

# CURRICULUM

## ▲ Semester 1

➤ Language & Soft Skills

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➤ History of Art & Culture

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➤ Digital Representation -1

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➤ Drawing – I

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➤ Principles & Elements of Design- 1

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➤ Geometrical Construction & Material Workshop – 1

## ▲ Semester 2

- ▶ Craft & Culture

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- ▶ History of Indian Art

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- ▶ Digital Representation -2

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- ▶ Drawing – 2

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- ▶ Principles & Elements of Design- 2

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- ▶ Geometrical Construction II & Design Project

## ▲ Semester 3

- ▶ Fundamentals of Design and evolution of UX

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- ▶ Digital Study-I

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- ▶ Character Design & development

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- ▶ UX Design and Design Thinking

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- ▶ HCI and User Interface Design

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- ▶ Cognitive Design, Ethnography and Design Research

#### ▲ Semester 4

- ▶ Omnipresence Design and Digital Experience Strategy
- ▶ Service Design and Enterprise UX
- ▶ Customer Experience in Fintech and Healthcare
- ▶ UX Design for Emerging technology
- ▶ Digital Study-II
- ▶ Concept Development for Game

#### ▲ Semester 5

- ▶ UX for IOT
- ▶ UX for AR
- ▶ UX for wearable
- ▶ UX for logistics
- ▶ Concept Development for Game
- ▶ Environment and assets Deign

▲ Semester 6

➤ G2C in Healthcare

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➤ G2C in Banking

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➤ G2C in Citizen Services

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➤ G2C in Digital Agriculture

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➤ Game engine – I

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➤ Project

▲ **Semester 7**

➤ Introduction to 3D

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➤ Basic Animation

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➤ Lighting and Rendering

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➤ Game engine -II

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➤ UX for Game

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➤ Project

▲ **Semester 8**

➤ Internship