

Announcement of Minors

Beginning Monsoon 2020, School of Design is proud to offer six minors to help students curate their learning paths. A minor is a secondary field of study at the undergraduate level that can be supplementary to a student's major. This can enable students to customize their degree.

Students in their second year of study will be eligible to opt for minors. In order to obtain a minor, students must earn all of the credits requirements.

Broaden your skills, knowledge, and career options with the minors on offer. Refer to the next pages for more details.

Disclaimer: Courses listed in minors are suggestive and may be revised in future.

Minor in Urban Design



More than fifty percent of the world is urban, and this is expected to reach seventy percent by 2050. In addition to the number, increasing urban areas are also growing in complexity. The minor in Urban Design is aimed at preparing the students for finding appropriate solutions to an urban problem.

The multidisciplinary courses are curated to enable the students with the following learning outcomes:

1. To learn appropriate tools and techniques for mapping urban areas in terms of its physical aspects, environmental features, human activities & movements
2. To develop an aptitude to create effective visual, written and oral representation of varied urban data
3. To understand how to observe urban areas with a critical lens of inquiry
4. To assimilate and analyse the data and observation for comprehending the benefits and nuances of an urban area
5. To be sensitive to existing global and local contemporary urban concerns

The spirit of this minor lies in building an overarching capacity for understanding the urban problems and to dwell into inquiry for possible solutions. The minor also intends to make the students aware of the role and relevance of the multiple stakeholders and collaborative efforts required for collective benefits.

The matrix below gives a glance towards the various courses required for completing a Minor in Urban Design across the five verticals which encompass Urban Design.

	Studio	Theory
Sem 3	Map your Neighbourhood	People, Cities, and Identity
Sem 4	Area Appreciation	Urban Data
Sem 5	Urban Analysis	Green Urbanism
Sem 6	Visualizing Cityscapes	Contemporary Urban Debates
Sem 7	Urban Transformation	Urban Resilience

Semester 3

This semester aims at building capacities for mapping and representing the urban areas for:

- Location, scale and proportion of the physical aspects like buildings, boundary walls, pavements, level variations, street lights, street furniture, bus stops etc
- Environmental features like vegetation, plantations, water bodies, coast, hills etc
- Human activities in terms of abutting building use, use of spaces between building, on roads and on the building edge
- Temporal movement of people and goods through different modes

Map your Neighbourhood (by Ashima Banker)

People, Cities, and Identity (by Sandeep Paul)

Semester 4

This semester attempts to enhance the following skills in students:

- Observing the different layers and systems that encompass an urban areas
- Comprehending the interdependencies, complimenting activities and the relationships across multiple systems that make an urban area work in a certain way

Semester 5

This semester attempts to enhance the following capacities in students:

- Understanding the value of data and its analysis
- Learning appropriate tools for data analysis
- Sensitization to sustainability concepts in urban context

Semester 6

This semester attempts to enhance the following abilities in students:

- To understand the different cityscapes as they exists in the world owing to geographical, climatic, cultural and economic variations
- To expose the students to contemporary debates concerning, but not limited to, affordable housing, walkability, high-rise vs low rise, density, peri-urban areas etc

Semester 7

This semester attempts to enhance the following abilities in students:

- To learn to be able to critically evaluate an urban area for the challenges and opportunities
- To undergo through the design process for transformation of an urban area
- To understand the need and approaches to building resilience in urban areas

Minor in Graphic Design



This program gives an in-depth study of the field of Graphic Design which forms one part of the major offering: Communication Design. Students from disciplines other than Communication Design who have an interest in Graphic Design may choose this programme. The courses are shortened versions of the courses offered in B.Des. Communication Design programme. Hence the course is open only to students who have not taken Communication Design as a Major.

The minor programme is divided into two parts: the theory part and the studio part, each will be of two hours duration.

	Studio	Theory
Sem 3	Visual Design	Typography
Sem 4	Identity Design	Semiotics
Sem 5	Publication Design	Print & Production Methods
Sem 6	Packaging Design	Data Visualisation
Sem 7	Signage & Wayfinding Design	Visual Ergonomics

Semester 3

Typography (by Hashim Padiyath)

Students learn Typography, its history, classification, terminology and usage through lectures and assignments. They are also exposed to calligraphy and art lettering along with a brief introduction to Indic typography.

Visual Design (by Siddharth Raje)

Students learn layout and composition along with basic design software for print through assignments. Adobe PhotoShop, Illustrator and InDesign are covered here.

Semester 4

Semiotics

Students learn about signs, symbols, icons through lectures and assignments. The course sensitises students to the necessary tools of perception and analysis in order to engage with their immediate environment.

Identity Design

This course will take them through the process of designing logos, stationery and creating a brand manual.

Semester 5

Print & Production Methods

Learning about different types of printing and prepress and postpress production methods help in designing for them as a print designer.

Publication Design

Students learn the basics of planning a publication like a book, magazine or newspaper and design for them.

Semester 6

Data Visualisation

Students learn about visualising data into maps, diagrams, charts, timelines and infographics in static and dynamic formats.

Packaging Design

This course deals with understanding the various aspects of packaging design including surface graphics, structural packaging and container shapes.

Semester 7

Visual Ergonomics

This course deals with understanding human factors and their interaction with objects and environment which helps to enhance adaptability of design solutions, while enhancing its efficiency, productivity and safety.

Signage & Wayfinding Design

This course takes them through the process of planning signage and wayfinding systems for built environments. Students are also exposed to materials and fabrication used for these applications.

Requirements for the minor:

Laptop, Adobe Photoshop, Illustrator & InDesign software

Minor in Design for Health & Wellbeing



This Minor offered by Product Design is meant for students from the School of Design who would like to explore the design of spaces, products and services for Health & Wellbeing. The course is taught in 5 semesters and includes lectures and interdisciplinary studios where students learn to identify opportunities and innovate solutions for tomorrow's Health & Wellbeing challenges. The minor culminates in the students working on a Project in the last semester on a real world challenge.

	Studio	Theory
Sem 3	Human-Centred Service Design	Introduction to Health & Wellbeing
Sem 4	User Research in Design	Data & Statistics in Healthcare
Sem 5	Participatory Design	Public Policy & Healthcare
Sem 6	Need Finding - Challenges & Opportunities	The Business of Healthcare
Sem 7	Portfolio Project	

Semester 3

Introduction to Health & Wellbeing (by Bhaksar Bhatt)

This course introduces students to creating healthy and environmentally sustainable environments where people feel included and which promote activity and connection. Students are introduced to the role of good design in business, the built environment and public services to create a healthy environment and services to support people in communities.

Human-Centred Service Design (by Bhaksar Bhatt)

Service design is the craft of tying together human, digital, and physical interactions over time to create a truly differentiated experience for your customers. Delivering great service can be challenging, but you can use design thinking to understand people's needs, look holistically at customer interactions, and constantly iterate your way forward. Service is where your organisation meets the world. Learn to design moments that people will remember.

Semester 4

Data & Statistics in Healthcare

This course introduces students to the role of data and statistics in design of healthcare systems and services. Designers learn how data visualisation techniques could be used to synthesise and present this information to evaluate quality of care, designing improvements, monitoring safety and effectiveness of therapies.

User Research in Design

In this course students learn User research techniques to understand user behaviors, needs, and motivations through observation techniques, task analysis, and other feedback methodologies. The objective of this field of research aims at improving the usability of products, services, or processes by incorporating experimental and observational research methods to guide the design, development, and refinement of a product or service.

Semester 5

Public Policy & Healthcare

In this course students explore the policy processes that govern the delivery of healthcare services. Through case studies and workshops students discover how innovative ideas, policies and services match the needs of citizens, achieve economic efficiencies by improving responsiveness, foster cooperation and trust between different groups.

Participatory Design

in this course students explore the techniques of participatory design to engage g citizens and stakeholders to find solutions to complex problems, and influence policy decisions.

Semester 6

The Business of Healthcare

In this course student learn how innovative business models for health care can help to proved patients with quality care.

Need Finding - Challenges & Opportunities

Student explore the challenges and opportunities in current healthcare environments products and services and frame a problem statement which outlines challenges and opportunities.

Semester 7

Portfolio Project

In this studio students work on a product design brief which could be developed on their interests with guidance from faculty. The objective of this project is to showcase the students learning and application of skills.

Minor in Product Design



This Minor offered by Product Design is meant for students who are majoring in the disciplines other than Product Design. Courses include all aspects of the design process from contextual design ideas to realising the concept in a product prototype. Assignments and projects are based on real-world projects which include academy and industry briefs culminating in a project in the final semester. This course is open only to students who have not taken Product Design as a Major.

	Studio	Theory
Sem 3	Product Design Studio 1	Introduction to Product Design
Sem 4	Product Design Studio 2	Industrial Design and Technology
Sem 5	Problem Framing Studio	Human-Centred Design
Sem 6	Product Innovation Studio	Business Model Generation
Sem 7	Portfolio Project	

Semester 3

Introduction to Product Design

In this course students are introduced to the Product Design discipline and the process adopted. Students are exposed to contemporary product design practices and the process.

Product Design Studio 1

In this studio students work on projects to identify user needs and create simple products used at home or at work. As part of this studio students also learn techniques to generate ideas and communicate these ideas through visuals

Semester 4

Industrial Design and Technology

In this course students learn the materials and manufacturing techniques that influence the design of products.

Product Design Studio 2

In this studio students work on project briefs with Industrial constraints and learn problem solving techniques

Semester 5

Human-Centred Design

The students will learn different tools and processes that can be used to create innovative solutions to real-world challenges while keeping the concerns of the humans at the centre of it.

Problem Framing Studio

In this studio students learn how to make choices in framing a problem and test whether those frames are the ones they ultimately want to work with.

Semester 6

Business Model Generation

In this course, you will learn how to organize, articulate and implement business ideas using the business model canvas which was created by Alex Osterwalder and Yves Pigneur in their top seller book "Business Model Generation".

Product Innovation Studio

In this studio students develop innovative solutions based on the problem statement that they identified in the last

Semester 7

Portfolio Project

In this studio students work on a product design brief which could be developed on their interests with guidance from faculty. The objective of this project is to showcase the students' learning and application of skills.

Minor in Furniture Design



The Furniture Design course offered by Space Design is grounded in the context of a robust design university, where the focus is on authenticity and sustainability - integrated with craftsmanship and technology. Students get an opportunity to create furniture pieces and systems that are thoughtful, ergonomic, beautiful and sustainable. Collaborations with peers in related creative spheres lead to multi-disciplinary exposure. The course is conducted through a blend of lectures, research, assignments, personal discussion, on-site learning and MakerSpace hours.

	Studio	Theory
Sem 3	Form & Expression	Furniture Fundamentals
Sem 4	Sustainability & Resources: Upcycling	Materials & Methods
Sem 5	Culture & Context	Research in Cultural Studies
Sem 6	System & Modules	
Sem 7	Apprenticeship	

Semester 3

Furniture Fundamentals (by Ashish Shakuniya)

Introduction to Furniture and the thinking and processes involved in furniture design; going beyond the conventional and exploring the entire gamut of furniture elements and systems. This course explores the intrinsic relationship between the function / use of the furniture and its form.

Form & Expression (by Ashish Shakuniya)

Understanding fundamentals of how geometry, surfaces and forms are related to function. Students are encouraged to explore and learn techniques of surface and form development and they are equipped with skill sets that enable them to represent furniture and their details through technical and analytical drawings (2D & 3D).

Semester 4

Materials & Methods

Understanding the range of materials and finishes used to make furniture and an overview of the methods of their application in furniture design - with a focus on wood and metal. Conducting a case-study of furniture upcycling and understanding the factors involved in that process.

Sustainability & Resources: Upcycling

An awareness for sustainability and resource-efficiency is inculcated by understanding sustainability related issues in furniture design, sourcing and production; this includes embodied energy, carbon footprint, emissions, cradle-to-cradle lifecycle, etc. Students apply the concepts of upcycling and recyclable materials to a chosen piece of furniture.

Semester 5

Research in Cultural Studies

Research oriented course that inquires about the implications of culture and context in furniture design. The students would conduct individual research about a culture or large group of users that have a strong identity, and document their findings vis-a-vis its influence on furniture typologies existing therein.

Culture & Context

This studio focuses on understanding a specific cultural group (by time, region, type of work, unique traits) and designing furniture specific to that context so that it responds to the very unique and typical identity, needs and aspirations of that cultural group.

Semester 6

System & Modules

This studio based course requires students to design a furniture system for a particular brand. They are required to conduct a comprehensive brand analysis and pitch ideas of how best to express that brand's identity into a furniture system. Focus is also on modularity and design of an efficient 'kit-of-parts'. One piece of the furniture system would then be developed in thorough detail with a scaled mock-up.

Semester 7

Apprenticeship

This module gives the students an opportunity to carry out apprenticeship (online) with design firms involved in furniture design. Students can also collaborate with peers who would be working on various studio projects on campus, and work on furniture design solutions for those projects. It is expected that one full-scale prototype is constructed by the student by the end of the course.

Minor in Sustainable Lifestyle Fashion



The Minor in Sustainable Lifestyle Fashion presents itself as a set of macro textile and lifestyle-fashion courses. These nine courses, over five semesters, are tailor made to come together holistically, in materiality and technique, to add value to the idea of 'sustainable living and creating', across AnantU's majors like space, communication, product, interaction design.

This Minor, covers under its umbrella, the founding design concepts of material, composition, form and texture coupled with indigenous Indian textile techniques and global narratives for sustainable space, decor and lifestyle fashion.

	Studio	Theory
Sem 3	Interpreted Surfaces	Sustainable Soft Material
Sem 4	Decoding Indian Clothing	Inclusivity in Fashion
Sem 5	Conscious Ensemble	Woven Tales
Sem 6	The Jugaad Project	
Sem 7	Experiencing Retail Spaces	Sustainable Revolution

Semester 3

Sustainable Soft Material (by Abhinanda Lahiri & Risha Roy)

Introduction, Identification and Innovation: Plant-Animal Fibres and Vegan Leathers

Interpreted Surfaces (by Abhinanda Lahiri & Risha Roy)
Interpreting Inspirations onto Surfaces: Print Design and Textures

Semester 4

Inclusivity in Fashion

Customisation of Design to Include Consumer Diversity: Ethnographic, Gender and Body Sizing Studies

Decoding Indian Clothing

Discovering and Analysing Indian Regional Hand-Stitched & Draped Costumes with a Historical Perspective

Semester 5

Woven Tales

Discovering the Craft of Handloom Weaving with Artisans: Focus on Carpets, Rugs and Coarse-Count Fabric

Conscious Ensemble

Experiencing Sustainable Garment Construction using Traditional Indian Techniques and Methodology

Semester 6

The Jugaad Project

Playing and Innovating with the Indian Concept of Repurposing-Reusing-Regenerating, resulting in a Real Time Design Project

Semester 7

Sustainable Revolution

Conscious Creation, Conscious Consumption and Conscious Disposal: Circularity As The Changing Approach to Design and Consumption

Experiencing Retail Spaces

Understanding Consumerism and Identifying Trends in the Present Context and Exploring Physical and Digital Retail Spaces