



SATYAM FASHION INSTITUTE, NOIDA

Reaccredited by NAAC 'A' Grade, CGPA: 3.18

Affiliated to SNDT Women's University, Mumbai

Name of Program: B. Design, Program Code: 115

Programme Outcomes (POs)

After successful completion of the Bachelor of Design (Fashion Design) programme, graduates will be able to:

PO1. Develop a comprehensive understanding of Art and Design, including its history, appreciation, computer applications, software handling, environmental awareness, and professional communication skills.

PO2. Demonstrate proficiency in drawing, rendering, texturing, illustration, and product development using a wide range of materials, tools, and techniques.

PO3. Apply knowledge of fashion concepts, techniques, forecasting methods, related design skills, and range development to create innovative fashion solutions.

PO4. Understand textile fibres, fabrics, production processes, and product development to make informed design and manufacturing decisions.

PO5. Communicate fashion effectively through diverse media platforms, including journalism, events, promotions, public relations, and management.

Programme Specific Outcomes (PSOs)

At the end of the programme, students will be able to:

PSO1. Develop a strong foundation in Art and Design by mastering drawing, sketching, perspective, shading, colouring, rendering, and texturing while appreciating the historical evolution of design.

PSO2. Create innovative and original fashion products by applying diverse design methods, material exploration, communication skills, and environmental awareness.

PSO3. Present design concepts professionally through fashion illustrations, photography, graphics, visual merchandising, and other visual communication techniques.

PSO4. Transform design concepts into finished garments using appropriate pattern-making, construction techniques, garment manufacturing processes, current fashion trends, advanced machinery, and industry terminology.

PSO5. Design and develop fashion and lifestyle accessory products using a variety of drawing, rendering, and product development techniques.

PSO6. Research traditional crafts, explore market opportunities, apply fashion forecasting, and develop commercially relevant product ranges inspired by craft traditions.

PSO7. Apply knowledge of yarns, fibres, fabrics, fabric compositions, weaving techniques, and computer-aided design software to communicate ideas effectively through visual, oral, and written presentations using professional industry vocabulary.


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PSO8. Select appropriate fabrics, embroidery techniques, and textile processes to create garments with 2D and 3D surface effects while demonstrating skills in painting, weaving, screen printing, colour application, and textile surface design with an understanding of cultural and social contexts.

PSO9. Integrate fashion research with practical design applications to build distinctive brand identities and develop effective communication strategies for fashion brands and businesses.

PSO10. Communicate fashion professionally across print, electronic, and digital media through journalism, public relations, advertising, events, and promotional activities for diverse audiences.

Bachelor of Design – Fashion Design (Semester-I) Course Outcomes		
Course Code	Course Name	Course Outcomes
10144111	Fundamentals of Fashion (Th/Pr)	1. Identify the elements of design with their psychological, formal, and symbolic qualities.
		2. Co-relate the different elements of fashion with the elements of design.
		3. Demonstrate the elements and principles of design for effective design development.
		4. Apply colour theory, texture, shape, and form in basic fashion compositions.
		5. Develop creative fashion concepts through mood boards, colour boards, and theme-based design exercises.
10144122	Fashion Drawing Skills (Pr)	1. Demonstrate the basic drawing techniques such as line drawing, shading, and rendering textures relevant to fashion illustration.
		2. Sketch fashion figures to create accurate fashion drawings.
		3. Develop a personal style of drawing fashion figures and garment draping.
		4. Explore different colour media to enhance rendering skills.
10444121	Sewing Techniques (Pr)	1. Identify and define the basic components of a sewing machine.
		2. List and describe the uses of different types of sewing machines, needles, and threads.
		3. Appreciate different kinds of stitches and seams.
		4. Explain the basic principles of sewing techniques and seam finishes.
10444112	Fabric Studies (Th)	1. Identify and classify various fibers, yarns, and fabrics.
		2. Classify the properties and uses of different fibers and yarns.
		3. Differentiate between woven, knit, and other fabric construction methods.
		4. Evaluate the various finishing techniques applied to fabrics.
		5. Develop practical applications and designs using different fabric construction methods.

10444122	Fashion Categories (Pr)	1. Discover the reasonability, need and importance of clothing categories in Fashion.
		2. Apprehend clothing categories for various segments such as Men's, Women's and Kid's.
		3. Identify factors that influence clothing preferences.
		4. Recognize the specific design features that incorporate a certain category by developing a visual reference.
		5. Provide a structured approach to understanding diverse clothing categories within the fashion industry, preparing learners to develop design collections for various segments.
10644101	Material Manipulation I (Yarns/Fibers) (Pr)	1. Explain the relevance and importance of yarns and fibers in creative manipulation.
		2. Explore different ways and techniques of manipulating materials (yarns and fibers).
		3. Differentiate various materials for their creative use to enhance products.
		4. Explore various entrepreneurial ideas.
10744101	Professional Computer Skills (Pr)	1. Operate desktop computers to carry out computational tasks.
		2. Recognize the working of hardware and software and the importance of operating systems.
		3. Design presentations using related software.
		4. Acquire skills to present ideas digitally and manage digital content effectively.
Bachelor of Design – Fashion Design (Semester-II) Course Outcomes		
Course Code	Course Name	Course Outcomes
20144121	Technical Drawing and Representation (Pr)	1. Demonstrate the skills of technical drawing and representation using drawing instruments.
		2. Create detailed orthographic, isometric, and perspective drawings that accurately represent three-dimensional objects on two-dimensional media.
		3. Demonstrate the skills of technical drawing in CAD.
		4. Draw objects using One-Point and Two-Point Perspective.
20144122	Advance Design and Illustration (Pr)	1. Explore different postures and facial features in fashion illustration.
		2. Demonstrate design principles and techniques in various components and styles of fashion garments.
		3. Explore different mediums in a wide range of illustration and visual communication skills.
		4. Draw freehand fashion illustrations as a collection with reference to original design concepts.

20344111	History of Fashion (Th)	1. Review the Revolution of Fashion.
		2. Relate the Revolution of Fashion with Fashion Expression.
		3. Appreciate historic costume.
		4. Identify the historical development of the Modern Fashion Industry.
		5. Examine the effect of fashion on social life and its function in the historical process of the 20th century.
20444121	Sewing Techniques (Pr)	1. Identify and define the basic components of a sewing machine.
		2. List and describe the uses of different types of sewing machines, needles, and threads.
		3. Appreciate different kinds of stitches and seams.
		4. Explain the basic principles of sewing techniques and seam finishes.
20444122	Draping Techniques	1. Identify basic draping techniques and terminologies.
		2. Explain the principles of draping and their applications in fashion design.
		3. Demonstrate the ability to drape basic garment components such as bodices, skirts, and sleeves.
		4. Critically assess draped garments for fit, form, and aesthetics.
		5. Design and drape original garment patterns that reflect individual creativity and adherence to design principles.
20644121	Material Manipulation II (Fabrics) (Pr)	1. Learn the types of fabrics, threads, and stitches used in fabric manipulation techniques.
		2. Demonstrate the technical aspects of fabric manipulation, including construction methods and tools used to create textures and surfaces on fabric.
		3. Identify the appropriate techniques used in apparel before garment construction.
		4. Experiment with different materials, textures, and embellishments to create unique fabric surfaces.
20744101	Computer Language – PYTHON (Pr)	1. Recognize the basic concepts of Python programming.
		2. Demonstrate Python programming skills for fashion design tasks such as data analysis and automation of design processes.
		3. Develop scripts and tools that aid in the creative and technical aspects of fashion design.
		4. Create and manipulate visual and textual content relevant to fashion design.
Bachelor of Design – Fashion Design (Semester-III) Course Outcomes		
Course Code	Course Name	Course Outcomes

30144121	Introduction to Pattern Making & Draping (Pr)	1. Draft a basic block pattern and plain sleeve.
		2. Develop and demonstrate dart manipulation skills.
		3. Create the basic pattern of an adult skirt by flat pattern making and draping methods.
		4. Apply draping principles and terminology to create a basic bodice, manipulate darts, and drape a skirt on a dress form.
30144122	Basic Sewing Techniques (Pr)	1. Identify and define the basic components of a sewing machine.
		2. List and describe the uses of different types of sewing machines, needles, and threads.
		3. Appreciate different kinds of stitches and seams.
		4. Explain the basic principles of sewing techniques and seam finishes.
30344121	Fashion Digital Illustration	1. Recognize the fundamentals of digital fashion illustration.
		2. Develop skills in using digital tools for fashion illustration.
		3. Create detailed and professional fashion sketches and designs.
		4. Enhance visual storytelling and communication skills in fashion design.
30144113	Fabric Studies (Th)	1. Identify and classify various fibers, yarns, and fabrics.
		2. Learn the properties and uses of different fibers and yarns.
		3. Differentiate between woven, knit, and other fabric construction methods.
		4. Classify the various finishing techniques applied to fabrics.
		5. Develop practical applications and designs using different fabric construction methods.
30444121	Fashion Categories (Pr)	1. Discover the reasonability, need and importance of clothing categories in Fashion.
		2. Apprehend clothing categories for Men's, Women's and Kid's segments.
		3. Identify factors that influence clothing preferences.
		4. Recognize the specific design features of a category by developing a visual reference.
		5. Provide a structured approach to understanding diverse clothing categories and developing design collections.
30444122	Yarn Craft (Pr)	1. Recognize advanced yarn craft techniques in the design industry.
		2. Acquire knowledge regarding various tools and materials used in craft work.
		3. Create a theme-based product range by incorporating various craft techniques.

		4. Examine multiple entrepreneurial pathways using the skills gained from craft.
30444123	Fabric Origami (Pr)	1. Define and describe the principles and techniques of fabric origami.
		2. Identify different types of fabrics suitable for origami projects.
		3. Demonstrate basic and advanced fabric origami folds and designs.
		4. Examine and differentiate between traditional paper origami and fabric origami.
		5. Curate and design unique fabric origami pieces for various applications.
31344101	Field Project – Analysis of Fashion Categories (Selling & Manufacturing Perspective)	1. Discover the reasonability, need and importance of clothing categories in Fashion.
		2. Recognize the specific design features of fashion categories through visual references and market study.
		3. Provide a structured understanding of diverse clothing elements within the fashion industry for future design collection development.

Bachelor of Design – Fashion Design (Semester-IV) Course Outcomes

Course Code	Course Name	Course Outcomes
40144121	Basic Pattern Making (Flat and Draping) (Pr)	1. Draft accurate torso block patterns using flat pattern-making techniques.
		2. Generate and modify variations of sleeves, collars, plackets, and pockets with precision.
		3. Analyse princess lines and other garment style variations through systematic pattern drafting.
		4. Apply draping techniques to convert darts and create bodice/top pattern variations.
40144122	Basic Garment Construction (Pr)	1. Demonstrate garment construction techniques to assemble torso blocks and core garment components accurately.
		2. Construct garment style variations such as princess lines, sleeves, collars, pockets, and plackets with skill.
		3. Execute advanced bodice and functional element construction while maintaining precision and high-quality finishing.
		4. Develop complete garments by interpreting patterns and assembling all components correctly.
40144113	Fashion Marketing & Merchandising (Th)	1. Identify core concepts and techniques of fashion marketing and merchandising.
		2. Analyze fashion consumer behaviour, market segmentation, and product positioning.

		3. Apply the marketing mix and product life cycle in fashion business decisions.
		4. Evaluate different merchandising methods, pricing, and sourcing techniques.
40444112	Apparel Merchandising (Th)	1. Explain core concepts of apparel merchandising and industry roles.
		2. Apply product development, costing, and production planning processes.
		3. Analyze quality control, supply chain, and merchandising strategies.
		4. Evaluate sustainability and compliance in apparel business operations.
40444122	Fashion Categories (Pr)	1. Classify the purpose, scope, and significance of clothing categories in fashion.
		2. Identify factors that influence clothing preferences.
		3. Recognize the specific design features of a category by developing a visual reference.
		4. Develop a visual portfolio illustrating category-based design differentiation within the fashion industry.
40744121	Computer-Aided Rendering Techniques I (Pr)	1. Apply raster-based software for layouts, designs, print development, embroidery development, and image editing in fashion design.
		2. Apply vector-based software to create layouts, motifs, prints, embroidery patterns, and detailed drawings and designs.
		3. Apply advanced design software tools for shading, colour variations, textures, and 3D effects.
		4. Analyze and render fashion garments with print and embroidery applications in a professional digital portfolio.
41744101	Craft Design Development (Pr)	1. Examine regional craft practices through engagement with local artisan communities.
		2. Analyze the craft sector ecosystem, including stakeholders, sustainable materials, and production processes.
		3. Document craft techniques, tools, and processes using primary and secondary research methods.
		4. Assess the socio-economic and cultural significance of crafts in the design industry.
		5. Create innovative design concepts that adapt traditional crafts for contemporary, market-ready applications.
Bachelor of Design – Fashion Design (Semester-V) Course Outcomes		
Course Code	Course Name	Course Outcomes

5.1	Advanced Pattern Making (Pr)	1. Apply foundational pattern-making principles for woven fabrics to draft and adapt patterns for women's tops and their design variations, including necklines, sleeves, yokes, collars, and openings.
		2. Develop accurate men's shirt patterns using standard body measurements, drafting conventions, and pattern components such as collar, sleeve, yoke, pocket, and placket.
		3. Draft patterns for lower garments such as salwar, churidar, and palazzo, demonstrating understanding of fit, ease, and garment proportions.
		4. Develop knitwear pattern-making pertaining to T-shirt patterns.
5.2	Advanced Garment Construction – I (Pr)	1. Construct a variety of garments including women's tops, men's shirts, lower garments, and knitwear using appropriate techniques.
		2. Apply garment construction methods for sleeves, collars, cuffs, plackets, yokes, and waistbands.
		3. Analyze fit, fall, proportions, and overall garment appearance across different garment categories.
		4. Demonstrate proficiency in handling both woven and knit fabrics with suitable stitching and finishing techniques.
5.3	Indian Textiles & Embroideries (Pr)	1. Examine traditional Indian textiles and embroideries based on techniques, materials, motifs, and regional characteristics.
		2. Demonstrate the techniques of weaving, dyeing, printing, painting, and embroidery.
		3. Develop contemporary products by integrating traditional textile and embroidery techniques with appropriate material selection and finishing.
5.4 a	Ethnic Wear (Pr)	1. Examine Indian ethnic wear brands and market trends.
		2. Apply Indian traditional textiles and crafts for design application.
		3. Formulate creative ethnic wear designs based on themes and research.
		4. Present a cohesive ethnic wear collection with technical details.
5.4 b	Contemporary Wear (Pr)	1. Identify contemporary prints, silhouettes, and design elements for global fashion.
		2. Differentiate fabrics, textures, and trims according to seasonal and brand requirements.
		3. Develop cohesive contemporary wear collections for Summer and Winter seasons.
		4. Prepare presentation boards and technical documents for production-ready western wear collections.

5.5	Fashion Branding & Retailing (Th)	1. Define the fundamentals, scope, and evolution of fashion retailing and identify different retail formats.
		2. Differentiate branding concepts, brand identity, brand equity, and types of fashion brands.
		3. Examine merchandise management, retail strategies, pricing, and inventory management used in fashion retail operations.
		4. Apply digital retailing concepts and develop sustainable retail strategies for fashion brands.
5.6	Fashion Forecasting (Pr)	1. Define the concepts and systems of fashion forecasting.
		2. Interpret fashion cycles, industry structure, and timelines.
		3. Identify the role and limitations of forecasting practices.
		4. Analyze trend signals from multiple sources.
5.7	Craft Research & Design (Pr)	1. Engage with weaving-based communities of any one state of India through fieldwork and experimentation.
		2. Analyze the weaving process and existing product range.
		3. Identify design gaps to meet global product demand and suggest relevant design solutions through innovative product development.
		4. Document the craft process along with the design solutions.

Bachelor of Design – Fashion Design (Semester-VI) Course Outcomes

Course Code	Course Name	Course Outcomes
6.1	Advanced Draping (Pr)	1. Apply advanced draping techniques to create structured and stylized garments.
		2. Develop design variations using style lines, cowls, and bias draping.
		3. Analyse garment forms with proper fit, balance, and fabric behaviour.
		4. Implement manual grading techniques to develop size variations with accuracy and proportion.
6.2	Advanced Garment Construction – II (Pr)	1. Analyze the stages of commercial garment development from design conceptualization to bulk production.
		2. Develop industrial garment patterns using both manual and CAD-based methods.
		3. Apply efficient marker planning and cutting techniques to optimize fabric utilization.
		4. Evaluate garment quality, finishing, and branding strategies to enhance commercial viability.
6.3 a	Visual Merchandising (Th & Pr)	1. Explain the concept, scope, and role of visual merchandising in retail environments.

			2. Apply basic design elements and principles used in visual merchandising displays.
			3. Differentiate types of stores and window displays used to attract customers.
			4. Develop simple themed visual display concepts using appropriate styling, props, and presentation techniques.
	6.3 b	Fashion Entrepreneurship and IPR (Th & Pr)	1. Explain entrepreneurship concepts, types, and motivating factors in business development.
			2. Develop a fashion business including idea generation, marketing, financial, and operational strategies.
			3. Interpret various Intellectual Property Rights relevant to fashion and textile design.
			4. Apply IPR knowledge to protect creative work, brand identity, and traditional crafts.
	6.4	Computer-Aided Rendering Techniques II (Pr)	1. Apply advanced raster and vector techniques for professional fashion rendering.
			2. Analyse garment surfaces, textures, and print placements for realistic visualization.
			3. Evaluate 3D digital tools and workflows for effective design solutions.
			4. Create advanced prints, embroidery, weave simulations, and garment illustrations.
			5. Develop an advanced industry-ready digital fashion portfolio with structured presentation.
			6. Demonstrate awareness of AI-assisted design approaches for generating and refining visual concepts in fashion design.
	6.5	Fabric Dyeing & Printing (Pr)	1. Demonstrate practical skills in textile coloration, including dyeing, printing, and surface design techniques.
			2. Apply preparatory, dyeing, and printing processes to produce uniform and creative fabric samples.
			3. Evaluate dyed and printed fabrics to identify techniques, patterns, and quality standards used in the fashion industry.
			4. Develop coordinated products using appropriate dyeing and printing techniques with professional documentation.
	6.6	Industry Research Project (Pr)	1. Apply academic knowledge in real-world fashion industry settings.
			2. Analyze business operations, supply chains, and market dynamics.
			3. Develop solutions to industry problems using research and innovation.
			4. Present professional reports aligned with industry standards.

Bachelor of Design – Fashion Design (Semester-VII) Course Outcomes

Course Code	Course Name	Course Outcomes
7101	Creative Pattern Making	1. Read and implement patterns according to the design by applying flat pattern making and draping principles to develop creative garments.
7103	Range Development	1. Develop the range of Men's Wear, Women's Wear, and Kid's Wear using design process guidelines in the form of a digital presentation.
7104	Quality Assurance Management	1. Explain the importance of quality at designing, merchandising, delivery, and retailing points.
		2. Identify the complexity of managing quality in apparel manufacturing from fiber to fabric to apparel.
7102	Fashion Styling and Costume Designing	1. Study, identify, and analyze various fashion eras that influence today's fashion.
		2. Explore different ISM's applied in different eras of the history of clothing.
		3. Depict the same to evaluate and understand costume design for contemporary movies and drama.
7105	Introduction to Entrepreneurship and IPR	1. Apply the skills of Entrepreneurship in Small Business Management.
		2. Explain the importance, process, and tools of IPR in the fashion industry.

Bachelor of Design – Fashion Design (Semester-VIII) Course Outcomes

Course Code	Course Name	Course Outcomes
8106	Graduating Show	1. Implement the design process to develop a design collection that is in sync with the fashion industry.
		2. Showcase a design collection that is aesthetically appealing and commercially viable as per industry requirements.
8107	Internship	1. Inculcate fashion knowledge to gain expertise and proficiency in the respective field under the guidance of fashion industries and experts.
8111	Men's Wear (Elective)	1. Evaluate domestic and international brand requirements through research for men's garments.
		2. Apply the same in developing a range for men's wear based on market research.
8112	Women's Wear (Elective)	1. Evaluate domestic and international brand requirements through research for women's garments.
		2. Apply the same in developing a range for women's wear based on market research.
8113	Kid's Wear (Elective)	1. Evaluate domestic and international brand requirements through research for kid's garments.

		2. Apply the same in developing a range for kid's wear based on market research.
8114	Fabric Styling for Apparels (Elective)	1. Style fabric using the given creative surface development technique as required by the theme or inspiration.
		2. Evaluate various techniques used in domestic and international brands that can be effectively demonstrated in styling.
8105	Retail and Visual Merchandising	1. Enumerate the importance of visual merchandising in the fashion industry through elements and theories for store display.
		2. Present SWOT analysis based on the listed factors.

Bachelor of Design – Textile Design (Semester I) Course Outcomes

Course Code	Course Name	Course Outcomes
10144411	Introduction to Textile Design (Th/Pr)	1. Examine the significance of Textile Design in the global and Indian context.
		2. Assess the historical development and evolution of textile design from ancient times to the present and future.
		3. Correlate traditional and modern techniques used in textile design, including printing, weaving, embroidery, dyeing, painting and digital technologies.
		4. Examine the influence of designers on the evolution of textile design, both internationally and in India.
		5. Demonstrate the skills of drawing original textile designs using traditional and modern techniques, incorporating motifs and patterns relevant to different industries.
10144412	Fundamentals of Design (Pr)	1. Differentiate the Elements and Principles of design
		2. Examine the different elements of design and the psychological, formal and symbolic qualities of design
		3. Identify and implement the fundamentals of design for developing textile ideas
		4. Execute design projects integrating learned concepts
10644401	Drawing and Sketching (Pr)	1. Demonstrate shading and coloring techniques with specified tools and mediums to create landscape and portrait drawings

		2. Draw natural and geometrical objects
		3. Transform natural and geometric objects into abstract and stylized motifs
		4. Illustrate motifs through techniques such as repetition, enlargement, replacement, and placement
		5. Demonstrate the skills of drawing textile design motifs using various drawing techniques including both traditional and contemporary styles
10444412	Fabrics for Home, Fashion & Apparel (Th/Pr)	1. Differentiate between fabric construction methods and composition of fabrics.
		2. Classify fabrics according to patterns and innovations
10444421	Surface Development (Pr)	1. Recognize a variety of surface design techniques and their applications.
		2. Identify a variety of surface design techniques and their applications.
		3. Describe the relevance of surface design techniques in Industry.
10444413	Traditional Weaves of India (Th/Pr)	6. Identify and define the traditional weaves of India.
		7. Describe the historical and cultural significance of various traditional weaves
		8. State the regional variations in weaving practices across India.
		9. Compare different traditional weaves based on their design, material, and technique.
		10. Assess the impact of contemporary trends on traditional weaving practices
10744401	Indian Traditional Embroideries (Pr)	1. Examine the traditional embroideries of India, and their cultural significance and implications.
		2. Identify the distinctive characteristics of various motifs, colors, stitches and materials with reference to cultural importance and symbolic meanings.

		3. Demonstrate skills in the traditional Indian embroideries with types of motifs, stitches, colors, and materials.
		4. Implement embroidery stitch techniques and their (contemporary) application.
Bachelor of Design – Textile Design (Semester II) Course Outcomes		
Course Code	Course Name	Course Outcomes
20144411	Introduction to Weaving (Th/Pr)	1. Examine the historical development and significance of woven fabrics.
		2. Recognize the advantages and disadvantages of basic and decorative weaves.
		3. Identify common defects in woven fabrics and suggest remedies.
		4. Demonstrate the processes on different looms and construct elementary weaves
		5. Design derivatives of elementary and decorative weaves and distinguish types of advanced weaves
20244402	Textile Studies (Th)	15. Explore the classification, characteristics and use of textile fibers
		16. Develop the knowledge about types of yarns and fabrics
		17. Describe the basic finishes for textiles
		18. Identify the nature of Textile auxiliaries
20644421	Professional Computer Skills (Pr)	1. Operate desktop computers to carry out computational tasks
		2. Recognize working of hardware and software and the importance of operating systems
		3. Design presentations using related Software
		4. Acquire skills to present ideas digitally and manage digital content effectively
20344421	Textile Testing (Pr)	1. Identify various textile fibres using microscopy and chemical tests and Recall the safety protocols and procedures in the textile

		testing laboratory.
		2. Describe the processes and methods used for testing yarn and fabric properties.
		3. Explain the importance of textile testing standards and specifications.
		4. Use appropriate equipment and procedures to test for measuring fabric weight, tensile strength, abrasion resistance, colour fastness and dimensional stability.
20444421	Surface Development (Pr)	1. Recognize a variety of surface design techniques and their applications
		2. Identify a variety of surface design techniques and their applications.
		3. Describe the relevance of surface design techniques in Industry.
20444411	Traditional Textiles (Th/Pr)	1. Examine the unique characteristics, historical significance, and cultural relevance of various traditional textiles from different regions of India.
		2. Assess the traditional techniques and processes involved in the creation of these textiles, including weaving, dyeing, printing, and embroidery.
		3. Examine the role of traditional textiles within the social, economic, and cultural contexts of Indian society, and its impact on community identity and heritage.
20744401	Yarn Craft (Pr)	27. Recognize the variety of yarn materials in the design industry
		28. Examine and implement various craft techniques using yarn and related materials.
		29. Identify a product range based on the theme using learned craft techniques.
		30. Explore various entrepreneurial ideas based on the learnt craft.

Bachelor of Design – Textile Design (Semester III) Course Outcomes

Course Code	Course Name	Course Outcomes
30144411	Traditional Woven Textiles (Th)	34. Gain in-depth knowledge in historical textiles and design from the historical time till date.
		35. Acquire knowledge in traditional woven textiles of different states of India.
		36. Implement knowledge of traditional motifs and designs to create a sketch or design plan for a textile inspired by these traditions
		37. Access the role of traditional woven textiles in the local economy and their influence on modern fashion and design trends
		38. Integrate knowledge of traditional weaving practices into a proposal for preserving and promoting these textiles in contemporary markets.
30144412	Textile Processing (Th)	1. Adapt knowledge about the processes used in textile industry
		2. Acquaint about the changes that can be brought in textiles by doing various wet treatments
		3. Infer the type of dyeing and printing processes used in the textile industry and selection of appropriate type
30144423	Prints in Textiles (Pr)	1. Identify and develop designs for the different types of traditional printed and dyed techniques.
		2. Establish CAD skills for print development.
		3. Carry out the application of the print development process from concept to product application.
3044421	Design Thinking (Pr)	1. Implement lateral design thinking frameworks to solve problems in the context of textile and surface design.
		2. Utilize ideation tools like SCAMPER, Six Thinking Hats, and Mind Mapping to generate and refine creative concepts.

		3. Develop and analyse the design process from research to prototyping, with an emphasis on user-centric solution and design thinking.
		4. Implement design concepts that reflect critical thinking, experimentation, and innovation in textile design.
30444421	Prints for Textiles (Pr)	1. Identify the different types of traditional block printing techniques and develop a range of prints from concept to product application.
		2. Identify the different types of contemporary printing techniques, their applications and develop a range of prints from concept to product application.
30444422	Fabric Styling (Pr)	1. Integrate various surface ornamentation techniques into cohesive design projects
		2. Experiment with different methods to develop unique and original fabric styles.
		3. Implement layering techniques to create depth and interest in fabric styling
		4. Skillfully combine different fabrics to achieve desired aesthetic and functional outcomes
30444411	Traditional Textiles of India (Th/Pr)	1. Identify the characteristics, historical significance of various traditional textiles from different regions of India.
		2. Understand and evaluate the traditional techniques and processes involved in the creation of these textiles, including weaving, dyeing, and printing.
		3. Demonstrate practical skills in creating or replicating traditional textile designs through hands-on projects, integrating traditional methods with modern interpretations.
31344401	Fieldwork on Indian Prints (Pr)	1. Identify and differentiate between various traditional and contemporary Indian print styles, techniques, and materials used in their creation.
		2. Exhibit ethical behavior and cultural sensitivity when interacting with artisans, collectors, and communities.

		3. Demonstrate practical skills in printmaking.
		4. Execute fieldwork methodology & develop skills in observation, photography, sketching, and note-taking to document prints and associated cultural practices.
Bachelor of Design – Textile Design (Semester IV) Course Outcomes		
Course Code	Course Name	Course Outcomes
40144422	Dobby and Jacquard Basics (Pr)	1. Examine and identify various types of dobby and jacquard woven fabrics.
		2. Recognize the mechanism and techniques used in fabric manufacturing through dobby and jacquard weaving.
		3. Adapt skills in operating dobby and jacquard looms.
		4. Acquire knowledge of dobby and jacquard techniques in textile design.
40144413	Innovations in Textiles (Th+Pr)	1. Adapt knowledge about new and developing technology in textiles.
		2. Explore emerging innovations and alternatives to resolve the existing issue while keeping environmental concerns in mind.
		3. Explore the changing perception of what “new” textile products means to the consumer.
		4. Analyse the selection of appropriate textile material used in apparel.
40144421	Application of Forecasting in Textile Design (Th+Pr)	1. Recognize fundamental concepts and terminologies of forecasting.
		2. Identify the role of a forecaster and the components of the textile industry.
		3. Examine the precision and impact of forecasts on the textile industry.
		4. Assess various forecasting methods and their application in predicting trends.

		5. Implement strategies and tools for effective textile forecasting and trend analysis.
40444421	Prints for Textiles (Pr)	1. Identify the different types of traditional block printing techniques and develop a range of prints from concept to product application.
		2. Identify the different types of contemporary printing techniques, their applications and develop a range of prints from concept to product application.
40444422	Fabric Styling (Pr)	1. Integrate various surface ornamentation techniques into cohesive design projects
		2. Experiment with different methods to develop unique and original fabric styles.
		3. Implement layering techniques to create depth and interest in fabric styling
		4. Skillfully combine different fabrics to achieve desired aesthetic and functional outcomes
40744421	Computerized Embroidery (Pr)	1. Identify various techniques of embroidery and create designs using computer-aided software.
		2. Achieve proficiency in designing various styles of embroidery on specific fabric for specific products.
		3. Acquire knowledge in patched embroidery techniques (Applique).
		4. Troubleshoot common errors such as punching errors and thread skipping.
41744401	Community Engagement – Craft Studies (Pr)	1. Describe the cultural, historical, and social importance of the chosen craft community
		2. Identify the eco-system of Craft sector
		3. Document the Craft and relevant processes through secondary research
Bachelor of Design – Textile Design (Semester V) Course Outcomes		

Course Code	Course Name	Course Outcomes
5.1	Dobby and Jacquard Advanced	1. Examine the fundamentals of weaving structures and the working principles of Dobby and Jacquard technologies.
		2. Analyze weaving structures and design patterns using Dobby and Jacquard technologies with CAD/CAM tools.
		3. Incorporate color theory and design principles when developing patterns for industrial apparel and home textiles.
		4. Evaluate modern weaving practices.
5.2	Design Interpretation and Fabric Illustration	1. Execute design thinking frameworks and forecasting knowledge to create a concept for a chosen brand.
		2. Apply 2D and 3D techniques, to create a design range and prototypes relevant for the market/brand.
		3. Implement rendering techniques using hand rendering and various mixed-mediums, to illustrate different textures, types and patterns of fabric.
		4. Explore rendering skills to create realistic mock-ups and implement the skills developed for the design project.
5.3	Indian Fabrics – Cultural and Historical Relevance	1. Identify various traditional Indian fabrics and their unique characteristics.
		2. Analyze the historical significance of different Indian fabrics.
		3. Access the cultural impact of Indian fabrics in different regions of India
		4. Discuss the evolution of Indian fabrics in contemporary fashion and design.
5.4 A	Natural Dyeing and Printing	1. Identify the raw materials used for natural dyeing.
		2. Execute immersion dyeing techniques, create color swatches, and manage dye bath pH.
		3. Apply advanced dyeing techniques such as layering, resist dyeing, indigo dyeing, and food-waste dyeing in textile design.

		4. Construct printing blocks, compound dye pastes, and implement block and eco-printing on textile materials.
5.4 B	Embroideries for Couture	1. Demonstrate proficiency in basic embroidery techniques, showcasing their ability to execute these stitches with precision and creativity.
		2. Integrate advanced embroidery techniques to enhance the texture and detail of couture designs.
		3. Develop Skills to research, evaluate and analyze various global embroidery techniques, and apply their research findings to create a couture piece incorporating a selected global embroidery technique
		4. Develop projects on couture embroidery techniques from concept to completion incorporating sustainable and ethical practices.
5.5	Visual & Retail Merchandising	1. Apply fundamental principles of visual merchandising.
		2. Implement brand-aligned visual merchandising strategies.
		3. Develop comprehensive visual merchandising plans
		4. Adapt to evolving retail trends.
5.6	Creative Surface Textiles	1. Describe the principles of creative surface textiles and mixed media techniques.
		2. Compare various surface textile techniques, including traditional and modern methods.
		3. Create innovative textile surfaces using a variety of mixed media materials and techniques.
		4. Implement theoretical knowledge to practical projects, demonstrating a comprehensive understanding of creative surface textiles.
5.7	Craft Research & Design (Pr)	1. Engage with weaving-based communities of any one state of India through field work and experimentation
		2. Analyze the weaving process and existing product range

		3. Identify the design gap to meet global product demand & suggest relevant design solutions through innovative product development
		4. Document the craft process along with the design solutions
Bachelor of Design – Textile Design (Semester VI) Course Outcomes		
Course Code	Course Name	Course Outcomes
6.1	Knit Design	1. Recognize the types, functions, and materials of needles and machines in fabric formation.
		2. Describe different knitting machines, their components, operations, and the fabrics they produce.
		3. Examine knitted fabric structures and their use in garment design.
		4. Evaluate quality control standards to assess fabric strength, aesthetics, and defects.
6.2	Computer Aided Textile Design	1. Develop digital textile designs using CAD software and specialized textile software.
		2. Generate colorways and simulate fabric textures and structures (weaves, knits, floor coverings) digitally.
		3. Implement concepts of main/hero and coordinate/complementary designs in textile collections.
		4. Perform spot color separation for screen printing using CAD tools.
		5. Explore the use of AI and emerging technologies in textile design workflows.
6.3 A	Floor Coverings	1. Describe the significance of floor coverings in textile design.
		2. Identify types of textile floor coverings.
		3. Apply design elements and principles in floor coverings.
		4. Demonstrate knowledge of manufacturing techniques for textile floor coverings.

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		5. Create and design innovative floor covering products using appropriate techniques and materials.
6.3 B	Bath Linens	1. Identify various bath linen products, materials, and finishes.
		2. Access the properties and requirements for performance and comfort.
		3. Implement appropriate construction and surface enhancement techniques.
		4. Develop functional and aesthetic bath linen collections.
6.4	Technical Textiles	1. Recognize the fundamental concepts, definitions, and scope of technical textiles.
		2. Examine advanced manufacturing techniques, such as nonwoven technologies (Spunbond, Meltblown, Needle punching), weaving, knitting, and composite manufacturing.
		3. Explore smart textiles, wearable technology, and emerging innovations like nanotechnology and biotechnology in technical textiles.
		4. Evaluate sustainable practices in technical textiles, including eco-friendly materials, recycling, and circular economy models.
6.5	Fashion Entrepreneurship and IPR (Th and Pr)	1. Explain entrepreneurship concepts, types, and motivating factors in business development.
		2. Develop a fashion business including idea generation, marketing, financial, and operational strategies.
		3. Interpret various Intellectual Property Rights relevant to fashion and textile design.
		4. Apply IPR knowledge to protect creative work, brand identity, and traditional crafts.
6.6	Industry Research Project (Pr)	1. Apply academic knowledge in real-world fashion industry settings.
		2. Analyze business operations, supply chains, and market dynamics.

		3. Develop solutions to industry problems using research and innovation.
		4. Present professional reports aligned with industry standards.
Bachelor of Design – Textile Design (Semester VII) Course Outcomes		
Course Code	Course Name	Course Outcomes
7401	Jacquard Weaving	1. Identify various types of woven jacquard fabrics that are used in the industry.
		2. Describe the jacquard mechanism and designing techniques.
		3. Design jacquard fabrics using computer aided textile design software.
7402	Computer Aided Textile Design	1. Identify and create types of plaids and strips using computer aided textile design software.
		2. Create fabric designs that can be used for apparel and home furnishings.
		3. Create print designs and its placements for various fabrics for the apparel.
		4. Formulate textile mapping and illustration that can be displayed through presentation.
7403	Design Project	1. Explore the requirements and demands of domestic brands through research for apparel and home textiles
		2. Create a product range suitable to the selected domestic brand with the help of design process.
7404	Forecasting	1. Impart knowledge of how Forecasting process is important in the fashion as well as Textile industry.
		2. Identify and study the changes in the forecast that can be utilized in making product.
		3. Utilize forecast for developing a design collection for Home Textiles.
7405	Introduction to	1. Employ the basic knowledge and skills in the areas of

	Entrepreneurship	Entrepreneurship and Small Business Management.
		2. Achieve skills to Set up own enterprise and manage it successfully in the post quota regime.
Bachelor of Design – Textile Design (Semester VIII) Course Outcomes		
Course Code	Course Name	Course Outcomes
8411	Floor Coverings (Elective)	1. Identify various types of floor coverings and techniques used for home furnishings.
		2. Enhance the skills for developing floor coverings with contemporary designs.
8412	Knit Design (Elective)	1. Create designs with computerized knitting design software.
		2. Analyze and compare the types and behavior of knitted active and performance wear.
		3. Develop the product range based on the knitted fabric for global market.
8413	Woven Design (Elective)	1. Recognize the present trends and develop the woven fabrics for home textiles and apparels.
		2. Impart the knowledge to develop range for home textile & apparel categories.
8414	Print Design (Elective)	1. Achieve and develop creative skills required in print development.
		2. Create a collection for women's apparel and home furnishing by innovating appropriate print based on a theme.
8405	Design Collection	1. Apply the design process to develop a design collection that syncs with Fashion & Textile industry.
		2. Showcase the collection which is aesthetically appealing and commercially viable as per the industry requirement.
		3. Create a range suitable to the selected Textile Apparel and Home furnishing brand.

8406	Retail and Visual Merchandising	1. Appraise the Importance of visual merchandising in fashion industry through elements and theories for store display.
		2. Perceive the meaning and concept of retail and the changing trends and developments in retail industry.
		3. Recognize and study the significance of brands and customer centricity in fashion business.
8407	Portfolio And Internship	1. Apply the textile knowledge to acquire expertise and proficiency in respective field under the guidance of various Fashion & Textile industries.

Bachelor of Design – Lifestyle Accessory Design (Semester I) Course Outcomes		
Course Code	Course Name	Course Outcomes
10144311	Product Drawing & Sketching (PR)	1. Craft designs with accuracy using basic sketching techniques.
		2. Explore and learn various drawing tools and mediums to effectively communicate ideas.
		3. Engage in the exploration of drawing skills and their application in the fashion field.
		4. Recognize the colour chart for developing textures and prints.
10144312	History of Lifestyle Accessory (Th)	1. Identify key historical periods and styles in lifestyle accessories.
		2. Describe the evolution and significance of different accessories over time.
		3. Recognize the cultural and societal influences on accessory design
		4. Investigate the impact of historical trends on the modern accessory designing.
10444311	Understanding Design Vocabulary	1. Explore and articulate fundamental fashion terminology
		2. Apply fashion vocabulary in professional communication and writing.
		3. Distinguish between different fashion terms and their appropriate contexts
		4. Assess the historical and cultural relevance of fashion terms.
10444312	History of Accessories (OEC)	1. Design the prototypes of different accessories with the help of raw material
		2. Acquire knowledge on fashion accessories, their types and hands-on techniques

10644301	Material and Machinery Process-1 (Basics) (PR)	1. Recognize different materials and their features in context to the machine for their processing / designing
		2. Develop skill in different machine applications and their technicalities.
		3. Explore the materials and develop designs as per the contemporary trends.
10744301	Fundamentals of Data Management (Microsoft Office) (PR)	1. Operate desktop computers to carry out computational tasks
		2. Recognize working of hardware and software and the importance of operating systems.
		3. Design and deliver presentations using spreadsheet and Google sheets.
		4. Acquire skills to present ideas digitally and manage digital content effectively.
Bachelor of Design – Lifestyle Accessory Design (Semester II) Course Outcomes		
Course Code	Course Name	Course Outcomes
20144311	Understanding Materials (Clay, POP, Wood & Ceramic) (Th/PR)	1. Recognize and name the properties of clay, POP, wood, and ceramic
		2. Learn to use and shape clay, POP, wood, and ceramic in different projects
		3. Explore techniques to Mold and finish each material
		4. Apply decision-making ability for material selection for different design projects
20144312	Auto CAD Basics and Technical Drawing (PR)	1. Efficiently use the AutoCAD interface, tools, and commands for creating precise drawings.
		2. Develop and modify detailed 2D technical drawings using layers, dimensions, text, and hatching.
		3. Implement standard projection techniques and proper dimensioning with tolerances in technical drawings.
		4. Develop complete technical drawing sets for product design projects and effectively communicate design concepts.
20344311	Introduction to Lifestyle Accessories (Th)	1. Identify various types of lifestyle accessories and their functions
		2. Comprehend the historical and cultural significance of different accessories
		3. Apply design principles to create innovative and marketable lifestyle accessory designs.
20644311	Introduction to Interior Design (Th/PR)	1. Apply the basic principles of interior design on lifestyle accessories
		2. Identify various types of lifestyle accessories and their roles in enhancing interior spaces.

		3. Develop skills in selecting and coordinating accessories to create cohesive design themes.
		4. Recognize current trends and innovations in interior design and accessories
20444311	History of Accessories (OEC)	1. Design the prototypes of different accessories with the help of raw materials
		2. Acquire knowledge on fashion accessories, their types and hands-on techniques
20444312	History of Design And Visual Dictionary (Th)	1. Recognize the evolution of movements in both western and Indian contexts throughout history
		2. Relate with the history of design and its influence on other forms of Art.
		3. Identify and get familiar with the terminology that are used in design trends and innovations
		4. Accumulate various cultural art forms through images to generate an overview of the topic.
20744301	Computer Application- UI/UX (Pr.)	1. Recognise the principles and importance of UI/UX design in product development.
		2. Learn basic concepts and terminology related to UI/UX design.
		3. Acquire practical skills in creating wireframes, prototypes, and visual designs for digital interfaces.
		4. Apply usability principles to assessment and improve UI/UX designs.

Bachelor of Design – Lifestyle Accessory Design (Semester III) Course Outcomes

Course Code	Course Name	Course Outcomes
30144311	History of Design And Visual Dictionary (Th)	1. Recognize the evolution of movements in both western and Indian contexts throughout history
		2. Relate with the history of design and its influence on other forms of Art.
		3. Identify and get familiar with the terminology that are used in design trends and innovations
		4. Accumulate various cultural art forms through images to generate an overview of the topic
30144312	Material Studies and Product Development (PR)	1. Summarize the Importance of Materials used in Lifestyle product designing
		2. Adapt the knowledge of hand tools, power tools and machineries.
		3. Build experience by using hand tools, power tools and machineries to explore different ways of manipulating materials.
		4. Demonstrate proficiency in prototyping, and development of product.

30344311	History of Accessories (Th/PR)	1. Acquire knowledge on fashion accessories, their types and techniques.
		2. Prototypes development of different accessories with the help of raw material
		3. Creation and construction of functional accessories that are anatomically and ergonomically correct.
		4. Application of advanced techniques from decorative hand-stitching and embroidery to braiding, hand-quilting, ruffles and patchwork
30644301	Product Digital Illustration (PR)	1. Develop Illustration skills in a digital environment with the set techniques and tools.
		2. Apply visual storytelling principles and effective communication through digital illustration medium
		3. Acquire knowledge to translate hand drawn items into digital products
		4. Execute digital illustration skills to various phases of product development, including concept generation, prototyping and marketing
3044321	Writing Skills (Pr)	1. Challenging preconceived assumptions and biases in writing and ideate creatively
		2. Demonstrate their language skills for an enhanced reading experience
3044322	Metal Studies for Jewelry (PR)	1. Examine the basic principles of metalworking as applied to jewellery design.
		2. Identify and work with different types of precious metals and alloys.
		3. Create simple jewellery designs using gold, silver, and other metals.
		4. Develop an understanding of metal properties and their influence on jewellery design.
31344301	Analysis of Lifestyle Accessories Categories (Selling & Manufacturing Perspective) (PR)	1. Identify and describe the parts of a sewing machine.
		2. Operate a sewing machine effectively to perform basic stitching tasks.
		3. Examine market trends and consumer preferences in lifestyle accessories.
Bachelor of Design – Lifestyle Accessory Design (Semester IV) Course Outcomes		
Course Code	Course Name	Course Outcomes
40144311	Technical Drawing and 3D Digital Representation (Pr)	1. Identify and explain the types of lines, their uses, and importance in technical drawing for fashion and lifestyle accessories

		2. Apply principles of technical drawing and create scaled isometric views.
		3. Create orthographic projections of products using hand drawing and CAD software.
		4. Use 3D Software skill to understand tools of 3D modelling, texturing, lighting, camera, rendering.
401443212	Leather Product Development (Th/Pr)	1. Identify different leather materials, their properties, and challenges in leather product development.
		2. Analyze global concepts of leather procurement, processing, pricing, and sourcing, along with leather finishing techniques and types.
		3. Develop a strong conceptual understanding of the leather industry at both national and international levels.
		4. Implement tools, machinery, and techniques used in leather accessory product development.
404443211	Surface Development for Product (Pr)	1. Identify various surface development techniques used in product enhancement
		2. Recognize traditional and modern methods of ornamentation across product categories
		3. Apply techniques to build aesthetically appealing and functionally suitable surfaces for lifestyle products
40444111	Accessories Development (PR)	1. Identify different types of accessories and their design requirements
		2. Describe key materials and techniques for developing lifestyle accessories
		3. Apply design principles to produce functional and aesthetically appealing accessories
40744311	Graphic & Visual Representation (Pr)	1. Develop skills in both manual and digital media to create compelling product presentations.
		2. Utilize visual representation techniques to effectively showcase product designs.
		3. Apply principles of graphic and visual presentation specifically to product design.
41744301	Craft Cluster & Product Development (Pr)	1. Examine the cultural significance of different traditional crafts.
		2. Compare traditional craft techniques with modern technologies used in contemporary product design.
		3. Design innovative lifestyle accessory products that draw inspiration from traditional crafts.
		4. Demonstrate the work with artisans and other stakeholders within the craft industry

Bachelor of Design – Lifestyle Accessory Design (Semester V) Course Outcomes

Course Code	Course Name	Course Outcomes
5.1	Jewellery Development (Pr)	1. Identify different types of jewellery and their historical and cultural significance.
		2. Demonstrate basic jewellery-making tools and materials effectively.
		3. Apply fundamental techniques such as sawing, filing, soldering, and polishing.
		4. Design original jewellery pieces using various materials.
5.2	Bag Construction & Development Techniques (Th and Pr)	1. Recognize different types of materials, tools, and hardware used in bag construction.
		2. Describe the properties of various materials and how they influence the design and functionality of bags.
		3. Analyze patterns and prototypes to identify potential design improvements and bag construction methods.
		4. Construct a prototype with different materials and techniques.
5.3	Professional Communication (Th)	1. Improvise verbal communication through language, focusing on pronunciation, fluency, and interactive speaking.
		2. Apply appropriate grammar usage in both written and spoken communication.
		3. Participate in professional group discussions, and express viewpoints confidently.
		4. Demonstrate confidence in oral communication through public speaking and formal interviews.
5.4A	2D Product Rendering (Pr)	1. Analyze the fundamentals of 2D rendering and its role in product visualization.
		2. Apply different rendering techniques to represent materials, textures, and surfaces.
		3. Develop detailed visual presentations of lifestyle accessory products using manual rendering methods.
		4. Design professional product boards and concept presentations for accessory design.
5.4B	Introduction to Photography (Pr)	1. Recognize key elements of photography, including camera parts, exposure settings and compositional rules.
		2. Analyze the relationship between light, exposure, and image quality, and impact of various settings on a photograph.
		3. Compare different photography genres and effectiveness of visuals.
		4. Capture visually appealing photographs on different themes.

5.5	Interior Planning and Ergonomics (Pr)	1. Identify key principles of interior design and ergonomics, including space planning, furniture layout, and human factors.
		2. Explain the importance of ergonomics in interior design and how it impacts user comfort, safety, and productivity.
		3. Analyze existing interior spaces for ergonomic effectiveness, identifying strengths and areas for improvement.
		4. Develop comprehensive interior design plans that incorporate ergonomic principles, demonstrating creativity and functionality in the use of space.
5.6	Functional Toy Designing (Pr)	1. Identify principles of toy design, including child development considerations, material selection, and safety standards.
		2. Analyze existing toy designs for usability, safety, and educational value, identifying strengths and areas for improvement.
		3. Develop an original toy design project that incorporates creativity, user-centred design principles, and effective prototyping techniques.
5.7	Craft Documentation (Pr)	1. Identify and research traditional crafts, understanding their origin, history, and cultural relevance.
		2. Document the complete process of craft production, including materials and techniques used.
		3. Analyze the role of artisans and supporting organizations in promoting and preserving crafts.
		4. Categorize craft-based products and assess their market potential.
		5. Develop basic branding and promotional strategies for craft products.
Bachelor of Design – Lifestyle Accessory Design (Semester VI) Course Outcomes		
Course Code	Course Name	Course Outcomes
6.1	Introduction to Furniture & its Ergonomics (Th)	1. Recognize the essential role of furniture in built environments, examining its historical evolution, functional aspects, and stylistic variations.
		2. Analyze the relationship between human body dimensions and furniture proportions across residential, commercial, and workplace contexts.
		3. Identify major furniture materials and construction methods, evaluating their impact on functionality, comfort, and product longevity.
		4. Explore emerging trends in ergonomic and sustainable furniture design, incorporating new technologies and evolving user needs.
6.2	Footwear Design & Development (Th and	1. Recognize the historical evolution, and functional aspects of footwear design.

	Pr)	2. Analyze industry trends for incorporating techniques in footwear design and production.
		3. Apply design principles, aesthetics, to develop innovative, comfortable, and user-centric footwear.
		4. Create prototype of footwear using pattern-making and sampling methods.
6.3A	3D Product Rendering (Pr)	1. Demonstrate the ability to visualize and draw three-dimensional product forms.
		2. Apply perspective, lighting, and shading techniques in rendering.
		3. Illustrate different materials and textures used in lifestyle accessories.
		4. Produce professional-quality product renderings for design presentations.
6.3B	Professional Photography (Pr)	1. Analyze the evolution of professional photography as a creative medium.
		2. Utilize digital photography tools, camera settings, and post-production software effectively.
		3. Develop visual storytelling skills through thematic and conceptual photography projects.
		4. Apply professional techniques of composition, lighting, and exposure in studio and outdoor environments.
6.4	Sustainability & Up cycling Practices (Th)	1. Explain the significance of recycling and sustainability in design practices.
		2. Identify waste and recyclable materials used for creative product development.
		3. Define upcycling techniques and sustainable design strategies.
6.5	Office Accessories Development (Th and Pr)	1. Define the purpose, and functional aesthetics of office accessories in modern workspaces.
		2. Explore various materials and techniques suitable for creating accessories.
		3. Apply design principles to create user-friendly office products.
		4. Develop prototypes and models of office accessories using mixed materials.
6.6	Industry Research Project (Pr)	1. Apply academic knowledge in real-world fashion industry settings.
		2. Analyze business operations, supply chains, and market dynamics.
		3. Develop solutions to industry problems using research and innovation.

		4. Present professional reports aligned with industry standards.
Bachelor of Design – Lifestyle Accessory Design (Semester VII) Course Outcomes		
Course Code	Course Name	Course Outcomes
7301	Creative Product Development	1. To familiarize students with various materials and combinations, their properties and use of them in making different fashion accessories.
		2. To understand the process of development of accessory in different materials, it's pricing and sourcing and finishing aspects as the point of view of commercial sale.
		3. To acquire the knowledge of to understand the various tools and machinery used in accessory making.
7302	Product Packaging	1. To develop the skill for visualizing and creating lifestyle products.
		2. To make an understanding between lifestyle design products and accessories.
		3. The program gradually evolved to address the spectrum of Accessories and Lifestyle products and strong industry orientation of student learning.
		4. Orientation to India as well as global in the context of fashion, trends, consumer and market.
		5. Development of packaging for any selected product using design methodology.
7303	Visual Merchandising and Retail Management	1. To understand the growing significance of visual merchandising in fashion retail and how the store visual merchandising affects the store performance.
		2. To study the theories and components of visual merchandising and their application to store display.
		3. To understand the meaning and concept of retail and the changing trends and developments in retail industry.
		4. To study the strategic components of retail industry, trend towards customer centricity and orientation.
7304	Quality Management, Export Documentation and IPR	1. To enable students to understand the importance of quality control measures and to know its importance.
		2. To understand the meaning, scope and application of apparel related export management.
		3. To develop an ability to decide export pricing, export finance, export marketing, shipment procedure and export promotions.

		4. To sensitize students to the relevance of intellectual property in Lifestyle product business by providing an overview of practical aspects of leveraging the creative and inventive output of the human mind by use of the legal tools of the IPR system in the context of fashion industry.
7305	Internship	1. Inculcate knowledge to gain expertise and proficiency in respective field under the guidance of various industry experts.

Bachelor of Design – Lifestyle Accessory Design (Semester VIII) Course Outcomes

Course Code	Course Name	Course Outcomes
8301	Space Management	1. To familiarize the students about the essence and importance of efficient space planning utilizing all the elements to create superior space.
8302	Branding and Creative Advertising	1. To enable students to learn the concept of brand management, its strategies development and its position in the market dealing with respect to various products. 2. To enable students to acquire and learn the concepts of advertising, media options, campaign planning and brief creations through practical projects and exposures.
8303	Graduation Collection	1. Students able to determine the collection theme. 2. Students able to determine the collection style. 3. Students able to design collection according to the industry demand based on different customer profiles. 4. Students able to establish the product design and accessories. 5. Students able to design the products based on the latest forecast and trends.
8304	Graduation Report / Documentation	1. Students will be able to work in the industry under the guidance of industry mentor to empower them with skills required in the industry. 2. They will learn to make products as per the industry demand using the latest technology. 3. They will be able to design collection under the supervision of industry mentor. 4. They will be able to learn documentation and presentation skills with the development of their presentation and portfolio skills. 5. Students will be skilled with the art of creating questionnaires and conducting client survey that empowers them in understanding client requisites and mindset. 6. Team work skill will be enhanced by performing designing and research operations in team.

8305	Graduation Show	1. Students able to organize the design process according to the collection.
		2. Students able to relate the harmony among peers in the collection.
		3. Students able to show all acquired knowledge and skills with presentation techniques.
		4. Determines appropriate music and choreography for the concept for the visual presentation on the ramp.

Bachelor of Design – Fashion Communication (Semester I) Course Outcomes		
Course Code	Course Name	Course Outcomes
10144211	Fundamentals of Design (Th/Pr)	1. Analyze the different elements of design and the psychological, formal and symbolic qualities of design
		2. Establish skills to co-relate the different elements of design
		3. Carry out the application of design principles for effective design communication
10144212	Fashion Studies (Theory)	• Acquire knowledge about the role of aesthetics in design.
		• Develop an understanding of the elements and principles of design with reference to fashion.
		• Identify various theories, movements and factors affecting fashion.
		• Comprehend the emotional and cognitive experiences that affect aesthetics of a product.
10444222	Fashion Photography (Practical)	• Apply technical and aesthetic aspects of fashion photography.
		• Use digital photography tools and editing software proficiently.
		• Create visual narratives that align with fashion concepts and brand identities.
		• Work with models, stylists, and creative teams in a studio or outdoor setup.
		• Build a basic fashion photography portfolio for academic or professional use.
10444223	Writing Skills for Fashion	1. Build strong foundational writing skills
		2. Structure well-organised descriptive and opinion-based paragraphs.
		3. Express their own fashion ideas, choices, and viewpoints confidently through writing.
10644201	Technical Drawing and Sketching (Pr)	1. Demonstrate proficiency in using drawing instruments and applying basic principles of technical drawing and sketching.

		2. Draw detailed orthographic, isometric, and perspective that accurately represent three-dimensional objects on two-dimensional media.
		3. Apply Industry Standards for dimensioning, tolerancing, and technical standards (e.g., ISO, ANSI) into technical drawings to ensure precision and clarity.
		4. Use CAD tools to develop both basic and advanced digital technical drawings and models, showcasing digital proficiency.
		5. Analyze the practical design challenges through collaborative projects, demonstrating the ability to apply technical drawing skills in real-world contexts.
10744201	Professional Computer Skills (Pr.)	1. Operate computers to carry out computational tasks
		2. Understand working of hardware and software and the importance of operating systems.
		3. Design and deliver presentations using Microsoft PowerPoint and Google Sheets.
		4. To enhance students' ability to present ideas digitally and manage digital content effectively.

Bachelor of Design – Fashion Communication (Semester II) Course Outcomes

Course Code	Course Name	Course Outcomes
20144201	Photography & Videography (Core)(Pr)	1. Explore photography and video technologies, fashion photographic practices.
		2. Identity styling and image creation, from both theoretical and practical perspective.
		3. Challenge preconceived assumptions and biases in fashion shoots and fashion filmmaking and ideate creatively.
		4. Identify with the fashion editorials and creative campaign portfolio of advertising and media industries.
20144202	Graphic Design for Fashion-I (Pr)	1. Demonstrate a thorough understanding of fundamental graphic design principles, including color theory, typography, and composition, and apply them effectively in fashion design projects.
		2. Using Raster and Vector to create and manipulate vector graphics, digital illustrations, and photo edits tailored for the fashion industry.
		3. Create cohesive branding elements, such as logos and marketing materials, and employ visual communication strategies to develop compelling fashion branding and marketing campaigns.
		4. Conceptualize, develop, and refine design projects from initial sketches to final presentations, demonstrating the ability to plan and execute fashion-related graphic design work effectively.

		5. Present and articulate design concepts and projects clearly and confidently, incorporating feedback and demonstrating the ability to critically evaluate and improve their work.
20344211	History of Fashion	1. Gain knowledge in historical costumes and design from the ancient time till date today. 2. Impart & utilize history of clothing in communication & fashion expression.
20644201	Digital Media and Digital Fashion Illustration (Pr)	1. Demonstrate proficiency in using industry-standard digital illustration open-source software or Adobe Illustrator and Photoshop to create professional-quality fashion illustrations and designs. 2. Develop the ability to draw detailed and accurate digital fashion illustrations, including fashion figures, garments, accessories, and technical drawings, employing advanced rendering techniques and realistic fabric textures. 3. Apply fundamental design principles and color theory to enhance digital fashion illustrations, creating cohesive and visually appealing designs that effectively communicate fashion concepts. 4. Compile a comprehensive digital portfolio showcasing a range of fashion illustrations and projects, and present their work effectively using multimedia elements, demonstrating clear communication of design ideas and professional presentation skills.
10444223	Creative Advertising for Fashion Industry (Th/Pr)	1. Apply the fundamentals and evolution of advertising in the fashion industry. 2. Analyze fashion advertising strategies across traditional and digital platforms. 3. Develop original advertising concepts and campaigns for fashion products. 4. Apply creative thinking and production skills to build fashion-centric advertisements.
10444211	Fashion Brand Management (Th/Pr)	1. Apply the principles of branding and their application in the fashion industry. 2. Analyze brand strategies and positioning in the global and Indian fashion markets. 3. Develop brand identity and communication plans for fashion labels. 4. Apply practical tools to manage and grow a fashion brand across various platforms.
20744201	Material Exploration for Fashion Display (Pr)	1. Analyze trends and historical references to inspire visually engaging displays. 2. Select materials judiciously, considering both aesthetic and sustainable factors.

		3. Develop creative concepts and prototype designs effectively.
		4. Efficiently execute displays and evaluate their impact for continuous improvement.
Bachelor of Design – Fashion Communication (Semester III) Course Outcomes		
Course Code	Course Name	Course Outcomes
30144221	Advance Computer Application in Fashion Communication (Pr)	1. Apply advanced digital tools for visual communication and fashion media.
		2. Design digital content using industry-standard software like Adobe Creative Suite.
		3. Create interactive presentations, publications, and digital campaigns.
		4. Integrate digital media and tools into real-world fashion communication projects.
30144222	Photography and Videography-II (Pr)	1. Apply advanced photographic and videographic techniques to create professional-quality visual content.
		2. Develop and execute complex visual projects from concept to completion, incorporating both photography and videography.
		3. Utilize advanced editing software and tools to enhance and finalize visual projects.
		4. Utilize the principles of storytelling into your visual projects to successfully communicate storytelling through photography and videography.
30344221	Introduction of Web Designing (Pr)	1. Apply Web Design Fundamentals
		2. Develop Basic Web Pages
		3. Apply Advanced Design Techniques
		4. Implement Interactive Web Solutions
		5. Produce Professional Web Projects
		6. Apply Best Practices in Web Design
30144213	Fashion Marketing and Merchandising (Pr)	1. Recognize about different kinds of marketing techniques
		2. Develop knowledge of various concept of product marketing mix
30444221	Calligraphy (Pr)	1. Demonstrate proficiency in basic and intermediate calligraphy techniques.
		2. Identify and apply different calligraphy styles and tools.
		3. Design visually appealing compositions using calligraphic forms.
		4. Create creative artworks integrating calligraphy in design applications.
30444222	Graphic Design Basic (Pr)	1. Apply the foundational elements and principles of graphic design.

		2. Apply visual grammar to create compelling communication pieces for fashion-related concepts.
		3. Use typography, layout, and digital tools effectively in the design process.
		4. Conceptualize and execute fashion communication materials such as mood boards and posters.
31344201	Advertising I (Pr)	1. Analyze Advertising and Branding Concepts
		2. Develop and Implement Advertising Strategies
		3. Apply Practical Knowledge Through Case Studies
		4. Produce Professional-Level Advertising and Branding Documents
Bachelor of Design – Fashion Communication (Semester IV) Course Outcomes		
Course Code	Course Name	Course Outcomes
40144221	Graphic Design for Fashion-II (Pr)	1. Apply Advanced Design Principles
		2. Execute Digital Imaging and Manipulation
		3. Develop Comprehensive Branding and Typography
		4. Create Interactive and Motion Designs
		5. Demonstrate Professional Practice
40144222	Visual Merchandising (Pr)	1. Gain in-depth knowledge of displaying the fashion, apparel and other products with innovative and creative ideas to increase the retail store's customers and sales.
		2. Define and grasp key terms and principal involved in the components of visual merchandising.
		3. Obtain a broad understanding of display and be able to employ strategies for attractive and profitable display decisions within retailing.
		4. Acquire knowledge about the role of VM in a retail store and the influence of VM on behaviour of shoppers.
40144213	Principles of Management	3. Apply fundamental concepts of management in the context of fashion and design industries
		4. Evaluate and apply strategic planning and decision-making techniques.
40444222	Social Media Management (Pr)	1. Gain in-depth knowledge of social media platforms and their relevance in the fashion industry.
		2. Plan and execute engaging content strategies for fashion brands.
		3. Analyze performance metrics and apply tools for campaign optimization.
		4. Create visual and written content suited for various social media formats.

40444223	Digital Marketing	1. Gain in-depth knowledge, core concepts and tools of digital marketing relevant to the fashion industry.
		2. Plan and execute basic digital marketing campaigns.
		3. Create ad content and SEO-friendly content tailored for fashion audiences.
		4. Analyze campaign performance using digital metrics and tools.
40744221	Design Thinking	1. Define and understand the human-centric Design Thinking process
		2. Develop and test low-fidelity prototypes for fashion communication solutions
41744201	Community Engagement – Craft Studies (Pr)	1. Identify Indian crafts to understanding community dynamics
		2. Develop and facilitate community engagement through field research on selected craft
		3. Communicate effectively with diverse stakeholders, including artisans, community members, and potential consumers
		4. Develop and implement community engagement project that promotes Indian craft

Bachelor of Design – Fashion Communication (Semester V) Course Outcomes

Course Code	Course Name	Course Outcomes
5.1	Advertising II (Pr)	1. Develop effective strategies to meet communication goals.
		2. Generate innovative ideas and compelling visual concepts.
		3. Build teamwork, communication, and presentation abilities.
		4. Assess campaign performance using data insights.
		5. Manage media strategies across platforms.
5.2	Space Design- Basic (Pr)	1. Apply design principles and spatial composition to create functional and aesthetic interiors and display spaces.
		2. Demonstrate skills in using design tools and materials to visualize and prototype space design concepts.
		3. Develop creative display, exhibition, and retail environments that enhance user experience and brand identity.
		4. Execute small-scale spatial design projects integrating sustainability, ergonomics, and visual balance.
5.3	Product Photography (Pr)	1. Enhance images using editing tools and software.
		2. Apply the skills of photography with technical proficiency in projects.
		3. Use the basics of photography effectively.
5.4 A	Fashion Styling (Pr)	1. Develop aesthetic sensibility and practical skills in visual styling, fashion communication, and accessory coordination.
		2. Coordinate fashion accessories to complement and enhance styling narratives.

		3. Explain the fundamentals of fashion styling and its role within the fashion ecosystem.
		4. Style models and mannequins using garments and accessories for specific themes.
5.4 B	Film Making and Set Design (Pr)	1. Explore the fundamentals of film making, visual storytelling, and production design.
		2. Apply cinematography, lighting, and sound principles to create impactful visuals.
		3. Design sets that enhance the mood, theme, and narrative of a film.
		4. Execute short film projects integrating set, costume, and visual direction.
5.5	Web Design Advance (Pr)	1. Build responsive and modern web layouts
		2. Improve website speed and functionality
		3. Develop a complete web solutions
		4. Apply frameworks to streamline coding and design
		5. Implement Best Practices in Modern Web Design
5.6	Light and Sound Design (Pr)	1. Apply the principles of lighting design to enhance mood, form, and spatial aesthetics.
		2. Demonstrate the skills of handling different types of lighting equipment and fixtures.
		3. Integrate sound design principles to create immersive spatial and visual experiences.
		4. Execute synchronized light and sound compositions suitable for exhibitions, stage displays, fashion shows, and installations.
5.7	Community Engagement – Craft Product Design (Pr)	1. Collaborate with community members.
		2. Identify community issues.
		3. Apply creative problem-solving methods to find solutions.
		4. Evaluate design outcomes and synthesize insights to inform and improve future design practices.

Bachelor of Design – Fashion Communication (Semester VI) Course Outcomes

Course Code	Course Name	Course Outcomes
6.1	UI Design (Pr)	1. Create detailed user profiles
		2. Build, test, and refine design prototypes.
		3. Work efficiently with peers on shared design goals.
		4. Justify design choices clearly.
		5. Apply emerging UI design innovations.
6.2	UX Design (Pr)	1. Apply user-centered design principles in digital product development.
		2. Conduct user research and usability testing to derive actionable design insights.

		3. Develop interactive wireframes and prototypes demonstrating user flows and system architecture.
		4. Collaborate on real-world UX case studies integrating accessibility, design ethics, and emerging technologies.
6.3 a	Media Planning and Event Management (Th and Pr)	1. Apply of media planning principles, strategies, and budgeting techniques.
		2. Apply event management processes — from concept to execution.
		3. Integrate media and event strategies to build strong brand communication.
		4. Execute the professional media and event campaign project.
6.3 b	Brand Management (Th and Pr)	1. Recognize the concept of brand management, including strategy development and market positioning for various products.
		2. Analyze brand principles and management techniques to make informed strategic decisions and effectively support brand development within retail contexts.
		3. Apply branding strategies, including brand extension and its impact.
		4. Explore the operations and characteristics of different types of brands.
6.4	Fashion Journalism and Publication (Th)	1. Identify fashion from a cultural theory framework to analyse its relevance to contemporary society
		2. Plan a basic fashion publication in print or digital prototype.
		3. Develop interview skills and event reporting for both online and print pitching.
		4. Assess the fashion week seasons and their format for digital & traditional fashion media
6.5	Creative Packaging (Pr)	1. Evaluate the importance of packaging in branding, marketing, and consumer appeal.
		2. Develop creative, functional, and sustainable packaging designs using design principles.
		3. Apply technical skills, materials, and digital tools to conceptualize and prototype packaging.
		4. Execute professional packaging projects demonstrating innovation and presentation skills
6.6	Industry Research Project (Pr)	1. Apply academic knowledge in real-world fashion industry settings.
		2. Analyze business operations, supply chains, and market dynamics.
		3. Develop solutions to industry problems using research and innovation.

		4. Present professional reports aligned with industry standards.
Bachelor of Design – Fashion Communication (Semester VII) Course Outcomes		
Course Code	Course Name	Course Outcomes
7201	Introduction To Light And Sound	1. Specialize in photography of Studio Portraits of models, Products, & Still Life professionally.
		2. Handle studio equipment's, lights, accessories, lighting instruments and lighting systems.
		3. Recognize the basic sound portion and audio technology with components of sound systems & their application in theater.
		4. Emphasis on computer aided sound editing and light setting, in the concert or fashion show.
7202	Media Planning & Event Management	1. Recognize the role of media and its effective implementation in Fashion industry.
		2. Explain media and its professions.
		3. Implement the relevance of Event Management to fashion promotion.
		4. Identify the relevance of Fashion Styling and Choreography for various types of shows, shoots, exhibitions.
7203	Advertising Project	1. Enhance insights into the entire advertising planning, strategy and implementation to build and promote brands.
7204	Creative Writing	1. Inculcate creative writing and further improve their ability using different writing styles.
		2. Utilize the skill to commit learnt theory into practice.
7205	Introduction to Entrepreneurship	1. Employ the basic knowledge and skills in the areas of Entrepreneurship and Small Business Management.
		2. Utilize skills to Set up own enterprise and manage it successfully in the post quota regime.
Bachelor of Design – Fashion Communication (Semester VIII) Course Outcomes		
Course Code	Course Name	Course Outcomes
8211	Creative Advertising (Elective)	1. Implement communication skills into integrated marketing.
		2. Develop effective media planning for marketing & communication.
		3. Solve marketing and communication problem by developing strategic thinking.
8212	Visual Merchandising (Elective)	1. Analyze the uses of different fashion software that deals with garment development using digital fabric, Texture, Pattern of fabric and Accessories creation in Rich peace or relevant software.
		2. Suggest the creative visual merchandising options for selected outlet.

8213	Publication Design – (Elective)	1. Create the fashion publication in the form of magazine impact of marketing objectives, research and technology on publication design.
8214	Fashion Styling and Photography (A) (Elective)	1. Prepare a source book which includes references for the garment, styling, lights arrangement and different poses.
		2. Identify an appropriate theme for the thematic photo-shoot.
		3. Analyze references in terms of garment, styling, lights arrangement and poses.
8205	Graphic Design – Basic	1. Incorporate the ability to represent and create graphical layouts, illustration and publications using image editing and graphic creation of relevant software.
		2. Gain the skills of using different Graphics design and lay outting for publication.
8206	Fashion And Luxury Brand Management	1. Cultivate integrative approach of various functional areas of merchandise sourcing and logistics.
		2. Familiarize the students with a basic supply chain management system.
8207	Portfolio And Internship	1. Prepare Catalog for academic work with the rule and principles of portfolio-development and computer aided design as reference for the industry / further education.
		2. Apply fashion knowledge to gain expertise and proficiency in respective field under the guidance of various fashion industries.



Satyam Fashion Institute (College Code 302)
Affiliated to S.N.D.T. Women's University, Mumbai

Name of Program: P.G. Diploma in Fashion Design

Program Code: 104

Program Outcomes

After successful completion of the program, the graduates will be able

1. To recognize the skills necessary as a professional in the fashion industry by developing the abilities to solve the real time problems in field.
2. To prepare students to deliver on specific assignments related to design development, design production management, fashion history, apparel quality management, fabric designing, printing, fashion merchandising, textile science, marketing and fashion forecasting
3. To enable students for evaluating and developing design solutions by conducting market research and to understand as well as analyze the needs of specific markets.
4. To illustrate designing skills with the ability to conceptualize ideas as Merchandiser, Designers Coordinators & Entrepreneur in the garment Industry at global level.

Program Specific Outcomes

At the end of program the student should

PSO1- be able to understand the fashion Design field, the designing tools, skills and the way to create their own designs.

PSO2- be able to understand the History of Fashion and Design and its effect on the contemporary practices.

PSO3- be able to meet the fashion design industry standards.

Course Outcomes

P.G. Diploma in Fashion Design (Semester-I)

Course Code	Course Name	Course Outcomes
1001	Textile Science	1) To have through knowledge of fabrics this would help them to execute professional duties effectively.
1002	Elements of Design – I	1) To develop an understanding of the Elements of Design & explore various mediums
1003	Fashion Illustration-I	1) To understand the importance of Anatomical Studies as the basis of fashion illustration. 2) To realize the need for understanding, clarity and confidence in drawing of the human body as a mode of visual communication in fashion

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		3) To develop the ability to anticipate strategies and plan design activities within the context of market forces & consumer aspirations.
1004	Fashion Studies	1) Develop an understanding of Aesthetic aspects – Identification with reference to products and environment. 2) Nature of Aesthetic experience and its effects on the body and mind. 3) Develop an understanding of the Elements and Principles of Design with reference to Apparel 4) Familiarize with different types of design details 5) Identify apparel categories and their guidelines 6) Understand market influences on Fashion Designers, Fashion centers and brands.
1005	Pattern Making I	1) Understanding of human body 2) Familiarization with tools of pattern making 3) Understanding the terminology of pattern making 4) Draft Basic Bodice Blocks 5) Dart Manipulation and its assignments 6) Sleeve, collar, Skirt block and its variations
1006	Garment construction I	1) Developing skill and dexterity in proper machine handling and operating Enabling students to gain basic standard of professional sewing by undertaking a variety of exercises and projects.
1007	Computer	1) To introduce the basic principles of computer hardware and software and to familiarise with core elements of DOS/Windows and basic applications in the areas of word-processing, spreadsheet operations, and presentation with computers. 2) To familiarise students with the scope and utility of the Internet

P.G. Diploma in Fashion Design (Semester-II)

2001	Principle of Fashion Marketing	1) To familiarize with marketing mechanisms that affects and governs fashion Trade
2002	Fashion Merchandising	1) To make students understand the basic concepts of merchandising and its importance in the Apparel industry.
2003	Fashion Illustration-II	1) To realize the requirement for illustration skills as an essential tool of visual communication for the industry 2) To develop skills in Fashion Model Drawing and rendering
2004	Pattern Making II	This area of instruction should enable students to understand concepts in pattern making develop garments
2005	Garment Construction-2	1) Developing skill and dexterity in proper machine handling and operating 2) Enabling students to gain basic standard of professional sewing by undertaking a variety of exercises and projects
2006	Textile Design & Surface Ornamentation	1) The student should have a fair idea of the various kinds of surface ornamentations in textile to effectively utilize the same in one's profession.
2007	Computer Aided Design	1) CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. 2) This course focuses on the usage of computer graphics in achieving the results for Fashion Designing. 3) The objective is to expose professionals in the field of fashion to computer aided designing techniques, and their application in the industry.

**P.G. Diploma in Fashion Design (Semester-III)**

3001	Design of Fashion History	1) Exploration of important development from industrial revolution to digital age in history of decorative arts, interiors, furniture, textiles, product and graphic design.
3002	Operations Research and Fashion Forecasting	1) To introduce to tools and techniques of operations research. 2) To apply these in making optimal managerial decisions in the context of retail operations.
3003	Customer Service and CRM	1) Providing the students with techniques for high quality and professional service and also familiarizing them with the importance of customer relationship management.
3004	Visual Merchandising	1) Understanding of architectural tools required for store planning 2) Exposure to variety of material used in industry 3) Understanding advance features of Adobe Photoshop & Illustrator 4) Usage of Lighting
3005	Apparel Quality Management	1) This course will make the students to understand different manufacturing departments, their functions and the different methods of sewing garments, their classification and applications. This course will also expose Pre-production activities and delve into garment breakdown with machine and attachment details. This course will further enable the students to the growing importance of quality in today's world in general and apparel industry in specific, and its relevance to apparel production and merchandising.
3006	Internship	1) To follow the process in the industry and submit a report and give a presentation of the same.

P.G. Diploma in Fashion Design (Semester-IV)

4001	Range Development	1) The student should be able to present a professional collection in front of industry people.
4002	Brand Management	1) The aim of this is to develop an application for integrative approach of various functional areas of merchandise sourcing and logistics and to familiarize the students with a basic supply chain management system.
4003	Portfolio Development	1) To enable students develop a comprehensive portfolio showcasing their professional competencies and skills.
4004	Business Economics and Statistics	1) To introduce economic concepts relevant to modern business management. 2) To perform various forms of economic analysis extracting useful information from economic data. 3) To develop the analytical skills of the students and familiarize them with the statistical methods.
4005	Trend Research And Forecasting	1) The aim of this course is to cover retail and trend research, and design development to carry forward into product development and make a presentation of fashion ranges for specific markets.

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Satyam Fashion Institute (College Code 302)
Affiliated to S.N.D.T. Women's University, Mumbai

Name of Program: B.A. (Mass Media)

Program Code: 131

Program Outcomes

After successful completion of the program, the graduates will be able

- 1 To develop a critical understanding about media as a discipline and also media as an instrument for Social Change.
- 2 To communicate effectively across various platforms of Media. At the end of the course they will get expertise and experience with extensive training and media exposure through Media Visits & internships.
- 3 To understand various areas of Media and they will become familiar with the working process of Media Houses.
- 4 To Pursue career in Print Journalism, Photo Journalism, Television Journalism, Production and Writing, Web Journalism, Radio production, Ad & PR etc.

Program Specific Outcomes

At the end of program the student should

- 1 PSO1- To be able to apply the techniques of reporting, writing and designing skills in print media, Broadcast and Digital media.
- 2 PSO2-To be able to work on the various editing software and hardware used in the media organisations.
- 3 PSO3-To be able to apply different research techniques and strategies on a wide cross sections of Media Industry.
- 4 PSO4-To be able to handle managerial aspects of Print, Electronic & Digital Media.

Course Outcomes

Bachelor of Arts (Mass Media), FIRST YEAR: SEMESTER -1

Course Code	Course Name	Course Outcomes
1001	Effective Communication Skills	1. Provide an understanding about the basics of effective communication. 2. Learn the principles of reading, writing and oral communication. 3. To enable students with effective writing skills
1002	Fundamentals of Mass	1. To learn the characteristics and forms of mass communication. 2. Understand scope, need and role of mass communication in any society.





	Communication	3. Examine the relationship of media and society.
1003	Contemporary World History	1. Get acquainted with contemporary developments in India as well as in the World. 2. Understand the inter-relationship between significant historical movements and role of media therein. 3. Explore ideologies that have shaped the contemporary world.
1004	Introduction to Sociology	1. Be familiar with social stratification and various units of the society. 2. Understand contemporary social issues. 3. Recognize role of sociology in communication and vice versa.
1005	Traditional Media	1. Recognize role of performing arts and its association with mass media. 2. Understand nuances of performance and stage craft. 3. Explore diverse means of communication across India in terms of saying, songs, riddles, storytelling traditions, folk arts and so on. 4. To impart practical training in working of theatre and stage management.

Bachelor of Arts (Mass Media), FIRST YEAR: SEMESTER -2

2001	Environment Studies	1. To become aware about the importance, current situation and role of natural resources in human life. 2. To realize the need and importance of environmental concerns. 3. To create a pro-environmental attitude and a behavioral pattern which is based on creating sustainable lifestyles. 4. To achieve a total behavioral change by becoming aware about challenges facing human civilization. 5. To gain understanding about concept, types of various ecosystems, biodiversity, and need of conservation and social challenges for environment sustainability.
2002	Indian Political and Economic Systems	1. To get acquainted with interdisciplinary approach towards political science and economics and its significance for media studies. 2. To understand interrelationship between Indian Political System and Indian Economy and their influence on media and society at large.
2003	Introduction to Psychology	1. To get acquainted with role of psychology in human behaviors. 2. To understand interrelationship between variables related to personality, behavior and media.
2004	Events Management	1. To acquaint themselves with the fundamentals of Management by managing an event. 2. To acquire event management skills by being member of a group and learning about self and others.
2005	Introduction to Computers	1. To gain basic knowledge of computers. 2. To undertake applications of computers in other subjects. 3. To do research work and obtain information for presentations through internet. 4. To prepare documentation & PowerPoint presentations.

Bachelor of Arts (Mass Media), SECOND YEAR: SEMESTER -3

3001	Introduction to Print Media	1. To gain basic knowledge of small and big print media. 2. To know evolution of print media over the period of time. 3. To be able to recognize differences of print media vis-à-vis electronic media.
3002	Basics of Advertising	1. To gain basic understanding of advertising as mode of communication. 2. To know evolution of advertising media over the period of time.



3003	Fundamentals of Public Relations	3. To be able to recognize process and product of advertising production. 1. To gain basic knowledge of small and big print media. 2. To know evolution of print media over the period of time. 3. To be able to recognize differences of print media vis-à-vis electronic media.
3004	Visual Communication and Photography	1. To gain understanding of visuals in media. 2. To be able to create visuals using camera. 3. To be able to recognize elements of visuals in media production.
3005	Introduction to Cinema	1. To help the students to become critical viewers of films other than full length features. 2. Understanding Cinema as mode of mass communication 3. To get exposed to different forms of Cinema and be able to examine its relationship with society.

Bachelor of Arts (Mass Media), SECOND YEAR: SEMESTER -4

4001	Introduction to Broadcast Media	1. To gain basic knowledge of broadcasting as form of communication. 2. To know evolution of broadcast media over the period of time. 3. To be able to understand electronic media production processes. 4. To examine forms of broadcast media productions.
4002	Integrated Marketing Communication	1. To gain basic knowledge of marketing communication. 2. To know evolution of marketing communication with evolution of media vehicles. 3. To be able to examine IMC campaigns.
4003	Introduction to New Media	1. To gain basic knowledge of new media processes. 2. To know evolution of marketing communication with evolution of media vehicles. 3. To be able to examine IMC campaigns.
4004	Women and Media	1. To know relationship between women and media. 2. To able to examine presence/absence of women from mainstream media. 3. To understand usage of media by women as communicator as well as audiences.
4005	Writing for Media	1. To gain basic knowledge of writing for media. 2. To able to examine different forms of writing in media. 3. To understand role of language in communicating meaning.

Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -5

FOR SPECIALIZATION – ADVERTISING & PR

5101	Introduction to Research	1. To know process of scientific knowledge creation. 2. To able to execute small research project in order to enable them for further study. 3. To understand formulation, collection and processing of information.
5102	Advertising & Marketing	1. To know relationship between advertising and marketing. 2. To understand usage of media for marketing and advertising purposes.
5103	Branding	1. To know concept and importance of branding in advertising practice. 2. To able to examine presence/absence of brands and its role in marketing. 3. To understand role of media in branding of people, products, services, ideas.
5104	Consumer Behaviour	1. To know concept of consumer. 2. To able to examine role of consumer behavior on media and media on



		consumer behaviour.
5105	Media Planning & Scheduling	1. To able to understand role of media planning in advertising. 2. To examine how media scheduling impact brand visibility and audience reach. 3. To understand usage of media vehicle for planning and scheduling by advertisers.

Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -6

FOR SPECIALIZATION – ADVERTISING & PR

6101	Advertising and Society	1. Understand the impact of Mass Media on Society in general. 2. Learn the positive and negative impact of Advertising on customs, festivals and local flavor.
6102	Advertising Agencies	1. Understand the difference between the working of an Advertising Agency and an Advertising Department. 2. Get a deep insight into the working of an Advertising Agency.
6103	Customer Relationship Management	1. To know relationship between women and media. 2. To able to examine presence/absence of women from mainstream media. 3. To understand usage of media by women as communicator as well as audiences.
6104	Laws and Ethics in Advertising	1. Understand the importance of adhering to ethics in advertising. 2. Know the various Acts like MRTP Act, AAAI code of conduct in advertising.
6105	Internship	1. Offer a hands-on opportunity to work in their desired field. 2. Understand practical application of theoretical and classroom learning in the field. 3. Gain real life working experience. 4. Employable to gauge their skills with the industry requirements.

Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -5

FOR SPECIALIZATION – JOURNALISM

5201	Introduction to Research	1. To know process of scientific knowledge creation. 2. To able to execute small research project in order to enable them for further study. 3. To understand formulation, collection and processing of information.
5202	Political and Economic Reporting	1. To understand governance, and role of media in governance. 2. To be able to comprehend how economic and political structures need to be understood to report about their affairs.
5203	Newspaper Editing Layout & Design	1. To know relationship between women and media. 2. To able to examine presence/absence of women from mainstream media. 3. To understand usage of media by women as communicator as well as audiences.
5204	Journalism for Social Change	1. To know relationship between journalism and social change. 2. To understand role and nature of journalism required to bring about social change. 3. To examine case studies and people associated with journalism for social change.



5205	Magazines and Journals	1. To understand evolution of magazines as print media and their relationship with its audiences.
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Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -6
FOR SPECIALIZATION – JOURNALISM

6201	News Media Organization & Management	1. Understand functioning of a newspaper from management perspective. 2. Develop a set of skills to problem-solve in a newsroom. 3. Learn about all departments of a newspaper company and how they interact to achieve company goals. 4. Know what is involved in strategic planning and decision-making as far as newspaper organization is concerned.
6202	Web and Electronic Journalism	a. To acquaint to all aspects of the electronic media & Web Journalism. b. To discern what is the definition of news according to electronic media & Web Portals. c. To learn how facts are gathered and checked; news writing and television/radio/web language. d. To understand how to edit/telecast the news with the help of latest systems.
6203	Press Laws and Ethics	1. To know laws that govern press in India. 2. To able to examine ethical issues in media practice. 3. To understand importance of laws and ethics in media production.
6204	Indian Regional Journalism	1. To know relationship between regional and national media in India. 2. To able to examine need and presence/absence of regional journalism in the country. 3. To understand usage of regional media in India.
6205	Internship	1. Offer a hands-on opportunity to work in their desired field. 2. Understand practical application of theoretical and classroom learning in the field. 3. Gain real life working experience. 4. Employable to gauge their skills with the industry requirements.

Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -5
FOR SPECIALIZATION – ANIMATION

5301	Introduction to Research	1. To know process of scientific knowledge creation. 2. To able to execute small research project in order to enable them for further study. 3. To understand formulation, collection and processing of information.
5302	Introduction to Animation	1. To know evolution of animation as an industry and role of technology in that evolution. 2. To understand role, scope and importance of animation in media production.
5303	Basics of Art & Drawing	1. To know fundamental concepts of drawing and art and painting. 2. To be able to implement concepts for creating drawings using varied techniques.
5304	2D and 3D Animation	1. To know perspectives in animation forming 2D and 3D projects. 2. To understand techniques of animation and execute them in form of a project.
5305	Animation Scripting	1. To understand concepts and commands to execute animation scripting. 2. To be able to execute animation project using scripting.

Bachelor of Arts (Mass Media), THIRD YEAR: SEMESTER -6
FOR SPECIALIZATION – ANIMATION

6301	Advanced web designing	1. To know programming to create web-based content. 2. To design web pages keeping design and technology parameters in mind.
6302	3D Animation	1. Basic working methods for 3D modeling and animation. 2. Understand how to convey movement through analog and digital means.
6303	SFX in Animation	1. To make students learn the techniques and uses of special effects in video editing.
6304	Audio-Video Editing (project)	1. To enable students to dramatically enhance their productions with professional special effects, with professional audio and video editing applications, soundtracks and more. 2. To develop editing methodologies.
6305	Internship	1. Offer a hands-on opportunity to work in their desired field. 2. Understand practical application of theoretical and classroom learning in the field. 3. Gain real life working experience. 4. Employable to gauge their skills with the industry requirements.



IQAC Coordinator
Satyam Fashion Institute
C-56A/14 & 15, Sector-62
Noida- 201309





SATYAM FASHION INSTITUTE

Reaccredited by NAAC 'A' Grade, CGPA: 3.18

Affiliated to SNDT Women's University, Mumbai

M. Design Interdisciplinary

Program Outcomes
After Successful Completion of the program the post graduation will be able
1. Student will be able to critically analyze design problems, identify constraints, and propose effective solutions.
2. To understand the critically analyze existing research, identify gaps in knowledge, and solve complex problems through systematic investigation
3. Understanding of the product lifecycle, from design and sourcing to production and retail.
4. Learning how to adapt writing and presentations to different audiences, adjusting tone, style, and level of complexity to suit their needs or expectations.
5. Focuses on equipping students with the skills, knowledge, and mindset necessary to design innovative, cutting-edge products, services, or systems that anticipate and meet the needs of future generations.
6. Demonstrate the ability to analyze complex problems and develop innovative, practical, and aesthetically pleasing design solutions that meet user needs and project goals.
7. Gain the knowledge and skills required to organize fashion events or manage a business in the fashion and related industries, while developing leadership abilities to effectively handle financial management in line with industry standards.
8. Develop and design products by leveraging research insights and understanding contemporary and emerging trends, business practices, marketing principles, and management strategies, while recognizing their scope and limitations.
Program Specific Outcome
PSO 1 Recognize the skills necessary to work in the fashion industry by developing the abilities to solve the real time problems in field.
PSO 2 Appraise and devise the abilities related to multi-disciplinary collaboration for higher education in the design sector.
PSO 3 Evaluate and develop design solutions by conducting market research to understand as well as analyze the needs of specific markets.
PSO 4 Apply the knowledge related to elements and principles of design to create innovative designs for different market segments.
PSO 5 Comply skills and strategies related to Event Management, Team Work, Leadership, Entrepreneurial and Business Skill in fashion industry.

PSO 6 Synthesize and apply the core elements and principles including innovation, technology, and design in the fashion industry.

Course Outcomes

Course Code	Course Name	Course Outcomes
1001	Design Process and Analysis	1) Demonstrate a comprehensive understanding of the fundamental principles of design and their application in various contexts.
1002	Contemporary Global Issues	1. Apply critical thinking skills to assess global issues, evaluate potential solutions, and explore the roles of different stakeholders in addressing these challenges. 2. Conduct research on global topics and effectively communicate findings through presentations, discussions, and written reports
1003	Brand Designing	1. To identify trends, consumer preferences, and competitor positioning to inform brand design decisions. 2. Develop an in-depth understanding of brand positioning, messaging, and target audience analysis to craft effective and unique brand strategies.
1004	Research Methodology and Data Science	1. Demonstrate a comprehensive understanding of research methodologies, including qualitative and quantitative approaches, and their application to solving real-world problems.
1005	Designing for Special Needs	1. Apply principles of universal design and accessibility to create inclusive and functional products, spaces, and experiences.
Semester II		
2001	Research Methodology and Academic Writing	1. Student gain an in-depth understanding of various research methodologies, including qualitative, quantitative, and mixed methods, and learn to select the appropriate methodology based on research objectives. 2. Understand the ethical considerations in conducting research, including informed consent, confidentiality, and proper citation to prevent plagiarism.
2002	Design Management	1. Learn to apply design thinking methodologies to solve business challenges, aligning design processes with overall organizational strategy and

		goals. 2. To understand the role of sustainability in design management, and incorporate eco-friendly, resource-efficient practices into design processes. 3. Develop skills to effectively communicate with clients, understand their needs, and manage their expectations throughout the design project lifecycle.
2003	Entrepreneurship and Fashion Business	1. Gain expertise in developing a strong brand identity, creating effective marketing campaigns, and using digital tools and social media to build brand awareness and customer engagement. 2. Understand the legal considerations in the fashion industry, including intellectual property rights, contracts, and international trade regulations.
2004	Paper writing and Presentation	1. Develop advanced writing skills to present complex ideas in a clear, concise, and organized manner, following academic standards for citation and referencing. 2. Understand the process of submitting papers to academic journals or conferences, and prepare papers for publication or presentation with an emphasis on quality and originality.
Semester III		
3001	Futuristic Design	1. Develop the ability to think creatively and envision future possibilities, incorporating emerging technologies and trends to design innovative solutions. 2. Develop skills in trend forecasting and scenario planning to predict future design challenges and opportunities, allowing for the creation of designs that are ahead of their time.
3002	Advance Computer application	1. Develop the knowledge and practical skills needed to protect digital systems, networks, and data from cyber security threats, including encryption techniques, firewalls, and risk management strategies
3003	Dissertation -I	
3004	Internship and Presentation	1. Apply the theoretical concepts learned in coursework to real-world professional settings, demonstrating practical skills and understanding in the chosen field of study. 2. Strengthen teamwork and collaboration skills by working closely with colleagues and supervisors, contributing to team projects, and enhancing communication in cross-functional settings.

Semester IV		
4001	Professional Skills and Portfolio Presentation	1. To develop the advanced communication skills, including written, verbal, and non-verbal communication, to effectively engage with colleagues, clients, and stakeholders in a professional setting 2. Enhance critical thinking abilities and learn to apply problem-solving techniques to address workplace challenges, using analytical reasoning and creative solutions
4002	Design Project	1. Conduct thorough research to inform the design process, identifying target audiences, industry trends, and relevant technologies, and translating this research into actionable design concepts. 2. Work effectively within interdisciplinary teams, demonstrating strong communication, collaboration, and leadership skills to drive the design project toward successful completion.
4003	Dissertation -II	1. Develop clear and focused research questions or hypotheses based on the literature review and problem identification, establishing a strong foundation for the dissertation study. 2. Apply critical thinking skills to evaluate research findings, identify patterns, and solve complex problems that arise during the dissertation process, ensuring high-quality and original research outcomes.