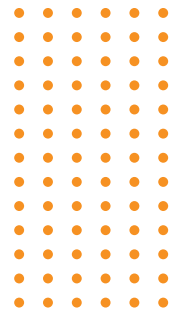




K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION

SCHOOL OF ARCHITECTURE AND DESIGN

MINOR STREAMS



MINOR STREAMS

Interior Styling

- I Introduction to Design Principles
- II Interior Design Fundamentals
- III Product Design Basics
- IV Advanced Product Design
- V Interior Styling
- VI Advanced Interior Styling
- VII Advanced Interior Design
- VIII Interior Styling Project

Contemporary Art Practice

- I Introduction to Contemporary Art
- II Modernism and Its Influence
- III Photography and Conceptual Art
- IV Performance Art
- V Globalization and Art
- VI Identity and Representation
- VII Conceptual Installation
- VIII Contemporary Art Project

UI/UX Design

- I Introduction To UX Design
- II Introduction to UI Development
- III Basics of UI Design
- IV Introduction To 6D
- V Wireframing And Prototyping
- VI Methodologies in Interaction Design
- VII Gamification And UX
- VIII UI/ UX Design Project

Game Development

- I Fundamentals of Game Engine
- II Game Designing Technology
- III Computer Programming for Video Game
- IV Video Editing and Visual Effects
- V Introduction to Immersive Technologies
- VI 3D Game Development
- VII Game Publication and Marketing
- VIII Game Development Project