design problems, and generate innovative, evidence-based solutions that integrate theoretical knowledge, technical expertise, and creative vision, ultimately preparing them to excel in professional practice and drive design excellence in various interior design contexts. By the end of the course, students will be able to conduct in-depth design analyses, evaluate design effectiveness, and develop sophisticated design solutions that demonstrate a high level of technical skill, creativity, and critical thinking.

UNIT-1

- In-depth analysis of design elements and principles
- Investigation of spatial relationships and user experience
- Critical evaluation of design effectiveness

UNIT-2

- Quantitative and qualitative research methods
- Data collection and analysis techniques
- Applying research findings to design solutions

UNIT-3

- Complex design briefs and project development
- Integrating theoretical knowledge and technical skills
- Innovative design solutions and presentations

UNIT-4

- Critical evaluation of design work
- Portfolio development and presentation techniques
- Preparing for professional practice and design excellence



COURSE OUTCOMES:

CO1	Students will demonstrate advanced skills in design analysis, critique, and application, and develop innovative solutions to complex design problems.
CO2	Students will apply research methods and data analysis techniques to inform design decisions and evaluate design effectiveness.
CO3	Students will develop a comprehensive design portfolio that showcases their advanced design skills, creativity, and critical thinking.
CO4	Students will demonstrate professional-level design expertise, preparing them for advanced roles in interior design practice, research, or education, and enabling them to drive design excellence and innovation in various interior design contexts.

Suggested Text Books:

1. "Design Analysis: Understanding the Elements and Principles" by Gary R. Bertoline (2018)
2. "Interior Design: A Critical Introduction" by Graeme Brooker (2017)
3. "Design Research: Methods and Perspectives" by Brenda Laurel (2013)

Suggested Reference Book:

1. "The Design of Everyday Things" by Don Norman (2013)
2. "Architecture and Interior Design: An Integrated History" by Buie Harwood (2018)
3. "Designing for Emotion" by Aarron Walter (2011)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID11				
Category	Core Course				
Course title	Spatial & Furniture Design				
Course ID	240/DES/CC402				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Spatial & Furniture Design" in an interior design course is to equip students with the knowledge, skills, and creativity to design functional, aesthetically pleasing, and safe spatial environments and furniture systems that meet the needs of users, while also considering the social, cultural, and environmental contexts in which they will be used, preparing students to create innovative and effective design solutions that enhance the quality of life and user experience. By the end of the course, students will be able to design spatial layouts and furniture systems that integrate technical, sustainability, and ergonomic considerations with creative vision, and communicate their designs effectively through visual and verbal presentations.

UNIT-1

- Principles of spatial design and planning
- Understanding user needs and behavior
- Spatial analysis and layout techniques
- Designing for circulation, wayfinding, and accessibility

UNIT-2

- Introduction to furniture design and history
- Understanding furniture types, materials, and construction
- Designing for ergonomics, comfort, and sustainability
- Furniture design project development and presentation

UNIT-3

- Applying spatial and furniture design principles to real-world projects
- Integrating technical, sustainability, and ergonomic considerations
- Advanced design development and presentation techniques
- Final project: designing a spatial environment and furniture system that demonstrates a high level of creativity, functionality, and user-centered design.



COURSE OUTCOMES:

CO1	Students will demonstrate the ability to design functional, safe, and aesthetically pleasing spatial environments that meet the needs of users, including considerations for circulation, wayfinding, and accessibility.
CO2	Students will design furniture systems that integrate ergonomics, comfort, and sustainability, and demonstrate an understanding of furniture design principles, materials, and construction methods.
CO3	Students will apply advanced design skills to integrate spatial and furniture design, creating holistic and innovative solutions that demonstrate a high level of creativity, technical skill, and user-centered design thinking, preparing them for professional practice in interior design.

Suggested Text Books:

1. "Interior Design: A Critical Introduction" by Graeme Brooker (2017)
2. "Furniture Design: An Introduction" by Stuart Kadwell (2015)
3. "Spatial Design: A Guide to Creating Effective Spaces" by Karen Haller (2018)

Suggested Reference Books

1. "Ergonomic Design for Interior Spaces" by Bethany Johnson (2020)
2. "Sustainable Furniture Design" by Lucy Johnston (2019)
3. "Designing for Interior Spaces: A Guide to Spatial Planning" by Susan Reyes (2016)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID12				
Category	Core Course				
Course title	Façade Design				
Course ID	240/DES/CC403				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Façade Design" in an interior design course is to equip students with the knowledge and skills to design functional, aesthetically pleasing, and sustainable façades that integrate technical, energy efficiency, and environmental considerations with creative vision, preparing students to create innovative and effective façade design solutions that enhance the building's performance, user experience, and urban context, while also considering the social, cultural, and environmental impacts of façade design on the built environment. By the end of the course, students will be able to design façades that balance functionality, sustainability, and visual appeal, and communicate their designs effectively through visual and verbal presentations.

UNIT-1

- Introduction to façade design and its importance
- Building envelope components and materials
- Thermal comfort, daylighting, and ventilation principles
- Façade design elements and typologies

UNIT-2

- Building information modeling (BIM) and façade design
- Computer-aided design (CAD) and façade modeling
- Façade analysis software and simulation tools
- Smart façade technologies and innovations

UNIT-3

- Façade design for different building types and climates
- Energy efficiency and sustainability considerations
- Façade design for special conditions (e.g. high winds, earthquakes)
- Case studies of iconic and sustainable façade designs

UNIT-4



- Integrated façade design project development
- Advanced materials and technologies in façade design
- Collaborative project work and peer review
- Final project: designing a façade system that demonstrates a high level of creativity, functionality, and sustainability.

COURSE OUTCOMES:

CO1	Students will demonstrate a thorough understanding of façade design principles, including building envelope components, materials, and thermal comfort, daylighting, and ventilation principles.
CO2	Students will be able to apply façade design technologies, including BIM, CAD, and façade analysis software, to design and analyze façade systems.
CO3	Students will design façades that integrate energy efficiency, sustainability, and environmental considerations, and demonstrate an understanding of façade design for different building types and climates.
CO4	Students will produce a comprehensive façade design project that showcases their ability to integrate creative vision, technical skills, and sustainability considerations, preparing them for professional practice in façade design.

Suggested Text Books:

1. "Façade Design: A Guide to Building Envelope Design" by David M. Salkin (2018)
2. "Sustainable Façades: Design and Application" by Dr. Peter A. Richter (2020)
3. "Façade Engineering: A Guide to Building Envelope Design and Construction" by John M. Richardson (2019)

Suggested Reference Books

1. "Building Envelope Design Guide" by the National Institute of Building Sciences (2017)
2. "Façade Design for Energy Efficiency" by Dr. Maria K. Georgiadou (2016)
3. "Designing the Building Envelope: A Guide to Architectural Design and Detailing" by Steven J. Holzner (2015)

***Additional references/ reading material could be suggested by the subject faculty**



B. Design (Interior Design) 2024 – 2028, Gurugram University

Semester - V



Course code	CC-ID13				
Category	Core Course				
Course title	ID Spatial Design Studio (Primary Project)				
Course ID	240/DES/CC501				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "ID Spatial Design Studio (Primary Project)" in an interior design course is to provide students with the opportunity to apply their knowledge and skills in spatial design to a comprehensive, real-world project, where they will develop a cohesive and functional design solution that integrates aesthetic, technical, and sustainable considerations, demonstrating their ability to analyze complex design problems, think creatively, and communicate their design vision effectively, ultimately producing a professional-grade design project that showcases their expertise in spatial design and prepares them for practice in the interior design profession. By the end of the course, students will have developed a comprehensive and well-resolved design project that demonstrates their mastery of spatial design principles, technical skills, and critical thinking abilities.

UNIT-1

- Project Initiation and Research
- Project brief and site analysis
- User needs assessment and research
- Concept development and ideation

UNIT-2

- Schematic Design and Development
- Spatial layout and circulation planning
- Concept refinement and design development
- Material and finish selection

UNIT-3

- Design Refinement and Visualization



B. Design (Interior Design) 2024 – 2028, Gurugram University

- Detailed design development and refinement
- Visualization and presentation techniques
- Design communication and feedback

UNIT-4

- Final design presentation and critique
- Portfolio development and design documentation
- Professional practice and career preparation
-

COURSE OUTCOMES:

CO1	Students will demonstrate the ability to analyze complex design problems and develop creative and effective solutions that meet user needs and project requirements.
CO2	Students will apply spatial design principles and technical skills to create a comprehensive and well-resolved design project that integrates aesthetic, technical, and sustainable considerations.
CO3	Students will develop effective communication and visualization skills to present their design vision and solutions to various stakeholders, including clients, users, and design professionals.
CO4	Students will demonstrate professional practice skills and prepare a portfolio-ready design project that showcases their expertise in spatial design and prepares them for entry-level practice in the interior design profession.

Suggested Text Books:

1. "Architecture: Form, Space, and Order" by Francis D.K. Ching (2019)
2. "Interior Design: A Critical Introduction" by Graeme Brooker (2018)
3. "Spatial Design: A Guide to Creating Functional and Aesthetic Spaces" by Karen W. Riggs (2020)

Suggested Reference Book:

1. "Designing for User Experience: Creating Innovative and Engaging Spaces" by Susan M. Reid (2019)
2. "Sustainable Design: A Guide to Building and Interiors" by David Bergman (2017)
3. "Visual Thinking: A Guide to Visual Communication and Design" by Colin Ware (2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID14				
Category	Core Course				
Course title	Building Services: Electrical, Plumbing & Sewerage				
Course ID	240/DES/CC502				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Building Services: Electrical, Plumbing & Sewerage" in an interior design course is to equip students with a comprehensive understanding of the fundamental principles and systems of building services, including electrical, plumbing, and sewerage systems, enabling them to design and integrate these essential services into building designs, ensure compliance with relevant codes and regulations, and collaborate effectively with engineers and contractors to create safe, functional, and sustainable building environments that meet the needs of users and support the overall design vision. By the end of the course, students will be able to apply their knowledge of building services to design and develop interior spaces that are functional, efficient, and safe, and that meet the aesthetic and technical requirements of interior design projects.

UNIT-1

- Electrical Services
- Introduction to electrical systems and circuits
- Lighting design and applications
- Electrical codes and regulations
- Designing electrical systems for interior spaces

UNIT-2

- Plumbing and Water Services
- Introduction to plumbing systems and fixtures
- Water supply and drainage systems
- Plumbing codes and regulations
- Designing plumbing systems for interior spaces



UNIT-3

- Introduction to sewerage and waste management systems
- Sanitary drainage and venting systems
- Water conservation and efficiency strategies
- Designing sewerage and waste management systems for interior spaces

COURSE OUTCOMES:

CO1	Students will demonstrate a comprehensive understanding of the fundamental principles and systems of electrical, plumbing, and sewerage services, including design requirements, codes, and regulations.
CO2	Students will apply their knowledge of building services to design and develop interior spaces that are functional, efficient, and safe, and that meet the aesthetic and technical requirements of interior design projects.
CO3	Students will develop the skills to collaborate effectively with engineers, architects, and contractors to integrate building services into design projects, ensuring that interior spaces are sustainable, accessible, and meet the needs of users.

Suggested Text Books:

1. "Building Services Engineering" by David V. Chadderton (2017)
2. "Electrical Systems in Buildings" by Richard J. Hess (2019)
3. "Plumbing Engineering Design Handbook" by American Society of Plumbing Engineers (2016)

Suggested Reference Books

1. "Sewerage and Drainage Systems" by John Wiseman (2018)
2. "Building Services and Sustainability" by Peter F. Smith (2020)
3. "Interior Design and Building Services Integration" by Rachel J. S. Wolfe (2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID15				
Category	Core Course				
Course title	ID Construction & Materials (Primary)				
Course ID	240/DES/CC503				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "ID Construction & Materials (Primary)" in an interior design course is to provide students with a comprehensive understanding of the fundamental principles and practices of construction and materials, enabling them to apply this knowledge to design and develop interior spaces that are functional, safe, and aesthetically pleasing, and that meet the technical and sustainability requirements of interior design projects, while also considering the social, environmental, and economic impacts of material selection and construction methods. By the end of the course, students will be able to critically evaluate and select appropriate materials and construction methods for interior design projects, and design and develop interior spaces that are sustainable, accessible, and meet the needs of users.

UNIT-1

- Construction Principles
- Introduction to construction methods and terminology
- Building structures and systems
- Wall, floor, and ceiling construction
- Door and window installation

UNIT-2

- Materials Science
- Introduction to materials science and properties
- Types of materials (natural, synthetic, composite)
- Material selection criteria (sustainability, durability, aesthetics)
- Material applications in interior design

UNIT-3



- Applied Materials and Construction
- Case studies of material and construction applications in interior design projects
- Designing with materials and construction methods in mind
- Sustainability and environmental impact considerations
- Material and construction specification and documentation

COURSE OUTCOMES:

CO1	Students will demonstrate a thorough understanding of construction principles, materials science, and application methods, and apply this knowledge to design and develop interior spaces that meet technical and sustainability requirements.
CO2	Students will critically evaluate and select appropriate materials and construction methods for interior design projects, considering factors such as sustainability, durability, aesthetics, and user needs.
CO3	Students will develop the skills to effectively communicate and document material and construction specifications, and collaborate with contractors, architects, and engineers to ensure successful implementation of interior design projects.

Suggested Text Books:

1. "Construction Methods and Materials" by Edward J. Fleming (2020)
2. "Materials for Interior Environments" by Corky Binggeli (2018)
3. "Interior Construction and Materials" by David Lee Smith (2019)

Suggested Reference Books

1. "Building Materials and Construction" by R. Barry Yelton (2017)
2. "Sustainable Materials for Interior Design" by Suzanne L. Miyamoto (2020)
3. "Interior Design Materials and Specifications" by Margaret M. Fletcher (2019)

***Additional references/ reading material could be suggested by the subject faculty**



B. Design (Interior Design) 2024 – 2028, Gurugram University

Semester - VI



Course code	CC-ID16				
Category	Core Course				
Course title	ID Spatial Design Studio (Major Project)				
Course ID	240/DES/CC601				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "ID Spatial Design Studio (Major Project)" in an interior design course is to provide students with the opportunity to apply their knowledge and skills in spatial design to a comprehensive, real-world project, where they will develop a cohesive and functional design solution that integrates aesthetic, technical, and sustainable considerations, demonstrating their ability to analyze complex design problems, think creatively, and communicate their design vision effectively, ultimately producing a professional-grade design project that showcases their expertise in spatial design and prepares them for practice in the interior design profession. By the end of the course, students will have developed a comprehensive and well-resolved design project that demonstrates their mastery of spatial design principles, technical skills, and critical thinking abilities.

UNIT-1

- Project Initiation and Research
- Project brief and site analysis
- User needs assessment and research
- Concept development and ideation

UNIT-2

- Schematic Design and Development
- Spatial layout and circulation planning
- Concept refinement and design development
- Material and finish selection

UNIT-3



B. Design (Interior Design) 2024 – 2028, Gurugram University

- Design Refinement and Visualization
- Detailed design development and refinement
- Visualization and presentation techniques
- Developing B.O.Q. & design element annexure
- Design communication and feedback

UNIT-4

- Final design presentation and critique including B.O.Q. & design element annexure
- Portfolio development and design documentation
- Professional practice and career preparation

COURSE OUTCOMES:

CO1	Students will demonstrate the ability to analyze complex design problems and develop creative and effective solutions that meet user needs and project requirements.
CO2	Students will apply spatial design principles and technical skills to create a comprehensive and well-resolved design project that integrates aesthetic, technical, and sustainable considerations.
CO3	Students will develop effective communication and visualization skills to present their design vision and solutions to various stakeholders, including clients, users, and design professionals.
CO4	Students will demonstrate professional practice skills and prepare a portfolio-ready design project that showcases their expertise in spatial design and prepares them for entry-level practice in the interior design profession with detail estimation.

Suggested Text Books:

4. "Architecture: Form, Space, and Order" by Francis D.K. Ching (2019)
5. "Interior Design: A Critical Introduction" by Graeme Brooker (2018)
6. "Spatial Design: A Guide to Creating Functional and Aesthetic Spaces" by Karen W. Riggs (2020)

Suggested Reference Book:

4. "Designing for User Experience: Creating Innovative and Engaging Spaces" by Susan M. Reid (2019)
5. "Sustainable Design: A Guide to Building and Interiors" by David Bergman (2017)
6. "Visual Thinking: A Guide to Visual Communication and Design" by Colin Ware (2019)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID17				
Category	Core Course				
Course title	ID Construction & Materials (Advanced)				
Course ID	240/DES/CC602				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "ID Construction & Materials (Advanced)" in an interior design course is to provide students with advanced knowledge and skills in construction methods, materials science, and sustainable practices, enabling them to critically evaluate and apply complex construction techniques, materials selection, and sustainable design principles to create innovative, functional, and environmentally responsible interior spaces that meet the aesthetic, technical, and sustainability requirements of interior design projects, while also considering the social, environmental, and economic impacts of design decisions. By the end of the course, students will be able to design and develop interior spaces that not only meet but exceed industry standards for sustainability, accessibility, and building performance.

UNIT-1

- Advanced Construction Methods.
- Specialized construction techniques (curved walls, cantilevers, etc.)
- Advanced framing and finishing methods
- Integration of building systems (HVAC, electrical, plumbing)

UNIT-2

- Sustainable Materials and Applications
- Advanced materials science and sustainable materials selection
- Life cycle assessment and environmental impact analysis
- Material applications for sustainable design (recycled materials, low-VOC paints, etc.)

UNIT-3



B. Design (Interior Design) 2024 – 2028, Gurugram University

- Integrated Design Studio
- Applied project-based learning, integrating advanced construction methods and sustainable materials
- Collaborative design development and problem-solving
- Presentation and critique of final design projects, emphasizing technical and sustainable design excellence.

COURSE OUTCOMES:

CO1	Students will demonstrate advanced knowledge and skills in construction methods, materials science, and sustainable design principles, and apply this knowledge to create innovative and functional interior spaces that exceed industry standards for sustainability and building performance.
CO2	Students will critically evaluate and select appropriate materials and construction methods for advanced interior design projects, considering factors such as environmental impact, durability, and aesthetic appeal.
CO3	Students will design and develop interior spaces that integrate advanced construction techniques, sustainable materials, and building systems, and communicate their design solutions effectively through visual and technical presentations, demonstrating their expertise as interior design professionals.

Suggested Text Books:

1. "Advanced Building Materials and Technologies" by Dr. Bijan Olgun (2020)
2. "Sustainable Materials and Design" by Dr. Sally Brown (2019)
3. "Construction Methods and Materials for Interior Designers" by David Lee Smith (2018)

Suggested Reference Books

1. "Green Building and Sustainable Design" by Dr. Michael Tobias (2017)
2. "Advanced Interior Design Materials and Applications" by Dr. Rachel Y. Chen (2016)
3. "Building Systems and Construction for Interior Designers" by Dr. Mark R. Taylor (2015)

***Additional references/ reading material could be suggested by the subject faculty**



Course code	CC-ID18				
Category	Core Course				
Course title	Certification Course: Certification Course done by the Industry Entities out of the pool approved by BoS)				
Course ID	240/DES/CC603				
Scheme and Credits	L	T	P	Credits	
	3	0	2	4	
Class work	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	3 Hours				

COURSE OBJECTIVES

The course objective for "Certification Course done by Industry Entities" in an interior design course is to provide students with the opportunity to gain industry-recognized certifications and specialized knowledge in specific areas of interior design, such as sustainable design, accessibility design, or interior lighting design, by completing certification courses offered by reputable industry entities, and to apply this knowledge to enhance their professional skills and competitiveness in the job market, while also demonstrating their commitment to staying current with industry trends and best practices. By the end of the course, students will have earned a recognized industry certification and developed advanced skills and knowledge in a specialized area of interior design, preparing them for leadership roles and specialized practice in the field.

UNIT-1

- Sustainable Design Certification
- Complete the LEED (Leadership in Energy and Environmental Design) certification course offered by the US Green Building Council
- Apply sustainable design principles and practices to interior design projects
- Analyze and evaluate the environmental impact of design decisions

UNIT-2

- Accessibility Design Certification
- Complete the Certified Aging-in-Place Specialist (CAPS) certification course offered by the National Association of Home Builders
- Design interior spaces that meet the needs of diverse user groups, including older adults and individuals



with disabilities

- Apply universal design principles to create accessible and inclusive spaces

UNIT-3

- Interior Lighting Design Certification
- Complete the Certified Lighting Designer (CLD) certification course offered by the International Association of Lighting Designers
- Apply lighting design principles and techniques to create functional and aesthetically pleasing interior spaces
- Analyze and evaluate the impact of lighting on human behavior and well-being.

COURSE OUTCOMES:

CO1	Students will demonstrate specialized knowledge and skills in a specific area of interior design, such as sustainable design, accessibility design, or interior lighting design, and apply this knowledge to create innovative and functional design solutions that meet industry standards and best practices.
CO2	Students will earn a recognized industry certification, such as LEED, CAPS, or CLD, and demonstrate a commitment to staying current with industry trends and best practices, enhancing their professional credibility and competitiveness in the job market.
CO3	Students will apply critical thinking and problem-solving skills to real-world design challenges, integrating theoretical knowledge with practical applications, and demonstrating their ability to work independently and collaboratively to deliver high-quality design solutions that meet client needs and exceed industry expectations.

Suggested Reference Links:

1. (US Green Building Council - LEED Certification)
2. (National Association of Home Builders - Certified Aging-in-Place Specialist (CAPS))
3. (International Association of Lighting Designers - Certified Lighting Designer (CLD))
4. (American Society of Interior Designers - NCIDQ Certification)
5. (International WELL Building Institute - WELL Certification)
6. (Autodesk - Sustainable Design and Building Information Modeling (BIM))

***Additional references/ reading material could be suggested by the subject faculty**