COURSE SUMMARY

| Course Name | Hours per | Credit |
|----------------------------|--------------|--------|
| | week | |
| Elements of Visual Design | 3 | 4 |
| History of Art and Design | 2 | 4 |
| Design Studio I | 5 | 4 |
| Interaction Design I | 3 | 4 |
| Photo Communication | 5 | 4 |
| | | 20 |
| Typography | 2 | 4 |
| Interaction Design II | 3 | 4 |
| Information Design | 5 | 4 |
| Media Ethics and Education | 6 | 4 |
| Design Studio II | 5 | 4 |
| | | 20 |
| Package Design | 5 | 4 |
| Publication Design | 5 | 4 |
| Advanced Typography | 5 | 4 |
| Programming for Designers | 3 | 4 |
| Motion Design | | 4 |
| | | 20 |
| Internship | 5 | 2 |
| Final Thesis Project | | 18 |
| | | 20 |
| | | |
| Total Credits | | 80 |

INTERNSHIP (on the job training)

Internship gives an opportunity to understand the Graphic Design production pipeline from a reputed design house thereby gaining knowledge of the workings of a professional design firm. The students will have to undergo an Internship at any well-known Design Studio for a fortnight during the fourth semester. The students would prepare individual reports after the Internship and the same should be attested by the organization under which the student did the Internship. The students' comprehensive report along with their works done during this period will be submitted to the Head of Department for evaluation. A faculty member will monitor the students during the Internship.