

School of Planning & Design
Department of Multidisciplinary Design
B. Des (User Experience and Interaction Design)
(Course Structure)

Year	FIRST SEMESTER							SECOND SEMESTER						
	Sub. Code	Subject Name	L/S	T	P	C	Sub. Code	Subject Name	L/S	T	P	C		
I	UX 1101	Communication Skills	2	1	-	3	UX 1201	Introduction to Computer Applications	2	-	-	2		
	UX 1102	Design & Cultural Theory-I	2	-	-	2	UX 1202	Design & Cultural Theory-II	2	-	-	2		
	UX 1103	Elements & Principles of Design – I	-	-	5	3	UX 1203	Elements & Principles of Design – II	-	-	5	3		
	UX 1104	Representation Techniques – I	-	-	5	3	UX 1204	Representation Techniques – II	-	-	5	3		
	UX 1105	Material Exploration	-	-	5	3	UX 1205	Material Exploration with 3D Design	-	-	5	3		
	UX 1106	Design Thinking & Concepts	2	-	1	3	UX 1206	Introduction to Photography & Videography	-	-	4	2		
	UX 1107	Design Project-I	1	-	4	3	UX 1207	Contextual Inquiry Techniques	2	-	-	2		
							UX 1208	Design Project-II (Problem Solving)	1	-	4	3		
			7	1	20	20		7	-	23	20			
Total Contact Hours (L/S + T + P)			28				Total Contact Hours (L/S + T + P)			30				
II	THIRD SEMESTER						FOURTH SEMESTER							
	UX 2101	Typography-I	1	-	3	2	UX 2201	Typography-II	1	-	3	2		
	UX 2102	Introduction to Interaction Design	1	-	4	3	UX 2202	Digital Media in Design	2	-	1	2		
	UX 2103	Design Semantics	2	-	-	2	UX 2203	User Interface Design	1	-	4	3		
	UX 2104	Ergonomics	1	-	2	2	UX 2204	Cognitive Ergonomics	2	-	1	2		
	UX 2105	Introduction to Coding	2	-	-	2	UX 2205	Users Research Methods	2	-	1	2		
	UX 2106	Introduction to Game Design (Board Games)	2	-	4	4	UX 2206	Game Design	2	-	4	4		
	UX 2107	Design Project-III (Game Development Physical)	1	-	4	3	UX 2207	Design Project-IV (Game and app Development)	1	-	4	3		
	CY 1003	Environmental Science	2	1	-	3	XXXX	Open Elective				3		
		11	1	17	21			11	-	18	21			
Total Contact Hours (L/S + T + P)			32				Total Contact Hours (L/S + T + P) + OE			29				
III	FIFTH SEMESTER						SIXTH SEMESTER							
	UX 3101	Intellectual Property Rights	1	-	2	2	UX 3201	Human Computer Interactions	2	-	2	3		
	UX 3102	Semantics for Interaction Design	2	-	1	2	UX 3202	Introduction to Motion Graphics	1	-	3	2		
	UX 3103	Design for User Experience-I	2	-	3	4	UX 3203	Design for User Experience-II	2	-	3	4		
	UX 3104	Data Visualization Techniques	2	-	2	3	UX 3204	Computing in Interaction Design	2	-	-	2		
	UX 3105	Usability Engineering	2	-	2	3	UX 3205	Virtual Reality in HCI Design	2	-	2	3		
	UX 3106*	Programme Electives	2	-	2	3	UX 3206	Design Project-VI	1		6	4		
	UX 3106	Design Project-V	1		6	4	XXXX	Open elective	3	-	-	3		
		12	-	18	21			13	-	16	21			

	Total Contact Hours (L + T + P)				30				Total Contact Hours (L/S + T + P) + OE				29			
	SEVENTH SEMESTER								EIGHTH SEMESTER							
IV	UX 4101	Final Design Project and Thesis	6	-	18	15	UX 4201	Internship	3	-	36	21				
	UX 4102	Portfolio Development	3	-	6	6										
			9	-	24	21			3		36	21				
	Total Contact Hours (L + T + P)			33				Total Contact Hours (L + T + P)				--				

<p>Other Programme Electives</p> <p>Narratology & Visual Communication Visual & Interactive Storytelling Animation 3D Graphics Immersive Media Design Visual Ethnography</p>	<p>Open Electives</p> <p>Design Ethnography Techniques User Experience and Design (Project) Visual Design for Interface</p>
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