STAGE I: IV Semester

POOL I: ODD SEMESTER

Leathercraft	Students will get the understanding of leather as a material, Students will learn the different techniques of working with leather Understanding properties and use of different types of leather, Learning different stitching and pasting techniques, Making of products from leather, Varieties of leather available and its usage in the various field
Pottery	Students will understand different types and forms of pots; Also the sense of the different scale of pots will be developed. Understand the discipline of the workspace and instruments of it; Different materials of pot making will be explored; the Different technology of the pottery will be explored; Understanding of firing in the kiln for baking of the pots
Claywork/ Terracotta/ Ceramic	Students will understand different types of clay as a material and their properties. They will also understand the products that can be made out of them. Understand the discipline of the workspace and instruments used . Different products from clay will be explored through the handling of the material. Different ways of model making also will be explored. Understanding of firing in the kiln for baking and glazing of the clay products.
Papercraft (Origami/ Corrugation)	Students will understand different types of paper as a material and its properties; They will also understand the products that can be made out of paper; It will also help to make students understand fundamentals of structures. Understand the discipline of the workspace; Different products from paper will be explored by using different, method, New ways of model making also will be explored
Textile/ Tie and Dye/ Zari	Students will understand different types of textiles, the method of tying and dying, the products that can be made out of them It develops the understanding of vernacular values in arts and crafts, Understand the discipline of the workspace and instruments, Different products of textile will help students to understand their properties and use of it, Different types of weaving and dying will be understood, Understanding of cultural values of society and its representation through textile design
Movie making	The student will learn basics of movie making process , Student will develop the understanding of pre and post-production processes Development – Concept, Scriptwriting; Pre-Production – Storyboarding, role defining, Location scouting, Scheduling Contents; Production – Camera, Scene composition; Post Production –Editing Video & Audio
Performing Arts	DANCE - Students learn about and explore performance, composition, appreciation of dance, health and fitness. Students have the opportunity to think about how to use movement to explore and communicate ideas and issues as well as their own feelings and thoughts. The basic elements of dance: actions, dynamics, space, relationships, choreographic

	devices, introduction to contact, performance skills, choreographic skills and appreciation skills DRAMA - Students will develop teamwork, creativity, leadership, analysis of texts and risk-taking; skills that are important in all subjects and areas of life. Students explore a theme/topic/issue chosen by the teacher. Students see at least one play and review using Drama vocabulary under controlled conditions. This takes place at any point in the course, students are encouraged to write many reviews and submit their strongest piece MUSIC - Provide an opportunity for students to be creative and to understand, enjoy and appreciate Music for life! Content Basic elements of music, use different forms of notation and they listen to music from medieval times up to the present day, Practical skills are developed using new computer technology and keyboards, and will be encouraged to take part in group performances, both vocal and instrumental.
Collages and Montages	Students will learn a brief history of collages and montages; Students will learn to explore using techniques of collages and montages. Brief History of collages & montages; Different types of collages; Different types of montages; Collages and Montages as a tool to represent ideas
Graphics Signage	The student will learn the importance of Graphic Signage, understand the relevance , able to explore and learn the composition of various typology Brief History of Signage, Symbol, Signs & Pictograms, Principles of Compositions in graphic design (Importance of Visual Balance & colours in signage), Different types of Signage – Indoor & Outdoor
Landscape Design – An Introduction	Students will be introduced to the field of landscape design , Students will learn about the basic tenets of the field , Students will have enough understanding about the field to be able to further study the field of landscape design Content, Definition and history of the field, Application in real situations, Overview of the theories prevalent in landscape design
Methods of Interaction	The student will be able to present himself/ herself and his/ her work in a coherent manner. The student will be able to communicate clearly – verbally and literally. The student will be able to chart a future course to improve his/ her skills in this area The student will be able to understand complex texts Reading of texts to improve grammar, vocabulary and enunciation. Exposure to important works of literature. Introduction to different methods of presentation
Foreign Language	The student will be able to develop basic language proficiency The student will develop understanding and appreciation of the culture of the language. The student will learn basic grammar structures and gain vocabulary Reading of texts to improve grammar, vocabulary and enunciation, Grammar exercises, Conversation in the class as practice
Architectural photography	principles, recent advancements; significance, scope & purpose; types, composition, tools & equipment, technology,

	techniques, processes, presentation; categories-themes, location, objects, patterns, light & shade, nature, still photography, actions & expressions, details, culture,panorama,frames,metaphor etc..
Sketching and rendering	Freehand line sketching and drawing of natural and manmade. Study of shades and shadows, Sketching of Historic or new built-up structures of Architectural importance using different mediums. Understanding of human proportion in relation to compositions; freehand sketching of volumes, spaces & human figures. Indoor objects - still Life – Furniture, Equipment - Understanding Depth, light, Shade, Shadow Etc., Outdoor sketching: Natural Forms/ Built Forms, Understanding variety in Forms. .Sketching Human Form: Anatomy and Expressions - Graphical Representations. Colour: Freehand rendering of Landscapes & builtscapes including human figures; Exercises; Application of Color in Architectural rendering; Relation between colour & texture. Rendering techniques: Introduction to surfaces and media, observation, recording and basic representation techniques in different media through drawing pencil, pen, brush, charcoal, crayons etc. general approach to rendering, Entourage, Treatment of sky, clouds, landscape elements, human figures, foreground and surroundings, shadow projections in renderings. Graphic skills and Presentation Techniques: Page layout and Composition grids; Illustration techniques; Portfolio design and formats; Digital techniques in graphics
Painting	significance, scope & purpose; material types, source, composition, properties, tools & equipment, techniques, processes, finishing; applications – making paintings using various media and supports. Advanced projects are negotiated with students with a greater experience in the subject. etc.
Presentation skills/public speaking	Introduce undergraduate students to contemporary architectural culture, Introduce students to projection through scales. Develop critical problem-solving skills based on architectural design methodologies. Provide an introduction to the tools and materials associated with an architectural education. Develop public speaking and presentation skills.
Building and village documentation	Design of a small building with respect to function, structure and aesthetics. Analysis and documentation of architecture of a village. Design of a small complex of buildings of not more than two floors in rural or low-density urban environment. Design of vital components, details of structure, building services, etc. Rendering techniques in various media: a) Pencil sketches. b) Pen and ink drawings. c) Colour presentation in watercolour, poster colour etc. Note: a) During various stages of a particular documentation, experts, potential users, expected clients, critics, intellectuals, academicians, students and teachers of different discipline related to the topic, theme, activities and essence of the given design problem must be incorporated. VILLAGE SURVEY : Study of the physical, socio-economic and cultural aspects of a selected village by conducting various

	surveys to understand the settlement pattern, housing stock and amenities that are existing or required – To understand the linkages between Occupation, Social structure and Religious beliefs and its physical manifestation in the form of the settlement – Identification of a suitable Design intervention that would improve the quality of life – Ex. Design of housing prototypes for a particular community / occupation using
Spatial narratives	Introduction: Concepts of spatial narratives in the built environment; significance; Terminologies; Physical expression of socio-cultural aspects; Environmental Psychology; Cognitive mapping; Defensible spaces, perceptions, association to space. Elements: Leading to a perception & interpretation of built & urban space; Development of experiential quality; Interrelationships between space & its user; Delineation of space; Stimulation of activities; Timescale & temporal transformations.Indian architecture & spatial narrative: Factors affecting the process of experiencing Indian architecture, its complexities, & spatial narrative; Impact of socio-cultural aspects; Religious complexes, civic buildings & fortified settlements. Urban space & spatial narrative: Experiencing & perceiving urban spaces; Methods of comprehension; Spatial order; Sequence of experiencing a space; Understanding multi-layered information system in an urban space. Exploring spatial narratives: Case studies; Learnings from architectural reviews; Development of personal philosophies through primary experience; Critical analysis of experience through writings, visuals & sketches; Comparisons of interpretations.
Vernacular architecture & settlements	To expose the students to the traditional architecture of the various parts of the country. The students will have knowledge of the planning aspects, materials used in construction, constructional details and settlement planning of the settlements in various parts of the country. INTRODUCTION TO VERNACULAR ARCHITECTURE; DRAVIDIAN SOUTH: WESTERN REGION: NORTHERN AND EASTERN INDIA: Factors influencing the planning aspects, materials of construction & constructional details of the above.
Water in Architecture	Students will get the understanding of different: City + Architecture: perspectives , How do architecture and water inexact with each other? This question was addressed by a series of projects done in the past and discussions, For much of the centuries, systems were built along rivers and waterfronts often degraded by industrialization until cities worldwide began to restore water resources and reconnected urban infrastructure with natural ecosystems. The Architecture + Water

POOL I: EVEN SEMESTER

Wood, Metal Crafting, Block Making	Students will get the understanding of different types of metals and wood as materials, Students will learn the different techniques required to work with metal Understanding of different metals i.e. Iron, Steel, Aluminum, Copper, Bronze, Brass. Learning different techniques required to work with different metals. i.e. cutting, welding, bolting, riveting

	Making different objects from metal, Students will understand different types of prints and it's importance.They will also understand the idea of a reproduction of the same artwork Understand the discipline of the workspace and instruments therein. Different kinds and sizes of prints will be explored through handling of the material, Understanding of different material by which prints can be produced repetitively
Casting/ Moulding (Pop, Metal, resin, fibre)	Students will understand different types of casting and moulding methods.They will also understand the importance of these methods and their use in daily life. Understand the discipline of the workspace and instruments of it. By using these methods different products will be made. It will also help in understanding traditional ways of product making. Students will also understand the idea of mass production by using of these methods.
Print (Lithography/ Linography/ Woodcut/ Metal print)	Students will understand different types of prints and it's importance. They will also understand the idea of a reproduction of the same artwork Understand the discipline of the workspace and instruments therein. Different kinds and sizes of prints will be explored through handling of the material.Understanding of different material by which prints can be produced repetitively
Traditional arts and crafts	Students will be learning about the field of Art and Craft from a traditional point of view, Students will learn culture and heritage of vernacular arts and craft The student will be able to interpret a work of art and craft Overview of the theories prevalent in Traditional Arts and Craft, To Identify, map, document and analyze Traditional & Vernacular Building (TVB) and Space Making Crafts (SMCs) & Space Surface Crafts (SSCs). And to conduct research and analysis of craftspeople, craft communities and clusters related to the building sector. Chronological history of Traditional Art and Craft (India and Abroad). Application of selected Arts and crafts in a different industry. Develop an understanding about the field through hands-on workshops. Exposure to other cultures have greatly influenced the traditions and culture of the different region
Colour in Architecture	The student will be able to understand the impact of colour in architecture; The student will be able to explain and use different colours to create specific effects Theory and systems, role and effects of colour and texture in spaces.; Analysis of space using monochromatic or achromatic abstractions in Two Dimension; Behaviour and effects of colour compositions
MS Office	The student will learn about the word, powerpoint, excel and other related software Student will learn various aspects, use of software in a professional manner Getting started - The Word/powerpoint/Excel window, New documents. Document navigation Editing text , Working with text , The Undo and Redo commands , Cut, copy, and paste ,Find and replace Text formatting , Character formatting, Tab settings ,Paragraph formatting ,Paragraph spacing and indents

	Tables , Creating tables,Working with table content ,Changing the table structure Page layout, Headers and footers, Page setup Graphics , Adding graphics and clip art , Working with graphics Proofing, printing, and exporting , Spelling and grammar ,AutoCorrect , Printing and exporting documents
Journalism – An Introduction, SPECIFIC TO ARCHITECTURE	Overview – Definition, Significance, scope, purpose, structure, principles, techniques, processes, mediums, the study of potential readers, contemporary architectural journalism. Documentation: study & analysis – Photojournalism, Book reviews Electronic media; checklist, observations, field studies, interviews, questionnaires; Post-occupancy evaluation, public perception, designer's opinions. Writing techniques – Styles, format, purpose, medium, frequency, clear structure, coherent & distinctive look, visual appearance, graphic design, genres, image, descriptive & analytical reports. Ethics, laws & legislations – Plagiarism, Intellectual property rights, Disclaimers, copyright, author's rights, patents & royalties, trademark, legal boundaries, libel & invasions of privacy, permissions, references & credits. Editing & Publishing – Proofreading, Editing techniques, Page makeup, Layout, colour scheme, Font, Abstract, Pictures, Ads, News, Photo editing - Book previews, Publishing – Print & Electronic.
Methods of Architectural documentation	The student will be able to create a measure drawing set of a building at the end of the course.The student will be able to measure a building.The student will able to use different ways like sketching, photography, etc. to document a building Different modes of Documentations: Measure Drawings, Sketches & Diagrams, Photographic Documentation, Texts - Audios, Video – Documentary
Behavioural sciences	The student will become aware of the importance of the "perception in humans and concept of mental models in architecture".Student will learn various aspects, issues of behaviour consider as a designer . Formation of environmental perception in humans and concept of mental models.Evolutionary aspect and main concepts of modern theory in the environmental aesthetics. Attention restoration theory (ART), suitability of natural environments as recreational settings. Examples of applied research in environmental preference. Importance of views in landscape perception.Personal space and territorial behaviour in the landscape
Caricature	Students will learn the history of caricature. Students will understand the techniques of making caricatures. Students will develop analytical skills and different techniques. Brief History of caricatures, Uses and applications of caricatures in the design field, Caricatures of objects, animals, Caricature of person
ART AND ARCHITECTURAL APPRECIATION	to understand and appreciate art in terms of its form, content and context through the study of works of art over history in order to develop a sensitivity towards aesthetics which is a necessary component of the architecture. Introduction to art: fundamentals of art: principles: content: nature/issues of art: central problems of design theory, form and formalism

	elements:
Creative writing	The student will be able to write a final piece of work (story, poem or personal essay), The student will be able to express his/ her ideas through writing. The student will have a platform to initiate a further study in the field Discussion on the fundamentals of creative expression, Overview of texts fundamental to creative writing, Writing prompts to be able to write essays, stories, poems, etc
Film Appreciation	Introduction to the field of cinema. The student will able to develop a sensitivity towards cinema as a medium, The student will learn about the key moments in the history of cinema.The students will understand the process of filmmaking. An overview of the history of cinema, Understanding and analysis of critically important films
Programming language – Fundamentals	The student will learn concepts that underlie programming languages, The student will be able to understand how computer applications work and will be able to write their own application, The student will be able to realize how to apply this knowledge to the field of architecture. A brief history of computer programming: Introduction to different computer languages, a Greater understanding of at least one of the programming languages
Web/ Journal page design	The student will be able to design and build a website, The student will learn common code languages, The student will learn how to use different soft wares like Illustrator, Photoshop, etc. for web design. Introduction and study of common code languages, Creating web pages
Geometry in architecture	Points: The Distance and Midpoint Formulas , Graphs of Equations in Two Variables: Intercepts, Symmetry,: Lines: Slope of a line, Graphing a Line, Parallel Lines, Perpendicular Lines : Circles: Standard Form of the Equation of a Circle, Graphing a Circle, Finding the Intercepts of a Circle Planes: Lines and Planes : Area: Area of Squares, Rectangles, Parallelograms, Triangles, Circles, Sectors and Circle Segments : Conics: The Parabola, Ellipse, Hyperbola:Volume and Area of Solid Objects: Prisms, Pyramids, Cylinders, Cones, Spheres, Cubes : Projective Geometry: Introduction, Projectivities, Perspectivities, The Principal of Duality, Elementary Properties of Points and Lines, The Theorem of Desargues and Pappus, Conics, The Intersection of a Line and a Conic, : Desargues' Conic Theorem, Applications OUTCOME: The students will understand the topics in mathematics necessary for an effective understanding of architecture subjects. At the end of the course, the students would have knowledge of the appropriate role of the mathematical concepts learnt.
Precedents in architecture	This course explores drawing skills and technical skills as tools of design thinking, visualization and representation. It will include an analytical drawing that will involve exploring forms, geometries and proportions. Analytics
Architecture and human	Introduction: Classification; History & evolution; Types, Scales,

behaviour	locations, significance & impact- Socio-Cultural & Economic, urban infrastructure, civic amenities, Health impact, Psychological impact, Ownership, management. Scope for Architectural & Inter-professional services.Standards: Design criteria: Technical systems: Case Studies: Exploration & analysis of different industrial environments; Study of plant systems, spatial organizations, design interventions, technical provisions, relevance, impacts - physical, administrative, socio-cultural, sustainable; future forecasts & trends.
Barrier-free architecture	Universal design is an introduction to the concepts of accessibility, with a particular focus on the implications of ability and disability on the usability of the built environment; spaces, buildings, infrastructure and interfaces. The student will learn how to apply this knowledge in architecture, landscape architecture, interior design and planning. The interdisciplinary collaboration with disability studies, rehabilitation studies and social science research will provide students with an opportunity to learn and develop a wider understanding of the subject. Basic Concepts, Evolution Of Concepts Of Accessibility And Universal Design, Accessibility Standards In External And Internal Environments, International Theories Of Universal Design Assignments CASE STUDY AND HANDS-ON: Hands-on Practicum in assessing needs and developing design solutions; a project based on, field research and design to learn how to design for all individuals, regardless of ability
Walking the Streetscapes	Walking the Streetscape: Place, Culture and the Everyday" is composed of lectures, presentations, screenings, readings, audio-walks and experimental walks, ethnographic assignments, individual and collaborative group projects, as well as discussions to expose students to the key concepts and fundamental practices and theories of streetscapes practices and research. This course will address and introduce contemporary streetscapes research methodologies and **practices;**

STAGE II: VI-IX Semester

POOL II: ODD SEMESTER

Energy conscious Architecture	The student will get understanding of various aspects of energy Conscious design, Students will Understand energy efficiency techniques for buildings in various climates Introduction to the various rating system for energy efficiency, ECBC , various energy simulation software, Site planning aspects, Application of building materials for energy efficiency, Small design exercise for energy efficient building.
Furniture design	Students will learn about Furniture Design for designing with Ergonomics & Aesthetic in context. The student will be able to Understand elements of furniture in Commercial (Retail) Interiors. Exploring the possibilities of designing furniture with optional Materials and processes. Elements of Furniture including Shop Fronts, Lighting, Window

	Display & Signage. Conducting a survey for collecting data through live case study and evaluation of case study and concluding design parameters. Presentation through detailed sketches, drawing & study model and material board to demonstrate the design process from conceptual stage to final furniture product design
Introduction to Housing	The student will become aware of the importance of the "house and housing" as a basic need of the citizen. The student will learn various aspects, issues of "House and Housing" as a designer. Various typology of house and housing: Place, environmental, social, economic and cultural dimensions for housing. Housing material, construction, techniques and quality monitoring
INDUSTRIAL ENVIRONS	Introduction: Classification; History & evolution; Types, Scales, locations, significance & impact- Socio-Cultural & Economic, urban infrastructure, civic amenities, Health impact, Psychological impact, Ownership, management. Scope for Architectural & Inter-professional services. Standards: Environmental concerns - EIA; Resource management; Sustainable practices; Bioclimatic designs; green neighbourhood; Energy efficiency. Acts & legislations- Agencies, pollutions control; Codes & Byelaws, Plant & industry standards. Design criteria: Planning criteria- Masterplan, Site plan, plant layout; Phasing & Future expansion; Space planning for man, material & machinery; Safety & hygiene concerns; amenities, facilities; form, massing, enclosure, materials, detailing, aesthetics, Landscapes, parking. Technical systems: Structural Systems, Construction techniques; Current Innovations. Services- Site, Building & Plant, firefighting, security & surveillance, transportation, waste management. Case Studies: Exploration & analysis of different industrial environments; Study of plant systems, spatial organizations, design interventions, technical provisions, relevance, impacts - physical, administrative, socio-cultural, sustainable; future forecasts & trends.
Culture &architecture	To establish the linkages between the culture of a particular race of people and its manifestation in the architecture of that region. Students of architecture have to be sensitized to various cultural aspects such as fine arts and the performing arts of a particular country and have to understand the symbolism, patterns and forms that manifest themselves in the architecture of that place. Cultural influences in ancient India: architecture & culture in China & Cambodia : Japanese traditional architecture & contemporary expressions: traditional art &architecture of Tamilnadu, Madhya Pradesh : traditional art & architecture of Kerala :
Disaster resistant architecture	To expose the students to the traditional architecture of the various parts of the country. The students will have knowledge of the planning aspects, materials used in construction, constructional details and settlement planning of the settlements in various parts of the country. Introduction To Vernacular Architecture; Approaches and

	concepts to the study of Vernacular architecture – Introduction to Kutcha architecture and Pucca architecture Dravidian South: Planning aspects, materials of construction, Constructional details & Settlement Planning of Thattchushastra. ; TamilNadu – Toda Huts, Chettinad Houses (Chettiars) & Palaces; Karnataka – Gutthu houses (land owning community), Kodava ancestral home (Aynmane); Andhra Pradesh –Kaccha buildings Religious practices, beliefs, culture & climatic factors influencing the planning of the above. Western Region : Planning aspects, Materials used, Constructional details, Climatic factors influencing the planning of : Jat houses for farming caste, Bhungas(Circular Huts) and Havelis(Pukka houses) of Rajasthan; Pol houses of Ahmedabad - Primitive forms, Symbolism, Colour, Folk art etc in the architecture of the deserts of Kutch & Gujarat state. ; the Vernacular architecture of Goa. Northern And Eastern India: Kashmir – Typical Kutcha houses, mosque, Dhoongas(Boathouses), Ladakhi houses, bridges; Himachal Pradesh – Kinnaur houses Uttar Pradesh – Domestic housing of Uttar Pradesh; Bengal – Bangla (Rural house form), Aat Chala houses – change from Bangla to Bungalow, Kutcha & Pucca; the architecture of Bengal.Nagaland – Naga houses & Naga village, Khasi houses; Factors influencing the planning aspects, materials of construction & constructional details of the above.
Research methodology	Introduction to research: Domain of Architectural Research; Understanding the nature of research in architecture- Need & significance; Objectives; Characteristics; Ethics; Concepts of theory; Research methods in Architecture. Research Process: Types of Research; Research methods & Research methodology; Research Process; Review of literature, research statement; Research design – need, components, considerations. Data Collection & Sampling: Primary data; methods of data collection ; survey & observation; Questionnaires - types, aspects, sequence, Observation- types, characteristics, advantages, limitations etc., recording observations; Secondary data- sources, characteristics; Other Methods of Survey - visual, use of mechanical devices etc.; Sampling - need, significance, methods, classification, characteristics, determining sample size, time, event sampling etc. Data Analysis: Overview of measuring & scaling techniques; Processing & analysis of data - descriptive & inferential; graphical representation of analysis. The report, Paper & proposal writing: Purpose, characteristics, guidelines, steps, format, structure, contents, presentation, referencing style, ethical issues: plagiarism etc.
Programming Language - Fundamentals	The student will learn concepts that underlie programming languages, The student will be able to understand how computer applications work and will be able to write their own application, The student will be able to realize how to apply this knowledge to the field of architecture. A brief history of computer programming, Introduction to

	different computer languages, a Greater understanding of at least one of the programming languages
Kinetic social & transitional spaces	Detailed study & analysis of architectural design fundamentals through significant examples in the light of the following for the periods mentioned in the modules – Genesis of seed ideas & concepts; Timeline; Socio-political background, key people involved; Climatic & geographic influence; General settlement pattern; Cities & its civic places; Construction technology & material; Design principles; Typology; Evolution; Spatial organization; Form & Detailing. The examples to represent the following historical styles are suggestive & students are encouraged to explore additional examples for a comprehensive understanding of the respective styles.
Building regulations	Building Code , Use and occupancy, Building Heights and Areas, Types of Construction ,Methods and rules for submitting plans to the Local Authority for approval, Notations used in the drawings to be submitted, General Requirements for Development of Land in Urban Area, Special Development Requirements for Existing Nucleus, Special Development requirement for other (Revenue Survey Numbers) areas Width of Roads as per their length, Common Plot, Uses not permissible as per the road widths in Development Plan, Minimum Area of a Building Unit (Plot),Floor Space Index, Margins as per the road widths, Margins as per the size of plot, Open Space for high rise buildings, Projections in Margins, Compound walls and gates, Distance from Water Courses, Nalas,

POOL II: EVEN SEMESTER

Green Building Design	Students will understand building sustainability concepts. Students will understand the current green building trend, and to help them realize the impact and applications of green building as a practice, not just a trend. Students will get understanding of fundamentals of building science (to include but not limited to thermodynamics as related to wind, air, moisture, pressure, and heat). Introduction to green building, Introduction to building science, Building Science Fundamentals, Green Design, Green Construction Methods
Disaster management	The student will become aware of the different types of disasters and its impacts. The student will learn various aspects, issues of managing before and after the disaster as a designer. Emergency planning procedures, Hazards, risks and disasters, Technological development, environmental and sustainable development, Law and management fundamentals, Political, international and social issues.Roles of key agencies, Relief co-ordination and planning, Field skills, Disaster theory, statistics and logistics, Disaster mitigation, preparedness and response Earth catastrophes, fire and explosion, Physical, psychological and social reconstruction of disaster-affected communities

Bamboo construction	Students will understand different types of “Bamboo” and their qualities, Student will learn how to build with bamboo as a construction material Learning how to use bamboo as a building material, Applying the proper construction methodologies for the task at hand, Solving problems as they arise, Setting priorities and keeping work on schedule
Building Energy Modelling and simulation	The student will get understanding of the range of building modelling and simulation approaches and tools. The student will develop the understanding to construct simple models with tools commonly used in the building professions. The student will develop the understanding to apply models to common building industry functions such as code compliance and energy audits. Energy consumption of buildings; Energy modelling & simulation; Energy systems in buildings.Climate, Simulation & Building Envelope, Internal Gains, Energy Calculation and Simulation: Software programs for energy simulation modelling
Earth architecture	Students will understand different types of “Earth structures”, Student will learn the requirements and importance of the “Earth structures”, Student will learn various aspects, issues to design “Earth structures” What is an Earth building and what are it's requirements?, Requirement of Earth structure with respect to Place, environmental, social and cultural dimensions as a designer, Various technics to design Earth buildings
Temporary structures	Students will understand different types of “temporary structures”, Student will learn the requirements and importance of the “temporary structures”, Student will learn various aspects, issues to design “temporary structures” What is a temporary building and what are it's requirements?, Requirement of the temporary structure with respect to Place, environmental, social and cultural dimensions as a designer, Various technics to design temporary buildings
BIM	An overview of BIM technology, Application of BIM Softwares Creation and conversion of the design into BIM Softwares, Design development and documentation in 3 Dimension, Understanding of basic parametric elements
Earthquake resistant	The student will become aware of “seismology”, Student will learn various aspects, issues of “Earthquake resistant design”. Introduction To Seismology, Earthquake resistant design of masonry buildings, Structural and architectural aspects of earthquake resistant design, Seismic design philosophy, Step by step procedure for seismic analysis of RC buildings, Earthquake resistant design of RC Buildings Ductile detailing considerations as per 13920: 1993, Structural Dynamics
Ergonomics	Introduction to human function human being in the man-made world and importance of ergonomics, gross human anatomy, ergonomics for children - at workplace old people Ergonomics and design, disability, ageing and inclusive design, environmental ergonomics, health effects of environmental stressors
Ekistics	Ekistics concerns the science of human settlements, including

	regional, city, community planning and dwelling design. The study involves every kind of human settlement, with particular attention to geography, ecology, human psychology, anthropology, culture, politics, and occasionally aesthetics. As a scientific mode of study, ekistics currently relies on statistics and description, organized into five ekistic elements or principles: nature, Anthropos, society, shells, and networks. It is generally a more scientific field than urban planning and has considerable overlap with some of the less restrained fields of architectural theory. In application, conclusions are drawn aimed at achieving harmony between the inhabitants of a settlement and their physical and socio-cultural environments.
Art in Public Spaces	art in public spaces enriches our lives in various ways, in many places. It can send important messages to the community, make people more aware of the environment, and let them see it in a different way. It is a homage to the artists who create for all to see, who captured “If there is such a thing as public art, what then is private art?” It remains a key issue as art in the public realm takes on an ever more significant role in our urban parks, plazas and avenue medians. With outdoor sculpture, the private act of looking converges with the public habit. Public art is a communal activity; its reach can be powerful for communities and neighbourhoods. Artists realize a democratic ideal in outdoor settings that are free to all viewers.
Set and stage design	Students learn about stage design and explore allied field associated with it. Students will learn concepts of the stage and set design. Students will understand basic acoustical rules. Conceptual visualization: Measure Drawings, Lighting, Location surveying, Production Work –Wood, Metal, Fabric. Storyboarding – Model making

STAGE III: X Semester

POOL III: LAST SEMESTER

MOOC according to the thesis	MOOC ACCORDING TO THESIS TOPIC
Workshop acc to the thesis	According To Thesis Topic