ALAGAPPA UNIVERSITY

(Accredited with A+ Grade by NAAC (CGPA: 3.64) in the Third Cycle,
Graded as Category-I University and granted autonomy by MHRD-UGC)

DIRECTORATE OF COLLABORATIVE PROGRAMMES

M. Des. Interior & Furniture Design

Regulations and Syllabus

[For those who join the Course in July 2023 and after]

CHOICE BASED CREDIT SYSTEM

COLLABORATIVE PROGRAMMES
Master of Design – Interior & Furniture Design
REGULATION AND SYLLABUS

Name of the Programme	: **M. Des. (Master of Design)**
Pattern	: Semester System
Mode	: Collaborative Programmes
Medium	: English
Duration	: Two Years
Eligibility	: Candidate for admission to **M. Des.** shall be required to have successfully passed an undergraduate program of minimum 3-year duration in any specialization, after 10+2 system, from any university or institute recognized by law in India. OR Full-time Diploma of minimum 4-year duration in Design / Fine Arts / Applied Arts / Architecture, after 10+2 system, from any university or institute recognized by law in India, subject to availability of equivalency certificate from the Alagappa University. Eligibility of candidates applying from abroad shall be evaluated for equivalence on a case-to-case basis.

Standard of Passing and Award of Division:

a) Students shall have a minimum of 50% of total marks of the University examinations in each subject. The overall passing minimum is 50% both in aggregate of Continuous Internal Assessment and External Assessment in each subject.
b) The minimum marks for passing in each external assessment of Theory/Practical course shall be 50% of the marks prescribed for the course.
c) The minimum marks for passing in each internal assessment of Theory/Practical course shall be 50% of the marks prescribed for the course.
d) The total marks for theory courses shall have a contribution of 25% from Continuous Internal Assessment and 75% from External Assessment.
e) The total marks for practical courses shall have a contribution of 75% from Continuous Internal Assessment and 25% from External Assessment.
f) A candidate who secures 50% or more marks but less than 60% of the aggregate marks shall be awarded **SECOND CLASS.**
g) A candidate who secures 60% or more of the aggregate marks shall be awarded **FIRST CLASS.**
h) A candidate who secures 80% and above marks will be awarded **FIRST CLASS WITH DISTINCTION** (Provided the student pass all the courses in the first attempt)
i) The Practical / Project shall be assessed by a minimum of two examiners comprising of an Internal Examiner and External Examiner.

CONTINUOUS INTERNAL ASSESSMENT:

The respective course faculty will continuously assess the performance of students in each course. The continuous Internal Assessment marks shall be awarded by the concerned course faculty based on the performance of the student in case studies, presentations, quizzes, practicals, tests and other assignments.

ATTENDANCE:

<table>
<tr><td colspan="4">ATTENDANCE GUIDELINES</td></tr>
<tr><td>0 - 59 %</td><td>60 - 69 %</td><td>70 - 74 %</td><td>75 - 100 %</td></tr>
<tr><td>NOT ELIGIBLE TO APPEAR FOR EXAMINATION</td><td>CONDONATION FEE + MEDICAL CERTIFICATES</td><td>CONDONATION FEE</td><td rowspan="2">ING THE ATTENDANCE REQUIREMENTS</td></tr>
<tr><td>SEMESTER DROP</td><td colspan="2">IF NOT DEPOSITED / SUBMITTED THEN SUBJECT ARREAR</td></tr>
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UNIVERSITY EXAMINATIONS:

The University theory examinations will be held at the end of each Semester that has a theory paper for a duration of three hours for each subject.

EVALUATION OF ANSWER PAPERS:

Answer papers of the University Examinations shall be subjected to evaluation by a Board of Examiners constituted by Alagappa University.

INTERNSHIP:

The course being professional, the students are required to undergo industrial exposure at the end of the 2nd semester of the program for a period of minimum one and half month or 45 days.

Assessment for internship shall be done by a team of one internal examiner and one external examiner.

DEGREE PROJECT:

The degree project can be executed either in an industrial studio or as an in-house project in the institute. The internal assessment shall be done in the form of two internal reviews and one pre-jury. Attending all the three assessments is mandatory.

The external assessment for degree project shall be done by a minimum of one internal examiner and one external examiner.

The student shall be allowed to appear for the final degree project if and only if he/she has cleared all the previous courses.

AWARD OF DEGREE:

Students who successfully complete the Program by meeting all the academic requirements within the stipulated period of three years from the year of admission shall be awarded the degree of M. Des (Master of Design).

M. Des. Interior & Furniture Design

PROGRAMME CONTENT AND SCHEME OF EXAMINATIONS

The course of study shall comprise the following subjects according to the syllabus prescribed from time to time.

Semester	Part	Course Code	Sub. Code	Title of the Paper	Theory/ Practical	Credits	Hours/W	Marks		Total
								Int.	Ext.	
I	III	CC	98611	Interior Services I	P	3	3	75	25	100
		CC	98612	Creativity and Design Thinking	P	3	3	75	25	100
		CC	98613	Interior Skeleton and Surface Finishes - I (Wood, Metal &Stone)	P	4	6	75	25	100
		CC	98614	Fundamentals of Interior Design	P	3	3	75	25	100
		CC	98615	Interior Design Studio I	P	10	12	75	25	100
		CC	98616	Enclosure Dynamics	P	3	3	75	25	100
			Total			**26**	**30**	**450**	**150**	**600**
II	III	CC	98621	Fundamentals of Furniture design	P	3	3	75	25	100
		CC	98622	Lighting and Color in interiors	P	3	3	75	25	100
		CC	98623	Interior Decoration	P	3	3	75	25	100
		CC	98624	Interior skeleton and surface finishes – II (Glass, Plastic & Fabric)	P	4	6	75	25	100
		DSE	98625A 98625B	a)Signage and graphic communication b)Interior Landscape design	P	3	3	75	25	100
		CC	98626	Furniture design studio	P	10	12	75	25	100
			Total			**26**	**30**	**450**	**150**	**600**
III	III	CC	98631	Sustainability in interior design	P	3	3	75	25	100
		DSE	98632A 98632B	32(A) Set Design – Practical 32(B) Exhibition design- Practical	P	3	3	75	25	100
		CC	98633	Interior Project Management	P	3	3	75	25	100
		CC	98634	Dissertation	D	6	9	75	25	100
		CC	98635	Advanced Design studio	P	10	12	75	25	100
			Total			**25**	**30**	**375**	**125**	**500**
IV	III	CC	98641	Graduation Project / Thesis	PR	14	30	75	25	100
			Total			**14**	**30**	**75**	**25**	**100**
Grand Total						**91**	**120**	**1350**	**450**	**1800**

GLOSSARY

MIL	Modern Indian Language,
E	English
CC	Core course (Core competency, critical thinking, analytical reasoning, research skill & team work)
GEC(Allied)	Exposure beyond the discipline
AECC	Ability Enhancement Compulsory Course ((Professional English & Environmental Studies) - Additional academic knowledge, psychology and problem solving etc.,)
OE	Open Elective
SEC	Skill Enhancement Course (Exposure beyond the discipline -Value Education, Entrepreneurship Course, Computer Application for Science, etc.,)
NME	Non-Major Elective (Exposure beyond the discipline)
DSE	Discipline specific elective
MOOC	Massive Open Online Course
IT	Information Technology

Programme Educational Objectives (PEOs)

Programme Educational Objectives	On the successful completion of M.Des the graduate student is expected to the below after graduation
PEO1	Students shall demonstrate critical thinking in the identification, analysis, and resolution of interior architecture and design issues.
PEO2	Students shall utilize creativity and logical thinking to address interior environment issues from a human-centric perspective and incorporate this knowledge into the design process.
PEO3	Students show readiness for international design practice by taking into account cultural conventions of user populations to create solutions that meet the needs of globally diverse end users.
PEO4	Students display visual, verbal and written communication through effective use of sketching techniques, as well as the ability to plan, implement and present design projects.
PEO5	Students will demonstrate skills to use modern tools, softwares and exhibit the knowledge of professional and ethical responsibilities.

Programme Specific Outcomes (PSOs)

Programme Specific Outcomes	After the successful completion of the Interior Design Program
PSO1	Students will be able to create and manage a design that is based on a process of analysis, assessment and synthesis of concepts that take into account social, culture, environment and technology aspects of an interior space.
PSO2	As designers they will employ the latest software tools and other suitable and alternative innovative methods in a broad range of documents, presentations, research and applications for the development of interior design in a building.
PSO3	As graduates they will be responsible for creating a sustainable and adaptive built environment by adapting to the climate in the area, using the right technologies, and protecting ecology, the environment and the landscape to create sustainable growth for the future.
PSO4	As design professionals, they will be well-versed in the ways in which history, art and culture shaped the contemporary world through a wide range of forms of creativity and human experience, posing questions of value and purpose.
PSO5	Graduates will demonstrate competency in professional and moral duties. They will have self-awareness, knowledge of current trends and technology, and the drive to be the best in their field.

Programme outcomes (POs)

Programme Outcomes	On the successful completion of M. Des Interior Design
PO1	Students demonstrate social responsibility by designing sustainable interior environments that support indoor environmental quality and improve the quality of life for occupants.
PO2	Students produce realistic images and simple animations of the design.
PO3	Students engage in integrative professional design practice by contributing interior architecture and design expertise to collaborative design teams.
PO4	Students become multidisciplinary designers to use their creativity, design thinking, and design process to bring new ideas, products, and value to companies, communities, and people.
PO5	They apply creative process techniques in synthesizing information, problem-solving and critical thinking.
PO6	Students demonstrate and employ hand drawing and drafting principles to convey ideas concepts.
PO7	Students use intricate fabrication methods to build prototype models for furniture and component designs.
PO8	Students acquire knowledge of contemporary issues and design solutions.
PO9	Students will have an elaborate understanding of professional and ethical responsibility.
PO10	Students will identify problems, anticipate challenges, design and conduct surveys and experiments and interpret data to explore possible solution

98611	INTERIOR SERVICES – I (P)	Credits:3	Hours:3
Objectives	• To remember and summarize of water supply system in buildings • Remember and summarize sanitary fittings and sanitation systems in buildings • To enable students in understanding the concept of Air conditioning systems in buildings • To enable students to gain knowledge in electrical systems and memorize by laws • To create a detailed and functional plumbing and electrical layouts.		
UNIT I	WATER SUPPLY General idea of sources of water supply. Standards for quality of water. Domestic water systems, storage tanks and their capacity. Pipes and their sizes and jointing. Consumption of water. Down take supply to various fittings.		
UNIT II	SANITATION AND SANITARY FITTINGS Basic principles of sanitations and disposal of waste materials from buildings. House drainage system and its components. Standard sanitary fittings, traps, pipes and their jointing. Flushing systems. Plumbing system for house drainage, septic tank system. Types of fittings like taps, ball valves, bathtubs, showers, valves etc.		
UNIT III	HVAC Heating Ventilation & Air Conditioning (HVAC) systems: Functions of air conditioning, Principles of AC, capacity of AC, Types of AC systems – window AC, split, ductable, central AC and their details.		
UNIT IV	ELECTRICAL SYSTEMS Building wiring system-wiring systems and their choice. Types of wires, wiring accessories, protective devices. Electrical supply systems and circuits. Indian electricity rules, relevant provisions of NBC. Preparation of electrical layout scheme for an interior using standard electrical symbols.		
UNIT V	SERVICES STUDIO Implementation of installations in the domestic interior design project. Plumbing and sewer system. Electrical installation and lighting. Detailed layout of Interior services – Electrical, Water supply & Drainage.		
Course Outcomes	To understand the concept of water supply systems		K2
	Remember the information regarding the basic principles of sanitation and sanitary fittings		K1
	To understand the concept of Air conditioning systems		K2
	To remember the different electrical systems and the rules to design effective electrical systems		K1
	To understand and create a functional services layout with detailing		K6
Textbook			
S.C. Rangwala, Water supply and sanitary engineering, Charotar publishing House			
References			
Charangith shah, Water supply and sanitary engineering , Galgotia Publishers A Kamala & DL Kanth Rao, Environmental Engineering, Tata McGraw – Hill publishing Company Limited Technical teachers Training Institute (Madras), Environmental Engineering, Tata McGraw – Hill Publishing Company Limited Marrimuthu, Murugesan, Padmini, Balasubramanian, Environmental Engineering, Pratheeba publishers. M.H.Lulla, Air conditioning			

98612	CREATIVITY & DESIGN THINKING (P)	Credits:3	Hours:3
Objectives	• Creative Thinking: Creativity, Importance of Creativity • Liberal Arts –How cultural studies helps in creative thinking • Various design thinking process from different schools of design - Brainstorm, Mind Map, SCAMPER • Design Thinking: Design - Innovation - functions of design - Design thinking process • Developing Creativity - sensory involvement exercises.		
UNIT I	Introduction to the concept of creativity. Topics include Personal thinking, everyday creativity, team technique for creativity, conditions that promote creativity		
UNIT II	Study of dominant cultures and the challenges faced by them. Importance of empathy in the process of creative thinking		
UNIT III	Various design thinking process from different schools of design - Brainstorm, Mind Map, SCAMPER		
UNIT IV	What is Design Thinking - Innovation - functions of design - Design thinking process		
UNIT V	Practice of design thinking in the day-to-day context		
Course Outcomes	Understanding and exploring the mind and its thinking capacity.		K6
	Elaborate the understanding about the society that is to be catered		K3
	Explore and Develop techniques through which creative thinking can be practiced continuously		K6
	Determine the impact of design and creative thinking in the current context		K5
	Develop a practice of applying creative thinking tools in day-to-day affairs.		K6

References

- Extra ordinary: An amusing way for unleashing your creativity, Hisako Ichiki; Takao Umehara, Rockport Publishers
- Mind Mapping: your Personal guide to Exploring Creativity and Problem-Solving, Joyce Wycoff, Berkley Books, New York
- Creativity, INC: Overcoming the unseen forces that Stand in the way of True Inspiration, Ed Catmull, Bantam Press
- Prof. S. Balram, Thinking Design, Sage Publications Pvt. Ltd.
- BENN, The book of the House, Ernest Benn Limited, London
- Jannsen, Constructional Drawings & Architectural models, Karl Kramer Verlag Stuttgart, 1973.
- Harry W.Smith, The art of making furniture in miniature, E.P.Duttor Inc., New York, 1982.

98613	**INTERIOR SKELETON AND SURFACE FINISHES – I (Wood, Metal and Stone) (P)**	**Credits:4**	**Hours:6**
Objectives	• Understanding and exploring the properties of wood in interior design, and their fabrication process. • Understanding and application of wooden products in interior design, and their fabrication process. • Understanding and application of Metal in interior design, and their fabrication process. • Understanding and application of stone in interior design, and their fabrication process. • Students are to apply the learnt knowledge in a project		
UNIT I	WOOD – Physical properties, color, water content, structure, joineries.		
UNIT II	WOOD AND WOOD PRODUCTS – Types of natural wood, Engineered Wood, Processed Wood – Plywood, particle boards, MDF, HDF, Laminates, Veneers.		
UNIT III	METAL – Ferrous and non-ferrous - Steel - history of making, material properties, types of steel, treatment and applications. Copper - history of making, material properties, types of steel, treatment and applications.Life and degradation of both steel and copper		
UNIT IV	STONE – Natural and engineered stones. Granite – Types, composition, finish, application. Marble - Types, composition, finish, application		
UNIT V	CASE STUDY OR PRACTICAL PROJECT - On exploring the above materials.		
Course Outcomes	Understanding and exploring the properties of wood in interior design, and their fabrication process.		K2
	Understanding and application of wooden products in interior design, and their fabrication process. –		K2
	Understanding and application of Metal in interior design, and their fabrication process.		K2
	Understanding and application of stone in interior design, and their fabrication process.		K2
	Students are to do a comparative case study to understand different materials and apply it in a projectdrawing.		K6

References

- S. C. Rangwala - Engineering materials - Charotar Publishing, Anand
- Francis D. K. Ching - Building Construction Illustrated, VNR, 1975
- Construction materials for interior design:
- principles of structure and properties of materials By, William Rupp, Arnold Friedmann, Philip F. Farrell
- Modern projects in wood, metal, & plastics, Patrick E. Spielman

98614	FUNDAMENTALS OF INTERIOR DESIGN (P)	Credits:3	Hours:3
Objectives	• To Understand the elements and principles of design • To understand the evolution of history through ages in interior design and its influence in the contemporary context • To understand the evolution of history through ages in interior design and its influence in the contemporary context • To understand the spatial qualities and its impact in interior design • To Remember and define spaces according to human factors.		
UNIT I	ELEMENTS & PRINCIPLES OF DESIGN ELEMENTS- Form – point, line, volume, shape, texture & color – in relation to light, pattern etc. and application of the same in designing interiors. PRINCIPLES- Ratio; proportions – golden section; relationships; scale; Balance – symmetrical, radial, occult; harmony; unity; variety; rhythm; emphasis.		
UNIT II	HISTORY OF INTERIOR DESIGN - I EARLY CLASSICAL PERIOD Prehistoric Cave paintings – Primitive Designs- Interiors during Egyptian, Greek, Roman, Gothic, Early Christian & Renaissance Periods. MIDDLEAGES - Interiors in Romanesque, Gothic, and renaissance periods		
UNIT III	HISTORY OF INTERIOR DESIGN COLONIAL TO POST WAR MODERNISM Colonial, Victorian designs, Arts & Crafts movement, Art Nouveau, Eclecticism, Frank Lloyd Wright. Walter Gropius/ Bauhaus, De Stijl, Mies Van Der Rohe, Le Corbusier, Art Deco, Postwar Modernism. NON - EUROPEAN TRADITIONS - Interiors in China, Japan & the Islamic World – Influences of Pre-Columbian American art & culture, African influences in interiors. Scandinavian traditions, Indian traditional designs		
UNIT IV	INTERIOR SPACE Space – definition; Interior space – spatial qualities: form, scale, outlook; Structuring space with interior design elements; spatial form; spatial dimension – square, rectangle, curvilinear spaces; height of space; spatial transitions – openings within wall planes, doorways, windows, stairways.		
UNIT V	DESIGN STANDARDS AND CONTROL Definition, theory of standard dimension based on human figuresforactivities,functions,circulation,furnituredesign,spatialrequirements etc. Design process – Analysis, synthesis, design evaluation; Design criteria – function and purpose, utility and economy, form and style; human factors - human dimensions, distance zones, activity relationships; fitting the space – plan arrangements, function, aesthetics.		
Course Outcomes	By understanding the elements and principles of design students would be able to create interesting concepts		K2
	To understand the evolution of history through ages in interior design and its influence in the contemporary context		K2
	To understand the evolution of history through ages in interior design and its influence in the contemporary context		K2
	To understand the spatial qualities and its impact in interior design		K2
	To Remember and define spaces according to human factors.		K1

References

A History of Interior Design -John Pile; Harry . N.Abraham, Inc. Publishers.
Interior design Illustrated; Francis.D.K.Ching.
History of Interior Design – 2nd edition – 2005 – John Wiley & Sons.Inc
Handbook of Human Factors & Ergonomics – Gavriel Salvendy
Geoffrey Broadbent – Design in Architecture – Architecture & the human sciences – John Wiley & Sons , New York
Nigel Cross – Developments in Design Methodology, John Wiley & Sons.1984

Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York.
History of Architecture, Sir Banister Fletcher, CBS Publishers & distributors, New Delhi

98615	INTERIOR DESIGN STUDIO I (P)	Credits:10	Hours:12
Objectives	● To develop an understanding of the scale, function and options existing when designing small-scale spaces in residences such as toilets, kitchens, living, bedrooms etc. ● Development of ideas with regard to false ceiling, wall paneling, flooring, floor coverings, curtains, windows, doors and other elements of residential Interiors. ● To introduce the basics of designing for Residential interiors and to develop skillsrequired for the same.		
UNIT I	DESIGN PROCESS Evolution from Program and Conditions to Concept & Design - Graphical Representation of the Process. Design Strategies and Methods. Design & Function; Constituents of Design; Working with materials and Structures; Arriving at Ideas.		
UNIT II	KITCHENS Work triangle, planning for activity – anthropometrics – types of kitchen- Modular kitchens. Materials used in counters, shelves, worktops, washing areas & their comparative study. Lighting & colour scheme – natural & artificial light.		
UNIT III	TOILETS Anthropometry – various types of sanitary ware and their use – types of layouts – concepts in modern day toilet interiors – materials & finishes – colour, texture & pattern.		
UNIT IV	BEDROOMS & LIVING ROOMS Concepts in bedroom & living room interiors – various layout of these spaces – The use of furniture and accessories to create a certain type of ambience – materials & finishes – lighting, colour & texture.		
UNIT V	RESIDENCE Holistic concepts in residential interiors – ability to integrate various individualspaces into one theme – treatment of patios, courtyards, verandahs & other semisheltered spaces – integration of built form and open spaces.		
Course Outcomes	Develop a concept for residential interiors, develop spatial plan, develop detailed drawings and justify the concept through 3D sketches or views	K6	

References

Designs for 20th century Interiors – Fiona Leolie, VH Publications, London, 2000.

Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications,New York, 1982.

Interior Colour by Design, Jonathan Poore, Rockport Publishers, 1994.

Worldwide Interiors – International Federation of Interior Architects & Designers, Rikuyo-Sha, Japan, 1987.

98616	ENCLOSURE DYNAMICS (P)	Credits:3	Hours:3
Objectives	• Memorizing different building types according to its structure • Compare and distinguish different building components • Understanding different types of joineries • Understanding different types of staircases and classification according to materials • Understanding simple roof construction		
UNIT I	BUILDING CLASSIFICATION Different types of Structures–load bearing structure & RCC structure – composite structure.		
UNIT II	BUILDING COMPONENTS Sub structure - Foundation – brick footing, stone footing & RCC column footing, Superstructure- Concrete flooring, plinth beam & floor finish, brickwork with sill, lintel, windows & sunshade. Flat RCC roof with weatheringcourse,parapet&coping.		
UNIT III	DOORS AND WINDOW Types including, open able, sliding, folding pivoted Lodged and braced, paneled doors, glazed doors, Joinery details for doors. Types – Casement, fixed, horizontal sliding, vertical sliding, pivoted, and top hung types Ventilators- top hung, bottom hung, pivoted, louvered, fixed types. Joinery details for windows,ventilators		
UNIT IV	STAIRCASE Types according to profile, Types based on materials (timber, wood, steel, synthetic materials). Details of handrails & balusters. Designing and detailing for physicallychallenged		
UNIT V	TILED ROOFS Types of sloped & hipped roof Types of sloping roof – lean to & couple roof with Mangalore tiles, country tiles & pantiles.		
Course Outcomes	Students to remember how building types behave according to its structure		K1
	Students are to compare and distinguish different building components through miniature models or illustrations		K4
	Understand and illustrate different types of joineries and distinguish its applications according to different materials		K4
	Understanding different types of staircases and classification according to materials		K2
	Understanding simple roof classification and illustration		K2

98621	**FUNDAMENTALS OF FURNITURE DESIGN (P)**	**Credits:3**	**Hours:3**
Objectives	● To understand the evolution of history through ages in Furniture design and its influence in the contemporary context ● Understanding the elements of design ● Understanding the Principles of design ● To help the students understand about the various anthropometric aspects, human factors & other design criteria involved in the design of furniture. ● To remember and apply the standards in furniture making.		
UNIT I	HISTORY OF FURNITURE DESIGN Furniture designs during Egyptian, Greek, Roman, Romanesque, Gothic, Renaissance, and Industrial Revolution. Contributions in the beginning of the 20th century by the four pioneer architects in furniture design – Bauhaus, De Stijl & other modern furniture designs.		
UNIT II	ELEMENTS OF FURNITURE DESIGN – Understanding how elements of design works on furniture		
UNIT III	PRINCIPLES OF FURNITURE DESIGN – Observing and understanding the compositional principles in designing a furniture, studying from examples in history.		
UNIT IV	ERGONOMICS – Anthropometry, Human factors, Posture and Movement, Methods & Techniques, Environment factors, Ergonomic design process		
UNIT V	STANDARDS – Universal Standards, Indian Standards – Woman, Man, Children, Physically challenged – Universal Design.		
Course Outcomes	To understand the evolution of history through ages in Furniture design and its influence in the contemporary context		K2
	Remembering the elements of design and its application in furniture design		K3
	Remembering the Principles of design and its application in furniture design		K3
	To help the students Remember about the various anthropometric aspects, human factors & other design criteria involved in the design of furniture.		K1
	To remember and apply the standards in furniture making.		K3

References

- The Encyclopaedia of Funriture, Joseph Aronson, Crwon Publishers, New York
- Interior Design, Francis D.K. Ching, John Wiley & Sons, New York
- Office Furniture, Susan S.Szenasy, Facts on file Inc, New York
- Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York.
- Human Dimension and Interior Space: A Source Book of Design Reference Standards-by Julius Panero and Martin Zelnik
- Introduction to Human Factors and Ergonomics - by Robert Bridger
- Indian anthropometric dimensions for ergonomic design practice by Debkumar Chakrabarti

98622	**LIGHTING AND COLOR IN INTERIORS (P)**	**Credits:3**	**Hours:3**
Objectives	• To understand the need of daylighting in interiors • To understand the need of artificial lighting in interiors • To understand the psychological effects of color and lighting in interior • To understand technological advancements in building automation for energy efficient design • To do a case study to analyze and distinguish effects of lighting in interior design.		
UNIT I	INTRODUCTION TO DAY LIGHTING Nature of light – Wavelength, Photometric quantities – intensity, Flux, illumination and luminance, visual efficiency, sources of light, day light factor concept, design sky concept, day lighting requirements.		
UNIT II	ARTIFICIAL LIGHTING Electric lamps – incandescent, fluorescent, sodium vapor, mercury, halogen and neon. Different types of lights in interior and exterior - task lighting, special purpose lighting. Calculation of artificial lighting, guidelines for lighting design, Glare in artificial lighting.		
UNIT III	EFFECT OF COLOR IN LIGHTING Colors,colorschemes-Monochromatic,analogous,complementarycolourschemes,triadic and tetradic schemes, effects of color in different areas, color temperature, psychological effectsofcolourininteriors,factorsaffectingcolour,Prangtheory–Colourwheel,Munsell system and Oswaldsystem.		
UNIT IV	BUILDING AUTOMATION AND ENERGY MANAGEMENT Building automation and energy management – Introduction, History of development of BAS, typical BAS, criteria for choosing the right BAS, open system architecture. Information technology, communications & artificial intelligence in intelligent buildings. different luminaries for lighting, lighting control system- benefits & application. Lighting accessories- switches, sockets, lamp holders, etc.		
UNIT V	CASE STUDY Study of projects based on different lighting concepts used in interiors and exteriors		
Course Outcomes	To understand and apply the need of day lighting in interiors		K3
	To understand and apply the need of artificial lighting in interiors		K3
	To understand and evaluate the psychological effects of color and lighting in interior		K5
	To understand the technological advancements in building automation for energy efficient design		K2
	To do a case study to analyze and distinguish effects of lighting in interior design.		K4

References

- *R.G.Hopkinson and J.D.Kay, the Lighting of Buildings, Faber and Faber, London*
- *The Art of living - Randallwhitehead,*
- *Lighting design, source book- Randall whitehead,*
- *Light right- M.K.Halpeth, T.Senthil kumar,G.Harikumar*
- *Concepts of lighting, Lighting design in Architecture- TorquilBarker*
- *Daylighting Handbook I: Christoph F.Reinhart*

98623	**INTERIOR DECORATION (P)**	**Credits:3**	**Hours:3**
Objectives	● To help the student understand the basics of designing a product with ergonomics ● To equip the students to understand the properties of materials and its production techniques ● To equip the student to understand and successfully apply digital modeling and fabrication techniques ● To equip students to understand different types of fabrics and its application in interiors. ● To equip students to capture spaces & create interesting photographs		
UNIT I	PRODUCT DESIGN Product design process. Trends in product design. Examples of iconic industrial design. Product development & its stages		
UNIT II	FABRICATION Manufacturing and fabrication. Prefabrication and its advantages. Composite fabrication, Metal fabrication. Rapid prototyping, freeform fabrication		
UNIT III	DIGITAL MODELING & FABRICATION Manufacturing & fabrication – CNC router, laser cutter, 3D printer, Soft-wares for modelling.		
UNIT IV	TEXTILE IN INTERIOR Introduction to fabrics in interiors, Properties and classification, their wear and tear with respect to their application in interior.		
UNIT V	INTERIOR PHOTOGRAPHY Technical definitions in photography, understanding a camera, anatomy of a SLR, technical setting in a SLR camera, Different types of lenses, Project work or exercise integrating interior lighting & color in photography.		
Course Outcomes	To help the student understand the basics of designing a product with ergonomics	K2	
	To equip the students to understand the properties of materials and its production techniques	K2	
	To equip the student to understand and successfully apply digital modeling and fabrication techniques	K3	
	To equip students to understand different types of fabrics and its application in interiors.	K3	
	To equip students to capture spaces & create interesting photographs	K6	

References

The Art of living- Randall whitehead,
Lighting design, source book- Randall whitehead,
Light right- M.K.Halpeth, T.Senthil kumar, G.Harikumar
Concepts of lighting, Lighting design in Architecture- Torquil Barker
Daylighting Handbook I: Christoph F. Reinhart

98624	**INTERIOR SKELETON AND SURFACE FINISHES – II (Glass, Plastic and Fabric) (P)**	**Credits:4**	**Hours:6**
Objectives	• Understanding and exploring the properties of different sustainable materials in interior design, and their fabrication process. • Understanding and application of glass in interior design, and their fabrication process. • Understanding and application of Plastic in interior design, and their fabrication process. • Understanding and application of Fabric in interior design, and their fabrication process. • Students are to apply the learnt knowledge in a project		
UNIT I	SUSTAINABLE MATERIALS & CONSTRUCTION – Bamboo, Working with bamboo, Coir board, Bison boards, Cork, Clay		
UNIT II	GLASS – Types, Properties, Applications & Finishes		
UNIT III	PLASTIC–Types, Production, Environmental issues, Recycling, Applications		
UNIT IV	FABRICS–Properties & Application in Interior Design		
UNIT V	CASE STUDY OR PRACTICAL PROJECT - On exploring the above materials.		
Course Outcomes	Understanding and exploring the properties of sustainable materials in interior design, and their fabrication process.		K2
	Understanding and application of glass products in interior design, and their fabrication process.		K2
	Understanding and application of plastic in interior design, and their fabrication process.		K2
	Understanding and application of fabric in interior design, and their fabrication process.		K2
	Students are to do a comparative case study to understand different materials and apply it in a project drawing.		K6

References

Dr. B.C Punmia , building construction , Laxmi publications Pvt. Ltd., New Delhi, 1993.
M.S Shetty , concrete technology , S. Chand & co . Ltd ., New Delhi , 1986 .
S.C Rangwala – engineering materials – Charotar publishing, Anand 1982
W.B Mckay, building construction, VOL 1-4 ,

Course Code: 98625A	Elective – I a) SIGNAGE AND GRAPHIC COMMUNICATION (P)	Credits:3	Hours:3
Objectives	• Understanding the history of communication and the importance of graphic design for efficient visual communication • Understanding and application of visual communication. • Understanding and application of signages and audio visuals in interior and its influence in a space. • Application of graphics in a space • Case study to understand and analyze the application of graphic and communication design in interior design		
UNIT I	GRAPHIC COMMUNICATION History of communication- graphics, communication, visual communication & communication design. Graphic design- typography, visual arts, page layout. Graphic representation, graphicacy.		
UNIT II	VISUAL COMMUNICATION SYSTEMS Gestalt Theory, Aldous Huxley. Image analysis & its perspectives. Visual Aids & its types. Visual aids media- simple to advanced.		
UNIT III	SIGNAGES & AUDIO VISUALS History of signages. Functions of signs. Sign technologies- banner, bill boards, digital signs, street signs, neon signs, LED signs. Digital signs & its different applications. Graphics & Image making – audio visuals and graphic systems.		
UNIT IV	GRAPHIC AS A SPACE Graphic as a space – making element. Graphic as space transforming element.		
UNIT V	CASE STUDY Study of the application of above in different spatial contexts.		
Course Outcomes	Understanding the history of communication and the importance of graphic design for efficient visual communication		K2
	Understanding and application of visual communication.		K3
	Understanding and application of signages and audio visuals in interior and its influence in a space.		K3
	Application of graphics in a space to create an impactful space		K6
	Case study to understand and analyze the application of graphic and communication design in interior design		K4

References

Graphic Communications Today, 4E (Design Concepts),William E Ryan, Theodore E. Conover

Signage Systems and Information Graphics ,Andreas Uebele

Technical Graphics Communication,Gary Robert Bertoline, Eric N. Wiebe

Signage Design Manual,Edo Smitshuijzen

Bob Gordon and Maggie Gordon – Digital Graphic Design – Thames & Hudson

Louise Bowen Ballinger – Perspective Space & Design – Van Nostrand Reinhold Company

Fred A Stitt – System Graphics – Mcgraw Hill Company

Course Code: 98625B	Elective – I b) INTERIOR LANDSCAPE DESIGN (P)	Credits:3	Hours:3

Objectives	• To develop an understanding about the design of interior landscape with special emphasis onthe choice and care of plant materials used in the interior spaces • To understand the significance of flower arrangement and visual perception • To learn different types of irrigation system • To study about the various landscaping elements and their application in interior spaces • Assignment to learn and apply landscape design in a space	
UNIT I	INTERIOR LANDSCAPE Types of indoor plants, plant characteristics, size, biology, soil, moisture, light, nutrient, atmospheric conditions, growing medium, pests & diseases. Market survey & costs	
UNIT II	FLOWER &ARRANGEMENTS Flowers, its colors, texture and its visual perception in various indoor spaces. Science of flower arrangement	
UNIT III	IRRIGATIONSYSTEMS Manual versions automatic irrigation, costing & installation of micro irrigation systems	
UNIT IV	INTERIOR LANDSCAPE DESIGN CASE STUDY Interior landscape application for residential, commercial and other public use spaces.	
UNIT V	ASSIGNMENT Design a space or a time problem with the application of the above learnt knowledge	
Course Outcomes	To develop an understanding about the design of interior landscape with special emphasis on the choice and care of plant materials used in the interior spaces	K2
	To understand the significance of flower arrangement and visual perception	K1
	To learn and remember different types of irrigation system	K1
	To study about the various landscaping elements and their application in interior spaces	K3
	Assignment to learn and create landscape design in a space	K6

References

Landscape Architectural Graphic Standards (Ramsey/Sleeper Architectural Graphic Standards)

Interior Landscape Design,by N Hammer, RonaldWood

Landscape Architecture: Planting Design Illustrated (3rd Edition), by GangChen

Course Code : 98626	FURNITURE DESIGN STUDIO (P)	Credits:10	Hours:12
Objectives	● To help the students understand about the various anthropometric aspects, human factors & other design criteria involves in the design of furniture ● To make the students understand about the various materials & technology involved in the making of furniture		

STUDENTS ARE EXPECTED TO LEARN AND DO THE FOLLOWING:

- Furniture design theory – History , Principles, types
- Human factors – Ergonomics, Anthropometry
- Furniture and space - furniture in relation to its space, circulation, composition
- Furniture materials and fabrication details
- Furniture construction and detailing

Assessment Type:

- *Internal Assessment is the Formative Assessment of the performance during the learning process and deliverables submitted against the given Coursework/Assignment.*
- *External Assessment is the Summative Assessment of Presentation/Viva-voce/Jury based on the deliverables submitted against the given Coursework/Assignment.*

Course Outcomes

- *To apply various anthropometric aspects, human factors & other design criteria involved in furniture design - K3*
- *To create a furniture - understand various materials & technology involved in the making of furniture- K6*

References

Interior Design, John F Pile, Harry N Abrams Inc Publishers, New York
Interior Design Course, Mary Giliat Coyran, Octopus Ltd , London
The Encyclopaedia of Furniture, Joseph Aronson, Crwon Publishers, New York
Interior Design & Decoration, Sherril Whiton, Prentice Hall
Interior Design, Francis D K Ching, John Wiley & sons, New York
Office Furniture, Susan S Szenasy, facts on file inc, New York
Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York

Course Code : 98631	SUSTAINABILITY IN INTERIOR DESIGN (P)	Credits:3	Hours:3
Objectives	● To enable students to understand the concept of sustainability and different validation criterias ● To enable students to understand and analyze the importance of recycling the construction materials ● To enable the student to understand the need for adaptive reuse of old heritage buildings and applications of using recycled materials. ● To enable students to understand the evaluation criteria of old heritage buildings for the levels of intervention ● To enable students to understand and apply the techniques through case studies		
UNIT I	CONCEPT OF SUSTAINABILITY Definition of sustainability – Identifying various sustainable materials - economic, social and environmental issues – green rating of buildings – criteria for LEED rating – criteria for GRIHA - Earth summit declaration		
UNIT II	NEED FOR RECYCLING OF MATERIALS The logic behind recycling – recycling of steel, wood, glass etc - estimation of the quality of recycled timber – criteria for recycling of steel, glass.		
UNIT III	NEED FOR ADAPTIVE REUSE Cultural inheritance – heritage buildings and old structures – ascertaining the structural stability – estimation of the prolonged life of the building – strategies of adaptive reuse – investigation into material finishes.		
UNIT IV	NEED FOR CONSERVATION Architectural conservation – conservation of heritage and important buildings – levels of intervention – structural, construction related, finishes etc. Revival of old building techniques and finishes.		
UNIT V	CASE STUDY OR PRACTICAL PROJECT		

Assessment Type:

- Internal Assessment is the Formative Assessment of the performance during the learning process and deliverables submitted against the given Coursework/Assignment.
- External Assessment is the Summative Assessment of Presentation/Viva-voce/Jury based on the deliverables submitted against the given Coursework/Assignment.

Course Outcomes		
	To understand the concept of sustainability and different validation criteria	K2
	To understand and analyze the importance of recycling the construction materials	K4
	To understand the need for adaptive reuse of old heritage buildings and applications of using recycled materials.	K2
	To understand the evaluation criteria of old heritage buildings for the levels of intervention	K5
	To enable students to understand and apply the techniques through case studies	K2

References

Harimohan Pillai – Heritage conservation and cultural continuity – Saraswatham publishers, 2002.
Sustainable building design manual – TERI publication, 2004.
Waste management and recycling – Compiled by C.T. Lakshmanan, SRM University.
Sandra F Mendler - The HOK Guide book for sustainable design – John Wiley and Sons, Canada,2002.
Conservation guidelines for pondichery – DTCP, Pondichery – INTACH 2000.

Course Code : 98632A	ELECTIVE - II A) SET DESIGN (P)	Credits:3	Hours:3
Objectives	● To help the student understand and analyze the impact of motion pictures of the 20th century. ● To help the student understand the history and its influence in set design for motion pictures in 20th& 21st century. ● To help the student understand the significance of typography and exhibition design in motion pictures ● To help the student understand to analyze scripts for proper scenery and to conceptualize designs. ● To enable the student to understand temporary performance stage design concepts		
UNIT I	FILM AND SOCIETY Examination of the twentieth-century culture and society through film. Critical analysis of cultural and social conflicts are portrayed and worked out in popular films, and examination of how motion pictures create a window into modern society. Film as cultural texts to better understand history and culture manifestations.		
UNIT II	HISTORY AND THEATER FILM SET DESIGN Investigation the production methods, dramatic theory and conventions, and scene design of various performance media since the popularization of the motion picture, and how it has influenced all entertainment design in the 20th and 21st centuries.		
UNIT III	GRAPHIC DESIGN AND TYPOGRAPHY FOR EXHIBIT DESIGN Principles of layout for creating effective visual signage and explore the unique problems, technique, theory, and approaches of signage in film, theatre, and other forms of mediated exhibition. Introduction to the design applications for building signage.		
UNIT IV	SET DESIGN AND CONCEPT WRAP Introduction to the basic concepts, through theory and practice, of scene design in theatre, film, and other fine arts and entertainment media. Students will learn how to analyze scripts for proper scenery, how to conceptualize designs that will translate into actual sets, and develop visual thinking within the creative process.		
UNIT V	STAGE DESIGN Stage design process from inception to performance, script analysis, visual arts analysis, research skills, and the application of principles and elements of design. Understanding stage setting through language, color, and architectural analysis.		
Assessment Type: ● Internal Assessment is the Formative Assessment of the performance during the learning process and deliverables submitted against the given Coursework/Assignment. ● External Assessment is the Summative Assessment of Presentation/Viva-voce/Jury based on the deliverables submitted against the given Coursework/Assignment.			
Course Outcomes	To understand and analyze the impact of motion pictures of the 20th century	K2	
	To understand the history and its influence in set design for motion pictures in 20th& 21st century.	K2	
	To understand and apply the significance of typography and exhibition design in motion pictures	K2	
	To understand and to analyze scripts for proper scenery and to conceptualize designs	K4	
	To understand temporary performance stage design concepts and to create a concept	K6	

References

Time saver standards for building types,DeChiara and Callender, Mc Graw hill company
Neufert Architect‟s data, Bousmaha Baiche & Nicholas Walliman, Blackwell science ltd
The Art Direction Handbook for Film & Television by Michael Rizzo
Critical Approaches to TV and Film Set Design by Geraint D'Arcy
Film, Architecture and Spatial Imagination (Ashgate Studies in Architecture) by Renée Tobe

Course Code: 98632B	B) EXHIBITION DESIGN (P)	Credits:3	Hours:3
Objectives	● To help the student remember the history and principles of exhibition design ● To help the student understand the different types of exhibitions ● To help the student to develop different design solutions and formulate construction of exhibition kiosks with different materials ● To help the student analyze the impact of lighting in exhibition ● To enable the student to understand signage in exhibition design		
UNIT I	HISTORY OF EXHIBITION DESIGN Introduction – History of exhibition design – The evolution of modern display techniques – interactive exhibition – recent developments in interactive online exhibition - Future of exhibitions – The role of exhibition designer – Principles of exhibition design.		
UNIT II	TYPES OF EXHIBITIONS Commercial, non-commercial & semi commercial exhibitions – Historical development in commercial exhibition – History & current trends in Museum exhibitions - Role of an exhibition designer		
UNIT III	MATERIALS, FINISHES, AND METHODS FOR EXHIBITIONS Choosing materials for exhibition – Designing and constructing exhibition stalls and kiosks -Factors to consider in the structure of kiosks		
UNIT IV	LIGHTING FOR EXHIBITION Application of lighting – Surveying the site – The lighting plan – lighting typologies and color theory in exhibitions design -		
UNIT V	GRAPHICS FOR EXHIBITION The role of graphics in exhibition – approaches to exhibition graphics – designing for legibility – reproducing graphics and different techniques		

Assessment Type:

- Internal Assessment is the Formative Assessment of the performance during the learning process and deliverables submitted against the given Coursework/Assignment.
- External Assessment is the Summative Assessment of Presentation/Viva-voce/Jury based on the deliverables submitted against the given Coursework/Assignment.

Course Outcomes		
	To help the student remember the history and principles of exhibition design	K1
	To help the student understand the different types of exhibitions	K2
	To help the student to develop different design solutions and formulate construction of exhibition kiosks with different materials	K6
	To help the student analyze the impact of lighting in exhibition	K4
	To enable the student to understand signage in exhibition design	K2

References

Time saver standards for building types,DeChiara and Callender, Mc Graw hill company

Neufert Architect‟s data, Bousmaha Baiche & Nicholas Walliman, Blackwell science ltd

Basics Interior Design 02: Exhibition Design, Volume 2 of Basics Interior Design:Pam Locker, Edition: illustrated, Publisher: AVA Publishing, 2010

Creating Exhibitions: Collaboration in the Planning, Development, and Design of Innovative Experiences, Book by Janet Kamien and Polly McKenna-Cress

Museum Exhibition Planning and Design, Elizabeth Bogle

Course Code : 98633	INTERIOR PROJECT MANAGEMENT (P)	Credits:3	Hours:3
Objectives	● To expose the students to the currently prevalent techniques in the planning, programming and management of a project. ● To expose the students to understand and analyze BOQ, Estimates, Help them prepare the same ● To expose students to different quality management guidelines, documentation and standards to be applied during the execution of a project. ● To equip students to analyze various materials and its market rates to arrive at a suitable project budget. ● To equip students to present themselves in the current market.		
UNIT I	Project Management Systems & Techniques Project planning, project scheduling and project controlling, role of decision in project management, method of planning and programming, human aspects of project management, work breakdown structure, life cycle of a project		
UNIT II	Interior Quantity Surveying Types of estimates, approximate estimates, items of work, unit of measurement, unit rate of payment, Numbering and coding of items in the Bill of Quantities, Bill of Quantities for various works		
UNIT III	Quality Management Quality Management Systems – concepts and Meaning –Importance of Quality Management in Interior Project – Role of QMS in Project Management. Quality Control Operations – Concepts – Norms, Techniques and Procedures; TQM – Introduction – ISO Standards Requirements of Standards – Advantages of documentation – General Principles in documentation – Types of Documents		
UNIT IV	Estimation and costing types of estimates, and procedure for estimating the cost of work in order to implement a project or to make products related to Interiors, Rate Analysis – definition, method of preparation, quantity & labour estimate for various interior activities, different methods of estimate for interior works, methods of measurement of works. Specification – Definition, purpose, procedure for writing specification for the purpose of calling tenders, types of specification. Specification for different item related to interior project		
UNIT V	PROFESSIONAL PRACTICE, MARKET TRENDS & SURVEY Interior design profession: Survey of various interior designers, Working procedures, Fee structures, Professional interior design societies, licensing & registration.		
Course Outcomes	To remember the currently prevalent techniques in the planning, programming and management of a project.		K1
	To understand and analyze BOQ, Estimates, Help them prepare the same		K2
	To understand and remember different quality management guidelines, documentation and standards to be applied during the execution of a project.		K2
	To analyze various materials and its market rates to arrive at a suitable project budget.		K4
	To practice as a professional in the current market.		K3

References

Dr B C Punmia et al Project planning and control with PERT and CPM, Laxmi Publications

National Building code of India 2005 - Bureau of Indian Standards

M Chakraborti, Estimation, Costing, Specification and Valuation in Civil Engineering

Dutta, Estimating and Costing, S Dutta and Co , Lucknow 1983

Jerome D Wiest and Ferdinand K Levy, A Management Guide to PERT, CPM, Prentice Hall of India Publication Ltd , New Delhi, 1982

R A Burgess and G White, Building Production and Project Management, The Construction Press, London, 1975

IS 9668: 1990 - Fire Fighting code of Practice - Bureau of Indian Standards

S C Rangwala, Elements of Estimating and Costing, Charoter publishing House, Anand, India, 1984

The Interior Designers Guide: To Pricing, Estimating Budgeting By Theo Susan

Course Code : 98634	Dissertation (D)	Credits:6	Hours:9

The topic chosen should be related to the design thesis and may involve the following areas of study in four stages:
An in depth investigation into any aspect of the chosen area
Analysis of data, inferences to establish underlying principles
Evaluation of existing theory in new concepts
Establishment of a hypothesis and its substantiation
The particulars of schedule, content presentation, format etc, as decided by the department from time to time, shall be strictly followed. The progress will be periodically reviewed by internal jury members.

References

The Dissertation Journey: A Practical and Comprehensive Guide to Planning, Writing, and Defending Your Dissertation... by Carol M. Roberts

Demystifying Dissertation Writing: A Streamlined Process from Choice of Topic to Final Text by Peg Boyle Single and Richard M. Reis (Sep 2009)

Course Code: 98635	Advanced Design Studio (P)	Credits:10	Hours:12

LEARNING OUTCOME

- To study and develop innovative schemes for hotel and auditorium interiors. Knowledge of working drawings is also intended.

Students are expected to do the following:

Spatial and environmental standards for various auditorium – performing arts, cinema, convention centre. Detail schematics of wall paneling, false ceiling and carpeting to satisfy acoustic requirements. Lighting study to develop ideas for foyer, auditorium and stage requirements.

Spatial and service standards for five star hotels – integration of interior design schemes for rooms, restaurants, bars, health clubs, shopping arcade and other guest areas with the general theme of the hotel.Special ideas for suites and banquet halls – contemporary interior schemes to integrate new concepts in lighting and materials.

Assessment Type:

- Internal Assessment is the Formative Assessment of the performance during the learning process and deliverables submitted against the given Coursework/Assignment.
- External Assessment is the Summative Assessment of Presentation/Viva-voce/Jury based on the deliverables submitted against the given Coursework/Assignment.

References

Designs for 20th century Interiors – Fiona Leolie, VH Publications, London.
Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.

Course Code : 98641	GRADUATION PROJECT / THESIS (PR)	Credits:14	Hours:30

Objectives

The purpose of the thesis is to develop a specific tool and process to guide students developmental creative process during ideation

Study in the chosen field would be caused out in two stages: Data collection & analysis

- An in-depth investigation into the aspects of the chosen area Analysis of data, inferences to establish underlying principles Review of existing practices/theory in view of current contexts

DESIGN

Prepare programme

Design on basis of Data collection & analysis

References

Indian Design (DaabDesignBook) RalfDaab

Detail + Interior + Architecture - Series FromArchiworld

Interior World, Series FromArchiworld

Interior Spaces, Series FromArchiworld

19.1 Passing minimum

- A candidate shall be declared to have passed each course if he/she secures not less than 40% marks in the End Semester Examinations and 40% marks in the Internal Assessment and not less than 50% in the aggregate, taking Continuous Assessment and End Semester Examinations marks together.
- The candidates not obtain 40% in the Internal Assessment are permitted to improve their Internal Assessment marks in the subsequent semesters (2 chances will be given) by writing the CIA tests and by submitting assignments.
- Candidates, who have secured the pass marks in the End-Semester Examination and in the CIA but failed to secure the aggregate minimum pass mark (E.S.E + C I.A), are permitted to improve their Internal Assessment mark in the following semester and/or in University examinations.
- A candidate shall be declared to have passed the Project/Dissertation/Internship if he/she gets not less than 40% in the End Semester Examinations and 40% marks in the Internal Assessment and not less than 50% in the aggregate in each of the Project/Dissertation/Internship Report and Viva-Voce.
- A candidate who gets less than 50% in the Project/Dissertation/Internship Report must resubmit the thesis. Such candidates need to take again the Viva-Voce on the resubmitted Project report.

19.2 Grading

The following table gives the marks, Grade points, Letter Grades, and classifications meant to indicate the overall academic performance of the candidate.

Conversion of Marks to Grade Points and Letter Grade (Performance in Paper/ Course)

RANGE OF MARKS	GRADE POINTS	LETTER GRADE	DESCRIPTION
90 - 100	**9.0 – 10.0**	**O**	**Outstanding**
80 - 89	**8.0 – 8.9**	**D+**	**Excellent**
75 - 79	**7.5 – 7.9**	**D**	**Distinction**
70 - 74	**7.0 – 7.4**	**A+**	**Very Good**
60 - 69	**6.0 – 6.9**	**A**	**Good**
50 - 59	**5.0 – 5.9**	**B**	**Average**
00 - 49	**0.0**	**U**	**Re-appear**
ABSENT	**0.0**	**AAA**	**ABSENT**

a) Successful candidates passing the examinations and earning a GPA between 9.0 and 10.0 and marks from 90 – 100 shall be declared to have Outstanding (O).

b) Successful candidates passing the examinations and earning a GPA between 8.0 and 8.9 and marks from 80 - 89 shall be declared to have Excellent (D+).

c) Successful candidates passing the examinations and earning a GPA between 7.5 – 7.9 and marks from 75 - 79 shall be declared to have Distinction (D).

d) Successful candidates passing the examinations and earning a GPA between 7.0 – 7.4 and marks from 70 - 74 shall be declared to have Very Good (A+).

e) Successful candidates passing the examinations and earning a GPA between 6.0 – 6.9 and marks from 60 - 69 shall be declared to have Good (A).

f) Successful candidates passing the examinations and earning a GPA between 5.0 – 5.9 and marks from 50 - 59 shall be declared to have an Average (B).

g) Candidates earning a GPA between 0.0 and marks from 00 - 49 shall be declared to have Re-appear (U).

h) Absence from an examination shall not be taken as an attempt.

From the second semester onwards the total performance in a semester and continuous performance starting from the first semester are indicated respectively as Grade Point Average (GPA) and Cumulative Grade Point Average (CGPA). These two are calculated by the following formulate

GRADE POINT AVERAGE (GPA) = $\Sigma_i C_i \; G_i / \Sigma_i C_i$

GPA = Sum of the multiplication of Grade Points by the credits of the courses
Sum of the credits of the courses in a Semester

19.3 Classification of the final result

CGPA	Grade	Classification of Final Result
9.5 – 10.0 9.0 and above but below 9.5	**O+** **O**	First Class – Exemplary*
8.5 and above but below 9.0 8.0 and above but below 8.5 7.5 and above but below 8.0	**D++** **D+** **D**	First Class with Distinction*
7.0 and above but below 7.5 6.5 and above but below 7.0 6.0 and above but below 6.5	**A++** **A+** **A**	First Class
5.5 and above but below 6.0 5.0 and above but below 5.5	**B+** **B**	Second Class
0.0 and above but below 5.0	**U**	Re-appear

The final result of the candidate shall be based only on the CGPA earned by the candidate.

a) Successful candidates passing the examinations and earning a CGPA between 9.5 and 10.0 shall be given Letter Grade (O+), and those who earned a CGPA between 9.0 and 9.4 shall be given Letter Grade (O) and declared to have First Class –Exemplary*.

b) Successful candidates passing the examinations and earning a CGPA between 7.5 and 7.9 shall be given Letter Grade (D), those who earned a CGPA between 8.0 and 8.4 shall be given Letter Grade (D+), those who earned a CGPA between 8.5 and 8.9 shall be given Letter Grade (D++) and declared to have First Class with Distinction*.

c) Successful candidates passing the examinations and earning a CGPA between 6.0 and 6.4 shall be given Letter Grade (A), those who earned a CGPA between 6.5 and 6.9

shall be given Letter Grade (A+), those who earned a CGPA between 7.0 and 7.4 shall be given Letter Grade (A++) and declared to have First Class.

d) Successful candidates passing the examinations and earning a CGPA between 5.0 and 5.4 shall be given a Letter Grade (B), and those who earned a CGPA between 5.5 and 5.9 shall be given a Letter Grade (B+) and declared to have passed in Second Class.

i) Candidates who earned a CGPA between 0.0 and 4.9 shall be given Letter Grade (U) and declared to have Re-appear.

e) Absence from an examination shall not be taken as an attempt.

CUMULATIVE GRADE POINT AVERAGE (CGPA) = $\Sigma_n \Sigma_i C_{ni} G_{ni} / \Sigma_n \Sigma_i C_{ni}$

CGPA = Sum of the multiplication of Grade Points by the credits of the entire Programme

Sum of the credits of the courses for the entire Programme

Sum of Grade Points X credits of the entire Programme

Where '**Ci**' is the Credit earned for Course i in any semester; '**Gi**' is the Grade Point obtained by the student for Course i and 'n' refers to the semester in which such courses were credited.

CGPA (Cumulative Grade Point Average) = Average Grade Point of all the Courses passed starting from the first semester to the current semester.

Note: * The candidates who have passed in the first appearance and within the prescribed Semesters of the PG Programme are alone eligible for this classification.