

Academic Year : 2023-2024 Institute/ Branch Name : Symbiosis School of Planning, Architecture and Design, Nagpur Programme Name : Bachelor of Design

Color Code Description:													
Global				National / Local				Regional / National					
Sr. No.	GA No.	Graduate Attributes				PO No.	Programme Outcomes						
1	GA1	Scholarship: research, inquiry and lifelong learning				P01	Knowledge Competency: The fundamental knowledge awareness for the said program						
2	GA1	Scholarship: research, inquiry and lifelong learning				P02	Thinking ability: Thinking and decision making ability for the professional program						
3	GA3	Eco-literate: sensitivity towards a sustainable environment				P03	Sensitivity: to the ecology, society in terms of past and current issues and promoting responsible indivisibles						
4	GA4	Employability: equipped with skills, attributes, leadership and entrepreneurial qualities that society needs; being capable of making a contribution to society through earning a living				P04	Individual development: In terms of presentation and communication skills, the working ability in groups and individuals with Morals and values as a base.						
5	GA2	Global citizenship: ethical, social and professional understanding				P06	Entrepreneurs and market-ready: with management and finance understanding makes the students market- ready						
6	GA4	Employability: equipped with skills, attributes, leadership and entrepreneurial qualities that society needs; being capable of making a contribution to society through earning a living				P07	Incessant learning: Practice/research as a continuous process of self-growth.						
Sr. No.	Semester	Institute Course Code	Catalog Course Code	Title	Course Outcome No	Course Outcome Statement	P01	P02	P03	P04	P05	P06	P07
	Sem I	0802220101 - Studi	T8391	Design Fundamentals - 1	CO1	To understand the advanced principles and fundamentals of design through diverse mediums and tools	Strong-H	Strong-H	Moderate-M	Strong-H	Weak-L	Weak-L	Moderate-M
	Sem I				CO2	To understand the diverse methods of visual representation in art and design for creating a visual dialogue between the designer and the consumer.	Strong-H	Strong-H	Moderate-M	Strong-H	Weak-L	Weak-L	Moderate-M
	Sem I				CO3	To enhance the visualization and imaginative ability in students	Strong-H	Strong-H	Moderate-M	Strong-H	Moderate-M	Weak-L	Strong-H
	Sem I	0802220102 - PP	T8512	Sketching and Drawing - 1	CO1	Understanding basics of sketching 2 D, 3D, 3D advance, perspective, human figure and rendering techniques.	Strong-H	Moderate-M	Moderate-M	Strong-H	Weak-L	Weak-L	Strong-H
	Sem I				CO2	Analysis of rendering techniques	Strong-H	Strong-H	Moderate-M	Moderate-M	Weak-L	Weak-L	Strong-H
	Sem I				CO3	Sketching and rendering 2 D, 3D, 3D advance, perspective, human figure and presenting them	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Weak-L	Strong-H
	Sem I	0802220103 - Studi	T8267	Culture and Design	CO1	Understanding the perception of Indian culture with respect to state and religion in terms of lifestyle Craft and Festivals	Strong-H	Moderate-M	Moderate-M	Strong-H	Weak-L	Moderate-M	Strong-H
	Sem I				CO2	Analysis of interrelation of culture & design and comments on the Festival Culture.	Strong-H	Strong-H	Moderate-M	Moderate-M	Weak-L	Moderate-M	Strong-H
	Sem I				CO3	Create a replica of traditional Artform / Culture	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H	Strong-H
	Sem I	0802220104 - Studi	T8378	Craft Design Studies 1	CO1	To understand the modern day relevance of traditional craft practices in India	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H
	Sem I				CO2	To sensitize students about handmade craft process and understand the importance of craftsmanship in the domain of design.	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Weak-L	Weak-L

	Sem I				C03	To generate dialogues and discussions on the role of a designer on traditional / rural craft communities.	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H
	Sem I	0802220105 - PP	T8439	History of Art and Design	C01	To understand the evolution of art and design in a chronological fashion through various historical periods on the world.	Strong-H	Moderate-M	Moderate-M	Moderate-M	Weak-L	Weak-L	Moderate-M
	Sem I				C02	To understand art history by re-creating historical work of art in material form	Strong-H	Moderate-M	Moderate-M	Moderate-M	Weak-L	Weak-L	Moderate-M
					C03	To generate dialogues and discussions on important topics in art history for developing critical thinking in the students.	Strong-H	Strong-H	Moderate-M	Strong-H	Weak-L	Strong-H	Moderate-M
	SEM III	0802220301 - PP	T8395	Design processes and Thinking	C01	To understand the design process and design thinking with the stages involved and tools applicable	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H
					C02	To analyse the products and processes with design thinking tools	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Strong-H
					C03	To create a metrics of trends in design	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H	Weak-L	Strong-H
	SEM III	0802220302 - PP	T8446	Information Collection And Analysis	C01	To prepare a research objective and be able to decide on the use of the appropriate research method	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H	Weak-L	Strong-H
					C02	Gain the art of identifying and approaching their Target group and to be able to analyze and synthesize data	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H
					C03	To identify and define a problem statement in design and articulate effectively the data collected and produce a report document	Strong-H	Strong-H	Weak-L	Strong-H	Strong-H	Moderate-M	Strong-H
	SEM III	0802220303 - PP	T8406	Elements of Graphic Design	C01	Students will gain their multi-disciplinary skills to offer creative and practical solutions, preparing them for challenging careers combining creativity, concepts towards publishing industry.	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H	Weak-L	Strong-H
					C02	Students will demonstrate the extension of elements and principles of design through a purposeful application and in-depth understanding of Graphic Designer's role while designing solutions in the context of users.	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H
					C03	Students will be able to conceptualize a print or a digital solution with elements of graphic design	Strong-H	Strong-H	Weak-L	Strong-H	Strong-H	Moderate-M	Strong-H
	SEM III	0802220304 - PP	T8443	Illustration Techniques and exploration	C01	Observing and analyzing the History/ Conceptual/Unique language of illustrations	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H	Strong-H
					C02	Understanding the Mediums /Techniques and applying them appropriately	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H	Strong-H
					C03	Understanding Aim /Message / interpretations of Illustrations	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H	Strong-H
	SEM III	0802220305 - PP	T8366	Basic Typography	C01	To understand the fundamentals of Typography.	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Moderate-M	Strong-H
					C02	To be able to observe and breakdown the uniqueness of Typefaces and its practical usages in graphic design.	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Moderate-M	Strong-H
					C03	To be able to construct conceptual and functional approach in communication design.	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Moderate-M	Strong-H
	SEM III	0802220306 - PP	T8407	Elements of Information System Design	C01	To understand information design with live case study and principle of visual perception	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H	Weak-L	Strong-H

					C02	To analyse and create a correlation of graphics and content	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H
					C03	To propose a information design for a specific user	Strong-H	Strong-H	Weak-L	Strong-H	Strong-H	Moderate-M	Strong-H
	SEM III	0802220307 - PP	T8459	Introduction to photography	C01	test	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M
	SEM III	0802220307 - PP	T8459	Introduction to Photography	C01	To understand the role of photography in- i) Product design: how an image of a product can reinforce its qualitative and commercial value vis-à-vis information and aesthetics. ii) Graphic design: how an image becomes inherent part of a graphic in conveying an idea/ message/ mood/ emotions along with information and aesthetics. iii) User experience/ User interface: how images are used to substantiate the message of a project that help people become engaged in the product/ service	Strong-H	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H
					C02	To analyze intensely the case examples of photography vis- a-vis product/ graphic/ ux – ui based on parameters of - i) Information ii) Visual composition iii) Appropriateness of the image w.r.t. content	Strong-H	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H
					C03	To construct a project vis-à-vis tools of editing – i) The based project photography of a product w.r.t.- shape/ form/ material/ quality/ texture/ visual appeal etc. ii) Message based photography for graphic creation- information/ appeal/ relevance and appropriateness iii) Interface based photography for ux/ui- - information/ appeal/ relevance and appropriateness	Strong-H	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H
	SEM III	0802220307 - PP	T8459	Introduction to Photography	C01	To understand the role of photography in- i) Product design: how an image of a product can reinforce its qualitative and commercial value vis-À-vis information and aesthetics. ii) Graphic design: how an image becomes inherent part of a graphic in conveying an idea/ message/ mood/ emotions along with information and aesthetics. iii) User experience/ User interface: how images are used to substantiate the message of a project that help people become engaged in the product/ service	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Weak-L	Moderate-M
					C02	To analyze intensely the case examples of photography vis- a-vis product/ graphic/ ux &“ ui based on parameters of - i) Information ii) Visual composition iii) Appropriateness of the image w.r.t. content	Strong-H	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H
					C03	To construct a project vis-À-vis tools of editing &“ i) The based project photography of a product w.r.t.- shape/ form/ material/ quality/ texture/ visual appeal etc. ii) Message based photography for graphic creation- information/ appeal/ relevance and appropriateness iii) Interface based photography for ux/ui- - information/ appeal/ relevance and appropriateness	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Strong-H	Strong-H
	SEM III	0802220308 - PP	T8431	Graphical Design Digital Tool- Basics	C01	To learn and understand the basic of coral , Adobe and Photoshop softwares .	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Weak-L	Strong-H
					C02	To compare the working and output from the coral , Adobe and Photoshop softwares	Strong-H	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H
					C03	To create a project based on coral , Adobe and Photoshop softwares	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Strong-H
	SEM III	0802220309 - PP	T8399	Digital Design Tools for UX	C01	To understand the digital edia with respect to ux	Strong-H	Strong-H	Strong-H	Weak-L	Moderate-M	Weak-L	Strong-H
					C02	To creat a multi screen design Comps	Strong-H	Strong-H	Moderate-M	Weak-L	Moderate-M	Weak-L	Strong-H

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					C02	Analyse ergonomics, aesthetics, appropriate technology, and graphic design skills to evoke a holistic experience.	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Strong-H
					C03	Create the solution along with effect of the proposed solution on various components including feedback from stakeholders	Strong-H	Strong-H	Strong-H	Moderate-M	Weak-L	Strong-H	Strong-H
	SEM V	0802220534 - PP	T8143	User Studies and Design Research	C01	Understand, identify and define a problem statement in design	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Analyse different typology of research required for different areas	Strong-H	Strong-H	Moderate-M	Weak-L	Strong-H	Strong-H	Strong-H
					C03	Create the research project and produce a report document at the end of the course	Strong-H	Strong-H	Strong-H	Moderate-M	Weak-L	Strong-H	Strong-H
	SEM V	0802220539 - PP	T8380	Craft Documentation Presentation	C01	Understand record, categorize and disseminate information, through graphic, written mediums for print- Publication and digital- website or blog documentation for crafts and artisizans	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Identify & appreciate the traditional heritage and local crafts of India with reference to the techniques used	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C03	Create alternative solutions for the challenges faced by the craftsperson after understanding the different socio-cultural & economic factors which affect the traditional Indian crafts	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
	SEM V	0802220573 - PP	T8099	Product Ergonomics 2	C01	Understand basic concepts of ergonomics used in developing and validating concepts and specification in Industrial Design practice	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Analyse the dimentions for dimentios of different objects and spaces	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H
					C03	Create a product applying the ergonomic knowledge	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Weak-L	Moderate-M
	SEM V	0802220535 - PP	T8472	Material and processess for industrial design - 3	C01	To understand materials and manufacturing processes	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H	Strong-H
					C02	To analyse different material application in various context	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H
					C03	To create a 3d using different materials	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H
	SEM V	0802220536 - PP	T8489	Product Design Project 1	C01	Understand a user group and contextualize the information in the actual context, including some ideas from Participatory design.	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Analyse user profile, create activity mapping chart and derive proper user needs	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Strong-H
					C03	Create design solution that increases the productivity of the user	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Weak-L	Moderate-M
	SEM V	0802220538 - PP	T8374	Computer Aided Industrial Design - 1	C01	Understand the 2D and 3D model making using digital tools	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C02	Analyse the 3D modeling software like Google sketch, rhino or any other	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C03	Create a 3D Model	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Moderate-M	Strong-H
	SEM V	0802220540 - PP	T8520	Studies in form	C01	to develop 3D visualization and manipulation skills	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Strong-H
					C02	Analyse, conceive and contextualize a form in a given design style or tradition.	Strong-H	Strong-H	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H

					C03	Create a form with common functional and engineering constraints.	Strong-H	Strong-H	Moderate-M	Moderate-M	Weak-L	Strong-H	Strong-H
	SEM V	0802220541 - PP	T8463	ISD Project 2	C01	Understand Retail Design.	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Analyse good retail design, support a brand or stores image,customer and work as a functional shopping environment by Integrating branding in Retail Space.	Strong-H	Strong-H	Strong-H	Moderate-M	Moderate-M	Strong-H	Strong-H
					C03	Create Retail Design.	Strong-H	Strong-H	Moderate-M	Moderate-M	Weak-L	Strong-H	Moderate-M
	SEM V	0802220542 - PP	T8452	Interior Design Material and Method -2	C01	Understand metal furniture,hardware, materials, and construction technique.	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C02	Analyse the materials used in different context	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C03	Create a chart based on different parameters.	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
	SEM V	0802220544 - PP	T8511	Services in interior Design -2	C01	Understand Heating, Ventilation and Air conditioning Systems(HVAC) and all associated fixtures.	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C02	Analyse Fire fighting Systems & acoustic treatments	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Weak-L	Strong-H
					C03	Create a presentation on the understanding	Strong-H	Moderate-M	Moderate-M	Moderate-M	Weak-L	Strong-H	Strong-H
	SEM V	0802220521 - PP	T8376	Computer Aided Interior Design	C01	Understand the 3D modeling software like Google sketch 3D Max Studio or any other	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C02	Analyse the 3D modeling software like Google sketch 3D Max Studio or any other	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Moderate-M	Moderate-M
					C03	Create a 3D	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
	SEM V	0802220514 - PP	T8410	Exhibition Design	C01	Understand the theory and logic behind designing exhibition space	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	Analyse brand ideology and philosophy	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C03	Create edgy designs using cutting edge technology	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
	SEM V	0802220516 - PP	T8428	Game Design for UX	C01	Understand the types of games and game design process	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
					C02	Analyse different types of games	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H	Strong-H
					C03	To create a 2D games using digital tools for mobile phones, tablets, and Internet-enabled televisions	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H	Strong-H
	SEM VII	0802220705 - PP	T8393	Design Internship Presentation	C01	To understand the practical approach in industry.	Strong-H	Moderate-M	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	To analyze the system and function in industry or workplace.	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M	Strong-H
					C03	To Create awareness in work culture of any aystem.	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H	Strong-H
	SEM VII	0802220706 - PP	T8531	UED Project 5	C01	Different Approaches to UX Outputs and select an area to work upon	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C02	Research & Draw Insights Existing Projects according to selected Area of choice	Strong-H	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Moderate-M
					C03	A Space / Website based on insights and User Test them	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
	SEM VII	0802220707 - PP	T8530	UED Project 4	C01	To understand the methods and domain of projects undertaken in the industry.	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	To analyze the practicaity involve in industry.	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C03	To Create collaboration with different verticals at the industry for Execution.	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M

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					C03	To generate the practicality involve in industry for handling project.	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M
	SEM VII	080222702 - PP	T8394	DESIGN MANAGEMENT	C01	To understand concepts of management, business and design.	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	To analyze the ability in context of cycle of development & the variables affecting business.	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C03	To generate the professionalism, body language, vocabulary of language requires in industry.	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M
	SEM VII	080222703 - PP	T8437	Graphic Design Project 5	C01	To understand basic design process for Type design.	Strong-H	Moderate-M	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	To analyze application of various styles and Possibilities for publication eg. Photography, Typography, Illustration .	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M	Strong-H
					C03	To Create a publication design which includes every aspects of it.	Strong-H	Moderate-M	Moderate-M	Strong-H	Moderate-M	Strong-H	Strong-H
	SEM VII	080222704 - PP	T8436	Graphic Design Project 4	C01	To understand the application of Graphic for creating effective environment/ space / retail design for the selected area.	Strong-H	Strong-H	Strong-H	Strong-H	Moderate-M	Strong-H	Strong-H
					C02	To analyze skill, technique and material requires for way findings.	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H	Strong-H
					C03	To Create information system design.	Moderate-M	Moderate-M	Moderate-M	Moderate-M	Strong-H	Strong-H	Moderate-M