

M.D. UNIVERSITY, ROHTAK

SCHEME OF STUDIES AND EXAMINATION

B.VOC. (INTERIOR DESIGN)

SEMESTER 1 TO 6

(Scheme effective from 2024-25)



COURSE CODE AND DEFINITIONS

Course Code	Definition
L	Lecture
T	Tutorial
P	Practical
GE	General Education
GP	General Practical
GV	General Vocational
VP	Vocational Practical
FFS	Furniture & Fittings Sector

Introduction

The rising demand for housing and commercial spaces, driven by economic growth, has indeed intensified the need for skilled professionals in the building and interior design industry. As people become more aware of the quality of interior environments, there is a growing emphasis on the importance of well-designed spaces in both residential and commercial settings. This has created a surge in the demand for professionals who can deliver high-quality, functional, and aesthetically pleasing interior designs.

The described program seems to be designed to address these industry needs by training individuals to become proficient in interior design, equipping them with the skills to meet the demands of various stakeholders. The versatility of the program could open career opportunities in multiple sectors, including:

- **Private Practice:** Offering personalized interior design services.
- **Construction and Interior Decoration Firms:** Designing and executing interior spaces for buildings.
- **Furniture and Furnishing Houses:** Working with manufacturers or retailers in design and selection.
- **Interior and Building Product Manufacturers:** Providing expertise in the design and functionality of interior products.
- **Marketing:** Promoting and selling interior design services or products.

This comprehensive approach makes the program ideal for those looking to establish or advance their careers in a rapidly growing and evolving field. It will likely focus on practical skills, technical knowledge, and market awareness, making graduates valuable assets in the industry.

Aim

The aim of a **B.Voc. (Bachelor of Vocation) program in Interior Design** is to equip students with the necessary skills, knowledge, and practical experience required to pursue successful careers in the interior design and related industries. The program is designed to:

1. **Develop Employability Skills:** Provide students with job-ready skills that are aligned with the demands of the interior design and building industry, focusing on hands-on learning and real-world applications.
2. **Enhance Technical Expertise:** Impart in-depth knowledge of interior design principles, materials, tools, and modern technologies used in the trade, enabling students to create functional and aesthetically appealing spaces.
3. **Foster Creativity and Innovation:** Encourage creative thinking and innovative approaches to interior design, allowing students to develop unique and customized solutions for residential, commercial, and institutional spaces.
4. **Provide Flexibility and Specialization:** Offer a modular curriculum with multiple entry and exit points, allowing students to specialize and pursue areas of interest within the interior design field. The program structure enables learners to adapt their education to their career goals and strengths.
5. **Promote Professionalism and Ethics:** Cultivate a strong sense of professionalism, ethics, and responsibility, ensuring that graduates are well prepared to work in a collaborative and competitive environment.
6. **Prepare for Industry Demands:** Equip students with the practical experience and industry-relevant skills needed to succeed in various sectors, including private interior design firms, construction companies, furniture and furnishing manufacturers, and marketing roles related to design.

Overall, the B.Voc. program aims to create competent professionals who can meet the growing demand for high-quality interior design services in today's dynamic market.

Salient Features

1. To offer a balanced combination of professional skills and relevant general education content, the syllabus is designed by Senior Academicians and related professionals.
2. To ensure students acquire sufficient knowledge and skills, making them job-ready at every exit point of the program.
3. To provide flexibility for students through predefined entry points and multiple exit options.
4. To integrate the National Skills Qualifications Framework (NSQF) at the undergraduate level, enhancing graduates' employability and meeting industry demands. These graduates

are expected to be prepared not only for local and national industries but also to join the global workforce.

5. To facilitate vertical mobility for students who have completed 10+2 with vocational subjects. Encouraging students to participate in workshops and value added short-term certificate programs. Internship is an essential and indispensable part of each course.

Eligibility:

Entry to First Year: 12th pass in any discipline;

Lateral entry may be offered in the second year of the programme to external candidates who have passed 3-year Diploma of Architecture or 3-year Diploma of Civil Engineering or who have undertaken courses deemed to be equivalent to the 1st year programme.

Admission:

Depending on the number of applications at the time of admission, merit-based decision that provides equal opportunity to all will be taken by the admissions committee of the school duly approved by the competent authority in Interior Design.

The broad criterion shall be 50% weight to marks of qualifying exam (12th Class) and 50% to aptitude assessment / interview conducted under direction of the admission committee.

Duration:

This three-year full time programme is divided into six semesters, each of 14 weeks including assessment. In addition, all students are expected to undergo on job training / project work for 4 to 8 weeks every semester that may continue partly during summer / winter breaks.

Programme Structure:

The course titled as B.Voc. (Interior Design) is proposed with a modular structure that gives exit option after every year with employable skill at the end of each module.

The three modules are as under:

Diploma in Interior Design (One Year)

Outcome: A person having adequate skills to work as an Assistant to a professional Interior designer.

After successful completion of this module and some additional practice, the student should be equipped to:

- a) Make drawings after measurement of spaces and gather basic site information with help of notes and pictures
- b) Appreciate the role basic design elements to prepare well-composed presentation drawings and office documents.
- c) Make simple presentation drawings for architectural and interior design works.
- d) Perform basic office functions - maintain record of drawings and files, record of drawings, keep account of routine expenses,
- e) Communicate pleasantly with visitors to office using correct terminology related to interior design work, make notes and write simple letters.
- f) Prepare and layouts of interiors of small spaces like apartments, houses, shops, small offices, etc.

Advanced Diploma in Interior Design (Two Years)

Outcome: A person having adequate skills to work as 'Technical Assistant' to a professional Interior designer

After successful completion of this module and some additional practice, the student should be equipped to:

- a) Take measurements of spaces and small buildings, document services and other site conditions sufficient to commence interior design work.
- b) Make presentation drawings including three-dimensional views for architectural and interior design works using computer software.
- c) Appreciate the importance of arts and crafts and their role in interior design.
- d) Undertake functional space planning of medium scale interior spaces with due regard to basic services.
- e) Make basic working drawings of interior spaces
- f) Read drawings of services and structures and appreciate various functional requirements of the same for integration in interior designs and drawings
- g) Appreciate use of interior products, their availability in the market and sourcing from vendors.

- h) Communicate pleasantly in person and on phone with the clients / customers using appropriate vocabulary used by interior designers, write simple letters and emails and undertake basic secretarial work.

B.Voc. Degree in Interior Design (Three Years)

Outcome: A person having skills to work as a Technical Associate to a professional Interior designer or work as a ‘multi-tasking’ technical person in an organization serving interior design trade.

After successful completion of this module and some additional practice, the student should be equipped to:

- a) Prepare documents including measure drawings of site, site related information photographs, etc. sufficient to undertake design of interiors and small buildings.
- b) Make presentations including drawings and perspectives for computer aided presentations for the clients /customers.
- c) Make working drawings and coordinated services’ drawings for site execution.
- d) Assist in preparation of bill of quantities, measurement of executed interior works and its billing
- e) Coordinate and supervise implementation of designs on site as per drawings and specifications and report basic defects.
- f) Appreciate use of interior products, their availability in the market and sourcing from vendors.
- g) Prepare basic interior designs of small and medium scale interior spaces like houses, apartments, commercial spaces, exhibition and shop displays, etc. with due regard to aesthetics and basic services.
- h) List and coordinate procurement of modular furniture, interior fit-outs, exhibition stalls etc.
- i) Support running and management of a small business enterprise and design practice.

Levels of Awards:

- The certification levels will lead to Diploma/Advanced Diploma/B. Voc.
- Degree will be offered under the aegis of MD University. This is out-lined in the table below.

Award	Duration	Corresponding NSQF level
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Diploma	1 Year	5
Advanced Diploma	2 Years	6
B.Voc. Degree	3 Years	7

Semester 1 (NSQF Level 5)

S.No	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	24BV301GE01	Basic Design – I	3-0-0	3	10	40	50
2	24BV301GE02	Technical Communication	1-0-2	2	10	40	50
3	24BV301GE03	Basic Mathematics	3-0-0	3	10	40	50
Lab/Practical/Studio							
4	24BV301GP01	Introduction to Design and Arts	1-0-4	3	25	50	75
5	24BV301VP01	Architecture & Interior Drawing Lab	1-0-6	4	25	50	75
On-Job-Training(OJT)							
6	24BV301OJT01 24BV301OJT02 24BV301OJT03	Assistant Carpenter – Wooden Furniture (FFS/Q0103) Assistant Furniture Designer (FFS/Q0106) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours				Total Credit 30	Total Marks 500		

Semester 2 (NSQF Level 5)

S. No.	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	24BV302GV01	Basic Building Material & Technology	3-0-0	3	10	40	50
2	24BV302GV02	Design & Innovation (CBSE772)	2-0-0	2	10	40	50
3	24BV302GV03	Interior Services – I	3-0-0	3	10	40	50
Lab/Practical/Studio							
4	24BV302GP01	Workshop	1-0-4	3	25	50	75
5	24BV302VP01	Design & Innovation Lab	1-0-6	4	25	50	75
On-Job-Training(OJT)							
6	24BV302OJT01 24BV302OJT02 24BV302OJT03	Lead Sofa Maker (FFS/Q0107) Assembler – Modular Furniture (FFS/Q5101) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours				Total Credit 30	Total Marks 500		

Semester 3 (NSQF Level 6)

S. No.	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	25BV303GV01	Interior Design – I (Residential)	3-0-0	3	10	40	50
2	25BV303GV02	Traditional & Contemporary Interiors, Arts & its Appreciation	2-0-0	2	10	40	50
3	25BV303GV03	History of Furniture	3-0-0	3	10	40	50
Lab/Practical/Studio							
4	25BV303VP01	Interior Design – I (Residential)	1-0-4	3	25	50	75
5	25BV303VP02	Computer Applications - Drawings & Graphics	1-0-6	4	25	50	75
On-Job-Training(OJT)							
6	25BV303OJT01 25BV303OJT02 25BV303OJT03	Cabinet Maker – Modular Kitchen (FFS/Q5102) Lead Wood Quality Examiner (FFS/Q0109) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours				Total Credit 30	Total Marks 500		

Semester 4 (NSQF Level 6)

S. No.	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	25BV304GV01	Interior Design – II (Commercial)	3-0-0	3	10	40	50
2	25BV304GV02	Interior Construction Technology - I	3-0-0	3	10	40	50
3	25BV304GE03	Basics of Office Management	2-0-0	2	10	40	50
Lab/Practical/Studio							
4	25BV304VP01	Interior Design – II (Commercial)	1-0-4	3	25	50	75
5	25BV304VP02	Auto CAD Lab	1-0-6	4	25	50	75
On-Job-Training(OJT)							
6	25BV304OJT01 25BV304OJT02 25BV304OJT03	Assembler Door/Window- Glass (FFS/Q6101) Safe Executive – Furniture & Fittings (FFS/Q8101) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours				Total Credit 30	Total Marks 500		

Semester 5 (NSQF Level 7)

S. No.	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	26BV305GV01	Interior Design – III (Institutional)	3-0-0	3	10	40	50
2	26BV305GV02	Basics of Estimation, Costing & Quantity Surveying	3-0-0	3	10	40	50
3	26BV305GV03	Specification Writing	2-0-0	2	10	40	50
Lab/Practical/Studio							
4	26BV305VP01	Computer Presentation Techniques	1-0-4	3	25	50	75
5	26BV305VP02	Working Drawing - II	1-0-6	4	25	50	75
On-Job-Training(OJT)							
6	26BV305OJT01 26BV305OJT02 26BV305OJT03	Supervisor Interior Designer (FFS/Q9103) Finisher – Bamboo Furniture (FFS/Q4104) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours				Total Credit 30	Total Marks 500		

Semester 6 (NSQF Level 7)

S. No.	Course Code	Course Title	Hours per week (L-T-P)	Credit	Marks Internal	Marks External	Total Marks
Theory							
1	26BV306GV01	Sustainable Interior Design	3-0-0	3	10	40	50
2	26BV306GV02	Entrepreneurship in Field of Interior Design	3-0-0	3	10	40	50
Lab/Practical/Studio							
3	26BV306VP01	Computer Applications – MS Project	1-0-4	3	25	50	75
4	26BV306VP02	Project	0-0-12	6	50	75	125
On-Job-Training(OJT)							
5	26BV306OJT01 26BV306OJT02 26BV306OJT03	Senior Interior Designer (FFS/Q9104) Lead Carpenter Wooden Furniture – Lock Installer (FFS/Q0104) Architect’s Office/Contractor’s Office	Any one	15	200		200
Duration of Exam: All Theory exams will be for 2 hours.				Total Credit 30	Total Marks 500		

Semester 1

Course Name:	Basic Design – I	
Course Code:	24BV301GE01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To equip students with the foundational knowledge of design by familiarizing them with the basic elements and principles of design and helping them appreciate aesthetic expressions across different art forms.

UNIT I. Introduction to Design

- Design: Meaning, Importance of Aesthetics.

UNIT II. Elements of Design

- Point
- Line
- Shape
- Form
- Colour
- Texture

UNIT III. Principles of design

- Unity
- Proportion
- Harmony
- Rhythm
- Balance

UNIT IV. Sensitization about ‘Art’

- Visual
- Music

- Dance

Note: Qualities of a good visual designs shall be explained through photographs, artworks etc.

OUTCOMES:

By the end of the course, students should be able to:

1. Understand and explain the core elements of design, such as point, line, shape, form, color, and texture.
2. Comprehend the fundamental principles of design, including unity, proportion, harmony, rhythm, and balance.
3. Recognize and appreciate aesthetics and visual expression in various art forms like visual arts, music, and dance.
4. Develop an awareness of the importance of aesthetics in design and art.

REFERENCES

1. "Design Basics" by David A. Lauer and Stephen Pentak
2. "The Elements of Graphic Design" by Alex W. White
3. "Form, Space, and Order" by Francis D.K. Ching

Course Name:	Communication	
Course Code:	24BV301GE02	Internal marks: 10
Credits	2	External marks: 40
L-T-P	1-0-2	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES:

- To develop students' fundamental communication skills, both verbal and non-verbal, enabling them to effectively participate in academic and professional settings, and communicate clearly in both formal and informal situations.

UNIT I. Basics of Communication:

- Communication Process

UNIT II. Introduction to Verbal and Non-Verbal Component

- Language Style: Formal, informal
- Clear & concise message through verbal communication.
- Body Language: Posture, Facial expressions & eye contact as in non-verbal communication.

UNIT III. Interpersonal oral communication

- Basic skill set for informal and formal interaction in class and outside:
 - Listening
 - Asking Questions and responding appropriately.
 - Reading
 - Taking notes in the class
 - Writing exams

UNIT IV. Exposure to vocabulary used in routine office work of interior designers.

- Using dictionary and thesaurus.

OUTCOMES

By the end of the course, students should be able to:

1. Understand and describe the communication process.
2. Identify and differentiate between verbal and non-verbal communication components, such as language style, posture, facial expressions, and eye contact.
3. Communicate effectively in classroom settings through listening, asking questions, reading, and writing.
4. Appropriately engage in both formal and informal communication situations, using clear and concise messages.
5. Build a basic vocabulary for routine office communication, particularly relevant to interior designers, and enhance their skills in using dictionaries and thesauruses.

REFERENCES

1. K Nelson, F Dubors, Learning to learn, Allyn & Bacon
2. E. H. McGrath, Basic Managerial Skills for all, Prentice hall of India
3. P D Kulkarni & B Sharma, Independent Study Techniques, TTTI, Chandigarh
4. Elizabeth Hierney, 101 Ways to Better Communication, Kogan Page
5. Malvika Nagarkar, Communication Skills, MSBTE
6. Wren & Martin, English Grammar, Chand Books

Course Name:	Basic Mathematics	
Course Code:	24BV301GE03	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam All Theory exams will be for 2 hours		

OBJECTIVES

- To enable students to apply fundamental mathematical concepts to real-world scenarios, particularly in the context of building and interior design, for effective problem-solving and informed decision-making.

UNIT I.

Relationship between fractions, decimals and percentages.

UNIT II.

Simple Interest and Compound Interest, Mean, median, mode & range.

UNIT III.

Measure, Identify & draw angles, perpendicular & parallel lines, concepts of intersection, bisection, division of lines & angles.

UNIT IV.

Formula for area and perimeter (Basic shapes).

Formula for Volume and Surface area. (Simple Problems).

NOTE: Instructor will develop exercises based on routine interior design office activities like calculating area of a space, carpet and super built up area, order quantities (like boxes of tiles required, area and weight of stone to be ordered, etc.) Parallel attempt will be made to do these exercises on spread sheet in the separate course.

OUTCOMES

By the end of the course, students should be able to:

1. Utilize mathematical tools to analyze data and make informed decisions in professional tasks.
2. Perform calculations related to area, distance, perimeter, and volume for building and interior design components.
3. Understand the relationship between fractions, decimals, and percentages, and apply them in relevant contexts.
4. Calculate simple and compound interest, and summarize data using mean, median, mode, and range.
5. Measure, identify, and construct geometric figures such as angles, lines, and bisectors.
6. Apply formulas for area, perimeter, volume, and surface area in practical design-related exercises.
7. Integrate basic mathematical concepts into office tasks like calculating material quantities and space dimensions.

REFERENCES

1. "Basic Mathematics" by Bharti Bhawan Publishers
2. "Mathematics for Class 6–12" by R.D. Sharma
3. S. Chand's Mathematics for Class XI and XII" by R.S. Aggarwal

Course Name:	Introduction to Design and Arts	
Course Code:	24BV301GP01	Internal marks: 25
Credits	3	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam All Theory exams will be for 2 hours		

OBJECTIVES

- To develop students' ability to create visual compositions using various mediums, colors, and textures, and enhance their skills in visualizing and rendering geometric forms and decorative designs.

UNIT I. Free Hand Sketching:

- Straight Lines, Curve Lines, Slant Lines, etc.
- Effects of different types of lines.
- Rendering with pencil shading.
- Rendering with colour.

UNIT II. Source of Design:

- Sketching Natural Environment.
- Leaves, flowers, trees, etc.

UNIT III. Composition:

- Drawing 2-D composition using lines.
- Drawing composition using geometrical shapes.

UNIT IV. Decorative Design:

- Drawing decorative designs like Mural, Wall paper, Carpet, etc.

NOTE: Sheets & Files to be prepared on the above topics.

OUTCOMES

By the end of the course, students should be able to:

1. Prepare compositions incorporating different mediums, colors, and textures, using freehand sketching techniques.
2. Effectively sketch geometric and natural forms, including lines, leaves, flowers, and other elements from the natural environment.
3. Create and visualize 2D compositions using lines and geometric shapes.
4. Design decorative patterns such as murals, wallpapers, and carpets, with attention to detail and creativity.
5. Develop proficiency in rendering using both pencil shading and color techniques.
6. Compile and present their work in organized sheets and files based on course exercises.

Course Name:	Architecture & Interior Drawing Lab	
Course Code:	24BV301VP01	Internal marks: 25
Credits	4	External marks: 50
L-T-P	1-0-6	Total marks: 75
Duration of Exam All Theory exams will be for 2 hours		

OBJECTIVES

- To equip students with the skills to create architectural and interior drawings using drafting tools, understand scale and proportion, and effectively represent 2D drawings through manual and computer-aided techniques.

UNIT I. Introduction

- Drawing Instruments and their uses.
- Sheet layout and sketching.

UNIT II. Lettering

- Drafted Lettering
- Freehand architectural lettering.

UNIT III. Lines

- Concept and types of lines.
- Line thickness.

UNIT IV. Orthographic Projections

- Projection of Points, Lines and Planes in different positions.
- Simple 2D drawings using computer software. – Plans, elevations and sections of small spaces like a bedroom or a shop or alike.

NOTE: Sheets & Files to be prepared on the above topics.

OUTCOMES

By the end of the course, students should be able to:

1. Use drafting tools and accessories to prepare accurate architectural and interior drawings.
2. Understand and apply concepts of scale and proportion in their drawings.
3. Use drawing instruments effectively for sheet layout and sketching.
4. Demonstrate proficiency in both drafted and freehand architectural lettering.
5. Understand the concept of different types of lines and their appropriate thicknesses in technical drawings.
6. Apply orthographic projection techniques for points, lines, and planes.
7. Create simple 2D plans, elevations, and sections of small spaces, both manually and using computer software.
8. Compile and present their drawings in well-organized sheets and files.

Course Name:	Assistant Carpenter – Wooden Furniture (FFS/Q0103) Assistant Furniture Designer (FFS/Q0106) Architect’s Office/Contractor’s Office	
Course Code:	24BV301OJT01 24BV301OJT02 24BV301OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.

Semester 2

Course Name:	Basic Building Material & Technology	
Course Code:	24BV302GV01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To provide students with foundational knowledge about various building materials and products, focusing on their classification and applications in interior decoration and construction.

UNIT I. Overview of Building Materials

- Providing a comprehensive understanding and the classification of Building Materials.

UNIT II. Natural Materials:

- Natural stones (granite, marble, limestone)
- Wood (Timber, Lumber)
- Bamboo

UNIT III. Synthetic Materials:

- Plastics
- Ceramics
- Glass
- Concrete

UNIT IV. Recycled Materials:

- Recycled Wood
- Recycled Glass
- Recycled Metal

OUTCOMES:

By the end of the course, students should be able to:

1. Understand and classify different types of building materials, including natural, synthetic, and recycled materials.
2. Identify and describe various natural materials, such as granite, marble, limestone, timber, lumber, and bamboo, including their properties and uses.
3. Explain the characteristics and applications of synthetic materials, including plastics, ceramics, glass, and concrete.
4. Recognize and evaluate the importance of recycled materials, such as recycled wood, glass, and metal, in sustainable building practices.
5. Apply knowledge of building materials to make informed decisions in interior decoration
6. and construction contexts.

REFERENCES

1. Bindra, S.P. and Arora, S.P. Building Construction: Planning Techniques and Methods of Construction, 19th ed. Dhanpat Rai Pub., New Delhi, 2000.
2. Moxley, R. Mitchell's Elementary Building Construction, Technical Press Ltd.
3. Rangwala, S.C. Building Construction 22nd ed. Charota Pub. House Anand, 2004.
4. Sushil Kumar. T.B. of Building Construction 19th ed. Standard Pub. Delhi, 2003.
5. Chowdary, K.P. Engineering Materials used in India, 7th ed. Oxford and IBH, New Delhi, 1990.
6. Rangwala, S.C. Building Construction: Materials and types of Construction, 3rd ed. John Wiley and Sons, Inc., New York, 1963.
7. Francis D. Ching, Building Construction Illustrated, Wiley publishers, 2008.

Course Name:	Design & Innovation (CBSE772)	
Course Code:	24BV302GV02	Internal marks: 10
Credits	2	External marks: 40
L-T-P	2-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To introduce students to the fundamental principles of design and innovation, providing them with essential skills and knowledge applicable across various design disciplines, and preparing them for vocational qualifications in areas such as graphic design and visual arts.

UNIT I. Introduction to Design & Innovation

- **Concept of Design:** Design versus Art, Design and Environment, The basis of Design Process.
- **Design Fundamental:** To increase and build sensitivity to the forms around them, to relate the elements of design to understand design process for their projects, Understanding the colour quality, intensity, relationship with other colours, textures, shape.

UNIT II. Introduction to colours

- Primary, Secondary & Tertiary Colours.
- Colour Wheel.

UNIT III. Role of colours

- Role of colours in Interiors
- Psychological effects of colours

UNIT IV. Colour Schemes

- Monochromatic: Single colour, varying shades
- Bichromatic: Two colours, varying shades
- Polychromatic: Three or more colours, varying shades.
- Complementary: Contrasting colours e.g. blue & orange
- Analogous: Adjacent colours e.g. blue, green, yellow.

OUTCOMES

By the end of the course, students should be able to:

1. Differentiate between design and art and understand the relationship between design and the environment.
2. Comprehend the design process and develop sensitivity to various design forms, including color, texture, and shape.
3. Identify and describe primary, secondary, and tertiary colors, and effectively utilize the color wheel.
4. Analyze the role of colors in interior design, including their psychological effects and implications for space.
5. Create and apply various color schemes, including monochromatic, bichromatic, polychromatic, complementary, and analogous schemes, in design projects.
6. Develop a foundational skill set in design that supports further study and practice in related vocational qualifications.

REFERENCES

1. Eppinger, S., & Ulrich, K. (2015). Product design and development. McGraw-Hill Higher Education.
2. Green, W., & Jordan, P. W. (Eds.). (1999). Human factors in product design: current practice and future trends. CRC Press.
3. Sanders, M. S., & McCormick, E. J. (1993). Human factors in engineering and design. McGRAW-HILL book company.
4. Roozenburg, N. F., & Eekels, J. (1995). Product design: fundamentals and methods (Vol. 2). John Wiley & Sons Inc.
5. Lidwell, W., Holden, K., & Butler, J. (2010). Universal principles of design, revised and updated: 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design.
- 6.

Course Name:	Interior Services – I	
Course Code:	24BV302GV03	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To provide students with foundational knowledge of essential interior services, including sanitation, water supply, electrification, HVAC, and fire protection, enabling them to design effective service layouts for various interior spaces.

UNIT I. Sanitation

- Sanitary fittings, and fixing methods, different materials, different drawings, systems and disposal methods, sanitary layout of different interior schemes and fittings.

UNIT II. Water supply

- Different materials and fittings, Hot and cold water supply and its techniques underground and overhead tanks, water supply layouts of different interior schemes.

UNIT III. Electrification

- Light, lighting design, light sources- natural light, artificial light. Electronic communication wiring. Graphical symbols of electrical layout.

UNIT IV. HVAC services

- HVAC in buildings, RCP's and Coordinated Drawings with respect to services, Fire Protection: Definition, fire resistance, fire fighting equipment's and detection alarms, sprinklers etc.

OUTCOMES

By the end of the course, students should be able to:

1. Understand the principles of sanitation, including sanitary fittings, materials, disposal methods, and layout designs for different interior schemes.
2. Identify and describe different materials and fittings used in water supply systems, including techniques for hot and cold water supply and layouts for various interior designs.
3. Analyze and implement electrification concepts, including lighting design, sources of natural and artificial light, and the use of electrical wiring and graphical symbols in layouts.
4. Explain HVAC (Heating, Ventilation, and Air Conditioning) systems in buildings, including the creation of reflected ceiling plans (RCPs) and coordinated drawings for service integration.
5. Recognize fire protection principles, including fire resistance, firefighting equipment, detection alarms, and the role of sprinklers in interior design.
6. Develop appropriate service layouts that incorporate sanitation, water supply, electrification, HVAC, and fire protection considerations in interior projects.

REFERENCES

1. Rangawala, S.C Engineering Materials, Charter publishing house, Anand 1963.
2. Rangawala, S.C, Building construction, Charter publishing house, Anand 1963
3. Rangawala .S.C., Water supply and sanitary Engineering, publishing house, Roorkee.
4. Pratap R.M (1988) Interior Design Principles and practice, Standard publishers distribution, Delhi.
5. F. Hall, Plumbing technology, British Library Cataloguing in Publication Data

Course Name:	Workshop	
Course Code:	24BV302GP01	Internal marks: 25
Credits	3	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam All Theory exams will be for 2 hours		

OBJECTIVE

- To provide students with hands-on, practical experience that complements theoretical learning, enabling them to apply design principles in real-world scenarios while fostering creativity, skill development, and industry-relevant exposure through specialized workshops.

Plaster of Paris Workshop

- Introduction to plaster as material, Process of mixing and its use in reproduction, Mould making and casting, Use for plaster with other materials like cloth, thread, wires etc.

OR

Bamboo and Cane Workshop

- The processing on bamboo (seasoning, treatment), Tools for working on bamboo, Precautions for safety in workshops, Cutting, Joinery details, strength, finishes, Application to construction and furniture Interior.

OUTCOMES

By the end of the course, students should be able to:

For the Plaster of Paris Workshop:

1. Understand the properties and characteristics of plaster as a material.

2. Demonstrate the correct process for mixing plaster and its applications in reproduction and casting.
3. Create molds and castings using plaster, incorporating techniques for using plaster with other materials like cloth, thread, and wires.
4. Apply knowledge of plaster techniques to practical projects, demonstrating creativity and design principles.

For the Bamboo and Cane Workshop:

1. Understand the processing methods for bamboo, including seasoning and treatment techniques.
2. Identify and use appropriate tools for working with bamboo, ensuring safety precautions are observed.
3. Demonstrate cutting and joinery techniques specific to bamboo, understanding its strength and finishing options.
4. Apply bamboo and cane techniques to create functional designs in construction and furniture for interior spaces.
5. Explore creative applications of bamboo and cane in interior design, showcasing the versatility of these materials.

Course Name:	Design & Innovation Lab	
Course Code:	24BV302VP01	Internal marks: 25
Credits	4	External marks: 50
L-T-P	1-0-6	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To provide students with hands-on experience in various design mediums and concepts, enhancing their creativity and practical skills in design while exploring color theory, graphic design, and innovative accessory creation.

UNIT I. Workshop:

- Using different mediums like watercolours, oil pastels, and acrylic to understand the colour wheel.
- Designing Interior Accessories using different colour schemes.

UNIT II. Design Concepts Workshop:

- Design concepts workshop road signs
- Design concepts workshop T-shirts design

UNIT III. Graphic Design Workshop:

- Design concepts workshop zoological and botanical logo
- Poster Design for any social cause in India.

OUTCOMES

By the end of the course, students should be able to:

For the Workshop Unit:

1. Utilize different mediums, such as watercolors, oil pastels, and acrylics, to effectively explore and apply the principles of the color wheel.

2. Design and create interior accessories using various color schemes, demonstrating an understanding of color theory and design principles.

For the Design Concepts Workshop Unit:

3. Develop innovative design concepts for practical applications, such as road signs, focusing on functionality and aesthetics.
4. Create T-shirt designs that reflect unique concepts, showcasing creativity and awareness of design trends.

For the Graphic Design Workshop Unit:

5. Design zoological and botanical logos that effectively communicate the essence of the subjects while applying graphic design principles.
6. Create impactful posters for social causes in India, using design elements to raise awareness and inspire action.
7. Integrate various design skills learned throughout the course into cohesive and compelling design projects.

Course Name:	Lead Sofa Maker (FFS/Q0107) Assembler – Modular Furniture (FFS/Q5101) Architect’s Office/Contractor’s Office	
Course Code:	24BV302OJT01 24BV302OJT02 24BV302OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.

Semester 3

Course Name:	Interior Design – I (Residential)	
Course Code:	25BV303GV01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To equip students with the foundational knowledge and practical skills required for residential interior design, focusing on anthropometrics, spatial planning, material selection, and the creation of functional and aesthetically pleasing interiors in small spaces.

UNIT I. Introduction to Residential Design

- Understanding Anthropometrics while preparing interior layouts.
- Basic concepts of ambiance (explained through photographs/site visits).

UNIT II. Spatial Planning & Layout

- Design of cabinetwork for bedroom/drawing room/kitchen/clinic/kiosk etc.
- Layout planning of a small house/apartment/shop/office/clinic or alike.

UNIT III. Materials & Finishes

- Flooring & Wall Finishes
- Ceiling & Window Treatments

UNIT IV. Furniture & Décor

- Furniture Selection & Specification
- Fabric & Textile Selection

OUTCOMES

By the end of the course, students should be able to:

1. Demonstrate an understanding of anthropometric principles in the context of preparing effective interior layouts.
2. Design and specify cabinet work and furniture tailored for small spaces, considering both functionality and aesthetic appeal.
3. Distinguish the required ambiance for various spaces through visual analysis and site visits.
4. Create thoughtful interior layouts for small residences, apartments, and commercial spaces that balance functionality with aesthetics.
5. Develop sample boards that effectively communicate design concepts and material selections for interior design exercises.
6. Apply knowledge of materials and finishes, including flooring, wall treatments, ceiling treatments, and window treatments, to enhance interior spaces.
7. Select and specify appropriate furniture, fabrics, and textiles that complement the overall design intent and spatial planning.

REFERENCE

1. "The Interior Designer's Handbook" by Dr. Shashank Parulekar and Aarti V. Parulekar
2. "Interior Design: A Practical Approach" by Ar. Smita Gupta
3. "Residential Interior Design" by S. K. Bhargava
4. "Interior Design and Decoration" by S. C. Gupta

Course Name:	Traditional & Contemporary Interiors, Arts & its Appreciation	
Course Code:	25BV303GV02	Internal marks: 10
Credits	2	External marks: 40
L-T-P	2-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To provide students with an understanding of traditional and contemporary interior design practices in India, focusing on the arts and crafts used in vernacular and heritage architecture and their relevance in modern design across different climatic regions.

UNIT I. Introduction to Traditional & Contemporary Interiors

- Historical Overview & Scope
- Study of Traditional and Contemporary life style and its influence in interior spaces.

UNIT II. Vernacular Architecture

- Study of Indian Vernacular Architecture e.g. Havelis
- Characteristics & Significance.

UNIT III. Heritage Architecture

- Study of Indian Heritage Architecture e.g. Mughal Architecture.
- Adaptive reuse & restoration.

UNIT IV. Modern & Contemporary Interiors

- Sustainable & Eco-friendly design
- Conceptual Framework of Interior Design specially Climate as a major consideration.

OUTCOMES

By the end of the course, students should be able to:

1. Understand the historical context and scope of traditional and contemporary interiors, and how lifestyle influences interior spaces.

2. Analyze and describe the characteristics and significance of Indian vernacular architecture, including examples like Havelis.
3. Examine the features of Indian heritage architecture, such as Mughal architecture, and discuss principles of adaptive reuse and restoration.
4. Explore sustainable and eco-friendly design practices within modern and contemporary interiors.
5. Apply a conceptual framework for interior design that prioritizes climate considerations and integrates traditional crafts with contemporary practices.
6. Appreciate the diverse range of traditional arts and crafts in vernacular construction and their influence on contemporary design.

REFERENCE

1. "Vernacular Buildings of India" by Shikha Jain (Publisher: Taylor & Francis)
"Traditional Indian Architecture" by Vibhuti Chakrabarti (Publisher: Penguin Books India)
2. "Heritage Architecture of India" by R. Nath (Publisher: Indian National Trust for Art and Cultural Heritage)
3. "Architecture of Mughal India" by Catherine B. Asher (Publisher: Cambridge University Press) "Indian Heritage: Architecture, Art, and Culture" by R. Nath (Publisher: Rupa & Co.)
4. "Contemporary Indian Interior Design" by Shalini Mehta (Publisher: Mapin Publishing)

Course Name:	History of Furniture	
Course Code:	25BV303GV03	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To provide students with a comprehensive understanding of the history and evolution of furniture design, exploring the influence of cultural, social, and technological factors on furniture styles from ancient civilizations to contemporary times.

UNIT I.

- Introduction to furniture history, Evolution of furniture over a period based on climate, social factors, life style, technical and stylistic development availability of materials and various movements in design. Introduction to furniture terminology based on methods of joinery techniques such as parquetry, marquetry gilding, turning, pierced and chip carving.

UNIT II.

- Ancient civilization, art, architecture of Egypt. Furniture preserved in ancient pyramids, Ancient classical orders developed by them and various methods to overcome optical illusion, Furniture developed by Greeks and Romans by 3rd century A. D.

UNIT III.

- Medieval era in Europe, utilitarian furniture developed from Romanesque till Gothic times. Gothic cathedrals preserving art, manuscripts, furniture, paintings, sculptures, stain glass, Beginning of Renaissance - second golden era in Europe, age of discovery. Renaissance furniture of Italy and France. Baroque and Rococo furniture of 17th century Europe, Neoclassical and Regency period in history of furniture - 18th century, Prominent names in the field of Architecture, sculptures, paintings international and Indian.

UNIT IV.

- English furniture from 16th to 18th century. Tudor, Stuart, Jacobean, Restoration period, Queen Ann period, Gregorian period, Chippendale, Sheraton, Beginning of 19th century industrialization, Victorian Era in England, Art and Craft movement in design, Art Nouveau movement in art and furniture. Art movements before and after world wars, Cubism of Picasso, De - stijl movement, Bauhaus school of Design and its impact on modern design, Art Deco movement, Oriental furniture and how it is different from western counterparts.
- Furniture of Japan and China, Indian furniture, traditional and colonial.

OUTCOMES

By the end of the course, students should be able to:

1. Describe the evolution of furniture throughout history, considering the impact of climate, social factors, lifestyle, technical advancements, and stylistic developments.
2. Understand and utilize furniture terminology related to various joinery techniques, such as parquetry, marquetry, gilding, turning, pierced carving, and chip carving.
3. Analyze the furniture styles of ancient civilizations, particularly the furniture preserved in Egyptian pyramids and the contributions of Greek and Roman furniture from the 3rd century A.D.
4. Examine the development of medieval utilitarian furniture, its preservation in Gothic cathedrals, and the artistic movements that influenced Renaissance furniture in Italy and France.
5. Discuss the characteristics of Baroque, Rococo, Neoclassical, and Regency furniture styles of the 17th and 18th centuries, including significant architectural and artistic figures of the time.
6. Explore English furniture styles from the 16th to 18th centuries, including Tudor, Stuart, Jacobean, and Victorian periods, and analyze the impact of industrialization and design movements such as Arts and Crafts, Art Nouveau, and Art Deco.
7. Compare and contrast Eastern and Western furniture styles, focusing on traditional and colonial Indian furniture, as well as Japanese and Chinese furniture designs.

REFERENCE

1. Joseph Aronson, The Encyclopedia of Furniture: Third Edition ,1961
2. Bradley Quinn, Mid-Century Modern: Interiors, Furniture, Design Details, Conran Octopus Interiors, 2006.
3. Jim Postell, Furniture Design, Wiley publishers, 2007.
4. Edward Lucie-Smith , Furniture: A Concise History (World of Art) , Thames and Hudson, Robbie. G. Blakemore, History of Interior Design and Furniture: From Ancient Egypt to Nineteenth-CenturyEurope, Wiley publishers, 2005.

Course Name:	Interior Design – I Lab	
Course Code:	25BV303VP01	Internal marks: 25
Credits	3	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To provide students with a comprehensive understanding of the history and evolution of furniture design, exploring the influence of cultural, social, and technological factors on furniture styles from ancient civilizations to contemporary times.

UNIT I. Spatial Planning

- Simple space planning exercise of small area like typical rooms in a house, Flats, small shops, kiosks, music room, etc and facilitate students to come up with functional solutions.

UNIT II. Sanitation & Plumbing

- Simple layout exercise that involve exposure to basic sanitary and plumbing services in singular spaces like kitchen, toilets, small school laboratory etc.

UNIT III. Floor & Finishes

- Simple layout exercises comprise of preparing basic drawings for flooring, reflected ceiling plan, electrical and plumbing.

UNIT IV. Furniture Decor

- Simple layout exercise that involve Furniture Design of any residential area chosen.

OUTCOMES

By the end of the course, students should be able to:

1. Describe the evolution of furniture throughout history, considering the impact of climate, social factors, lifestyle, technical advancements, and stylistic developments.
2. Understand and utilize furniture terminology related to various joinery techniques, such as parquetry, marquetry, gilding, turning, pierced carving, and chip carving.

3. Analyze the furniture styles of ancient civilizations, particularly the furniture preserved in Egyptian pyramids and the contributions of Greek and Roman furniture from the 3rd century A.D.
4. Examine the development of medieval utilitarian furniture, its preservation in Gothic cathedrals, and the artistic movements that influenced Renaissance furniture in Italy and France.
5. Discuss the characteristics of Baroque, Rococo, Neoclassical, and Regency furniture styles of the 17th and 18th centuries, including significant architectural and artistic figures of the time.
6. Explore English furniture styles from the 16th to 18th centuries, including Tudor, Stuart, Jacobean, and Victorian periods, and analyze the impact of industrialization and design movements such as Arts and Crafts, Art Nouveau, and Art Deco.
7. Compare and contrast Eastern and Western furniture styles, focusing on traditional and colonial Indian furniture, as well as Japanese and Chinese furniture designs.

Course Name:	Computer Applications - Drawings & Graphics	
Course Code:	25BV303VP02	Internal marks: 25
Credits	4	External marks: 50
L-T-P	1-0-6	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To equip students with the foundational skills to use computer applications for drawings and graphics, enabling them to perform routine office tasks, create basic documents, and utilize internet resources effectively.

UNIT I.

- Brief historical background of computer development. Introduction to hardware and general idea of their use, Basics of handling and operating computers, familiarizing the use of scanners, printers plotters etc.

UNIT II.

- Salient features of MS Windows.
- Familiarizing with data storage and retrieval creation of directory and filesMS office
- MS Word
- Creating simple text document with basic formattingMaking Tables
- Inserting pictures

UNIT III.

- MS Excel
- Performing basic calculations and maintain data using MS Excel

UNIT IV.

- MS PowerPoint
- Creating simple presentations using text and pictures
- Taking printouts Basics of Internet usage for browsing and email

OUTCOMES

By the end of the course, students should be able to:

1. Operate computers, printers, and scanners competently for routine office work.
2. Understand the historical development of computers and the function of different hardware components.
3. Navigate the MS Windows operating system, including data storage, retrieval, and file management.
4. Create and format basic documents in MS Word, including the use of tables and the insertion of images.
5. Perform basic calculations and maintain data using MS Excel, demonstrating proficiency in spreadsheet management.
6. Design and create simple presentations in MS PowerPoint, incorporating text and images effectively.
7. Utilize the internet for browsing and email communication, demonstrating fundamental online research skills.

Course Name:	Cabinet Maker – Modular Kitchen (FFS/Q5102) Lead Wood Quality Examiner (FFS/Q0109) Architect’s Office/Contractor’s Office	
Course Code:	25BV303OJT01 25BV303OJT02 25BV303OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.

Semester 4

Course Name:	Interior Design – II (Commercial)	
Course Code:	25BV304GV01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To equip students with the skills necessary for designing larger-scale commercial and institutional projects, focusing on detailed and custom designs, while developing a comprehensive approach that integrates functional dimensions into interior spaces.

UNIT I. Introduction to Commercial Interior Design

- Scope & Evolution
- Design Process & Methodology

UNIT II. Commercial Space Types

- Hospitality Design
- Retail Design
- Healthcare Design
- Office systems

UNIT III. Spatial Planning & Layout

- Space analysis & programming
- Material & Finishes selection
- Layout & Furniture arrangement

UNIT IV. Building Codes & Regulations

- Building Codes

OUTCOMES

By the end of the course, students should be able to:

1. Understand the scope and evolution of commercial interior design and articulate the design process and methodology specific to commercial projects.
2. Identify and differentiate between various types of commercial spaces, including hospitality, retail, healthcare, and office systems, and their unique design requirements.
3. Conduct space analysis and programming to create functional layouts tailored to specific commercial environments.
4. Select appropriate materials and finishes that enhance the aesthetic and functional qualities of commercial interiors.
5. Develop effective layout and furniture arrangements that optimize space utilization and enhance user experience in commercial settings.
6. Understand and apply relevant building codes and regulations to ensure compliance in commercial interior design projects.

REFERENCE

1. "Commercial Interior Design" by Ar. Rajan Gore (Publisher: Tata McGraw-Hill Education)
2. "Office Interior Design" by Ar. Sandeep Khosla (Publisher: Roli Books)
3. "Retail Interior Design" by Ar. Sunil Kulkarni (Publisher: CBS Publishers)

Course Name:	Interior Construction Technology – I	
Course Code:	25BV304GV02	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To introduce students to the fundamental materials, components, and methods of construction in building design, emphasizing the representation of these elements in interior construction.

UNIT I.

- Terminology for various components of buildings - Foundation, Plinth, Cill, Lintel, chajja, ceiling, Roof

UNIT II.

- Openings: Doors, windows, ventilators with focus on different modes of operation.

UNIT III.

- Types of Lintels and Arches.

UNIT IV.

- Joinery Introduction to joinery and joints limitation and applications.

OUTCOMES

By the end of the course, students should be able to:

1. Understand and use terminology related to various components of buildings, including foundation, plinth, cill, lintel, chajja, ceiling, and roof.
2. Identify and describe different types of openings, such as doors, windows, and ventilators, along with their various modes of operation.
3. Explain the different types of lintels and arches and their applications in construction.

4. Introduce the concept of joinery, including various joints, their limitations, and applications in building construction.

REFERENCES

1. Bindra, S.P. and Arora, S.P. Building Construction: Planning Techniques and methods of Construction, 19th ed. Dhanpat Rai Pub., New Delhi, 2000.
2. Moxley, R. Mitchell's Elementary Building Construction, Technical Press Ltd. Rangwala,
3. S.C. Building Construction 22nd ed. Charota Pub. House Anand, 2004.
4. Sushil Kumar. T.B. of Building Construction 19th ed. Standard Pub. Delhi, 2003.

Course Name:	Basics of Office Management	
Course Code:	25BV304GE01	Internal marks: 10
Credits	2	External marks: 40
L-T-P	2-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To provide students with foundational knowledge and skills in office management specific to the interior design industry, enabling them to effectively manage office operations, maintain records, and communicate professionally.

UNIT I. Office and its management

- Structure of an Interior Designer's Office
- Managing Time

UNIT II. Office Etiquettes and Work Ethics

- Clear & Effective Communication
- Treating clients & colleagues with respect
- Maintaining a professional attitude

UNIT III. Working in Office

- Maintaining Drawing and Office Records.
- Use of Computers and Accessories for Office Work.
- Basic Accounting
- Book keeping

UNIT IV. Written Communication

- Simple letters
- Emails text messages
- Short reports

OUTCOMES

By the end of the course, students should be able to:

1. Understand and describe the organizational structure of an interior designer's office and the roles within it.
2. Manage drawings and office records effectively in a small office environment.
3. Perform basic bookkeeping tasks, including maintaining financial records and accounting.
4. Demonstrate proficiency in office correspondence, including composing emails, letters, and text messages.
5. Apply principles of time management to enhance productivity in the office setting.
6. Exhibit proper office etiquette and work ethics, including effective communication and professional conduct with clients and colleagues.

REFERENCE

1. "Office Management" by S. C. Gupta (Publisher: Sultan Chand & Sons)
2. "Office Administration" by R. K. Tiwari (Publisher: Tata McGraw-Hill Education)
3. "Office Management and Organization" by K. N. Dikshit (Publisher: Prentice-Hall of India)

Course Name:	Interior Design – II (Commercial)	
Course Code:	25BV304VP01	Internal marks: 25
Credits	3	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To enable students to apply fundamental design principles and anthropometric observations in creating effective commercial interior designs for various spaces, including offices, hospitality, retail, healthcare, and urban environments.

CONTENTS:

- Hospitality Design, Retail Design, Healthcare Design and Office systems
- Urban Interiors – Shopping malls, streets, Town squares, Fair grounds
- Interior Ports – air ports, Bus stops, Railway stations, boats/ports
- Exhibition displays – Urban Level & National Level.
- Mobile units – buses, cars, railway coaches etc.

OUTCOMES

By the end of the course, students should be able to:

1. Design commercial interiors for various sectors, such as hospitality, retail, healthcare, and office systems, using design principles and anthropometric data.
2. Develop creative and functional designs for urban interiors, including shopping malls, streets, town squares, and fairgrounds.
3. Create effective interior layouts for transport hubs such as airports, bus stops, railway stations, and ports.
4. Plan and execute exhibition displays for urban and national-level events, demonstrating an understanding of spatial dynamics and visitor experience.

- Design mobile units, such as buses, cars, and railway coaches, focusing on functionality, comfort, and aesthetic appeal.

Course Name:	Auto CAD Lab	
Course Code:	25BV304VP02	Internal marks: 25
Credits	4	External marks: 50
L-T-P	1-0-6	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To develop students' skills in drafting and creating architectural 2D drawings using AutoCAD software, ensuring they can effectively prepare both basic and presentation drawings, while understanding the functionality of various CAD tools.

UNIT I. Introduction

- Introduction to CAD and relevant software:** - Prepare a new drawing from scratch with the “Create Drawing”,
- Simple drawing creation:** - Save created drawing definition as a new drawing

UNIT II. CAD - 2D

- Use 2D commands to draw building components such as wall, door, window:** - line, poly line, spline, 3d ploy line, rectangle, multi-line, construction line, arc, circle, ellipse, polygon, donut.
- Use Modification commands to alter the existing drawing:** - offset, copy, paste, erase, trim, break, mirror, array, move, rotate, stretch, lengthen, trim, extend, break, chamfer, fillet **Replication of Drawn Objects:** - Block, Insert block, Edit block, Explode block

UNIT III. Presentation Drawings

- Make Presentation drawing using 2D commands and add text and dimensioning to them using appropriate commands:-**
 - Multi line text and text:-** Writing text, formatting text style, Editing text
 - Dimensioning:** - Formatting dimension style, Editing dimension style **Use of leader**

- **Multiple hatch commands**
- **Applying components from AutoCAD Libraries (Design Centre) to drawing**

UNIT IV. Plot/Print

- **Print/plot the prepared drawing:** - Plot dialogue box, Printing in PDF and Save as PDF

OUTCOMES

By the end of this course, students should be able to:

1. Navigate the AutoCAD interface and utilize relevant software tools to create new drawings from scratch.
2. Demonstrate proficiency in using 2D drawing commands to construct essential building components such as walls, doors, and windows.
3. Apply modification commands to edit existing drawings and effectively replicate drawn objects through the use of blocks.
4. Create presentation drawings that incorporate text and dimensioning, utilizing appropriate formatting and editing techniques.
5. Utilize AutoCAD libraries to enhance drawings with pre-designed components and effectively use hatch commands for various design applications.
6. Successfully plot or print prepared drawings, including exporting them to PDF format, ensuring that final outputs are ready for presentation or submission.

REFERENCES

1. Harnessing AutoCAD Release -2012- Thomas A. Stellman, G. V. Krishnan, Robert A. Rhea, Delmar Publication
2. AutoCAD 2011, Ellen Finkelstein, Wiley India Pvt. Ltd.
3. Kulkarni, D.M.Rastogi, Engineering Graphics with AutoCad.

Course Name:	Assembler Door/Window- Glass (FFS/Q6101) Safe Executive – Furniture & Fittings (FFS/Q8101) Architect’s Office/Contractor’s Office	
Course Code:	25BV304OJT01 25BV304OJT02 25BV304OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.

Semester 5

Course Name:	Interior Design – III (Institutional)	
Course Code:	26BV305GV01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- The objective of this course is to enable learners to apply design principles and anthropometric data in the creation of detailed measured drawings and sketches for institutional interiors, emphasizing the importance of ambiance, spatial planning, materials, and compliance with building codes.

UNIT I. Introduction to Institutional Interior Design

- Basic concepts of ambiance (explained through photographs/site visits).

UNIT II. Spatial Planning & Layout

- Space analysis & programming
- Layout & Furniture arrangement

UNIT III. Materials & Finishes

- Flooring & Wall Finishes
- Ceiling & Window Treatments

UNIT IV. Building Codes & Regulations

- Building codes

OUTCOMES

By the end of this course, students should be able to:

1. Demonstrate an understanding of the basic concepts of ambiance in institutional interior design, utilizing visual references from photographs and site visits.

2. Conduct space analysis and programming to create effective layout and furniture arrangements tailored to institutional needs.
3. Select appropriate materials and finishes for flooring, walls, ceilings, and window treatments that enhance the functionality and aesthetics of institutional spaces.
4. Understand and apply relevant building codes and regulations in the design and execution of institutional interior projects.

REFERENCES

1. "Institutional Interior Design" by James P. Gould
2. "Designing for Health and Wellness" by Jill Pable
3. "Institutional Design: A Guide for Architects, Interior Designers, and Facility Managers" by David M. Charness

Course Name:	Basics of Estimation, Costing & Quantity Surveying	
Course Code:	26BV305GV02	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam All Theory exams will be for 2 hours		

OBJECTIVE

- Enable students to calculate the estimated construction cost of a building.
- Familiarize students with current material and labor costs and differentiate between them.
- Equip students with the skills to estimate construction costs for designed buildings, helping architects work within budgets and informing clients about the financial requirements at various construction stages.

UNIT I. Introduction

- Define term Estimating and Costing
- Objectives of Estimating
- Types of Estimate: - Approximate Estimate, Detailed Estimate
- Methods of preparing approximate Estimate: - Service Unit Method, Plinth Area Method, Cubical Content Method, Typical bay Method
- Data required to Prepare detailed Estimate
- Methods of preparing detailed Estimate: - Long wall-Short wall method, Center line Method

UNIT II. Modes of Measurement as per SP: 27

- Introduction
- Units of Measurement of Construction Item
- Importance of Modes of Measurement
- Modes of measurement of various construction items

UNIT III. Rate Analysis

- Introduction
- Necessity of rate analysis.
- Data required for rate analysis.

- Factors affecting rate analysis.
- Task work.
 - Factors affecting task work.
 - Task work of various skilled and unskilled labour.
- Schedule of Rate and Market Survey.
- Rate analysis of various construction items

UNIT IV. Estimating

- Detailed Estimate
 - Detailed Estimate of Single Story residential building.
 - Detailed Estimate of R.C.C. Slab
 - Detailed Estimate of R.C.C. Beam
 - Detailed Estimate of R.C.C. Column with footing
 - Detailed Estimate of Septic tank with soak pit.

OUTCOMES

By the end of this course, students should be able to:

1. Define the key terms related to estimating and costing in construction.
2. Differentiate between various types of estimates, including approximate and detailed estimates.
3. Employ different methods for preparing approximate estimates, such as the Service Unit Method and Cubical Content Method.
4. Understand and apply modes of measurement for construction items according to SP: 27 standards.
5. Conduct a comprehensive rate analysis for various construction items, including the factors that influence labor and material costs.
6. Prepare detailed estimates for different structural components, including single-story residential buildings, R.C.C. slabs, beams, columns, and septic tanks with soak pits.
7. Utilize knowledge of current market rates to inform estimating and costing decisions in real-world scenarios.

REFERENCES

1. Estimating and Costing- B.N.Dutta- Laxmi publications
2. Estimating and Costing- S.C.Rangwala- Charotar Publishing House Private Limited,
Anand
3. Hand book of Methods of Measurement of building works- SP:27(1987)- BIS
4. Schedule of Rates- Local Authority- R&B, PWD, CPWD, Irrigation etc.
5. Estimating and Costing- M. C. Chakraborty

Course Name:	Specification Writing	
Course Code:	26BV305GV03	Internal marks: 10
Credits	2	External marks: 40
L-T-P	2-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- To equip students with the skills and knowledge necessary to write clear and detailed specifications that guide the design process.
- To understand the various types of specifications, their importance in the design field, and how they influence material selection and overall project execution.

UNIT I. Introduction to Specification Writing

- Definition & Purpose
- Importance and scope of the subject
- Types of Specification (performance, prescriptive, proprietary)

UNIT II. Material & Finish Specifications

- Material selection criteria
- Writing detailed specifications for basic interior works e.g. plastering, painting, false ceiling, panelling, flooring etc.

UNIT III. Product Specification

- Furniture specifications
- Flooring & Wall coverings

UNIT IV. Case Study

- Market survey- Making of Sample Plates
- Specification writing for a design project

OUTCOMES

By the end of this course, students should be able to:

1. Define the purpose and significance of specification writing in design and construction.
2. Identify and differentiate between various types of specifications, including performance, prescriptive, and proprietary specifications.
3. Select appropriate materials based on specified criteria and write detailed specifications for interior works such as plastering, painting, false ceilings, and flooring.
4. Create product specifications for furniture and wall coverings, ensuring clarity and precision in detailing requirements.
5. Conduct market surveys and develop sample plates, applying their skills in specification writing to a design project effectively.

REFERENCES

1. "Specification Writing for Interior Design" by Ar. Smita Gupta (Publisher: CBS Publishers)
2. "Interior Design Specifications" by Ar. Rajan Gore (Publisher: Tata McGraw-Hill Education)
3. "Building Specifications" by Er. S. K. Mangal (Publisher: Khanna Publishers)

Course Name:	Computer Presentation Techniques	
Course Code:	26BV305VP01	Internal marks: 25
Credits	3	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- Develop proficiency in creating 2D & 3D designs using CAD software
- Improve productivity & efficiency in design development.

UNIT I.

- CAD and its advanced application:- Creating & organizing 2D drawings, All 2D commands, All 2d edit commands

UNIT II.

- Working in layers, Presentation drawings.

UNIT III.

- Output of drawings through printers & plotters, 3D CAD drawings & views.

UNIT IV.

- 2D presentation drawings with other than CAD software, CAD & 3 dimensional drawings views.

UNIT V.

- Advance software like Google sketch up, 3D max etc. for 3D drawings presentation.

UNIT VI.

- Use of Photoshop, Corel Draw or related software's for presentation.

OUTCOMES

By the end of this course, students should be able to:

1. Utilize CAD software to create and organize comprehensive 2D drawings effectively.
2. Demonstrate competence in using all relevant 2D commands and editing tools to enhance drawing accuracy and detail.
3. Manage and work with layers to streamline the presentation of drawings.
4. Produce high-quality presentation drawings using both CAD software and alternative software tools.
5. Output drawings through printers and plotters, ensuring appropriate formatting and resolution for presentation purposes.
6. Create 3D CAD drawings and views, showcasing an understanding of three-dimensional representation.
7. Employ advanced software such as Google SketchUp and 3ds Max for enhanced 3D drawing presentations.
8. Integrate graphic design software like Photoshop and CorelDRAW to elevate the visual quality of design presentations.

Course Name:	Working Drawing – II	
Course Code:	26BV305VP02	Internal marks: 25
Credits	4	External marks: 50
L-T-P	1-0-6	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- **To develop an understanding of and ability to deliver complete project documentation**, starting from conceptual sketches to presentation drawings and large-scale details of furniture items. This course aims to equip students with the skills needed to create comprehensive working drawings that cover all aspects of an interior design project.

UNIT I.

- Working drawing & details of Interior Design project.

UNIT II.

- All furniture, flooring, ceiling, electrical, water supply, drainage layouts.

UNIT III.

- Details of furniture & Furnishings.

NOTE: One design problem of multi activity residential, commercial & Institutional single room design including case study & area maximum 50 sq ft.

OUTCOMES

By the end of this course, students should be able to:

1. **Create comprehensive working drawings** for interior design projects, demonstrating an understanding of the relationship between conceptual sketches and detailed plans.

2. **Develop detailed layouts** for furniture, flooring, ceilings, electrical systems, water supply, and drainage, ensuring functionality and compliance with design principles.
3. **Produce detailed drawings of furniture and furnishings**, including specifications and materials, tailored to specific design requirements.
4. **Complete a design problem involving a multi-activity space**, integrating knowledge from case studies and adhering to spatial limitations (maximum area of 50 sq ft) for residential, commercial, and institutional single-room designs.
5. **Demonstrate proficiency in various drawing techniques and presentation skills**, effectively communicating design concepts and details to clients and stakeholders.

Course Name:	Supervisor Interior Designer (FFS/Q9103) Finisher – Bamboo Furniture (FFS/Q4104) Architect’s Office/Contractor’s Office	
Course Code:	26BV305OJT01 26BV305OJT02 26BV305OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.

Semester 6

Course Name:	Sustainable Interior Design	
Course Code:	26BV306GV01	Internal marks: 10
Credits	3	External marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To provide students with an understanding of sustainable design principles aimed at minimizing environmental impact through thoughtful and sensitive design approaches. The course will explore how sustainable design can foster a connection between people and the natural environment while utilizing renewable resources.

UNIT I. Introduction to Sustainable Interior Design

- Concept of Sustainable Interiors
- Principles of Sustainable Interior Design

UNIT II. Benefits of Green Interiors

- What is Indoor Environment Quality (IEQ)
- Elements associated to IEQ

UNIT III. Materials

- Interior eco finishes like Eco-furniture, reclaimed timber wood, eco palm wood, eco bamboo, eco cork, formaldehyde free fibre board, eco wheat board, strawboard, eco kirei board, rubber wood.

UNIT IV. Implementing Sustainable Interiors

- Creating Green interiors by using indoor plants
- Sustainable interiors by using human health friendly materials

OUTCOMES

By the end of this course, students should be able to:

1. **Define and Explain** the key concepts and principles of sustainable interior design.

2. **Assess the Benefits** of green interiors and articulate the significance of Indoor Environment Quality (IEQ) in enhancing living and working environments.
3. **Identify and Select** eco-friendly materials, such as reclaimed timber, bamboo, and other sustainable finishes, for use in interior design projects.
4. **Implement Strategies** for creating sustainable interiors by incorporating indoor plants and selecting health-friendly materials that promote well-being.
5. **Evaluate the Impact** of sustainable design choices on the environment and human health, fostering a comprehensive understanding of responsible design practices.

REFERENCES

1. US EPA (2007), <http://es.epa.gov/ncer/rfa/archive/grants/01/eagle01.html>.
2. UNDP (1987), *Our Common Future*, Report of the World Commission on Environment and Development, Published as Annex to UN General Assembly document A/42/427, Development and International Cooperation: Environment.
3. Wackernagel, M. , Schulz, N.B., Deumling, D., Linares, A.C., Jenkins, M., Kapos, V., Monfreda, C., Loh, J.,Myers, N., Norgaard, R., and Randers, J. (2002), “Tracking the ecological overshoot of the human economy”, *Proceedings, National Academy of Sciences*, Vol. 99, No. 14, 9266-71.

Course Name:	Entrepreneurship in Field of Interior Design	
Course Code:	26BV306GV02	External marks: 10
Credits	3	Internal marks: 40
L-T-P	3-0-0	Total marks: 50
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- To provide students with an understanding of various entrepreneurship development programs in economics and related concepts.
- To equip students with the knowledge of entrepreneurial basics, including traits, classifications, and the role of women entrepreneurs in India.
- To familiarize students with project financing, including identification, selection, and legal requirements for establishing a business.
- To explore small business opportunities in different sectors and the necessary formalities for setting up an enterprise.
- To guide students in preparing a comprehensive project report related to a small business.

UNIT I. Entrepreneurship Basics

- Definitions, traits, classification
- Women entrepreneurs, role in India
- Entrepreneurial development programme (EDP)
- Need, phases, curriculum, support systems

UNIT II. Project Financing

- Project identification, selection, external analysis
- Legal requirements, loans, venture capital
- Approaching financing institutions

UNIT III. Small Business Opportunities

- Identifying the Business opportunity in various sectors - formalities for setting up of a small business enterprise
- Institutions supporting small business enterprise - EDII (Entrepreneurship Development Institute of India), SLDO (Small Industries Development Organization NSIC (National small Industries Corporation Ltd. (CNSIC) NIESBUD (National Institute for Entrepreneurship and small Business Development)

UNIT IV. Project Report

- To understand about a project report relating to a small business; Project formulation

OUTCOMES

By the end of this course, students should be able to:

- Define and explain key entrepreneurial concepts, traits, and classifications, including the significance of women entrepreneurs in India.
- Analyze and evaluate the various phases and support systems of entrepreneurial development programs (EDPs).
- Identify potential business opportunities in the interior design sector and understand the formalities required for establishing a small business.
- Prepare a project report that effectively outlines the formulation and financing of a small business venture, including necessary legal requirements and financing options.
- Demonstrate knowledge of project financing mechanisms, including loans and venture capital, and how to approach financing institutions.

REFERENCES

1. Cliffton, Davis S. and Fylie, David E. , Project Feasibility Analysis, John Wiley, New York, 1977
2. Desai A. N., Entrepreneur and Environment, Ashish, New Delhi, 1990
3. Drucker, Peter, Innovation and Entrepreneurship, Heinemann, London, 1985
4. Jain Rajiv, Planning a Small Scale Industry: A guide to Entrepreneurs, S. S. Books, Delhi, 1984
5. Kumar S. A. , Entrepreneurship in Small Industry, Discovery, New Delhi, 1990
6. McClelland, D. C. and Winter, W. G. , Motivating Economic Achievement, Free Press, New York, 19

Course Name:	Computer Applications – MS Project	
Course Code:	26BV306VP01	Internal marks: 25
Credits	2	External marks: 50
L-T-P	1-0-4	Total marks: 75
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVE

- The objective of the course "Computer Applications – MS Project" is to equip students with the skills and knowledge necessary to effectively utilize Microsoft Office Project 2007 for project management. Students will learn to create, define, and manage projects, work with estimates and dependencies, handle deadlines and constraints, manage resources, and track project progress.

UNIT I. Creating and Defining Projects

- This module explains how to create new projects, how to define appropriate options, and how to enter, organize, and outline the task list. It also explores ways to import data from other sources and provides guidance on configuring the corporate calendar.

UNIT II. Working with Estimates and Dependencies

- This module explains the techniques for estimating tasks and how to generate a dynamic schedule by creating dependencies between tasks. Various linking and unlinking techniques will be explored in multiple views and link types will be modified to reflect real-world scenarios.

UNIT III. Working with Deadlines, Constraints, and Task Calendars

- This module explains how to incorporate restrictions in a schedule through the use of deadlines and constraints. Displaying, reading, and analysing the critical path will be discussed, along with how to use task drivers in the analysis. Task calendars will be presented as a technique to get a schedule back in line with a deadline or constraint.

UNIT IV. Working with Resources

- This module explains the various types of resources that are needed on a schedule, how to enter the resource list, and how to assign resources to tasks. Changes to the project team

will be implemented by modifying resource assignments. Various types of costs will also be covered including resource costs, task costs, and project budgets.

UNIT V. Tracking Progress

- This module explains how to manage updates to a schedule by saving baselines and tracking duration, work, and cost updates. Comparison between expected and actual results will be illustrated with various views that display variance. In addition, this module provides guidelines on how to troubleshoot a schedule and how to get a troubled schedule back on track.

OUTCOMES

By the end of this course, students should be able to:

1. Create and define new projects in Microsoft Office Project 2007, including entering and organizing task lists.
2. Estimate tasks and establish dependencies between them to create a dynamic project schedule.
3. Incorporate deadlines and constraints into project schedules, analyze critical paths, and use task calendars to align schedules with deadlines.
4. Identify and assign various types of resources to tasks, manage resource assignments, and understand associated costs and budgeting.
5. Track project progress by managing updates, saving baselines, and analyzing variances between expected and actual results, while troubleshooting and adjusting troubled schedules effectively.

Course Name:	Project	
Course Code:	26BV306VP02	Internal marks: 50
Credits	6	External marks: 75
L-T-P	0-0-12	Total marks: 125
Duration of Exam	All Theory exams will be for 2 hours	

OBJECTIVES

- Prepare students to independently handle and present all aspects of interior design, from its evolution to the final solution.
- Integrate knowledge of building design, including service details, innovative structural systems, and materials.
- Develop the ability to assimilate, synthesize, and apply research in the field of interior design.

CONTENTS

- Each student is expected to prepare a design project based on the preliminary work undertaken in the Interior design studio under an approved guide.
- Work should reflect the knowledge gained from all the courses undertaken by the student in all the previous semesters.
- The particulars of the schedule, content, presentation, format etc is to be decided by the department from time to time and shall be strictly followed.
- At least two of the following items, for complete design or an approved part thereof, should be covered in full detail and included in the design and presentation, along with the final design proposal
 - Detailed estimate and specification.
 - Working drawing and construction details.
 - Proposal for various services.
 - Proposal for Interior design – including furniture, fittings and finishes.
- The design proposal should be prepared and presented with the help of charts, Drawings, perspective views, models and other audio-visual aids. A design report must also be prepared and submitted in one soft copy (on CD) and three hard copies (one to be returned to the student) type written and bound together with prints and photographs of

all the drawings & models. The design report should explain the objectives, design concept/approach, design proposals, etc.

OUTCOMES

By the end of this course, students should be able to:

1. Create and present a comprehensive design project that demonstrates a thorough understanding of interior design principles and processes.
2. Integrate knowledge from various courses to address all aspects of a design project, including innovative structural systems and service details.
3. Prepare detailed estimates, specifications, working drawings, and construction details as part of the design project.
4. Propose various services related to the interior design project, including furniture, fittings, and finishes.
5. Effectively communicate the design concept and proposals through charts, drawings, perspective views, models, and other audio-visual aids.
6. Compile and submit a comprehensive design report that articulates the objectives, design approach, and proposals, along with relevant prints and photographs of drawings and models.

Course Name:	Senior Interior Designer (FFS/Q9104) Lead Carpenter Wooden Furniture – Lock Installer (FFS/Q0104) Architect’s Office/Contractor’s Office	
Course Code:	26BV306OJT01 26BV306OJT02 26BV306OJT03	
Credits	15	
		Total marks: 200

OBJECTIVE

- Providing students with practical skills, which match the requirements of the job market and allow them to directly enter the work community in a serious and constructive manner.
- Providing students with experience to help them take decisions pertaining to their future career objectives.
- Providing college students the full opportunity to apply theoretical knowledge (gained during their studies) in a real work environment at a later stage of their studies.
- Developing the student's understanding of the needs of the job market and reaching this understanding successfully.
- The evaluation of OJT will be based on seminar, viva voice, report submitted by the students.