B. Voc. Crafts & Design (Fired Material/ Soft Material/ Hard Material/ Fashion Clothing)

Third Semester

1. DESIGN THINKING

PRACTICAL- CREDITS: 2

INTRODUCTION

The world has become increasingly interconnected and complex since cognitive scientist and Nobel Prize laureate Herbert A. Simon first mentioned design thinking in his 1969 book, The Sciences of the Artificial, and then contributed many ideas to its principles. Professionals from a variety of fields, including architecture and engineering, subsequently advanced this highly creative process to address human needs in the modern age. Design teams use design thinking to tackle ill-defined/unknown problems (aka wicked problems).

Design thinking is a non-linear, iterative process to understand users, challenge assumptions, redefine problems and create innovative solutions to prototype and test. Involving five phases—Empathize, Define, Ideate, Prototype and Test.

COURSE OBJECTIVES

1. To introduce students to design thinking - a creative approach to identify opportunities and
   uncover insights
2. To equip students to create innovative solutions using design thinking approach
3. To bring ideas to life and test with users in a meaningful manner
4. To introduce students to understand the concepts of linear and circular economies
5. To understand why circular thinking matters
6. To understand the role of design in circular economy
7. To develop the capabilities to move from linear to circular economy
8. To design for circular economy and incorporate circularity as a key component of design Process

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. The Students will become knowledgeable in design thinking approach and process
2. They will develop an ability to translate an idea into refined product or service in an effective manner

3. They will be able to apply this creative problem solving approach in varying contexts in real life scenarios
4. They will develop ability to select ideas, prototypes in an effective manner
5. To be able to test solutions with users and construct feedback tools
6. To understand the concept of circular economy
7. To develop the capability and approach to design for circularity

COURSE CONTENT

1. Introduction to Design Thinking
2. Key Assumptions and Knowledge for Inspiration Plan
3. Introduction to Circular Economy Moving
4. Systems and Sustainability
5. Design for Circularity
6. Status Quo & Change
7. Concept of Citizen Designer
8. Design for a Better Future

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Neatness, cleanliness and presentation of assignments.
- Understanding and execution of the task
- Innovation in thinking and application
- Quality of workmanship
- Achievement of prescribed learning outcomes
- Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

2. MATERIAL SCIENCE

PRACTICAL- CREDITS: 2

INTRODUCTION

India is a nation that probably has the greatest wealth in terms of cultural heritage. The vast cultural heritage of India, understood as both tangible and intangible assets, includes 5000 years of history, 22 official languages and 200 million craftspeople (Crafts Council of India, 2011) and 29 World Heritage sites. It is not the just the built heritage that generates tourism, but also the local community itself through its economic and cultural activities. The products and materials used for centuries in these diverse cultures, this module aimed to examine different materials and its properties, technology, usages etc.

COURSE OBJECTIVES

The module aims to develop an understanding of the materials, their application and processes involved. They will get in-depth theoretical and practical inputs that will help them in identification, classification, properties of different materials.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

- Select appropriate material for end use
- Articulate the physical, chemical and mechanical properties of the material of their specialization.
- Demonstrate theoretical and practical knowledge of various tools, methods and processes.

COURSE CONTENT

Based on the chosen specialization students will study any one of the following:

- Introduction to handloom weaving in India. Identification and appreciation of the uniqueness of the Design elements of each textile in terms of colors, motifs and layouts and influence of culture on them.
- Cast metal process & surface finishes.
- Introduction to stone composition & types, stone working process & tools.
- Leather science & process
- Paper Science and Technology

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Achievement of prescribed learning outcomes
- Innovation in thinking and application
- Quality of workmanship
- Time & task commitment
- Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

3. COMMUNICATION DESIGN

PRACTICAL- CREDITS: 4

INTRODUCTION

The module aims to offer introduction of representation skills and to appreciate and explore the theory and practice of TYPE as a design element. It's very important that students can build a Visual sensitivity to the nature of type and the role of typography & layout for effective communication. This module basically sensitizes the inter-relationships between type, image and composition. Through hands-on experiments, collaborative learning and individual projects, students will learn the language of type within the framework of their design discipline, and gain a solid foundation in typographic theory, principles and practices.

COURSE OBJECTIVES

1. To build manual, digital and graphic design skills.
2. To understand the relation of form, size and layout in communication.
3. Explore rendering techniques

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Communicate visual data through drawings and graphics.
2. Create balanced compositions.
3. Illustrate 3 dimensional objects and forms.
4. Design documents, digital patterns, brochures, manuals and other printed materials.

COURSE CONTENT

- Introduction to the history of Typefaces, Scripts and Development of Printing
- Typography and its interrelationship with various format in print and digitally.
- 3 dimensional modelling.
- Historical development of Layout
- Exploring page layouts.
- Documentation

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Achievement of prescribed learning outcomes
- Innovation in thinking and application
- Quality of workmanship
- Time & task commitment
- Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

4. DESIGN PROJECT-1

PRACTICAL- CREDITS: 8

INTRODUCTION

The design project includes everything from who is responsible for completing the project to a description of the project, its goals, outcomes and objectives. It describes when these goals, outcomes and objectives will be reached, and the major deliverables, products or features that will be completed. Project design is an early phase of the project where a project's key features, structure, criteria for success, and major deliverables are all planned out. Here students are expected to explore their previous module's skill, learning and knowledge to make this project as significant one. The student should be able to apply conceptual understanding of basic form and structures into designing and developing products. The students should be able to sensitively use the combination of elements of design, craft and techniques to create aesthetically specified range of products with technical parameters.

COURSE OBJECTIVES

1. To develop an understanding of the history through centuries and cultures.
2. To recognize various types material characteristics.
3. To understand the various processes involved in the development
4. To understand various treatments and finishes
5. To develop an understanding of the types, function and basic operation of machinery used
6. To build a well-researched knowledge base

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Understanding of the history and evolution of the material and associated crafts.
2. Understanding of various tools and techniques
3. Understanding and application of Processes and finishes.
4. Ability to analyze the market & trends
5. Quality of skills demonstrated in assignments and final product.
6. Ability of manipulation and articulation of materials and techniques.
7. Ability of design research.
8. Ability of visualization and final presentation.

COURSE CONTENT

1. History and Evaluation
2. Types and material characteristics
3. Market & trend
4. Processes, treatments and techniques
5. Product development
6. Documentation

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Achievement of prescribed learning outcomes
- Innovation in thinking and application
- Quality of workmanship
- Time & task commitment
- Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

5. INTREGRATED TERM PROJECT

Self/ Project/ Industry- CREDITS: 4

INTRODUCTION

Integrated Term Project generally the collection of processes that ensure various elements of projects are properly coordinated. The process based practical experience and creativity are emphasis in this module which also contained material story, color story, textures, finishes and creative forms. The source boards were inspired by themes and design process. The fresh ideas and perspectives are integral for deriving elements for future application.

COURSE OBJECTIVES

1. To understand the market trends
2. To build the ability and skill of in depth design research
3. To build the understanding of design process.
4. To explore and ideate extensively in terms of techniques, finishes and materials through sampling.
5. To inculcate the understanding of product design development through Mock-ups for the selected products.
6. To develop the understanding of the production process employed in the making of the end products.
7. To develop the understanding of costing.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

- Understanding of basic forms and function.
- Development a range of coordinated collection of indicative products through illustrations demonstrating good understanding of material, color, pattern, textures etc.
- Independently plan technical parameters for product development
- Development of final prototype with the relevant of market need
- Demonstrate understanding & application of concepts and techniques learnt during the semester in developing products
- Demonstrate self initiative and take responsibility of their own learning.
- Demonstrate time management, stress management, planning and team working skills

COURSE CONTENT

1. Exhaustive market research and recording of the trend observations for different markets on the indicators of product.
2. Development of a design brief
3. Development of samples exploring different materials, techniques, finishes and designs for the collection
4. Planning of technical parameters
5. Visual representation of the selected final products
6. Understanding of cost and process implications
7. Documentation of the complete process

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Achievement of prescribed learning outcomes
- Innovation in thinking and application
- Quality of workmanship
- Time & task commitment

Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

6. FIELD STUDIES-1

Self/ Project/ Industry- CREDITS: 4

INTRODUCTION

Field studies provides an opportunity for the students to understand the issues related to livelihood and social welfare especially in rural India and the role craft practices play in resolving the issues related to livelihood, poverty alleviation and inclusive growth. So, its very much important to understand the working procedures of craft industries towards the extent of effectiveness of Government policies and independent development programmes implemented by the NGO pertaining to social welfare.
The relation of a craft practice and complex livelihood challenges facing the same where young designers can interpret their skill to develop these sectors.
By use of multidisciplinary skills and learning while undergoing Craft Design Programme, students can develop designs if required for the artisans, keeping in mind available local resources and market considerations.

COURSE OBJECTIVES

1. To understand the working of a craft based social development enterprise.
2. Understand the relevance of an NGO as a catalyst in social welfare and inclusive growth.
3. Social and economic dimension of rural society.
4. Understand the extent of effectiveness of Government policies and programmes.
5. Understand the relation of a craft practice and complex livelihood challenges.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

- To understand the working of a craft based social development enterprise and offers the sponsor a chance to test the students' capabilities for later association.
- Understand the relevance of an NGO as a catalyst in social welfare and inclusive growth.
- Social and economic dimension of rural society in general and crafts community in particulate and issues related to sustainability.
- Documentation and presentation

COURSE CONTENT

1. Developing understanding of the socio economic context.
2. Understanding the implementation of welfare programmes and policies
3. Develop an understanding of the role of craft skills as a sustainable livelihood generator.

ASSESSMENT

Continuous assessments will be done throughout the module where the student will be given feedback for improvement. The student will be assessed in terms of his/her overall/personal development on the following criteria:

- Knowledge & understanding of the techniques
- Achievement of prescribed learning outcomes
- Innovation in thinking and application
- Quality of workmanship
- Time & task commitment
- Classroom Attributes: Attendance, Punctuality, Initiative, Self-motivation, Commitment, Spirit of Inquisitiveness.

****