

B. Des (User Experience and Interaction Design)																					
(Course Structure for AY 2023-27)																					
Year	FIRST SEMESTER										SECOND SEMESTER										
	Sub. Code	Subject Name	L/S	T	P	C	MTE	Internal Assessment	ETE	External Assessment /Jury	Sub. Code	Subject Name	L/S	T	P	C	MTE	Internal Assessment	ETE	External Assessment	
I	LLC 1112	Communication Skills	2	1	0	3	20	40	40	0	UXI 1201	Introduction to UX and UI Design	3	2	0	4	20	40	40	0	
	UXI 1102	History of Arts & Design	2	1	0	2	20	40	40	0	UXI 1202	Digital Exploration with 3D Design	1	0	2	2	0	60	0	40	
	UXI 1103	Design Principles and Visualisation Techniques-I	2	2	5	6	0	60	0	40	UXI 1203	Design Principles and Visualisation Techniques-II	2	2	5	6	0	60	0	40	
	UXI 1104	Material & Craft Exploration	1	0	4	3	0	60	0	40	UXI 1204	Introduction to Photography & Videography	1	0	4	3	0	60	0	40	
	UXI 1105	Design Thinking Process & Methods	1	0	4	3	0	60	0	40	UXI 1205	Information Design & Storytelling	1	0	2	2	0	60	0	40	
	UXI 1106	Design Tools & Technique	1	0	3	3	0	60	0	40	UXI 1206	Design Methods (Creative Problem-Solving Techniques)	1	0	3	3	0	60	0	40	
Total Contact Hours (L/S + T + P)			29								Total Contact Hours (L/S + T + P)			29							
II	THIRD SEMESTER										FOURTH SEMESTER										
	ICD 2101	Typography	1	0	3	3	0	60	0	40	UXI 2201	Digital storytelling in the Creative Industries	1	0	3	2	0	60	0	40	
	UXI 2102	Introduction to Interaction Design	1	0	2	3	0	60	0	40	UXI 2202	Ethnography Research Design	2	0	1	2	0	60	0	40	
	UXI 2103	Design Semantics	2	0	0	2	20	40	40	0	UXI 2203	Introduction to Agile UX and 6D Process	1	0	4	3	0	60	0	40	
	UXI 2104	Introduction to User Research and UI Development	1	1	3	3	0	60	0	40	UXI 2204	Human Computer Interaction and User Experience	2	0	1	2	0	60	0	40	
	UXI 2105	Game Design Development-I	1	0	4	4	0	60	0	40	UXI 2205	Game Design Development-II	2	0	1	2	0	60	0	40	
	UXI 2106	Service design & task flow	1	1	4	3	0	60	0	40	UXI 2206	Information Architecture	2	0	4	4	0	60	0	40	
	UXI 2107	Professional Practices	1	1	2	3	0	60	0	40	XXXX	Program Elective 1	1	0	4	3	0	60	0	40	
															3						
			8	3	18	21							11	0	18	21					
	Total Contact Hours (L/S + T + P)			29								Total Contact Hours (L/S + T + P) + OE			29						
III	FIFTH SEMESTER										SIXTH SEMESTER										
	UXI 3101	Intellectual Property Rights	1	2	0	2	20	40	40	0	UXI 3201	UX Design for Futuristic Technologies (AR/VR, AI, etc)	1	0	3	3	0	60	0	40	
	UXI 3102	Semantics for Interaction Design	2	0	1	2	0	60	0	40	UXI 3202	Omnichannel Experience Design	1	0	3	3	0	60	0	40	
	UXI 3103	Technology in Experience Design	2	0	3	4	0	60	0	40	UXI 3203	UI Development Advance	1	0	3	3	0	60	0	40	
	UXI 3104	Data Visualization Techniques	2	0	2	3	0	60	0	40	UXI 3204	Portfolio Development	2	0	4	5	0	60	0	40	
	UXI 3105	Usability Engineering/Testing	2	0	2	3	0	60	0	40	UXI 3205	Minor Research Project	1	0	4	4	0	60	0	40	
	UXI 3106	Minor Design Project	1	0	6	4	0	60	0	40	XXXX	Open elective	3	0	0	3	0	60	0	40	
	XXXX	Programme Electives 2	2	0	2	3	0	60	0	40											
			12	2	16	21							9	0	17	21					
	Total Contact Hours (L + T + P)			30								Total Contact Hours (L/S + T + P) + OE			26						

SEVENTH SEMESTER											EIGHTH SEMESTER										
IV	UXI 4101	Major Design Project	3	0	18	15	0	60	0	40	UXI 4201	Internship	0	0	30	15	0	60	0	40	
	UXI 4102	Presentation and Report	3	0	6	6	0	60	0	40	UXI 4202	Presentation and Review	0	0	0	6	0	60	0	40	
			6	0	24	21							0	0	30	21					
	Total Contact Hours (L + T + P)		30								Total Contact Hours (L + T + P)		30								

PROGRAM ELECTIVE																				
4th SEMESTER										5th SEMESTER										
ELECTIVE-I										ELECTIVE-II										
	UXI 2215	C# Programming for Unity Game Development	2	0	2	3	0	60	0	40	UXI 3115	Digital Product Management	2	0	3	3	0	60	0	40
	UXI 2216	Generative Design for Manufacturing	2	0	2	3	0	60	0	40	UXI 3116	Platform Thinking: Innovation in digital business models	2	0	2	3	0	60	0	40
	UXI 2217	Coding for Designers	2	0	2	3	0	60	0	40	UXI 3117	Digital Marketing	2	0	3	3	0	60	0	40