

**SHARDA UNIVERSITY
SCHOOL OF CREATIVE ART, DESIGN AND MEDIA STUDIES
DEPARTMENT OF DESIGN**

AGENDAS FOR MEETING OF THE BOARD OF STUDIES

Academic year 2018-19

Agenda of the Meeting

1. Redefined vision & mission, PEOs, Pos and PSOs of B.Design.
2. Proposal of Master of Design (M.Des.)
3. Choice Based Credit System –CBCS
4. Revision of course structure of B.Design 4(a)
 - B.Design –Interior Design
 - B.Design- Fashion Design
 - B.Design- Digital & Communication Design
 - B.Design- Industrial and Product Design
5. Revision of Credits for B.Sc Animation & VFX
6. Proposal of New Bachelor Program in Game Design.
7. Revision of Course structure of BVA for Batch 2017
8. Proposal of BVA Course structure for Batch 2018

The following suggestion and modification of syllabus as well as course structure of B.Design(in all four specializations), B.Sc Animation & VFX was discussed rigorously in Faculty meeting of Department of Design, held on 21st May,2018. It was also decided on credit and contact period distribution of the same.

This was done on the basis of the analysis as mentioned below:

References to the agenda mentioned point wise:

Agenda Item I

Department of Design proposes the newly defined Vision & Mission of Department, and PEOS, POs and PSOs for B.Design,

(Annexure no 1)



Agenda Item 2

In the faculty meeting of Department of Design it was strongly felt that as per the present needs of industry and to give the focused exposure to design students so that they can cater the industry needs professionally,

The department proposes the two masters programs, for the approval of BOS, from the coming academic session 2018-19.

- 1) M.Des (Interior Design) (Annexure 2A)**
- 2) M. Des (Industrial & Product Design) (Annexure 2B)**

Agenda Item (3A)

As per the UGC guidelines and after analyzing the syllabus of different specializations, it was recommended that certain choice based credit courses need to be added in all graduation programs. Hence; the department is introducing Choice Based Credit Courses for university students. These courses will be offered in I, III & V semester and will carry the credit load of 2 per year.

The CBCS offered by department are-

1. Art of Sketching
2. Design Thinking
3. Installation Art

(Annexure no 3 A, B & C)

Agenda Item (3B)

The students of Department of Design who will seek admission in Year 2018 (all Programs), have to clear 6-8 credits by CBCS, in order to complete their degree.

Agenda Item 4 – Revision of Course & Credit Structure of B. Design

4.1 To make the Bachelors programs more student friendly and to get the time slots for CBCS courses, credits of some of the foundation subjects (Sem. 1 & 2) and Professional training (Sem. 7) has been Revised. **(Annexure no 4)**

4.2 Social Science I and Social Science II should be dropped and combined as a single subject **Social Science** in all specializations. **(Sem.3, all specialization) (Annexure no 4)**



4.3 Faculty members strongly feel that Design process should be shifted in semester 4 (for all specializations) so that the students will understand the whole idea of development of a design from conception to final product in the early stage of their specialization and will do more design oriented projects in the III year. (Annexure no 4)

4.4 The members of faculty felt that as the Dept. is proposing a new bachelors program B.Sc. Gaming, hence some subjects has been dropped and new courses has been added in Digital & communication Design. (Annexure no 4- Digital & Communication design)

4.5 Re-arrangements of some courses of Interior Design has been done, So, that the students can understand the basics clearly and further apply them in their design projects.

Agenda item No 5

After analyzing the course matrix of B.Sc. Animation & VFX it was felt that there is a need for rearranging the credit system for some subjects hence rearrangement of Credits are done. (Annexure no. 5)

Agenda item No 6.


Keeping in view the present industry needs and increasing Job opportunities The Department of Design in collaboration with I Nurture, proposes a new bachelors program B. Sc. Gaming, starting from session 2018-19. (Annexure no. 6)

Agenda item No 7

To update the course structure as per present needs modification is done in the II year course structure of BVA for Batch 2017-21. (Annexure no. 7)

Agenda item No 8

To update the course structure as per present needs modification is done in the course & Credit structure of BVA (I& II year) for new students, Batch 2018. (Annexure no. 8)


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