



K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION



SCHOOL OF ARCHITECTURE AND DESIGN

Academic Session 2026-27

SCHOOL HANDBOOK



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1. About the School (Overview: Year of Approval, Mandatory Approvals):

The School of Architecture and Design (SOAD) at K.R. Mangalam University is a dynamic and forward-thinking institution that empowers students with cutting-edge knowledge and skills to shape the future of design. Established in 2013 with the prestigious Bachelor of Architecture (B.Arch.) programme governed by the Council of Architecture, SOAD has evolved into a hub for creative excellence. The B.Arch. programme is a comprehensive five-year degree meticulously crafted by industry experts, offering a blend of real-world projects, immersive workshops, and holistic learning to prepare students for the complexities of architectural planning and design.

SOAD expanded its horizons in 2019 with the introduction of the Bachelor of Design (B.Des.) in Interior Design, a four-year programme that equips students with innovative thinking, artistic flair, and technical proficiency. Covering essential aspects like spatial planning, material selection, and lighting aesthetics, the course ensures graduates are industry-ready to excel in various professional settings.

In 2021, the School united its architecture and design disciplines to form a multidisciplinary entity called School of Architecture and Design (SOAD). Adding to its repertoire, the B.Des. in Fashion Design programme caters to aspiring fashion enthusiasts, blending modern education with traditional design principles to cultivate creativity and market-ready skills. The B.Des. in Game Design & Animation, launched in 2022 in collaboration with ImaginXP, empowers students with expertise in storytelling, animation, and game development, preparing them for a thriving industry.

Further enriching its offerings, SOAD introduced a Bachelor of Fine Arts (BFA) programme in 2023, nurturing artistic talent and fostering innovation among creative explorers. In 2024, the National Education Policy-aligned Bachelor of Design (B.Des.) programme debuted, featuring diverse specializations such as Interior Design, Fashion Design, UX/UI, and Game Design, equipping students with future-ready skills to lead the design industry.

SOAD stands as a beacon of creative excellence, committed to transforming passionate learners into visionary designers capable of reshaping the world with their innovative ideas and skills.

2. Vision and Mission:

2.1 University:

Vision:

K.R. Mangalam University aspires to become an internationally recognized institution of higher learning through excellence in inter-disciplinary education, research, and innovation, preparing socially responsible life-long learners contributing to nation building.

Mission:

- Foster employability and entrepreneurship through futuristic curriculum and progressive pedagogy with cutting-edge technology
- Instil notion of lifelong learning through stimulating research, Outcomes-based education, and innovative thinking
- Integrate global needs and expectations through collaborative programs with premier universities, research centres, industries, and professional bodies.
- Enhance leadership qualities among the youth understanding ethical values and environmental realities.

2.2 School:

VISION:

To be a leading institution in the field of Architecture and Design globally, recognized for innovation, sustainability, and excellence in education, research and practice.

MISSION:

- Provide a comprehensive structured learning experience that develops strong cognitive thinking and skills in the field of architecture and design.
- Foster a collaborative and inclusive learning environment that encourages creativity and critical thinking.
- Promote sustainable and ethical design practices that address global and local challenges.
- Instill a strong foundation of ethical principles, ensuring graduates act with integrity and social responsibility in their professional endeavours.
- Engage with the community and industry to advance the role of architecture and design in society.

3. Messages:

3.1 Vice Chancellor:

At the very outset, I extend my heartiest congratulations for being enrolled with one of the best Schools of K.R. Mangalam University (KRMU) i.e. the School of Architecture and Design. There are no secrets to success. It is always the result of preparation, hard work, resilience and learning from failures.

In my capacity as officiating Vice-Chancellor, I express profound happiness in welcoming you all at K.R. Mangalam University. I appreciate your choice of K.R. Mangalam University (KRMU) as a catalyst and vehicle for your successful career and happy life.

I am glad to inform you that K.R. Mangalam University is one of the best young private Universities in the country with student-centric facilities in place. I assure you that you are at one of the best University with a lot of opportunities, provided you are committed and dedicated. The University is employability and entrepreneurship focused located in one of the best cities in the country with ecosystem to shine like a shining star.

I hope, you will be blessed with a great real-world learning experience in every field of knowledge and will have plenty of opportunities to interact and learn from the best practitioners of the profession in your area of interest. We at KRMU take immense pride in our teaching learning processes which are curated to develop each student holistically.

The well-designed learning experience of the University encompasses both inside-classroom and outside-classroom activities. The University provides a learning experience focused on holistic development encompassing the three domains of learning: Cognitive, Affective & Psychomotor.

You will be welcomed with a new experience of learning right from the first day you join KRMU by having the complete learning journey of your chosen program in the form of a “Structured Learning Pathway” which depicts every event, activity and experience in detail. This will assure you a well-defined approach to learning.

I am sure your learning and interaction with experienced faculty and fellow scholars will be highly exciting and productive which will immensely contribute to your life in navigating the challenges. Together, we will overcome all hurdles in your holistic development.

Wish you all the best and great learning with us. The best investment is to develop yourself by spending time every day sharpening your axe so that you become a lubricant, not seawater, to your life and career. ‘Individual development results from what one thinks and does’ Salutations from the VC

3.2 Dean:

It gives me immense pleasure to welcome you to the School of Architecture & Design (SOAD), K.R. Mangalam University — a vibrant creative ecosystem where ideas are explored, innovation is nurtured, and futures are designed.

At SOAD, we believe that design education is not merely about acquiring skills; it is about developing the ability to observe deeply, think critically, empathize meaningfully, and create responsibly. In an age defined by rapid technological, social, and environmental transformations, the role of architects, designers, artists, and creative thinkers has become more significant than ever before.

The School proudly offers a multidimensional spectrum of programmes in Architecture, Interior Design, Fashion Design, UX/UI & Interaction Design, Game Design & Animation, and Fine Arts.

These programmes are carefully designed to reflect the evolving needs of the creative industries while remaining rooted in sustainability, cultural understanding, innovation, and human-centered thinking.

At K.R. Mangalam University, we have consistently evolved into a progressive academic institution committed to excellence in teaching, learning, research, and industry engagement. Supported by experienced faculty, state-of-the-art infrastructure, specialized laboratories, digital technologies, and integrated campus facilities, SOAD provides students with an environment that inspires creativity, experimentation, and collaboration.

Our pedagogy is deeply learner-centric and predominantly studio-based, encouraging students to explore, discover, question, experiment, and take intellectual risks. Through experiential learning initiatives, live projects, workshops, industry mentorships, field visits, and interdisciplinary collaborations, students are exposed to real-world contexts and contemporary professional practices. Initiatives such as ADDA@SOAD, KRMU@Live Lab, and MULYA reflect our commitment to bridging academia with industry, community, culture, and innovation.

We strongly believe that meaningful learning happens when classrooms extend beyond four walls. At SOAD, students engage with a diverse spectrum of voices and perspectives from academia, industry, communities, and global creative practices. This exposure helps cultivate reflective practitioners and future leaders who are socially conscious, technologically adept, environmentally responsible, and globally aware.

As emerging technologies such as Artificial Intelligence, immersive media, digital fabrication, and computational design continue to redefine the creative professions, our focus remains on nurturing adaptable and interdisciplinary thinkers capable of shaping the future with sensitivity and purpose.

The ethos of SOAD is anchored in curiosity, collaboration, critical inquiry, and creativity. We aspire to create not only successful professionals, but compassionate individuals who can contribute meaningfully to society through design and innovation.

To all aspiring students, I extend a warm invitation to join us on this enriching academic journey. Together, let us imagine, create, and build a future that is inclusive, sustainable, and impactful.

4. School Boards and Committees:

4.1 School Advisory Board:

NA

4.2 Board of Studies:

Board of Studies (BoS) Procedure Formation: Includes faculty, external experts, industry professionals, and alumni, chaired by the Dean of SOAD and School Coordinators. Agenda Setting: Covers syllabus updates, course proposals, and assessment methods, shared with members beforehand. Meetings: Held periodically to discuss and finalize recommendations for curriculum and assessment updates. Approval: Finalized proposals are sent to the Academic Council or higher authorities for approval. Documentation: Minutes of the Meeting (MoM) are recorded and submitted for official records.

Members of the Board of Studies:

S.NO	Name & Designation	Role
1	Prof. Dr. Tanaya Verma, Dean, School of Architecture & Design (SOAD)	Chairperson
2	Prof. Hemani Singh, Professor, School of Architecture & Design (SOAD)	Member
3	Ar. Praveen Gupta, Associate Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
4	Ar. Mansha Samreen, Associate Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
5	Mr. Indrajeet Kumar, Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
6	Mr. Prajwal Khantwal, Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
7	Mr. Vikas Kumar Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
8	Ms. Ritika, Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
9	Dr. Ankita Majumdar, Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
10	Ms. Akansha Assistant Professor & Program Coordinator, School of Architecture & Design (SOAD)	Member
11	Dr. Sagar Paruthi, Assistant Professor & Ph.D. Coordinator, School of Architecture & Design (SOAD)	Member
12	Dr. Nilkanta Das, Assistant Professor & Ph.D. Coordinator, School of Architecture & Design (SOAD)	Member
13	Dr. Ila Gupta, Academician (Architecture & Interior Design)	External Expert
14	Mr. Rajkumar H. Mahajan, Associate Professor, College of Arts, New Delhi (Fine Arts)	External Expert
15	Ar. Nisha Sharma, Assistant Professor, School of Architecture & Design (SOAD)	BOS Coordinator

School Research Committee: NA

Academic Coordination: Roles and Responsibilities:

An academic coordinator is essential to making sure that academic operations run well in an organization. By making sure the curriculum is implemented effectively, keeping track of syllabus completion, and making recommendations for revisions based on feedback, they supervise curriculum management. They encourage faculty development initiatives, set up frequent meetings, and handle academic issues while serving as a bridge between the administration and the faculty. They monitor students' performance, set up remedial classes, and promote involvement in extracurricular and co-curricular activities to provide them the crucial assistance they need. In addition to managing scheduling, evaluation, and result announcement for exams, the Academic Coordinator also handles associated complaints.

As a liaison between administration, professors, students, and parents, they ensure that academic updates and policies are effectively disseminated, therefore communication and teamwork are essential components of their job. In addition to creating reports and maintaining academic records, they also make sure that accreditation and institutional requirements are met. They also organize academic calendars, timetables, and activities like industry visits, guest lecturers, and orientation programs to improve the educational experience. Monitoring instructional strategies, gathering input, and putting changes into

practice are all part of quality assurance, which is another crucial duty. Through the supervision of paperwork, accreditation procedures, and event planning, the Academic Coordinator guarantees a well-organized and flourishing learning environment that promotes the achievement of both professors and students.

5. Faculty and Staff

Dr. Tanaya Verma (Professor & Dean, SOAD)

Program Coordinators -

- Ar. Praveen Gupta, Associate Professor and Program Coordinator B. Arch
B.Arch - Madhav Institute of Technology and Sciences, Gwalior
M.Tech - Urban Development Management, TERI School of Advanced Studies University, New Delhi
- Ar. Mansha Samreen, Associate Professor and Program Coordinator B.ID
B. Arch- Jamia Millia Islamia, New Delhi
M. Arch- Jamia Millia Islamia, New Delhi
- Dr Dinkar Kumawat , Assistant Professor and Program Coordinator of B.Des Fashion Design
B.sc Fashion Technology - PTU Jalandhar , Punjab
M.sc Fashion Marketing and Merchandising PTU Jalandhar , Punjab
PhD (Fashion Management) NIMS university, Jaipur
- Ms. Ritika Mittal, Assistant Professor and Program Coordinator B. Fine Arts
BFA (Painting), College of Art, Delhi University
MVA (Visual Arts), Dr. B.R. Ambedkar University, New Delhi
- Mr. Vikas Yadav, Assistant Professor and Program Coordinator B. Des. UX/UI
B.Des - NIFT Gandhinagar
M.Des - NID Bangalore
- Mr. Prajwal Khantwal, Assistant Professor and Program Coordinator B. Des.Game Design
B.A (Economics & English), Master's in Computer Graphics and Animation

Team Members:

- Ar. Hemani Singh , Professor - Architecture
B. Arch. (Bachelor of Architecture), School of Planning and Architecture, New Delhi.
Master of Science in Architecture, Building and Planning, Eindhoven University of Technology, The Netherlands (TU/e)
- Ar. Disha Shah , Associate Professor – Architecture and Interior Design
B. Arch- Kolhapur College of Architecture, Kolhapur
M.Arch- Amity University, Noida.
- Ar. Nisha Sharma, Assistant Professor - Architecture and Interior Design and BOS Coordinator
B.Arch- Vastu Kala Academy, New Delhi
M.Arch - Lingayas Vidyapeeth, Faridabad.

- Dr. Sagar Paruthi, Assistant Professor- Architecture and Interior Design
B.Tech- Maharishi Markandeshwar University, Mullana
M.Tech- Kurukshetra University, Kurukshetra
Ph.D – Jamia Millia Islamia, New Delhi
- Ar. Sukriti Setia, Assistant Professor - Architecture and Interior Design
M.Arch , IIT Roorkee (2023-2025)
B.Arch, Aayojan School of Architecture, Jaipur (2015-2020)
- Ar. Akshita Joshi , Assistant Professor- Architecture and Interior Design
B. Arch , Aayojan School of Architecture, Jaipur
Master of Interior Design, Florence Institute of Design International, Florence, Italy
Master of Planning (Urban Planning), Malaviya National Institute of Technology, Jaipur
- Ms. Sheenam Wadi , Assistant Professor- Architecture and Interior Design
B.Com (Commerce) Kurukshetra University, Kurukshetra
Export Import Diploma
Post Graduation in Furniture and Interior Products Indian Institute of Crafts and Design. Jaipur.
- Ar. Shruti Dubey , Assistant Professor- Architecture and Interior Design
B.Arch. Maharshi Dayanand University, Rohtak, Haryana
M.Plan (Transportation Planning and Logistics Management): School of Planning and Architecture, Bhopal.
- Indrajeet Kumar , Assistant Professor - Fashion Design
B. Des- NIFT Kolkata
MFM- NIFT Delhi
- Ms. Paramjeet Kaur , Assistant Professor - Fashion Design
MBA Marketing Management and Fashion Designing- Swai Vivekanand University
B.Sc. Fashion Technology- Punjab Technical University
- Ms. Versha Verma Assistant Professor- Fashion Design
B.Des(FD) – NIFT Gandhinagar
M. Des Fashion textile – Amity University Noida
- Ms. Annu Yadav Assistant Professor- Textile Design
B.Sc. (Fabric & Apparel Science)- Delhi University
M.Sc. (Fabric & Apparel Science)- Delhi University
- Ms. Kanishka Singh Assistant Professor - Fashion Design
Bachelors in Science-Textile Design from NIFT Chandigarh ,
Post Graduation- Master's in Design from Banasthali Vidyapeeth, Jaipur-Textile Design (specialization PRINTING),
- Mr. Deepanshu Sharma , Assistant Professor - BFA
BFA- Sculpture, Chandigarh College of Arts
MFA- Creative Sculpture, Chandigarh College of Arts.

- Dr. Nilkanta Das , Assistant Professor – BFA
Ph.D in History of Art , Visva-Bharati University (2014 - 2024)
MFA in History of Art Visva-Bharati University (2012 - 2014)
BFA in History of Art Tripura University (2008 - 2012)
- Mr. Tanuj Kumar Biswas , Assistant Professor – BFA
BFA - Rabindranath University, Kolkata, West Bengal
MFA - Bundelkhand University, Jhansi, Uttar Pradesh
- Mr. Shantanu Dey, Assistant Professor – BFA
B.V.A - Government College of Art & Craft, University of Calcutta, India.
Postgraduate in Creative Sculpture, M. S. University of Baroda, India.
M.V.A - Government College of Art & Craft, University of Calcutta, India.
- Mr. Sahil, Assistant Professor – BFA
BFA - Painting - College of Art, New Delhi.
MFA - Creative Painting - Department of Fine Arts, Kurukshetra University, Kurukshetra
- Mr. Sarthak Varshney ,Assistant Professor – BFA
UGC-NET (Visual Arts) – Qualified (2024)
Master of Fine Arts - Painting – Gold Medallist, Central University of Himachal Pradesh
Bachelor of Fine Arts - Painting – Chaudhary Charan Singh University, Meerut (2020)
- Dr. Ankita Majumdar , Assistant Professor – BFA
PHD Qualification BFA, MFA Net JRF Qualified - Banaras Hindu University
- Mr. Chaitanya Gupta , Assistant Professor – BFA
BFA - Banaras Hindu University, Varanasi, Uttar Pradesh
M.Des - The Maharaja Sayajirao University of Baroda, Vadodara, Gujarat
- Mr. Pravesh Tandon, Assistant Professor – Game Design and Animation
B.Sc. Animation & Gaming - Kurukshetra University
M.Sc. Animation - Asian Academy of Film & TV
- Mr. Anirudh Gupta , Assistant Professor – UX/UI and Game Design and Animation
Diploma - Game Design and Development, MAAC
Diploma - Multimedia and Animation, NIELIT
B.Com - Business, DU SOL
MCA - AI and ML, ODL IGNOU, Pursuing
- Mr. Gautam Kumar Shant, Assistant Professor – Game Design and Animation
B.Des - Artemesia College of Art and Design, Indore, Madhya Pradesh
Diploma – Game Programming and Production, Gamer2Maker, Hyderabad, Telangana, Pursuing
Certificate – Web Print and 3D Animation, MAAC, Faridabad, Haryana

6. School Infrastructure (Physical and Learning)

The School of Architecture and Design is home to cutting-edge facilities that encourage originality, creativity, and hands-on learning. Modern software and computer laboratories to support digital modelling and rendering are also available on campus, along with large, well-lit studios for architectural drafting

and design. Dedicated workshops for prototyping and model-making give students practical experience with materials and crafts. In order to improve knowledge of building methods and sustainable practices, the facility also has a sizable materials library with a wide range of samples and references.

Specialized laboratories including surface decoration facilities, clothing fabrication studios, and textile labs help design students enhance their practical skills. The school has smart classrooms with contemporary audiovisual tools for an engaging learning environment, as well as collaboration areas for group projects and brainstorming. To meet academic and research demands, a well-stocked library provides an amazing range of books, periodicals, and digital resources in the fields of architecture and design.

The campus infrastructure also includes gallery spaces to display student work and seminar rooms and auditoriums for seminars, lectures, and exhibits. Open-air studios and manicured areas are examples of outdoor environments that foster creativity and enable practical design applications. As a complete learning center, the School of Architecture and Design makes sure students have access to all the resources they need to succeed in their professions.

NAME	QTY.
Design Studios	15
Lecture room	4
Computer Lab	1
Pattern Making Lab	1
Garment Construction lab	1
Textile Lab	1
Exhibition Room	1
Dean Office	1
Material Museum	1
Construction Yard	1
Carpentry/ Welding workshop	1

SHARED FACILITIES	
NAME	QTY.
Central Library	1
Carpentry/ Welding workshop	1
Surveying/ Concrete Lab	1
Extra-Curricular Indoor (Snooker, Dance, Music room)	1
Extra-curricular Outdoor (Basketball, Badminton)	1

7. Best Practices:

- Nurturing Eco-Conscious Behavior
- Initiatives for Environmental Sustainability and Social Responsibility
- Promoting Eco-Conscious Behavior and Collaborative Learning among Students
- Integrating Sustainability into Curriculum and Design Education
- Extension Activities for Community Engagement
- Sustainable Design Projects and Studio-Based Learning

- Workshops, Seminars, and Awareness Campaigns on Sustainability
- Upcycling, Recycling, and Waste Management Initiatives
- Use of Sustainable Materials and Resource-Efficient Practices
- Research, Publications, and Innovation in Sustainable Design
- Interdisciplinary Collaboration for Environmental Solutions
- Partnerships with Schools, NGOs, and Local Communities
- Design Competitions and Exhibitions Promoting Sustainability
- Green Campus and Resource Conservation Initiatives
- Developing Responsible Designers for a Sustainable Future

8. School Education Philosophy

Learn to Earn a Living: At KRMU we believe in equipping students with the skills, knowledge, and qualifications necessary to succeed in the job market and achieve financial stability. All the programmes are tailored to meet industry demands, preparing students to enter specific careers and contributing to economic development.

Learn to Live: The University believes in learners' holistic development, fostering critical thinking, creativity, emotional intelligence, and a deeper understanding of the world. Our aim is to nurture well-rounded individuals who can contribute meaningfully to society, lead fulfilling lives, and engage with the complexities of the human experience.

9. Educational Pedagogy (Inside and Outside Classroom):

A structured learning experience (SLE) is crucial for effective education as it provides a clear and organized framework for acquiring knowledge and skills. By following a well-defined curriculum, learners can build on prior knowledge systematically, ensuring that foundational concepts are understood before moving on to more complex topics. This approach not only enhances comprehension but also fosters critical thinking by allowing learners to connect ideas and apply them in various contexts. Moreover, a structured learning experience helps in setting clear goals and benchmarks, enabling both educators and students to track progress and make necessary adjustments. Ultimately, it creates a conducive environment for sustained intellectual growth, encouraging learners to achieve their full potential. At K.R. Mangalam University SLE is designed as rigorous activities that are integrated into the curriculum and provide students with opportunities for learning in two parts:

- **Inside Classroom:** Structured learning in the classroom focuses on building cognitive outcomes through a student-centric approach. The methods used in this approach include:
- **Cognitive Learning:** Students enhance their critical thinking and creative problem-solving skills by engaging with the foundational elements of design, including design principles, material exploration, creative processes, and technical practices. They are taught to analyse user needs, cultural influences, industry trends, and emerging technologies to develop innovative, functional, and market-relevant solutions across architecture, interior design, fine arts, game design, and UI/UX.
- **Student-Centric Learning:** Active participation is at the core, encouraging students to collaborate, ask questions, and engage in peer discussions. This approach fosters independent learning and reflection on the design process, helping students develop unique design identities and fashion sensibilities.

- **Teaching Methods:** A blend of lectures, design critiques, and workshops ensures that students gain both theoretical knowledge and practical skills in fashion design. The use of visual aids, case studies from the fashion industry, and multimedia presentations enriches students' learning experience.
- **Tools and Techniques:** Students are introduced to various creative tools, technologies, and techniques relevant to their respective design disciplines, including digital software, industry-standard applications, and practical methodologies. Hands-on practice with these tools enables them to develop technical proficiency, create detailed design outputs, explore digital and physical processes, and transform creative concepts into innovative, functional, and industry-oriented solutions across architecture, interior design, fine arts, game design, and UI/UX.
- **Approach:** Design thinking and project-based learning are emphasized, allowing students to explore fashion concepts through research, ideation, prototyping, and final garment construction. This approach enhances creativity, attention to detail, and technical prowess while encouraging sustainable and innovative design solutions.
- **Outside Classroom:** The outside classroom experience students' people skills and psychomotor skills through industry-related, community, and hands-on activities:
- **People Skills:** Students collaborate with industry professionals, peers, clients, and creative teams through real-world projects, improving communication, teamwork, leadership, and professional interaction skills. Internships, live projects, industry visits, workshops, exhibitions, and collaborative assignments with architecture firms, interior design studios, art organisations, technology companies, game studios, and design agencies provide exposure to industry practices, professional workflows, and evolving creative ecosystems.
- **Psychomotor Skills:** Hands-on activities across various design disciplines help students develop technical abilities, creativity, precision, and practical understanding of materials and processes. Through workshops, studio practices, and experiential learning, students engage in activities such as model making, architectural drafting, interior prototyping, material exploration, sketching, digital fabrication, visual art practices, game asset creation, UI/UX prototyping, and other industry-relevant techniques. These practical experiences enhance their coordination, craftsmanship, problem-solving abilities, and confidence in transforming concepts into functional and innovative design outcomes.
- **Industry Interactions:** Regular internships, industry visits, and collaborative projects with fashion designers and retail brands bridge the gap between classroom learning and industry expectations. Students apply their classroom knowledge in professional settings, gaining practical insights into fashion trends, consumer preferences, and production processes.
- **Community Engagement:** Engaging in community-based fashion projects helps students develop a sense of social responsibility. They might work on sustainable fashion initiatives or design clothing for marginalized communities, using their design skills to create socially conscious and impactful fashion solutions.

10. Evaluation:

Grading Policies and Procedures for theory courses, practical courses, projects, Internships, Dissertation

As per university examination policy of K R Mangalam University, the Program Outcome assessments is done by aggregating both direct and indirect assessments, typically assigning 80% weightage to direct assessments and 20% to indirect assessments, to compute the final course attainment.

For Studio Courses: Evaluation Pattern I: (100% Internal)

Total Maximum Marks: 100					
Component	Major 1	Assignments	Major 2	Review	Attendance
Marks	20	30	20	20	10
Level	Mid Term Internal	Continuous Assessment	End Term Internal	End Term	Continuous Assessment
Mode	Class Test/ Time Problem/ Viva	Presentation/ Project/ visit report/ case study/ model/ Viva	Class Test/ Time Problem/ Viva	Exhibition/ Presentation/ Viva	iCloud/ Academia (online)

Evaluation Pattern II: (100% Internal)

Total Maximum Marks: 100				
Component	Assignments	Major 1	Review	Attendance
Marks	50	20	20	10
Level	Continuous Assessment	End Term Internal	End Term	Continuous Assessment
Mode	Presentation/ Project/ visit report/ case study/ model/ Viva	Class Test/ Time Problem/ Viva	Exhibition/ Presentation/ Viva	iCloud/ Academia (online)

Evaluation Pattern III: (50% Internal-50% External (Theory Exam or Jury))

Total Maximum Marks: 100				
Component	Major 1	Major 2	External Jury	Attendance
Marks	20	20	50	10
Level	Mid Term Internal	End Term Internal	End Term External	Continuous Assessment
Mode	Presentation/ Project/ visit report/ case study/ model/ Viva	Presentation/ Project/ visit report/ case study/ model/ Viva	Exhibition/ Presentation/ Viva	iCloud/ Academia (online)

It is compulsory for a student to secure 40% marks to secure minimum passing grade

11. Collaborations:

Year of signing MoU	Name of the organization with whom MOU/Collaboration being signed	Duration
2022	MOU with Piloo Mody College of Architecture in Cuttack, Odisha	3 years
2022	MOU with RV College of Architecture	3 years
2022	MOU with Kamlini Vocational	3 years
2022	The Department of Architecture, University of Ferrara, (DA_Unife),Italy	5 Years
2022	H P Singh Memorandum of Understanding	3 years
2022	Indian Art and Craft	3 Years
2022	Sonu Exim	1 Year

2023	Babu Banarasi Das University	2 Year
2023	Archovation MOU	1 Year
2024	MOU With SRM Institute, Chennai	3 Year
2024	Jodhpur Rugs	2 Year
2024	Studio Statva	2 Year
2025	Furniture and Fitting Skill Council	2 Year
2025	Knowledge Center	2 Year
2025	Plasticvalla	2 Year
2025	SOKU Design Corporation	2 Year
2025	Center for Ecology Development & Research (CEDAR)	3 years

12. Programmes Offered by the School including PhD (List of Programs):

S.No.	Program Name	Duration
1	Bachelor of Architecture (B. Arch.)	5 Years
2	Bachelor of Design (B. Des) in Fashion Design	4 Years
3	Bachelor of Design (B. Des) in Interior Design	4 Years
4	Bachelor of Fine Arts (B.F.A)	4 Years
5	Bachelor of Design (B. Des) in Game Design & Animation	4 Years
6	Bachelor of Design (B. Des) in UX UI & Interaction Design	4 Years
7	Masters of Design (M.Des) in Interior Design	2 Years
8	Masters of Fine Arts (MFA)- Applied Art	2 Years
9	Masters of Fine Arts (MFA)-Painting	2 Years

12.1 Bachelor of Architecture (B. Arch.) –

A five-year program that develops visionary architects with a strong foundation in design, construction, and environmental sustainability.

12.1.1 Program Overview:

The Bachelor of Architecture (B.Arch.) is a five-year undergraduate degree program that teaches students how to plan, design, and construct physical structures. The programme is designed to impart scientific knowledge to the students and will provide theoretical as well as practical training & knowledge. The program offered by the school is approved by Council of Architecture (COA), New Delhi. The curriculum has been specifically designed to impart latest knowledge and skills relevant to Architecture field including Industrial Visits / Training / Guest Lectures of Experts from Industry and Academia.

The programme equips students with the necessary skills and knowledge to embark on a rewarding career in architecture. Through a blend of studio-based learning, technical courses, and theoretical studies, students learn to design sustainable, functional, and aesthetically pleasing structures. It typically emphasizes creativity, problem-solving, and collaboration, preparing graduates to address the evolving challenges of the built environment.

Upon completion, graduates are equipped with the necessary skills to begin their careers as architects, with a deep understanding of both theory and practice. The curriculum's integration of hands-on experience ensures that students are well-prepared for real-world projects.

12.1.2 Duration:

- 1) As per Council of Architecture (COA) directives & regulations the B.Arch programme shall comprise of two stages: Stage-I (First 3 years) & Stage-II (Fourth & Fifth Year). The Minimum duration for the completion of B.Arch. Programme offered by the university is 5 academic years. or 10 semesters of 15 to 18 working weeks (90 work days) each, inclusive of six months or one semester of approximately 16 working weeks of practical training during 8th semester.
- 2) The Curriculum structure of the Architecture course shall follow the guidelines as outlined in Appendix-A under the Choice Based Credit System. However, the modes of periodic assessment, end semester and viva voce examinations, weightages and grading system are left to the discretion of the University or Institution.
- 3) A candidate shall not be permitted to enroll for the Architectural Design course in a semester unless he has completed the Architectural Design course of the previous semester.
- 4) A candidate shall not be permitted to enroll for the tenth semester Architectural Design Thesis or dissertation or project course unless he has successfully completed Practical Training or Internship.
- (5) A candidate shall be awarded the degree in Architecture course by the University or Institution for having earned the minimum credits as specified in the curriculum.
- (6) The Architecture Course shall be completed in a maximum period of 8 years. However, in special circumstances a candidate may be granted an extra 1 year by the University or Institution to complete the course. This shall be given only once to the candidate and treated as zero year.
- (7) In case a candidate is not able to complete the course in the prescribed duration, the University or Institution may provide an exit option for the candidate if he has completed and earned all credits for the first three years of study.

12.1.3 Career options

Opportunities exist in both public & private sector, in the field of Architecture & Building construction industry.

Graduates can pursue careers in Architecture firms, construction companies, urban planning agencies, real estate agencies, government bodies, or even as independent consultants or entrepreneurs. The diverse knowledge gained during the program ensures that B.Arch. graduates are versatile and capable of adapting to various roles within the field.

12.1.4 PEO:

PEO 1: Human Values and Social Impact: Graduates will integrate human values and social responsibility in their work, creating inclusive and sustainable spaces that enhance community well-being.

PEO 2: Career Excellence: Graduates will advance in their careers through continuous learning and the application of innovative design and technical skills in diverse professional settings.

PEO 3: Professional Integrity: Graduates will demonstrate professional competence, collaborating across disciplines to solve architectural challenges with sensitivity to cultural and environmental contexts.

PEO 4: Ethical Practice: Graduates will adhere to ethical standards, prioritizing sustainability, cultural sensitivity, and social welfare in their design and professional decisions.

PEO 5: Entrepreneurial Innovation: Graduates will foster entrepreneurial skills to create and lead successful design ventures, embracing innovation while maintaining ethical business practices.

12.1.5 PO:

PO1 - Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing Architectural solutions that meet client needs and enhance the user experience.

PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable built environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO5 - Sustainable Design Practices: Integrate principles of sustainability into Architectural projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: Lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

12.1.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)

A candidate shall be awarded the degree of Architecture course by the University or Institution for having earned the minimum credits as specified in the curriculum as per Council of Architecture (COA) directives & regulations.

12.1.7 Learning Resources (Optional):

NA

12.1.8 Admission Eligibility

- (1) No candidate shall be admitted to architecture course unless he has passed an examination at the end of the 10+2 scheme of examination with at least 50 per cent. aggregate marks in Physics, Chemistry and Mathematics and at least 50 per cent. marks in aggregate of the 10+2 level examination or passed 10+3 Diploma Examination with Mathematics as compulsory subject with at least 50 per cent. marks in aggregate.

- (2) The candidate needs to qualify an Aptitude Test in Architecture conducted by the Council complying with the Admission Norms prescribed in Appendix-D.
- (3) The institutions shall give weightage of 50 per cent. marks for aptitude tests and 50 per cent. marks in the qualifying examination as provided in Council of Architecture (COA) regulations in the matter of admissions.

12.2 Bachelor of Design (B. Des) in Fashion Design:

A four-year program focused on fostering creativity and technical skills in fashion, preparing students for the dynamic fashion industry.

12.2.1 Program Overview (including table):

The Bachelor of Design (Hons. / Hons. with Research) Fashion Design program is a four-year undergraduate degree designed to provide students with a robust foundation in fashion design, blending creative exploration with technical expertise. The program is crafted to develop an understanding of garment design, fashion aesthetics, textile selection, and consumer behaviour, empowering students to create innovative and functional fashion collections.

The Fashion Design specialization emphasizes the creative and practical aspects of apparel design for various markets, including haute couture, ready-to-wear, and sustainable fashion. Students receive training in garment construction, fabric selection, patternmaking, draping, and the integration of technology in fashion design. This specialization stresses the alignment of design principles with market trends, equipping graduates to meet the fast-paced demands of the fashion industry.

Throughout the program, students develop a professional portfolio showcasing their work, from initial concept sketches to final garments, technical flats, and 3D visualizations. Graduates of the program are well-prepared to pursue careers in fashion design studios, fashion houses, retail brands, or as independent designers, contributing to the creation of innovative and sustainable fashion solutions.

This specialization fosters students' creative vision while providing them with the technical skills, industry insights, and project management abilities required to succeed in today's dynamic and competitive fashion design industry.

12.2.2 Duration:

8 semesters, 4 Years (Full-Time)

12.2.3 Career options:

Fashion Designer (Menswear, Womenswear, Kids wear): Design tailored collections for diverse markets, specializing in men's, women's, or children's fashion. This includes understanding market trends, cultural influences, and consumer preferences to create compelling designs.

CLO 3D Digital/Virtual Fashion Designer: Use CLO 3D software to create virtual fashion designs for brands, e-commerce, or independent collections. This role involves 3D garment simulation, pattern creation, and virtual prototyping, enabling designers to test and visualize garments before production.

Illustrator (Womenswear, Menswear, kids wear): Create detailed sketches and technical drawings for fashion collections. As an illustrator, you work with design to

conceptualize designs for various categories, ensuring accuracy in fit and detail.

Fashion Researcher: Conduct in-depth research into fashion trends, sustainable practices, or material innovations. Researchers provide insights to brands and educational institutions, helping shape the future of fashion by exploring social, cultural, and technological impacts.

Fashion Forecaster: Analyse global trends to predict future styles in colour, texture, and silhouette. Forecasters are integral to brands looking to stay ahead of the curve, providing valuable insights on the direction fashion will take in the coming seasons.

Fashion Stylist: Curate outfits for brands, advertising campaigns, or personal clients. Stylists have a deep understanding of trends and aesthetics, ensuring that looks are cohesive and resonate with brand identity or client needs.

Fashion Journalist/Blogger: Write about fashion trends, designers, and events for magazines, newspapers, or online platforms. Fashion journalists provide critical insights and coverage of the latest happenings in the industry

Costume Designer (Film, TV, Theatre): Design costumes for various media productions, ensuring that the clothing matches the period, narrative, and characters. Costume designers often collaborate with directors to bring the vision of the script to life.

Technical Designer: Specialize in garment construction, pattern making, and ensuring the fit and functionality of designs. Technical designers ensure that clothing is produced to the designer's specifications and that it meets industry standards.

Fashion Merchandiser (Retail Visual Merchandiser): Manage product placement in retail stores or online platforms, ensuring that clothing and accessories are displayed in a way that maximizes sales. Visual merchandisers are responsible for creating appealing and engaging displays.

Entrepreneur in Fashion: Build your own fashion brand, managing everything from design to production and marketing. Entrepreneurs can introduce innovative fashion lines, sustainable collections, or custom couture.

12.2.4 PEO

PEO 1 – Human Values and Social Impact: Graduates will embody human values and social responsibility in their designs, producing inclusive and sustainable fashion that contributes to the well-being of communities.

PEO 2 - Innovative Design Excellence: Graduates will excel in creating innovative, aesthetically pleasing, and functional fashion designs that enhance individual expression and cater to diverse client needs.

PEO 3 - Continuous Professional Development: Graduates will engage in lifelong learning, staying current with evolving trends, technologies, and methodologies in the fashion industry.

PEO 4 - Ethical and Sustainable Practices: Graduates will adhere to the highest ethical standards, demonstrating integrity, social responsibility, and a commitment to sustainable and inclusive fashion design practices.

PEO 5 - Collaborative and Leadership Skills: Graduates will effectively lead and collaborate within multidisciplinary teams, contributing to the advancement of the fashion design profession and the improvement of industry standards.

12.2.5 PO:

PO 1 - Creative and Functional Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing fashion designs that meet client needs and enhance user expression.

PO 2 - Technical Expertise and Competence: Apply advanced technical skills in garment construction, textiles, and fashion illustration to create efficient and sustainable fashion designs.

PO 3 - Ethical Responsibility and Professionalism: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO 4 - Effective Communication Skills: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO 5 - Sustainable and Environmental Design Practices: Integrate principles of sustainability into fashion design projects, promoting environmental stewardship and reducing the ecological impact of the fashion industry.

PO6-Leadership and Collaborative Skills: Lead multidisciplinary teams, effectively communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices, contributing to the community through socially responsible design initiatives.

12.2.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)

K.R. Mangalam University has adopted the National Education Policy NEP-2020 to establish a holistic and multidisciplinary undergraduate education environment, aiming to equip our students for the demands of the 21st century. Following the guidelines of NEP-2020 regarding curriculum structure and duration of the undergraduate programme, we now offer a Four-Year Undergraduate Programme with multiple entry and exit points, along with re-entry options, and relevant certifications.

- UG Certificate after completing 1 year (2 semesters with the required number of credits) of study, and an additional vocational course/internship of 4 credits during the summer vacation of the first year.
- UG Diploma after completing 2 years (4 semesters with the required number of credits) of study, and an additional vocational course/internship of 4 credits during the summer vacation of the second year.
- Bachelor's Degree after completing 3-year (6 semesters with the required number of credits) programme of study.
- 4-year bachelor's degree (Honours) with the required number of credits after eight semesters programme of study.
- Students who secure 75% marks and above in the first six semesters and wish to undertake research at the undergraduate level can choose a research stream in the fourth year. Upon completing a research project in their major area(s) of study in the 4th year, a student will be awarded bachelor's degree (Honours with Research).

Advantage of pursuing 4-year bachelor's degree programme with Honours/Honours with Research is that the master's degree will be of one year duration. Also, a 4-year degree programme will facilitate admission to foreign universities

12.3 Bachelor of Design (B. Des) in Interior Design

Prepares students to design functional and aesthetically pleasing interior spaces through a combination of creativity, technical knowledge, and practical applications.

12.3.1 Program Overview:

The Bachelor of Design (Hons. / Hons. with Research) Interior Design program is a four-year undergraduate degree aimed at providing students with a strong foundation in interior design, combining creative exploration with technical expertise. The program is designed to foster an understanding of spatial design, functionality, aesthetics, and human behaviour, enabling students to create harmonious and efficient interior environments.

The Interior Design specialization focuses on the creative and practical aspects of designing interior spaces for residential, commercial, and institutional settings. Students are trained in space planning, material selection, furniture design, lighting, and sustainability. This specialization emphasizes the integration of design principles with functionality, preparing graduates to meet the evolving demands of the interior design industry.

Throughout the program, students build a professional portfolio showcasing their design projects, from conceptual sketches to detailed technical drawings, models, and 3D visualizations. Graduates of the program are well-equipped to pursue careers in interior design studios, architectural firms, real estate development, or as independent interior designers, contributing to creating innovative and sustainable interior environments.

This specialization nurtures students' creative vision while equipping them with the technical skills, industry knowledge, and project management capabilities required to succeed in today's fast-paced interior design industry.

12.3.2 Duration:

8 semesters, 4 Years (Full-Time)

12.3.3 Career options:

- Career Avenues
- Interior Designer: Work in architectural or design firms, creating functional and aesthetic interiors for various spaces.
- Space Planner: Specialize in optimizing spatial layouts for residential, commercial, and institutional projects.
- Furniture and Product Designer: Design custom furniture and interior products.
- Lighting Consultant: Provide expertise in lighting design, balancing functional and decorative needs for different environments.
- Sustainable Design Consultant: Advise on eco-friendly materials and energy-efficient solutions for sustainable interiors.

- **Retail and Exhibition Designer:** Create engaging retail and exhibition environments that enhance user experience and branding.
- **Project Manager (Interior Design):** Manage interior design projects, overseeing timelines, budgets, and coordination of teams.
- **Entrepreneur Interior Designer:** Offer personalized design services independently.
- **Set Designer (Theatre, Film, TV):** Design immersive and visually appealing sets for the entertainment industry.
- **Real Estate Staging Consultant:** Stage homes for sale by enhancing the interiors to appeal to potential buyers.
- **Academic and Research Roles:** Pursue further studies or research in interior design theories, sustainability, or emerging technologies.

12.3.4 PEO:

PEO 1: Human Values and Well-being: Graduates will design interior spaces that prioritize human well-being, comfort, and inclusivity, fostering environments that enhance quality of life and respect diverse cultural needs.

PEO 2: Career Progression: Graduates will build successful careers in interior design by staying updated with emerging trends, technologies, and sustainable practices, while continuously refining their creative and technical skills.

PEO 3: Professional Expertise: Graduates will demonstrate strong professional capabilities, working effectively across disciplines to design functional, aesthetic, and sustainable interior spaces that meet client and societal needs.

PEO 4: Ethical and Sustainable Practices: Graduates will uphold ethical and sustainable principles, ensuring that their designs contribute to environmental responsibility, social equity, and long-term sustainability in the built environment.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial skills, establishing independent interior design practices or businesses that leverage innovative approaches and uphold ethical business standards.

12.3.5 PO

PO1- Creative Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing interior design solutions that meet client needs and enhance the user experience.

PO2 - Technical Competence: Apply advanced technical skills in space planning, materials selection, and construction methods to create efficient and sustainable interior environments.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO4 - Effective Communication: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO5 - Sustainable Design Practices: Integrate principles of sustainability into interior design projects, promoting environmental stewardship and reducing the ecological impact of built environments.

PO6 - Leadership and Social Skills: Lead multidisciplinary teams effectively, communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices and contributing to the community through socially responsible design initiatives.

12.3.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

12.3.7 Learning Resources (Optional):

NA

12.3.8 Course Registration (optional):

NA

12.4 Bachelor of Fine Arts (B.F.A)

Explores various visual arts disciplines such as painting, sculpture, and graphic arts.

12.4.1 Program Overview :

The Bachelor of Fine Arts (BFA) program is a four-year undergraduate degree designed to provide students with a comprehensive foundation in visual arts, with an emphasis on both creative expression and technical skill development. This program offers specializations in various fields, including Painting and Applied Art, enabling students to hone their craft in a particular area of interest while gaining a broader understanding of art and design principles.

In the Painting specialization, students explore traditional and contemporary techniques in drawing, color theory, and composition. They learn how to work with various media such as oils, acrylics, and watercolors, while also being encouraged to experiment with mixed media and conceptual approaches. Courses in art history, critical theory, and studio practice aim to develop both technical skills and an individual artistic voice, preparing students for careers as professional painters, illustrators, or independent artists.

The Applied Art specialization focuses on the creative application of design principles in commercial and functional contexts. Students are trained in visual communication, graphic design, typography, advertising, and illustration. This specialization emphasizes the intersection of creativity and practicality, preparing graduates to work in industries like advertising, publishing, media, and corporate design. Throughout the program, students develop portfolios showcasing their ability to convey ideas visually through design and composition, often leading to careers in art direction or creative services.

This specialization aims to nurture the student's creative vision while equipping them with the technical and professional skills needed to succeed in today's dynamic art and design landscape.

12.4.2 Duration:

The duration of this programme is four years (eight semesters) with multiple entry/exit options.

12.4.3

Career options:

- Fine Artist: Freelance or gallery-based artist creating original works.
- Art Director: Leading creative teams in advertising, media, or design.
- Illustrator: Creating visuals for books, magazines, and digital platforms.
- Graphic Designer: Designing for print, web, and multimedia.
- Animator: Crafting animations for films, games, and digital content.
- Art Educator: Teaching art at schools, colleges, or through workshops.
- Curator: Managing art collections in museums or galleries.
- Set Designer: Designing sets for theatre, film, or television.
- Art Therapist: Using art to help people with emotional and psychological issues.
- Creative Entrepreneur: Starting an art-related business or online platform.
- Publication Designer: Publication designers specialize in layout design, editorial design, and typesetting for magazines, books, newspapers, and other publications.
- UI/UX Designer: User Interface (UI) and User Experience (UX) designers focus on creating intuitive and visually appealing interfaces for websites, mobile apps, and other digital platforms, ensuring a seamless and enjoyable user experience.
- Packaging Designer: Packaging designers create innovative and eye-catching packaging solutions for products, considering both aesthetic appeal and practicality.
- Environmental Designer: Environmental designers create visual designs for physical spaces, including exhibitions, retail environments, and interior spaces.
- Visual Merchandiser: Visual merchandisers design and arrange displays in retail stores to attract customers and enhance the shopping experience.

12.4.4

PEO:

PEO 1: Human Values and Artistic Expression: Graduates will explore and express human values, emotions, and cultural diversity through their art, creating works that inspire, challenge, and resonate with society.

PEO 2: Career Development: Graduates will advance their careers as artists, illustrators, designers, or creative professionals by continuously developing their artistic skills, embracing new media, and adapting to evolving trends in the art world.

PEO 3: Professional Excellence: Graduates will demonstrate technical mastery and conceptual depth, contributing to the fields of fine arts, design, and creative industries with innovative and impactful work.

PEO 4: Ethical Artistic Practice: Graduates will uphold ethical values in their creative practices, addressing issues such as social responsibility, cultural sensitivity, and sustainability in the arts.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial capabilities, establishing independent practices, galleries, or ventures, leveraging creativity and innovation to succeed in the art and design markets.

12.4.5 PO:

PO1- Creative and Technical Mastery: Demonstrate the ability to create original, innovative artworks across various mediums while applying advanced technical skills to produce high-quality results.

PO2- Critical Analysis and Art Historical Knowledge: Utilize critical thinking to analyze and interpret artworks, integrating an understanding of historical, cultural, and theoretical contexts to inform and inspire contemporary practice.

PO3- Effective Communication and Presentation: Communicate artistic concepts and processes effectively through visual, verbal, and written means, and develop skills in curating and presenting artworks in diverse settings.

PO4- Ethical and Professional Conduct: Exhibit a strong commitment to ethical practices and professional behaviour within the art community and broader society.

PO5- Interdisciplinary and Collaborative Work: Collaborate effectively within multidisciplinary teams, integrating diverse perspectives into artistic practice.

PO6- Cultural Sensitivity and Awareness: Create artworks that reflect and respect diverse cultural contexts, demonstrating awareness of global and local cultural issues.

PO7- Lifelong Learning and Adaptability: Engage in continuous personal and professional development, staying current with evolving artistic trends, technologies, and methodologies.

12.4.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year)

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

12.4.7 Learning Resources (Optional):

NA

12.5.8 Course Registration (optional):

NA

12.5 Bachelor of Design (B. Des) in Game Design & Animation

A specialized program focused on designing interactive games and animations, merging creative storytelling with technical skills.

12.5.1 Program Overview (including table)

The Bachelor of Design Game Design and Animation programme at K.R. Mangalam University is a 4-year undergraduate programme curated to equip students with the skills and knowledge required in the Game Design and Animation industry. Based on the principles of design, creativity, and development of human-centred design, the programme covers essential topics such as Game design, Game Level Design, Animation, Game Programming, and Game VFX. Through the programme, we encourage our students to explore endless opportunities in app design, gamification, and all sorts of designing techniques that can take the Game and Animation from scratch to the skies.

The Bachelor of Design in Game Design and Animation Design program is designed to equip students with both theoretical knowledge and practical skills, ensuring they are prepared for the fast-evolving design industry. Key highlights of the program include:

- **Immersive Curriculum:** A comprehensive blend of theoretical learning and hands-on experience, with a focus on the latest industry trends. The curriculum covers key areas such as Game design, 3D Modelling, Animation, AR/VR, Game Development, and Game VFX.
- **Expert Faculty:** Learn from a team of experienced educators and industry professionals who bring real-world insights and guidance to the classroom.
- **Cutting-edge Facilities:** Access to state-of-the-art design studios, workshops, and computer labs, all equipped with advanced software for Game Design and Animation.
- **Industry Exposure:** Students benefit from collaborations, internships, field trips, guest lectures, and workshops conducted by leading industry experts.
- **Portfolio Development:** Receive personalized guidance on crafting a compelling portfolio to showcase your design expertise.
- **Internship and Placement Support:** Leverage strong industry connections to gain access to internship opportunities and job placements.
- **Global Exposure:** Experience international learning through a paid two-week summer school program at a prestigious European university, offering a global perspective on design.

12.5.2 **Duration:**

8 semesters, 4 Years (Full-Time)

12.5.3 **Career options:**

- **Freelance designer :** working for multiple companies as a freelancer
- **Game Artist :** 2D and 3D Video Artist, Environment Artist, Asset Artist, Technical Artist, Character Artist
- **Chief Creative Designer :** Chief Designer, Head of Creative Operations
- **Head of Design Animator :** Creator of Visual Effects of Various Forms of Media and Entertainment, Design Lead, Art Production Manager, Senior Design Manager, Creative Lead Character And Background
- **Designer:** Sketching and Development of Character, Scenario Developer, Scenic and Aesthetic Design of Background
- **Game Designer:** Mobile Phone Game Designer, Video Game Designer, Game Level Designer, Computer Game Designer
- **Special Effects Artist:** Special Effects Illustrator for Movies, Special Effects Illustrator for Television
- **Art Director:** Creative Director of Visual Style for Movies and Television, Design Director, Director of Creative Operations, Executive Creative Director

12.5.4 **PEO:**

PEO 1: Human Values and Immersive Storytelling: Graduates will create games and animations that reflect human values, ethical considerations, and cultural diversity, crafting immersive experiences that engage and inspire global audiences.

PEO 2: Career Growth in Creative Industries: Graduates will pursue successful careers in the gaming, animation, and digital media industries by continuously evolving their technical skills and creative abilities in response to new technologies and trends.

PEO 3: Professional Competence: Graduates will demonstrate expertise in game design, animation, and interactive media, working collaboratively with multidisciplinary teams to create visually compelling and technically proficient content.

PEO 4: Ethical and Responsible Design: Graduates will practice ethically responsible design, ensuring that their work promotes positive social impact, cultural sensitivity, and inclusivity while addressing environmental and societal concerns.

PEO 5: Entrepreneurship and Innovation: Graduates will develop entrepreneurial skills, launching their own creative studios or ventures in gaming and animation, leveraging innovation, storytelling, and technological advancements to create unique and impactful experiences.

12.5.5 PO:

PO1 - Creative Design and Storytelling:

Demonstrate the ability to create original and engaging visual concepts, narratives, characters, environments, animations, and interactive game experiences using creative thinking and artistic principles.

PO2 - Technical Competence:

Apply industry-standard tools, software, and production pipelines in 2D/3D modeling, animation, texturing, rigging, game engines, visual effects, and interactive media development.

PO3 - Game Development and Problem Solving:

Develop functional and user-centric game design solutions by integrating gameplay mechanics, level design, user experience, programming fundamentals, and analytical problem-solving skills.

PO4 - Communication and Collaboration:

Effectively communicate ideas, concepts, and project outcomes through visual presentations, storytelling, documentation, and collaborative teamwork in multidisciplinary production environments.

PO5 - Professional Ethics and Industry Readiness:

Exhibit ethical practices, professional responsibility, adaptability, and understanding of industry standards, intellectual property rights, and production workflows in the gaming and animation industry.

PO6 - Innovation and Emerging Technologies:

Explore and apply emerging technologies such as AR/VR, real-time rendering, AI-assisted workflows, and interactive media to create innovative and immersive digital experiences.

12.5.6 Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

12.5.7 Learning Resources (Optional):

NA

12.5.8 Course Registration (optional):

NA

12.6 Bachelor of Design (B. Des) in UX UI & Interaction Design

Concentrates on creating user-centric digital solutions, emphasizing user experience (UX), user interface (UI), and interaction design.

12.6.1 Program Overview (including table):

- The Bachelor of Design (Hons. / Hons. with Research) in UX/UI & Interaction Design programme at K.R. Mangalam University is a 4-year undergraduate programme curated to equip students with the skills and knowledge required in the UI/UX industry. Based on the principles of design, creativity, and development of human-centred design, the programme covers essential topics such as interface design, user research methodologies, prototyping, and user experience tests. Through the programme, we encourage our students to explore endless opportunities in app design, gamification, and all sorts of designing techniques that can take the user experience from scratch to the skies.
- The Bachelor of Design in UX/UI and Interaction Design program is designed to equip students with both theoretical knowledge and practical skills, ensuring they are prepared for the fast-evolving design industry. Key highlights of the program include:
- Immersive Curriculum: A comprehensive blend of theoretical learning and hands-on experience, with a focus on the latest industry trends. The curriculum covers key areas such as UX design, UI design, interaction design, visual design, and prototyping.
- Expert Faculty: Learn from a team of experienced educators and industry professionals who bring real-world insights and guidance to the classroom.
- Cutting-edge Facilities: Access to state-of-the-art design studios, workshops, and computer labs, all equipped with advanced software for UX/UI and Interaction Design.
- Industry Exposure: Students benefit from collaborations, internships, field trips, guest lectures, and workshops conducted by leading industry experts.
- Portfolio Development: Receive personalized guidance on crafting a compelling portfolio to showcase your design expertise.
- Internship and Placement Support: Leverage strong industry connections to gain access to internship opportunities and job placements.
- Global Exposure: Experience international learning through a paid two-week summer school program at a prestigious European university, offering a global perspective on design.

12.6.2 Duration:

Program Duration for Bachelor of Design in UI/UX and Interaction Design Program is 4 years (8 semesters).

Pursuing a career in UI/UX design can be highly rewarding and offers a variety of opportunities across different industries. Here are some potential career paths within the field of UI/UX:

UI/UX Designer

Role: Focuses on designing user-friendly interfaces for websites, apps, and digital products. Responsibilities include wireframing, prototyping, and creating visually appealing designs.

Skills: Proficiency in design tools (e.g., Sketch, Figma, Adobe XD), understanding of user-centered design principles, and basic knowledge of front-end development.

UX Researcher

Role: Conducts research to understand user behaviour, needs, and motivations through usability testing, surveys, and interviews, providing insights that inform design decisions.

Skills: Strong analytical abilities, experience with qualitative and quantitative research methods, and the ability to turn data into actionable insights.

Interaction Designer

Role: Designs interactive elements like animations, transitions, and micro-interactions that enhance the user experience.

Skills: Knowledge of interaction design principles, proficiency in prototyping tools, and understanding of front-end technologies.

Visual Designer

Role: Focuses on the aesthetics of a product, including color schemes, typography, and visual hierarchy, ensuring a cohesive visual language in collaboration with UI designers.

Skills: Strong graphic design abilities, proficiency in visual design tools (e.g., Adobe Creative Suite), and a keen eye for detail.

Information Architect

Role: Organizes and structures content to make it easy for users to find information and complete tasks, including creating site maps, navigation systems, and content categorization.

Skills: Understanding of information architecture principles, experience with card sorting and user flow diagrams, and the ability to design intuitive navigation systems.

Product Designer

Role: Combines elements of UI, UX, and interaction design, overseeing the entire design process from conception to launch, focusing on creating a seamless user experience.

Skills: Broad design knowledge, strong problem-solving skills, and the ability to collaborate with cross-functional teams.

UX Strategist

Role: Develops long-term strategies to improve user experience across a company's products and services, aligning UX goals with business objectives.

Skills: Strategic thinking, experience in UX research and design, and strong communication skills to engage with executives and stakeholders.

UX Writer

Role: Specializes in crafting clear, concise text and messaging within a product, ensuring alignment with the brand voice.

Skills: Strong writing abilities, understanding of UX design principles, and experience in content strategy.

Accessibility Specialist

Role: Ensures digital products are accessible to all users, including those with disabilities, by implementing accessibility standards and conducting audits.

Skills: Knowledge of accessibility guidelines (e.g., WCAG), experience with assistive technologies, and advocacy for inclusive design practices.

Service Design Specialist

Role: Designs and optimizes the overall service experience, focusing on improving touchpoints across the user journey to enhance satisfaction and efficiency.

Skills: Proficiency in service design methods, experience with journey mapping, and strong problem-solving skills to address pain points in the service process.

Entrepreneurs/Freelancers

Role: Leverages UI/UX design skills to launch and grow their own digital products or services, focusing on innovative solutions and user-centric design.

Skills: Strong design and business acumen, ability to identify market opportunities, and resilience in adapting to changing user needs and industry trends.

With the growing importance of digital experiences, UI/UX designers are in high demand, making it a promising career choice with opportunities for growth and specialization.

12.6.4 PEO:

PEO 1 - Human-Centered Design and Empathy: Graduates will apply human values, empathy, and inclusivity in designing intuitive and meaningful user experiences, ensuring accessibility, and enhancing user well-being across digital platforms.

PEO 2 - Career Growth in UX/UI and Interaction Design: Graduates will excel in careers within UX/UI and interaction design by staying at the forefront of emerging design trends, tools, and technologies, while continuously refining their creative and problem-solving skills.

PEO 3 - Professional Competence: Graduates will demonstrate expertise in user experience research, interface design, and interaction methodologies, creating user-centric designs that are functional, aesthetic, and aligned with business and user needs.

PEO 4 - Ethical and Inclusive Design Practices: Graduates will uphold ethical design principles, ensuring their work promotes privacy, accessibility, inclusivity, and positive social impact, while addressing the challenges of ethical technology use.

PEO 5 - Entrepreneurship and Innovation: Graduates will cultivate entrepreneurial skills, launching independent design consultancies or ventures, leveraging innovation, user insights, and technology to create unique and impactful design solutions.

12.6.5 **PO:**

PO1 - Creative Design Solutions: Demonstrate the ability to develop innovative, user-centered, and visually engaging UX/UI and interaction design solutions that address user needs while enhancing usability, accessibility, and overall digital experience.

PO2 - Technical Competence: Apply advanced technical skills in user research, wireframing, prototyping, interface design, interaction design, and digital tools to create functional, intuitive, and efficient digital products and experiences.

PO3 - Ethical and Professional Responsibility: Exhibit a strong commitment to ethical design practices, inclusivity, accessibility, data privacy, and professional conduct while respecting cultural, social, and technological contexts in digital design solutions.

PO4 - Effective Communication: Effectively communicate design concepts, user flows, research insights, and interactive solutions through visual presentations, prototypes, storytelling, oral discussions, and written documentation while collaborating with clients and multidisciplinary teams.

PO5 - Sustainable and Human-Centered Design Practices: Integrate principles of sustainability, accessibility, and human-centered design into digital experiences, promoting responsible innovation and creating meaningful, inclusive, and socially impactful solutions.

PO6 - Leadership and Collaborative Skills: Lead and collaborate effectively within multidisciplinary teams, engage with diverse stakeholders, and demonstrate strong interpersonal and problem-solving skills essential for inclusive and collaborative digital design practices.

PO7 - Lifelong Learning: Thrive in a dynamic and evolving digital environment by cultivating curiosity, critical thinking, research-driven inquiry, and continuous learning to adapt to emerging technologies, trends, and innovations in UX/UI and Interaction Design.

12.6.6 **Graduation Requirements for each Program (Degree offered after I, II, III, and IV year):**

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

12.6.7 **Learning Resources (Optional)**

NA

12.6.8 **Course Registration (optional)**

NA

12.7 **Master of Fine Arts (MFA) in Applied Art**

12.7.1 **Program Overview:**

The Master of Fine Arts (MFA) in Applied Art at K.R. Mangalam University is a practice-oriented, NEP 2020-compliant postgraduate programme designed to develop

advanced skills in visualization, advertising, illustration, and campaign planning. The programme emphasizes the integration of artistic creativity with human-centered and functional communication, exploring how visual design, materials, techniques, and digital tools shape experiences across diverse contexts.

Drawing from multiple design disciplines, the programme nurtures critical thinking, visual problem-solving, and technological fluency, enabling learners to craft compelling visual solutions across print, digital, interactive, and spatial platforms. Aligned with NEP 2020's focus on interdisciplinary learning, experiential pedagogy, and skill development, the programme aims to produce creative professionals who can conceptualize and deliver innovative and context-sensitive visual communication through strong artistic foundations, strategic insight, and industry-relevant technical expertise.

The Master of Fine Arts (Applied Art) programme is designed to equip students with both advanced theoretical understanding and professional studio-based practice, ensuring readiness for the evolving creative and communication design industry. Key highlights of the programme include:

Advanced Visualization & Campaign Planning with an emphasis on concept development, audience analysis, and integrated visual communication strategies.

Advertising Illustration & Typography focusing on expressive image-making, typographic systems, and professional design execution.

Brand Communication & Concept Design integrating strategic thinking, visual identity creation, and narrative-driven branding solutions.

Creative Problem Solving & Design Thinking to address real-world communication challenges through innovative and research-led approaches.

Digital Tools for Advertising & Visualization including contemporary software, new media platforms, and emerging technologies relevant to the creative industries.

History of Art, Craft, and Visual Culture with contextual study of Indian and global traditions aligned to contemporary applied art practice.

Publication Design & Book Illustration emphasizing editorial design, visual storytelling, and professional publishing workflows.

Contemporary Art & Applied Practices encouraging interdisciplinary exploration, experimentation, and critical engagement with current visual trends.

Expert Faculty: Learn from experienced academicians and industry professionals who provide real-world insights, mentorship, and creative guidance.

Industry Exposure: Students benefit from workshops, exhibitions, internships, guest lectures, and collaborative industry projects.

Portfolio Development: Personalized guidance is provided to help students develop a professional portfolio showcasing their creative and technical expertise.

Research and Innovation: The programme encourages research-led artistic practice, experimentation, and interdisciplinary exploration in contemporary visual communication.

12.7.2 **Duration:**

Programme Duration for Master of Fine Arts (Applied Art) is 2 years (4 semesters).

12.7.3. **Career options:**

Pursuing a career in Applied Art offers diverse opportunities across advertising, publishing, branding, visual communication, and digital media industries. Graduates of the programme can pursue the following career paths:

Art Director: Art Directors lead the visual direction of advertising campaigns, publications, branding projects, and multimedia productions while managing creative teams and ensuring consistency in visual communication. The role requires strong creative leadership, campaign planning, typography, layout design, and visual storytelling skills.

Visualizer: Visualizers create conceptual visual representations for advertising campaigns, digital media, and communication projects. They transform ideas into compelling visual concepts using skills such as concept sketching, digital illustration, composition, and visualization techniques.

Illustrator: Illustrators produce artworks and illustrations for books, magazines, advertising campaigns, animation, and digital platforms. They require expertise in drawing, digital illustration tools, storytelling, artistic rendering, and creative visualization.

Advertising Designer: Advertising Designers develop innovative advertising materials for print, digital, and multimedia platforms to effectively communicate brand messages. The role demands proficiency in branding, typography, layout design, campaign development, and communication strategy.

Publication & Book Designer: Publication and Book Designers create visually engaging layouts for books, magazines, journals, and editorial publications with a strong focus on readability and visual communication. Essential skills include editorial design, typography, layout systems, and publishing software.

Campaign Planner: Campaign Planners strategize and conceptualize communication campaigns that align with audience needs and brand objectives. This role requires expertise in research, audience analysis, creative strategy, and communication planning.

Brand Identity Designer: Brand Identity Designers create and develop visual identities for brands, organizations, and institutions by designing logos, typography systems, and brand communication materials. The role requires strong branding strategy, typography, logo design, and visual systems knowledge.

Concept Artist: Concept Artists develop creative visual concepts for films, games, animation, and digital entertainment industries. They use storytelling, concept development, digital painting, and environment design skills to visualize imaginative worlds and characters.

UI/UX Visual Designer: UI/UX Visual Designers create visually engaging digital interfaces and contribute to seamless user-centric digital experiences. The role requires skills in interface design, visual hierarchy, prototyping, and digital communication.

Creative Strategist: Creative Strategists combine creative thinking with market understanding to develop impactful communication and branding strategies. They require strong analytical abilities, strategic communication skills, campaign analysis expertise, and innovative problem-solving capabilities.

Graphic Designer: Graphic Designers create visual content for print, digital, advertising, and social media platforms to communicate messages effectively. The role involves proficiency in graphic design software, typography, layout design, and visual aesthetics.

Storyboard Artist: Storyboard Artists create sequential illustrations for films, animation, advertisements, and media productions to visualize narratives and scenes before production. The role requires storytelling ability, sketching, composition, and cinematic visualization skills.

Freelance Illustrator / Design Entrepreneur: Freelance Illustrators and Design Entrepreneurs establish independent creative practices or ventures in illustration, branding, and visual communication. This career path requires creative entrepreneurship, branding expertise, networking abilities, and client management skills.

Design Educator & Researcher: Design Educators and Researchers contribute to teaching, academic research, and curriculum development in fine arts and applied art. The role requires knowledge of research methodologies, pedagogy, academic writing, and visual analysis.

With the increasing demand for visual communication, branding, and digital media content, Applied Art professionals are highly sought after across industries, making it a rewarding and future-oriented career choice.

12.7.4 PEO:

PEO 1 – Innovative Problem Solving: Graduates will develop the ability to address complex visual communication and applied art challenges through innovative, research-informed, and conceptually strong design solutions.

PEO 2 – Professional Excellence: Graduates will exhibit leadership and professional competence within the applied art and communication design industries, contributing meaningfully to the advancement of creative practice.

PEO 3 – Ethical & Sustainable Practice: Graduates will adhere to ethical standards, demonstrating integrity, cultural sensitivity, social responsibility, and a commitment to sustainable, inclusive, and community-centered design practices.

PEO 4 – Visual Communication Mastery: Graduates will gain advanced expertise in illustration, typography, layout, digital tools, and design strategy, enabling them to create compelling and effective communication across diverse media.

PEO 5 – Entrepreneurship and Leadership: Graduates will cultivate entrepreneurial acumen and leadership capabilities, enabling them to collaborate, innovate, and drive creative transformation within multidisciplinary teams and the applied art sector.

12.7.5 PO:

PO1 – Disciplinary Knowledge: Demonstrate advanced understanding of fine art and applied art principles, visual language, aesthetics, art history, contemporary practices, and material processes relevant to applied art.

PO2 – Problem Analysis and Critical Thinking: Apply design thinking methodologies, material experimentation, and creative inquiry to develop innovative and context-sensitive visual communication solutions.

PO3 – Design Development and Innovation: Create original and aesthetically refined visual communication solutions through integrated application of creative ideation, material exploration, and emerging artistic practices.

PO4 – Use of Modern Tools and Technologies: Apply appropriate digital tools, visualization techniques, creative software, and advanced representation methods to effectively communicate applied art concepts and visual solutions.

PO5 – Sustainability and Environmental Responsibility: Integrate sustainable design strategies, responsible material selection, and environmentally conscious practices into creative projects and visual communication processes.

PO6 – Professional Practice and Ethics: Demonstrate ethical responsibility, teamwork, professional conduct, client engagement, and effective communication practices essential to professional applied art practice.

PO7 – Research and Lifelong Learning: Conduct research-oriented and practice-based inquiry using qualitative and quantitative methods while demonstrating commitment to lifelong learning and adaptation to emerging trends and technologies.

12.7.6 **PSO:**

PSO1 – Applying Artistic and Design Knowledge: Apply advanced knowledge of fine art and applied art principles, visual language, aesthetics, materials, techniques, and creative processes to develop original and meaningful artworks.

PSO2 – Analyzing Context and Conceptual Requirements: Analyze cultural, social, historical, and thematic contexts to identify conceptual challenges and develop contextually relevant artistic solutions.

PSO3 – Evaluating Materials, Techniques, and Media: Evaluate traditional and contemporary materials, techniques, and digital or hybrid media to ensure expressive effectiveness and technical quality in artistic practice.

PSO4 – Creating Innovative Artistic Solutions: Create innovative, visually compelling, and conceptually coherent artworks by integrating creativity, experimentation, narrative, and applied art methodologies.

12.7.7 **Graduation Requirements for the Program:**

Credit Completion: Students must earn a total of 90 credits over a minimum period of 4 semesters.

12.7.8 **Learning Resources (Optional):**

NA

12.7.9 **Course Registration (Optional):**

NA

12.8 Master of Fine Arts (MFA) in Painting

12.8.1 **Program Overview :**

The Master of Fine Arts (MFA) in Painting at K.R. Mangalam University is a two-

year postgraduate programme designed to provide students with advanced knowledge and skills in the field of painting by integrating traditional artistic techniques with contemporary visual practices. The programme emphasizes theoretical understanding, studio-based learning, creative experimentation, and research-oriented artistic development.

The programme nurtures conceptual thinking, critical inquiry, and technical proficiency through extensive engagement with painting practices, material experimentation, visual culture, aesthetics, and contemporary art discourse. Students are encouraged to develop individual artistic voices while exploring interdisciplinary approaches and innovative methods within the field of visual arts.

The MFA Painting programme follows a four-semester structure, emphasizing foundational and experimental studio learning during the initial semesters and research-driven, project-based artistic practice during the later semesters. The curriculum enables students to engage with conceptual exploration, installation practices, community art, and exhibition-based learning.

Aligned with the principles of NEP 2020, the programme promotes interdisciplinary education, experiential pedagogy, artistic innovation, and research-based inquiry while preparing students for professional careers in contemporary art, visual culture, and creative industries.

The programme is designed to equip students with advanced theoretical knowledge and practical studio expertise, ensuring professional readiness within the evolving visual arts and creative sectors. Key highlights of the programme include:

Advanced Studio-Based Painting Practice with emphasis on conceptual development, artistic experimentation, and visual language.

Explorative Material Practices focusing on unconventional media, mixed-media experimentation, and material-based artistic inquiry.

Contemporary and Modern Art History with critical understanding of historical and contemporary visual practices.

Documentary Visual Storytelling and Archive-Based Artistic Practice encouraging visual documentation, narrative construction, and cultural research.

Community Art Practices and Socially Engaged Art Projects promoting collaborative artistic interventions and public engagement.

Installation Art Practices exploring spatial relationships, site-responsive works, and immersive artistic environments.

Research Methodology and Art Criticism enabling students to critically analyse, document, and contextualize artistic practices.

Major Project, Dissertation, and Exhibition Display emphasizing professional artistic presentation, curatorial practice, and research-led studio work.

Expert Faculty: Learn from experienced academicians, practicing artists, and industry professionals who provide conceptual guidance and studio mentorship.

Studio and Exhibition Exposure: Students gain exposure through exhibitions, residencies, workshops, art conferences, portfolio reviews, and collaborative projects.

Portfolio Development: Personalized mentoring is provided to help students create professional portfolios and exhibition-ready bodies of work.

Research and Innovation: The programme encourages experimentation, interdisciplinary artistic practice, and contemporary research-based visual exploration.

12.8.2 **Duration:**

Programme Duration for Master of Fine Arts (Painting) is 2 years (4 semesters).

12.8.3 **Career Options:**

Pursuing a career in Painting and Fine Arts offers diverse opportunities across contemporary art practice, galleries, museums, creative industries, public art, education, and interdisciplinary visual culture. Graduates of the programme can pursue the following career paths:

Museum Curator & Gallery Professional

Museum Curators and Gallery Professionals manage exhibitions, collections, archives, and artistic displays within museums and galleries while promoting artistic engagement and cultural dialogue. The role requires expertise in curatorial practice, exhibition planning, visual presentation, art history, and collection management.

Art Conservator & Exhibition Coordinator

Art Conservators and Exhibition Coordinators preserve artworks, manage exhibition logistics, and ensure proper handling and display of artistic collections. The role demands skills in conservation techniques, documentation, exhibition coordination, and preservation practices.

Courtroom / Forensic Sketch Artist

Forensic Sketch Artists create visual representations based on witness descriptions for legal investigations and courtroom procedures. The role requires strong observational drawing, facial reconstruction, visualization, and communication skills.

Art Therapist & Wellness Practitioner

Art Therapists use creative expression and visual arts as therapeutic tools to support emotional well-being, rehabilitation, and mental health practices. This role requires empathetic communication, artistic facilitation, counseling awareness, and creative therapeutic methodologies.

Community Art Facilitator

Community Art Facilitators engage with communities through participatory art projects, workshops, murals, and collaborative visual initiatives that encourage social dialogue and cultural participation. The role requires community engagement, collaborative practice, public art planning, and creative facilitation skills.

Visual Storytelling & Documentary Artist

Visual Storytelling and Documentary Artists use painting, illustration, archives, and mixed-media approaches to document narratives, memories, and cultural experiences. The role demands visual documentation, narrative development, artistic research, and storytelling skills.

Independent Contemporary Artist

Independent Contemporary Artists develop original bodies of artwork for exhibitions, galleries, art residencies, and independent practice while exploring personal artistic language and conceptual expression. This role requires conceptual thinking, studio practice, material experimentation, and professional artistic presentation.

Creative Educator & Workshop Facilitator

Creative Educators and Workshop Facilitators contribute to art education through teaching, training programmes, workshops, and mentorship in fine arts and creative practices. The role requires pedagogical understanding, artistic communication, curriculum development, and instructional skills.

Public Art & Cultural Project Coordinator

Public Art and Cultural Project Coordinators conceptualize and manage artistic interventions, public installations, cultural events, and collaborative creative projects within institutional and public spaces. The role requires project management, curatorial understanding, cultural programming, and organizational skills.

With the growing importance of contemporary visual culture, exhibitions, interdisciplinary art practices, and creative industries, Painting professionals are increasingly recognized across cultural, academic, therapeutic, and professional sectors, making it a rewarding and future-oriented career choice.

12.8.4 PEO:

PEO 1 – Innovative Problem Solving

Graduates will develop the ability to address complex visual and conceptual challenges in painting through experimental, research-informed, and conceptually rigorous studio practices.

PEO 2 – Professional Excellence

Graduates will demonstrate artistic maturity, critical thinking, and professional competence within the contemporary art world, contributing meaningfully to the advancement of painting as a creative practice.

PEO 3 – Ethical & Sustainable Practice

Graduates will uphold ethical standards, cultural sensitivity, and social responsibility, engaging with sustainable, inclusive, and community-oriented approaches to artistic production and exhibition.

PEO 4 – Visual Communication Mastery

Graduates will achieve advanced proficiency in painting techniques, material experimentation, composition, colour theory, and conceptual development, enabling them to create compelling and thought-provoking visual artworks.

PEO 5 – Entrepreneurship and Leadership

Graduates will cultivate the skills to manage professional art projects, curate exhibitions, lead collaborative initiatives, and navigate the art ecosystem, fostering innovation and impact within the visual arts sector.

PO1 – Disciplinary Knowledge

Demonstrate advanced understanding of fine art principles, painting techniques, visual language, aesthetics, art history, contemporary practices, and material processes relevant to studio-based painting practice.

PO2 – Problem Analysis and Critical Thinking

Analyse and critically respond to complex conceptual and visual challenges in painting by synthesizing research, material experimentation, compositional strategies, and historical and contemporary references to develop original and context-sensitive artworks.

PO3 – Design Development and Innovation

Develop innovative, conceptually strong, and technically refined paintings by integrating ideation, experimentation with materials, exploration of form, colour, and composition, and engagement with contemporary art practices.

PO4 – Use of Modern Tools and Technologies

Apply appropriate digital and traditional tools, including digital imaging, mixed media, printmaking techniques, and studio technologies, to develop, document, and present painting projects with professional clarity and technical accuracy.

PO5 – Sustainability and Environmental Responsibility

Integrate sustainable and responsible approaches to materials, studio practice, and exhibition methods while considering environmental, social, and cultural impacts in artistic production.

PO6 – Professional Practice and Ethics

Demonstrate ethical responsibility, professional conduct, collaborative skills, project management, exhibition planning, and curatorial understanding essential for professional artistic practice.

PO7 – Research and Lifelong Learning

Conduct studio-based and theoretical research using qualitative and quantitative methods, critical inquiry, and visual analysis while demonstrating readiness for lifelong learning and adaptability to evolving artistic practices and technologies.

PSO1 – Applying Artistic and Design Knowledge

Apply advanced knowledge of painting principles, visual language, aesthetics, materials, techniques, and studio processes to create original, expressive, and conceptually meaningful artworks.

PSO2 – Analysing Context and Conceptual Requirements

Analyse historical, cultural, social, and thematic contexts to identify conceptual challenges and develop paintings that are contextually and conceptually relevant.

PSO3 – Evaluating Materials, Techniques, and Media

Evaluate a range of traditional and contemporary painting materials, techniques, and

hybrid media to ensure technical proficiency, expressive effectiveness, and conceptual integrity in artistic practice.

PSO4 – Creating Innovative Artistic Solutions

Create innovative, visually compelling, and conceptually coherent paintings by integrating experimentation, material exploration, narrative, and research-based approaches within contemporary art practice.

12.8.7 Graduation Requirements for the Program:

Credit Completion: Students must earn a total of 90 credits over a minimum period of 4 semesters.

12.8.8 Learning Resources (Optional):

NA

12.8.9 Course Registration (Optional):

NA

12.9 Master of Design (M.Des) in Interior Design

12.9.1 Programme Overview:

The Master of Design (M.Des) in Interior Design at K.R. Mangalam University is a postgraduate programme designed to provide students with advanced knowledge and professional competencies in the field of interior design through the integration of creative design thinking, spatial planning, material exploration, sustainability, and emerging technologies. The programme emphasizes studio-based learning, research-informed practice, and interdisciplinary engagement to prepare students for contemporary interior and spatial design professions.

The programme nurtures critical thinking, innovation, technical proficiency, and human-centred design approaches through extensive engagement with interior environments, furniture systems, lighting, ergonomics, sustainable materials, digital visualization, and design research. Students are encouraged to develop original design identities while exploring functional, aesthetic, cultural, and environmental dimensions of interior spaces.

Aligned with the principles of NEP 2020, the programme promotes interdisciplinary learning, experiential pedagogy, flexible academic pathways, and research-driven inquiry while preparing students for professional careers in interior design, spatial consultancy, furniture design, exhibition design, entrepreneurship, and academia.

The programme follows a semester-wise, studio-centric structure integrating theoretical inquiry, practical studios, electives, professional exposure, internships, and research-led thesis work. Depending on the learner's academic background, the programme offers flexible duration pathways aligned with UGC and NEP-2020 guidelines.

The programme is designed to equip students with advanced theoretical understanding and practical design expertise, ensuring professional readiness within the evolving interior design and built environment sectors. Key highlights of the programme include:

- Advanced Interior Design Studios emphasizing conceptual development, spatial innovation, and human-centred interior environments.

- Material, Processes & Construction Systems focusing on sustainable materials, detailing, and construction methodologies.
- Furniture & Fixture Design integrating ergonomics, craftsmanship, functionality, and contemporary furniture systems.
- Lighting, Human Factors & Ergonomics enabling students to create responsive, comfortable, and user-oriented interior spaces.
- Building Services & Smart Interior Systems emphasizing integration of technology, automation, and environmental systems within interiors.
- Universal Design and Accessibility promoting inclusive, barrier-free, and socially responsive spatial environments.
- Research Methodology and Design Management enabling students to critically investigate, document, and manage interior design projects.
- Interior Design Thesis and Capstone Projects emphasizing research-led design development, professional presentation, and portfolio creation.
- Studio-Centric Pedagogy with strong emphasis on hands-on learning, workshops, prototyping, and project-based education.
- Advanced Infrastructure including material labs, model-making workshops, visualization labs, digital fabrication facilities, and VR/AR tools.
- Mentorship & Professional Exposure through interaction with industry experts, design professionals, visiting faculty, juries, and collaborative projects.
- Internship / Research Project opportunities bridging academic learning with professional practice and industry engagement.
- Interdisciplinary and Elective-Based Learning enabling students to explore allied domains in architecture, sustainability, product design, and visual merchandising.
- Research and Innovation encouraging experimentation, sustainable practices, and contemporary research-based design exploration.

12.9.2 **Duration:**

Category – 1:

For candidates with a 4-Year B.Des Interior Design (Honours / Honours with Research – NEP Aligned):

Duration: 1 Year (2 Semesters)

Award: Master of Design (M.Des) – Interior Design

Total Credits: 44

Category – 2:

For candidates with a 3 or 4-Year Graduation in any stream / Architecture / Design / Allied Disciplines:

Duration: 2 Years (4 Semesters)

Exit after 1 Year (44 Credits): Postgraduate Diploma in Interior Design

Completion of 2 Years (90 Credits): Master of Design (M.Des) in Interior Design

Pursuing a career in Interior Design offers diverse opportunities across residential, commercial, hospitality, retail, exhibition, furniture, and spatial design industries. Graduates of the programme can pursue the following career paths:

Interior Designer

Interior Designers conceptualize and develop functional, aesthetic, and user-centric interior environments for residential, commercial, hospitality, healthcare, and institutional spaces. The role requires expertise in spatial planning, materials, furniture systems, lighting, and design communication.

Spatial Consultant

Spatial Consultants develop strategic interior and spatial solutions focused on user experience, functionality, environmental behaviour, and optimized space utilization. The role demands analytical thinking, planning skills, and contextual understanding of built environments.

Furniture Designer

Furniture Designers create innovative furniture systems and fixtures integrating ergonomics, material exploration, craftsmanship, and production techniques. The role requires technical detailing, product visualization, and design development skills.

Exhibition & Set Designer

Exhibition and Set Designers conceptualize immersive exhibition spaces, event installations, display environments, and stage sets for museums, galleries, retail, and entertainment industries. The role requires creative storytelling, visualization, and temporary space design expertise.

Design Researcher

Design Researchers investigate human behaviour, spatial experiences, materials, sustainability, and emerging technologies to support evidence-based design innovation. The role demands research methodology, critical analysis, and interdisciplinary inquiry skills.

Sustainable Interior Design Consultant

Sustainable Interior Design Consultants integrate environmentally responsible materials, energy-efficient systems, and ecological strategies into interior projects. The role requires knowledge of green building practices, sustainability standards, and environmental responsibility.

Visual Merchandiser & Styling Professional

Visual Merchandisers and Styling Professionals create engaging retail displays, experiential environments, and brand-oriented visual presentations. The role requires creativity, visual communication, branding awareness, and display planning expertise.

Design Entrepreneur & Independent Practitioner

Independent Practitioners establish their own design studios, consultancy firms, furniture ventures, or multidisciplinary creative practices. The role requires entrepreneurial thinking, project management, client handling, and professional leadership skills.

Academician & Design Educator

Design Educators contribute to teaching, curriculum development, research, and mentorship in design institutions and universities. The role requires pedagogical understanding, research capabilities, and communication skills.

Project Coordinator & Design Manager

Project Coordinators and Design Managers oversee execution, client coordination, budgeting, scheduling, and interdisciplinary collaboration within design and construction projects. The role demands organizational, managerial, and professional practice skills.

With the growing demand for sustainable, human-centred, and technologically advanced interior environments, Interior Design professionals are increasingly recognized across architecture, design consultancy, retail, hospitality, cultural institutions, and creative industries, making it a rewarding and future-oriented career choice.

12.9.4 Program Educational Objectives (PEO):

PEO 1 – Innovative Problem Solving

Graduates will develop the ability to address complex spatial and interior design challenges through innovative, research-informed, and conceptually strong design solutions.

PEO 2 – Professional Excellence

Graduates will demonstrate leadership, professional competence, and critical thinking within the interior design and built environment sectors, contributing meaningfully to contemporary design practice.

PEO 3 – Ethical & Sustainable Practice

Graduates will uphold ethical standards, environmental responsibility, cultural sensitivity, and inclusive design approaches while engaging with socially responsible and sustainable interior practices.

PEO 4 – Design Communication Mastery

Graduates will gain advanced expertise in spatial planning, visualization, materials, digital tools, furniture systems, and interior detailing, enabling them to create compelling and functional interior environments.

PEO 5 – Entrepreneurship and Leadership

Graduates will cultivate entrepreneurial acumen and leadership skills to manage professional projects, interdisciplinary collaboration, design ventures, and innovation-driven practices within the design industry.

12.9.5 Programme Outcomes (PO):

PO1 – Disciplinary Knowledge

Demonstrate advanced understanding of interior design principles, theories, materials, construction systems, and human-centric spatial planning at multiple scales.

PO2 – Problem Analysis and Critical Thinking

Analyze complex interior design problems by evaluating functional, social, cultural, environmental, and technological parameters to formulate context-responsive design strategies.

PO3 – Design Development and Innovation

Create innovative, functional, and aesthetically refined interior environments through the synthesis of design thinking, material exploration, and emerging practices.

PO4 – Use of Modern Tools and Technologies

Apply appropriate digital tools, visualization techniques, simulation software, and advanced fabrication or representation methods to develop and communicate interior design solutions.

PO5 – Sustainability and Environmental Responsibility

Evaluate and integrate sustainable design strategies, responsible material usage, and environmental considerations to enhance livability and reduce ecological impact of interior spaces.

PO6 – Professional Practice and Ethics

Demonstrate ethical responsibility, professional conduct, teamwork, and understanding of regulatory frameworks, client engagement, and project management in interior design practice.

PO7 – Research and Lifelong Learning

Conduct design-oriented research using appropriate methodologies and demonstrate readiness for lifelong learning to adapt to evolving design practices, technologies, and societal needs.

12.9.6 Program Specific Outcomes (PSO):

PSO1 – Applying Design Knowledge

Apply advanced knowledge of interior design principles, space planning, human ergonomics, materials, and construction systems to develop functional and human-centric interior environments.

PSO2 – Analyzing Context and User Needs

Analyze spatial, social, cultural, environmental, and functional contexts to identify design challenges and inform appropriate interior design strategies.

PSO3 – Evaluating Materials and Technologies

Evaluate materials, construction techniques, building services, and emerging technologies to ensure performance, sustainability, and feasibility in interior design solutions.

PSO4 – Creating Innovative Interior Solutions

Create innovative, aesthetically refined, and context-responsive interior environments through the synthesis of spatial planning, material exploration, and design thinking.

Graduation Requirements for the Program:

Credit Completion: Students must earn the required programme credits as per their admission category.

Category 1: 44 Credits over 2 Semesters.

Category 2: 90 Credits over 4 Semesters.

Internship / Research Project completion as prescribed in the curriculum.

Successful completion of Thesis / Capstone Project.

12.9.7 Learning Resources (Optional):

MOOCs through SWAYAM / NPTEL

12.9.8 Course Registration (Optional):

NA

13. Details of minor stream offered by the school:

Minor Streams

*Details of Minors offered by SOAD Students will have to choose minor at the beginning of the Second semester										
Eco Textile Art (Only for SOAD students, except B. Des. Fashion Design)										
S. No.	Sem	Course Category	Course Code	Course Title	L	T	S	P	H	Credits
1	II	Minor -1	FDE001	Basics of Sustainability and Circular Design	1	0	3	0	4	4
2	III	Minor-2	FDE002	Understanding and Handling Different Waste Materials	1	0	3	1	5	4
3	IV	Minor- 3	FDE003	Recycling and Upcycling through Craft and Design	0	0	3	2	5	4
4	V	Minor- 4	FDE004	Exploring Surface Techniques Using Waste and Leftover Materials	0	0	3	2	5	4
5	V	Minor- 5	FDE005	MOOC 1	0	0	0	0	0	2
6	VI	Minor- 6	FDE006	Weaving and Crafts with Reclaimed Materials	0	0	3	2	5	4
7	VI	Minor- 7	FDE007	MOOC 2	0	0	0	0	0	2
8	VII	Minor- 8	FDE008	Designing Products from Recycled Items	0	0	0	4	4	2
9	VIII	Minor-9	FDE009	Waste to Wonder Project - Sculpture, Art, Collection	0	0	0	0	0	6
Total									28	32
Interior Styling (Only for SOAD students, except B. Des. Interior Design)										
S. No.	Sem	Course Category	Course Code	Course Title	L	T	S	P	H	Credits
1	II	Minor -1	IDE001	Fundamental of Interior Styling	0	0	4	0	4	4
2	III	Minor-2	IDE002	Color Psychology and Styling	0	0	3	2	5	4
3	IV	Minor- 3	IDE003	Textile Styling and Soft Furnishings	0	0	3	2	5	4
4	V	Minor- 4	IDE004	Visual Merchandising and Styling for Retail	0	0	3	2	5	4

5	V	Minor- 5	IDE005	MOOC 1	0	0	0	0	0	2
6	VI	Minor- 6	IDE006	Styling for Spaces and Setups	0	0	3	2	5	4
7	VI	Minor- 7	IDE007	MOOC 2	0	0	0	0	0	2
8	VII	Minor- 8	IDE008	Styling for Photography and Media	0	0	0	4	4	2
9	VIII	Minor-9	IDE009	Capstone Styling Project and Industry Application	0	0	0	0	0	6
Total									28	32
UI/UX Design (Only for SOAD students, except B. Des. UI/UX Design)										
S. No.	Sem	Course Category	Course Code	Course Title	L	T	S	P	H	Credits
1	II	Minor -1	XDE001	Introduction to UX/UI & Design Thinking	0	0	4	0	4	4
2	III	Minor-2	XDE002	Visual Communication & Interface Basics	0	0	3	2	5	4
3	IV	Minor- 3	XDE003	User Research & Empathy Mapping	0	0	3	2	5	4
4	V	Minor- 4	XDE004	Basics of Wireframing & Prototyping	0	0	3	2	5	4
5	V	Minor- 5	XDE005	MOOC 1	0	0	0	0	0	2
6	VI	Minor- 6	XDE006	UX/UI in Your Discipline	0	0	3	2	5	4
7	VI	Minor- 7	XDE007	MOOC 2	0	0	0	0	0	2
8	VII	Minor- 8	XDE008	Usability, Accessibility & Inclusive Design	0	0	0	4	4	2
9	VIII	Minor-9	XDE009	Portfolio Development & Personal Branding	0	0	0	0	0	6
Total									28	32
Contemporary Art (Only for SOAD students, except B.F.A)										
S. No.	Sem	Course Category	Course Code	Course Title	L	T	S	P	H	Credits
1	II	Minor -1	FNA001	Foundations in Indian Visual Culture	0	0	4	0	4	4
2	III	Minor-2	FNA002	Narratives and Identity	0	0	3	2	5	4
3	IV	Minor- 3	FNA003	Space, Material, and Process	0	0	3	2	5	4
4	V	Minor- 4	FNA004	Body, Performance, and Time	0	0	3	2	5	4
5	VI	Minor- 5	FNA005	MOOC 1	0	0	0	0	0	2
6	VI	Minor- 6	FNA006	Social Engagement and Community Practice	0	0	3	2	5	4
7	VII	Minor- 7	FNA007	MOOC 2	0	0	0	0	0	2
8	VII	Minor- 8	FNA008	Experimental and Interdisciplinary Practice	0	0	0	4	4	2
9	VIII	Minor-9	FNA009	Independent Contemporary Practice + Exhibition	0	0	0	0	0	6
Total									28	32

14. Internships and Placement (Training, apprenticeship, projects):

Internships:

Students are required to undertake internships at designated stages of their programme, providing them with practical exposure to professional environments and industry practices. These internships enable students to apply classroom learning to real-world scenarios, develop technical and professional skills, and understand industry workflows. Students gain experience through collaborations with architecture firms, interior design studios, art organisations, technology companies, game studios, UI/UX agencies, and other creative industries relevant to their respective programmes.

Thesis and Research Project:

In the final year, students undertake a Thesis/Capstone Project in their respective disciplines, where they work on real-world design challenges and develop innovative solutions. This hands-on approach enables students to conduct in-depth research, analyse user needs, explore creative possibilities, and integrate theoretical knowledge with practical applications. Students pursuing research-oriented pathways engage in focused research projects aligned with their areas of interest and career aspirations. These projects are mapped with studio courses, industry practices, and experiential learning activities to provide comprehensive understanding and specialization within their chosen fields.

Industry Training / Dissertation:

In the final semester, students undertake industry training, live projects, or research-based dissertations based on their programme requirements. Through collaboration with industry professionals and mentors, students work on practical projects that enhance their design thinking, technical expertise, project management, and professional skills. The structured learning experience prepares students to address contemporary challenges and transition effectively into professional careers across architecture, interior design, fine arts, game design, and UI/UX industries

15. School Event Calendar:

S. NO	Name of the event	Date of the Event	Organizer (Faculty Incharge)	Objective	Methodology	Expected Outcome	Tools and Processes incorporated to determine the outcome	Course Mapping
1	Immersion Program	Sept- October	Ar. Mansha	To provide students with immersive, hands-on learning through direct exposure to heritage sites, enabling them to understand architectural history, conservation practices, traditional settlement patterns, and climate-responsive design while fostering meaningful engagement with local experts and cultural institutions	Hands-on workshops with experts and artisans, industry visits to architectural firms and heritage organizations, and curated heritage walks through significant historic precincts. Students engage with local art, craft, culture, and architecture appreciation through on-site sketching, documentation, interactive sessions, and experiential learning activities.	Students will gain enhanced understanding of heritage architecture, cultural identity, and real-world industry practices through experiential and immersive learning. They will develop improved analytical, documentation, and appreciation skills related to art, craft, culture, and built environments.	Field documentation sheets, sketching exercises, photography/ videography logs, interaction notes, reflective discussions, Google Form-based structured feedback, analysis of student participation and engagement.	Mapped to: Architectural Design Studios, Building Construction & Materials, Interior Services, Craft & Material Studies, Cultural Studies, Design Foundation courses.

2	Design Mela in collaboration with KEIC	27.10.26	Ms. Paramjeet Kaur Ms. Ritika Mittal Mr. Deepanshu Sharma Mr. Chaitanya	To provide a platform for students to showcase creativity, innovation, and cultural understanding through festive-themed design activities and collaborative participation.	The event will include curated student stalls, thematic décor displays, live craft demonstrations, competitions, and interactive activity zones developed by students across different disciplines.	Development of socially aware and culturally sensitive students; preservation and documentation of local heritage and oral traditions of Sohna; creation of public art and educational outreach activities; publication of small research booklets and visual archives; stronger university-community relationship; enhanced experiential learning and interdisciplinary practice. collaboration.	Field surveys, photography, videography, oral interviews, measured drawing techniques, community interaction, reflective documentation, mural execution records, attendance, feedback forms from community stakeholders, student portfolios, exhibitions, and publication outcomes will be used to assess impact and outcomes.	Craft Design, Textile Design, Entrepreneurship and Interior Design Courses- CO1: Demonstrate application of design principles in festive and cultural contexts. CO2: Develop collaborative and organizational skills through event execution. CO3: Apply sustainable and creative approaches in product and display development. CO4: Enhance communication, presentation, and community engagement skills through experiential learning activities
3	MULYA3.0– CREAT: Map Walls with Nagar Nigam – Community Art, Heritage & Social Outreach Initiative.(New Case Study)	Semester Long- To end by 15/11/2026	Mr. Sahil Dr. Nilkanta Das Ar. Mrinalini	To engage students with the local community of Sohna through art, architecture, documentation, and socially responsive design practices; to encourage experiential learning, heritage awareness, public participation, and interdisciplinary collaboration through mural art, outdoor studies, craft documentation, and educational outreach activities.	Students will conduct field visits and outdoor studies in Sohna including measured drawings of historical structures, Sarai/ resting place studies, locality mapping, craft and ethnicity documentation, oral history recording, mural painting and street art interventions in collaboration with Nagar Nigam, and community engagement programmes in Anganwadi centres, temple/mosque/ community spaces. Documentation will be transformed into visual archives, research articles, small publications, exhibitions, and public presentations. Architecture and BFA students will integrate site-based assignments under Critical Theory and Critical Thinking courses.	Development of socially aware and culturally sensitive students; preservation and documentation of local heritage and oral traditions of Sohna; creation of public art and educational outreach activities; publication of small research booklets and visual archives; stronger university-community relationship; enhanced experiential learning and interdisciplinary practice.	Field surveys, photography, videography, oral interviews, measured drawing techniques, community interaction, reflective documentation, mural execution records, attendance, feedback forms from community stakeholders, student portfolios, exhibitions, and publication outcomes will be used to assess impact and outcomes.	Course Mapping: ADARTC104 – Theory and Critical Thinking; Architectural Design Studio; Visual Arts Practice; Community Art & Design Studies. COs: CO1– Develop critical understanding of social and cultural contexts through field engagement; CO2– Apply observational and documentation skills in real environments; CO3– Integrate art, architecture, and community interaction in practice; CO4– Produce research-oriented creative outputs based on local heritage and lived experiences.

4	Internship 1- New MoU- Activity 1	To end by 15/11/2026	Ms. Ritika Mittal	To provide students with practical industry exposure through internship opportunities under the New MoU collaboration and enhance professional skills, workplace understanding, and career readiness.	Coordination with industry/organization partners for student placement, orientation sessions, regular monitoring of student progress, mentor interactions, submission of internship reports, and presentation of learning outcomes	Students will gain hands-on experience, improved technical and professional competencies, industry interaction, enhanced employability skills, and exposure to real-world work environments.	Tools and Processes incorporated to determine the outcome Assessment through internship work undertaken by students, weekly progress review, mentor/supervisor feedback, submission of internship report, portfolio/ documentation of completed tasks, final presentation, and evaluation of practical learning outcomes achieved during the internship period.	Internship
5	Internship 2- New MoU- Activity 2	To end by 15/11/2026	Ms. Ritika Mittal	To provide students with practical industry exposure through internship opportunities under the New MoU collaboration and enhance professional skills, workplace understanding, and career readiness.	Interactive sessions, role plays, group discussions, presentations, mock interviews, case studies, peer learning activities, reflective exercises, and continuous practice sessions conducted over the semester	Students will gain hands-on experience, improved technical and professional competencies, industry interaction, enhanced employability skills, and exposure to real-world work environments.	Tools and Processes incorporated to determine the outcome Assessment through internship work undertaken by students, weekly progress review, mentor/supervisor feedback, submission of internship report, portfolio/ documentation of completed tasks, final presentation, and evaluation of practical learning outcomes achieved during the internship period.	
6	Student Capacity Building and Soft Skills Training Programme	To end by 15/11/2026	Ms. Versha Ms. Annu	To enhance students' professional and personal competencies through structured soft skills training integrated with the curriculum for improved academic performance, employability, and holistic development	Interactive sessions, role plays, group discussions, presentations, mock interviews, case studies, peer learning activities, reflective exercises, and continuous practice sessions conducted over the semester	Students will demonstrate improved communication, teamwork, leadership, confidence, time management, presentation, and professional etiquette skills aligned with industry expectations	Feedback surveys, rubrics for presentations and activities, mentor observations, pre- and post-training assessment, participation records, and reflective learning reports	Portfolio Development: Mapped with curriculum for professional presentation, creative documentation, and career readiness. CO1: Develop professional portfolio presentation skills. CO2: Demonstrate creative, technical, and analytical competencies through documented work. CO3: Enhance self-reflection and personal branding abilities. CO4: Strengthen industry readiness through structured portfolio compilation and presentation

7	ArchiTech - Exploring Trends & Technology in Architecture Design Capacity development and skills enhancement Program	To end by 15/11/2026	Ar. Sukriti Mr. Anirudh	Understand basic concepts of technology and digital trends Identify commonly used digital tools and platforms Develop awareness of responsible and safe use of technology Appreciate the role of technology in education, work, and daily life	Interactive lectures and expert sessions on emerging technologies and digital trends Hands-on workshops, simulations, and practical demonstrations using digital tools Case studies, group discussions, and problem-based learning on real-world technology applications Continuous assessment through assignments, presentations, and reflective learning exercises	Improved digital literacy and technology awareness Enhanced employability and future-ready skills Better understanding of emerging technologies and innovation Responsible and ethical use of digital technologies Increased adaptability to technological changes and industry trends	Practical assignments and digital activities Case studies, presentations, and project work Workshops, webinars, and expert sessions	CO1: Explain and apply the basic principles of design in two- and three-dimensional form development. CO2: Demonstrate an understanding of spatial perception, and apply concepts of scale and proportion in introductory design tasks. CO3: Integrate anthropometric data in designing functional spaces considering human dimensions and ergonomics. CO4: Produce architectural drawings and models using 2D and 3D representation techniques for communicating design ideas. CO5: Enhance visual thinking and creativity through class exercises on spatial memory, collage-making, and abstraction.
8	SOAD Alumni Talks	21st August, 18th September, 16th October, 13th November 2026	Ar. Praveen Gupta Ar. Shruti Ar. Akanksha	To strengthen connections between alumni, students, and faculty for continuous academic and professional growth. To create a platform for alumni to share industry insights, experiences, and emerging trends. To enhance student learning through exposure to real-world career pathways and mentorship. To foster networking opportunities that support internships, placements, and entrepreneurial collaborations. To build long-term partnerships that contribute to institutional development and community building.	Alumni presentations, workshop, interactive panel discussions, open networking session, and feedback and reflection activity.	The sessions were expected to enhance faculty competency in academic planning, curriculum design, research writing, intellectual property awareness, and industry engagement while promoting innovative teaching practices, professional development, and stronger academia-industry collaboration. Students will develop an understanding of design thinking methodologies, creative problem-solving, user-centered design principles, and innovation-driven practices in digital media and gaming industries.	Presentation, discussions, thoughtful and engaging sessions	PROFESSIONAL PRACTICE & OFFICE MANAGEMENT (ADAR405) CO1 Acknowledge the social responsibilities and duties of an architect. CO2 Recognize the critical role of various national and International professional bodies in promotion and regulation of the architectural profession. CO3 Appraise the morals and ethics in architectural profession, familiarity with the conditions of engagements and Architect's liability as per CoA. CO4 Knowledge of legal provisions for architectural practice and develop the ability to set up practice and office management.

9	(Sohna Civic Awareness Campaign) Iksruk tu psruk vHk;ku Sohna Jan Chetna Abhiyan - A Community outreach Program	17/11/2026	Dr. Ankita Mr. Tanuj Mr. Chaitanya	Objectives of (Sohna Civic Awareness Campaign) Iksruk tu psruk vHk;ku To create awareness about cleanliness, hygiene, and civic responsibility under Swachh Bharat Abhiyan through creative visual communication. To engage Applied Art students in community-based learning through posters, Brochure, calender and transit advertisement with installation art along one nakkad natak To use art and communication design as tools for social awareness and positive behavioral change. To encourage active participation of local residents of Sohnna in maintaining a clean and sustainable environment. To develop students' skills in public art, teamwork, community interaction, and socially responsible design practices.	Methodology – (Sohna Civic Awareness Campaign) Iksruk tu psruk vHk;ku Identification of social awareness themes related to cleanliness and hygiene under Swachh Bharat Abhiyan. Formation of student groups from Applied Art and Communication Design disciplines. Research and development of posters, slogans, , and interactive visual communication materials. Community interaction and awareness activities conducted in Sohnna village areas. Display and execution of transit advertising, public art installations, and wall painting campaigns at selected locations. Observation of community participation and feedback to assess the impact of the awareness initiative.	Increased awareness among students and local residents about cleanliness, hygiene, and civic responsibility. Effective use of posters, transit advertising, and visual communication for social awareness. Enhanced understanding among students about the role of Applied Art and Communication Design in community engagement. Development of students' creative, teamwork, and public communication skills through practical field experience. Promotion of community participation towards maintaining a clean and sustainable environment in Sohnna.	Presentation, discussions, thoughtful and engaging sessions	ADFA210 Applied Art-II CO1. Observation and apply the basic principles of applied art. CO2. Imitating and create effective graphic designs and advertisements. CO3. Practicing and demonstrate proficiency in typography and layout design. CO4. Adapting the original illustrations for various applications. CO5. Originated and critically analyse and discuss applied art projects ADFA315 Illustration – II CO1 Observing in advanced illustration techniques and media. CO2 Apply Thematic imitation and conceptual approaches to illustration projects. CO3 Practicing cohesive bodies of work that reflect personal style and artistic vision. CO4 Adapting critically analyse and evaluate their own work and the work of others. CO5 Originating and articulate their ideas and processes effectively.
10	Session on Code of Conduct for Students	8/9/2026	Ar. Mansha, Ar. Disha	To Inform the Students About Rules and Regulations of the College	Presentation	Promotion of a Respectful and Inclusive Environment, Improved Student Behavior and Decision-Making	Presentation, discussion, thoughtful and engaging sessions	All SOAD programs

11	Session on Ethics for Students	10/10/2026	Ms. Shinam, Ms. Kanishka	RUNWAY FOR THE PLANET is an inter-university fashion show that celebrates the rich cultural heritage and traditions of diverse communities through fashion. Participants showcase garments inspired by traditional textiles, indigenous crafts, folk art, and cultural narratives, highlighting the beauty of cultural diversity. The event encourages the preservation and appreciation of heritage while fostering creativity and innovation among students. Alongside cultural expression, participants incorporate sustainable fashion practices through the use of recycled, upcycled, and eco-friendly materials. The show serves as a platform for cultural exchange, environmental awareness, and responsible fashion.	Invitations will be extended to universities and colleges to participate in the inter-university fashion show, Runway for the Planet. Participants researched cultural heritage, traditional textiles, indigenous crafts, and folk art to develop their garment concepts. The designs will be created to reflect cultural diversity while incorporating elements of sustainable fashion through the use of recycled, upcycled, and eco-friendly materials. Entries would be evaluated based on creativity, cultural representation, craftsmanship, and innovation. Selected teams presenting their creations on the runway before a panel of judges and an audience, fostering cultural exchange, learning, and awareness of responsible fashion practices.	The fashion show is expected to enhance students' understanding and appreciation of cultural heritage and traditional crafts. It will foster creativity, innovation, and design skills through the exploration of diverse cultural themes. Participants will develop awareness of sustainable fashion practices, including recycling and upcycling. The event will promote cultural exchange and collaboration among students from different institutions. It will also encourage responsible fashion choices while preserving and celebrating cultural identity.	Live Ramp Walk Presentation of Garments by models, discussions, thoughtful and engaging sessions	1 . Craft Exploration (ADIDCE553) – Students will explore and showcase traditional crafts, indigenous techniques, and cultural heritage through garment design. CO 1, 2, 3 2. Social & Cultural Studies (ADVASS253) – Students will demonstrate an understanding of cultural diversity, traditions, and the social significance of heritage-inspired designs. CO 2, 3, 4 3. Climate and Environment (ADVACE154) – Students will apply sustainability concepts through the use of recycled, upcycled, and environmentally responsible materials. CO 3, 5
12	Session on Professional Ethics	09/9/26- 12/9/26	Mr. Prajwal, Mr. Pravesh	To encourage original digital character design, visual storytelling, and concept art while providing students with an industry-oriented platform to showcase creativity, presentation skills, and portfolio development.	Participants will create an original digital character at home based on the given guidelines and present their work before an expert jury at K.R. Mangalam University. The presentation will include concept development, sketches, story, character sheet, poses, and design process followed by jury interaction and evaluation.	Students will develop industry-relevant concept art and character design skills, improve creative thinking and presentation abilities, build professional portfolios, and gain exposure to expert feedback and networking opportunities.	Design Thinking, Visual Research, Concept Development, Digital Illustration, Storyboarding, Character Design Process, Portfolio Assessment, Jury Evaluation, Presentation, Rubric-based Assessment, and Expert Feedback.	Character Design, Comics & Storyboarding, Visual Communication, Digital Illustration, Game Art. CO1: Understand character design principles. CO2: Apply creative thinking to develop original concepts. CO3: Analyze narrative and visual storytelling elements. CO4: Create professional-quality digital character designs using industry-standard tools. CO5: Present and justify design decisions effectively before a jury.

13	RUNWAY FOR THE PLANET , Designathon - Competitions Inter University level (OCT 26: World Environmental Health Day)	10-10-2026	Ms. Shinam ,Wadi Ms. Kanishka Singh	RUNWAY FOR THE PLANET is an inter-university fashion show that celebrates the rich cultural heritage and traditions of diverse communities through fashion. Participants showcase garments inspired by traditional textiles, indigenous crafts, folk art, and cultural narratives, highlighting the beauty of cultural diversity. The event encourages the preservation and appreciation of heritage while fostering creativity and innovation among students. Alongside cultural expression, participants incorporate sustainable fashion practices through the use of recycled, upcycled, and eco-friendly materials. The show serves as a platform for cultural exchange, environmental awareness, and responsible fashion.	RUNWAY FOR THE PLANET is an inter-university fashion show that celebrates the rich cultural heritage and traditions of diverse communities through fashion. Participants showcase garments inspired by traditional textiles, indigenous crafts, folk art, and cultural narratives, highlighting the beauty of cultural diversity. The event encourages the preservation and appreciation of heritage while fostering creativity and innovation among students. Alongside cultural expression, participants incorporate sustainable fashion practices through the use of recycled, upcycled, and eco-friendly materials. The show serves as a platform for cultural exchange, environmental awareness, and responsible fashion.	The fashion show is expected to enhance students' understanding and appreciation of cultural heritage and traditional crafts. It will foster creativity, innovation, and design skills through the exploration of diverse cultural themes. Participants will develop awareness of sustainable fashion practices, including recycling and upcycling. The event will promote cultural exchange and collaboration among students from different institutions. It will also encourage responsible fashion choices while preserving and celebrating cultural identity.	Live Ramp Walk Presentation of Garments by models, discussions, thoughtful and engaging sessions	1 . Craft Exploration (ADIDCE553) – Students will explore and showcase traditional crafts, indigenous techniques, and cultural heritage through garment design. CO 1, 2, 3 2. Social & Cultural Studies (ADVACE154) – Students will demonstrate an understanding of cultural diversity, traditions, and the social significance of heritage-inspired designs. CO 2, 3, 4 3. Climate and Environment (ADVACE154) – Students will apply sustainability concepts through the use of recycled, upcycled, and environmentally responsible materials. CO 3, 5
14	CHARACTRIX – The Character Design Challenge	09/9/26- 12/9/26	Mr. Prajwal KhantwalMr. Pravesh Tandon	To encourage original digital character design, visual storytelling, and concept art while providing students with an industry-oriented platform to showcase creativity, presentation skills, and portfolio development.	Participants will create an original digital character at home based on the given guidelines and present their work before an expert jury at K.R. Mangalam University. The presentation will include concept development, sketches, story, character sheet, poses, and design process followed by jury interaction and evaluation.	Students will develop industry-relevant concept art and character design skills, improve creative thinking and presentation abilities, build professional portfolios, and gain exposure to expert feedback and networking opportunities.	Design Thinking, Visual Research, Concept Development, Digital Illustration, Storyboarding, Character Design Process, Portfolio Assessment, Jury Evaluation, Presentation, Rubric-based Assessment, and Expert Feedback.	Character Design, Comics & Storyboarding, Visual Communication, Digital Illustration, Game Art. CO1: Understand character design principles. CO2: Apply creative thinking to develop original concepts. CO3: Analyze narrative and visual storytelling elements. CO4: Create professional-quality digital character designs using industry-standard tools. CO5: Present and justify design decisions effectively before a jury.

16. Testimonials (Outstanding students/Alumni/ Distinguished guests):

Mansi Bansal – Alumni, Fashion Design (Batch 2020–2023)

Mansi Bansal's journey from a passionate design student at SOAD to a successful fashion professional reflects creativity, perseverance, and industry readiness. During her academic journey, she gained practical exposure through internships at Tapio Creations Pvt. Ltd. and contributed as a student volunteer at Lakme Fashion Week. Currently working with renowned fashion label Esha Kaul after her experience at Taroni India, Mansi continues to make her mark in the fashion industry. Her journey stands as an inspiration for aspiring designers and showcases SOAD's commitment to nurturing future-ready professionals.

Anjali Kumari – Alumni, Fashion Design (Batch 2020–2023)

Anjali Kumari exemplifies dedication, creativity, and continuous learning in the field of fashion design. With expertise in digital and hand-drawn fashion illustrations, surface ornamentation, draping, and styling, she successfully combined traditional crafts with contemporary design practices. Her internships at Tapio Creations Pvt. Ltd. and Sarv International, along with workshops in Madhubani art and Tie & Dye techniques, significantly enhanced her professional skills. Anjali's growth reflects the spirit of innovation and artistic excellence encouraged at SOAD.

Tanya Sharma – Fashion Designer, Tapio Creations Pvt. Ltd.

Tanya Sharma has emerged as a promising young fashion designer through her innovative design approach and professional accomplishments. Currently associated with Tapio Creations Pvt. Ltd., she has contributed to multiple design projects and collaborated with production teams to create trend-forward collections. A major highlight of her professional journey was showcasing her collection at Delhi Times Fashion Week 2024, where her work received appreciation for blending contemporary aesthetics with cultural narratives. Tanya's achievements reflect SOAD's vision of fostering globally competent and creative professionals.

Ar. Aishwarya Tipnis – Distinguished Guest & Conservation Architect

Renowned conservation architect Ar. Aishwarya Tipnis interacted with SOAD students during the academic visit to Bikaner House, New Delhi, for the exhibition on adaptive reuse and heritage conservation. Through insightful discussions on sustainability, cultural continuity, and architectural preservation, she inspired students to explore environmentally responsible and context-sensitive design practices. Her session provided valuable exposure to real-world conservation challenges and contemporary approaches to adaptive reuse in architecture.

COA President Abhay Purohit – Distinguished Guest

SOAD students and faculty had the opportunity to interact with COA President Abhay Purohit during AARAMBH'25 at NGMA, New Delhi. His presence and encouragement motivated students participating in the architectural exhibition and reinforced the importance of creativity, innovation, and professional excellence in architectural education. The interaction further strengthened students' understanding of industry expectations and contemporary design practices.

Contact Details:

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+91 8192888444, www.krmangalam.edu.in , welcome@krmangalam.edu.in

18. Appendices (templates for Assessment Rubrics for Dissertation , NOC, bonafide, etc.)

DISSERTATION FORMAT:



NAME OF THE TOPIC

BY

NAME OF THE STUDENT

ENROLLMENT NO: XXX

Xth YEAR

BACHELOR OF INTERIOR DESIGN

COORDINATORS & GUIDE: DR. XYZ

DISSERTATION SUBMITTED IN PARTIAL FULFILLMENT OF
THE BACHELOR OF INTERIOR DESIGN

DISSERTATION REPORT – XYZ-2026

SCHOOL OF ARCHITECTURE & DESIGN

K.R. MANGALAM UNIVERSITY

GURUGRAM, HARYANA

DECLARATION

I solemnly declare THAT the content of this Internal Synopsis entitled, “.....”, submitted by in partial fulfilment of the requirements for the represents original work carried out very independently by me under the guidance of

I affirm that this dissertation has not been submitted earlier, in whole or in part, to any other university or institution for any academic award. All sources of information and references have been duly acknowledged, and wherever contributions of others have been made, they have been clearly indicated.

I understand the importance of academic honesty and integrity, and I confirm that this work upholds the highest standards of scholarly conduct.

Date:

Place:

Signature of the Student

CERTIFICATE

This dissertation report is submitted by NAME OF THE STUDENT, ENROLLEMENT No-, student of 5th Year Bachelor of Interior Design, School of Architecture and Design, K.R. Mangalam University, Gurgaon, Session: 2024-2025.

Originality of information and opinion expressed in this dissertation are of the Author and do not necessarily reflect those of the Guide or the Coordinator or the Institute.

Date:

Place:

Student: NAME OF STUDENT

Guide:

External Examiner:

Signature of Dissertation Coordinator's:

Dean:

School of Architecture & Design,

K.R. Mangalam University,

Gurugram

ACKNOWLEDGEMENT

I sincerely express my gratitude to my guide, “Enter guide name here”, for his valuable guidance, constructive criticism, and continuous support throughout the course of this dissertation.

I would like to thank K.R Mangalam University for providing the academic resources and environment necessary for completing this research

My deepest thanks go to my family and friends for their constant encouragement and understanding during this demanding process.

Finally, I appreciate all the authors and practitioners whose work contributed to the development of this thesis.

Student Signature

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IV	Index	
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1.4	xyz	x
1.5	xyz	x

1.1 Introduction - XXX



Figure 1: XXX

BIBLIOGRAPHY

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For Local Health and Global Sustainability, Routledge, Oxon & NY

INTERNSHIP- NOC FORM format:

To,
The Dean,
(Name of School),
K.R. Mangalam University

Date: / /

Subject: Request for no objection certificate

Respected Sir/Madam,

Respected, I (Name), S/o, D/o (Name of the Parent/ Guardian), studying in (Program Name and School name) of your reputed University. My roll number is (Roll Number).

I am writing this letter to state that, I require a No Objection Certificate for (Placement/ Internship/ Training). The duration of the Internship/training is (week/month). (Duration not required in case of Placement)

I request you to kindly look into the matter. I believe I will be getting a positive response from your side at the earliest.

I assure you that I will be available at the University as and when required for any submissions and examinations to complete my academic requirements.

Yours,
Faithfully/Sincerely,
(Name),
(Program)
(School)
(Roll No.)

Annexure:

1. Placement/Training /Internship offer letter from Industry. (in case of training/internship duration to be mentioned)



K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION

No Objection Certificate (NOC) for Internship (1st yr to pre-final yr Student)

This certificate acts as a No Objection Certificate (NOC) from K.R. Mangalam University, authorizing

Student Name: _____

Roll Number: _____

Course & Year: _____

Contact Number: _____

Academic Session: _____

Semester: _____

to engage in an internship, a compulsory credited component of their academic program. This internship is designed to immerse the student in the corporate environment and enhance their domain-specific knowledge, crucial for their professional development.

Internship Duration: _____ weeks

Start Date: _____

End Date: _____

Designation: _____

Stipend: _____

K.R. Mangalam University endorses the student's involvement with the following organization forth internship:

Company Name: _____

Assigned Project/Domain of Specialization: _____

Name of HR: _____

HR Contact Number: _____

HR Email: _____

We kindly request the organization to assign the student a project that aligns with their specialization, aiding in their academic and career advancement.

This NOC confirms that K.R. Mangalam University has no objections to the student's participation in the specified internship program.

Internship Manager:

Approval by Dean & Director CDC:

Dean's signature & Stamp

Head of Career Development Centre (CDC) Signature & Stamp

Date: _____

Bonafide Format



K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION



Date: DD.MM.YYYY

TO WHOMSOEVER IT MAY CONCERN

This is to certify that __(name of student)__, Roll No. __(Roll no. of student)__, is a Bonafide student of __(name of program)__, program at K.R. Mangalam University, Gurugram, Haryana.

As per the academic requirements, every student is required to undergo a 6-months mandatory internship to gain practical experience in the field of architecture as per Council of Architecture (COA) regulations.

We kindly request to permit __(name of student) _to undertake the Internship at __(name & address of firm with Pincode)__, and provide the necessary support. Please note that all data and information collected will be utilized solely for academic purposes.

Your cooperation in this regard will be highly appreciated.

(signature and official stamp of dean)

Dean

Prof. Dr. Tanaya Verma

School Of Architecture and Design (SOAD)

K.R. Mangalam University

Sohna Road, Gurugram

Haryana -122103



Website
krmangalam.edu.in



Phone
011 -48884888



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