

B .D esign (H ons.) Interaction Design

Semester 1

- Design & Cultural Studies 1
- Drawing
- Basic Design 1
- Material Exploration
- Communication Skills 1
- People and Environment

Semester 2

- Design & Cultural Studies 2
- Theory of Design Process
- Design Drawing 1
- Workshop Technology
- Model Making 1
- Solid Geometry
- Form, Space and Structure
- Evolution of User Interfaces

Semester 3

- Form Studies
- Basics of Ergonomics
- Elements of Interaction Design
- Design Drawing 2
- Digital Design 1
- Model Making 2
- Multimedia Studies 1
- Prototyping Techniques

Semester 4

- User Interface Design

- Aesthetics in Interface Design
- Typography
- Digital Design 2
- Multimedia Studies 2
- Infographics
- Ergonomics for UI Design

Semester 5

- User Research Methods
- Information Architecture
- Semantics for Interaction Design
- Coding for Elements of Information Design
- Design for User Experience
- Usability Evaluation
- Wire-framing & Prototyping (Portfolio Design and Documentation)
- Elective

Semester 6

- Human Machine Interaction Design & Applications
- Voice-based Interaction Design
- Natural User Interaction Design (NUI)
- Affective Computing in Interaction Design
- Visual Programming (Logo, Turtle Graphics etc.)
- Virtual Reality in HCI Design
- Design Management
- Advance Design Project 1

Semester 7

- Industry Internship
- Design Research Methodology
- Artificial Intelligence in UX Design

- System Design Project (UXD)

Semester 8

- Final Graduation Project Dissertation