GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus (Textile Design)
Subject Code : 10140206
Subject Name : Design Project-1

WEF Academic Year:	2024-25
Semester:	4
Category of the Course:	PCC

Prerequisite:	
Rationale:	Learning the design process for creating and understanding needs, desire and roll of fashion design to cater the fashion market. Application of garment making skills and creative thinking in order to arrive at a manufacturing process of fashion product. Photo documentation as a means of expression for fashion design.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level*
01	Expressing theme based hypothetical design concepts on paper. Differentiation of process in different terminology in fashion like haut couture / avant guard etc.	
02	Establishing step by step process of creative thinking to final production of a garment design.	

**Revised Bloom's Taxonomy (RBT)*

Teaching and Examination Scheme:

Teaching Scheme (In Hours)			Total Credits L+T+(PR/2)	Assessment Pattern and Marks				Total Marks
				Theory		Tutorial/Practical		
L	T	PR	C	ESE (E)	PA/CA (M)	ESE (V)	PA/CA (I)	
0	0	4	2	0	30	50	20	100

Course Content:

Unit No.	Course Content	No. of Hours	% of Weightage
01	Realize to Design is to plan, understand a design article (a fashion apparel article) and develop an ability of 'analysis' of the design in detail. Understand the role of primary and secondary research, Understand the aspect of 'need' and 'desire' and how design of any article evolves from the need.	20	35%
02	Aspect of intangible needs that a 'fashion' article may fulfill, Design process may lend to the aesthetics of a fashion product. Efficiency of a design process with lateral & literal aspects.	20	35%
03	Prototype Development-II Learning of the basic inputs in the context of fashion, Interpretation, articulate and representation emotive qualities in visual image as well as garments through application of elements and principles of design, Visualization and ideation process. Conceptualization and implementation design process to create a collection reflecting the technical accomplishments.	20	30%
	Total	60	100

Suggested Specification Table with Marks :

Distribution of Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
30	15	15	15	10	15

Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)

References/Suggested Learning Resources:

(a) Books:

Reference Book:

1. Balaram, S (2011). Thinking Design, SAGE Publications India Pvt Ltd

2. Papanek, Victor (1971). *Design for the Real World: Human Ecology and Social Change*, New York, Pantheon Books.
3. Vyas, H. Kumar (2009). *Design and Environment: A Primer* (3rd ed.). India, National Institute of Design.
4. Munari, Bruno (1971). *Design as Art.* Penguin books

1. [1] Rahul Dubey, "An Introduction to Internet of Things: Connecting Devices, Edge Gateway, and Cloud
2. with Applications", Cengage India Publication
3. [2] Raj Kamal, "Internet of Things: Architecture and Design Principles, Mc Graw Hill Education
4. [3] Hanes et al "IoT Fundamentals", Cisco Press
5. [4] Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", , Paperback, 2015.
6. [5] A. McEwen, H. Cassimally, "Designing the Internet of Things", Wiley, 2013.
7. [6] Yashwant Kanetkar, "21 Internet of Things Experiments", Kindle edition
8. [7] Adeel Javed, "Building Arduino projects for Internet of Things", Apress publication
9. [8] Donald Noris, "The Internet of Things: Do it yourself Projects with Arduino, Raspberry PI and
10. BeagleBone Black" Mc Graw Hill Publication
11. [9] Adrian McEwen & Hakim Cassimally, "Designing the Internet of things", Willey publication
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13. with Applications", Cengage India Publication
14. [2] Raj Kamal, "Internet of Things: Architecture and Design Principles, Mc Graw Hill Education
15. [3] Hanes et al "IoT Fundamentals", Cisco Press
16. [4] Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", , Paperback, 2015.
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