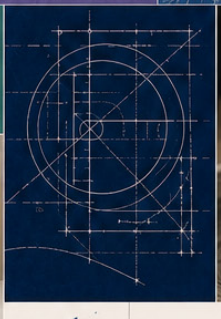
MINOR COURSES 2026











Introduction

What is a Major?

A major is the primary area of study selected at the end of the foundation year. It defines your specialization and plays a key role in shaping your academic journey and future career.
Following are the majors that you can choose from:

School of Design:

- Space Design
- Communication Design
- Interaction Design
- Product Design
- Sustainable Fashion and Textile
- Design
- Moving Images
- Transdisciplinary Design

School of Architecture :

- Bachelor of Architecture

Centre of Visual Arts:

- Bachelor of Visual Arts

Students will be explained major curriculum and credit distribution during major

What is a Minor?

- A minor represents a supplementary area of study undertaken alongside the major
- Aims to broaden academic exposure and develop additional competencies
- Comprises 16 credits completed over Semesters 3 to 6
- Not offered during the Foundation Year

Minor Structure

- A minor comprises of 16 credits spread over semesters 3 - 4 - 5 - 6
- Each semester (3-4-5-6) has four credits of minor courses
- 4 credits are divided into 2 CR (Theory) + 2 CR (Studio)
- Choosing a minor is optional

- Students can opt for 8 electives (2 credits each) in Semesters 3–6
- Minors are administered by the the Minor Lead and respective Admin Team

Minor & Electives

- Opting for a minor (16 credits) is not compulsory. Students can opt for 8 electives (2 credits each) instead during semester 3-4-5-6
- Either minor/electives for 4 Credits per semester is compulsory during semester 3-4-5-6
- University wide electives, Summer/Winter School Electives and Digital Learning Courses are offered by Office of Academic Affairs according to the timeline mentioned in the Academic Calendar.
- Students can also choose in-department electives offered by respective schools/ departments/disciplines.
- It is the responsibility of the student to ensure that they have enough elective credits throughout the programme to be eligible for graduation

Major/Minor Selection, Change and Drop Procedure

- Change of Major is only valid within 15 Days of the commencement of the semesterwith valid justification with credit deficit,further delay in change appeal can opt for Transdisciplinary Design only
- Minors are selected at the beginning of Semester 3 and completed over Semesters 3 to 6, comprising a total of 16 credits (4 credits per semester).
- Students can change their selected minor after attending the first session only, suject to availability of the course , by submitting a written application along with a completed Minor Change Form to the Minor Lead and SoD Admin.
- Students may drop a selected major/minor by submitting a completed Major/ MinorDrop Form to the Programme/Minor Lead and SoD Admin; mid-semester withdrawals are not permitted and requests are accepted only after the end of the ongoing semester.









Accessory Design

The minor in Accessory Design focuses on designing fashion and lifestyle accessories such as bags, jewellery, footwear elements and wearable objects through the lens of sustainability. It explores biomaterials, indigenous craft knowledge and emerging technologies to develop responsible accessory systems. As accessories are often material-intensive and environmentally impactful, this minor equips design students with the skills to innovate, prototype and rethink accessories as part of circular, ethical and future-ready design practices.

Core Theme of the Minor

The core theme of the minor is the design and development of fashion and lifestyle accessories using responsible materials, biomaterials, indigenous craft knowledge and emerging digital technologies. It positions accessories as an important site for innovation in circular and ethical design practices.

Why It Matters Today

Accessories are among the most material-intensive product categories and contribute significantly to environmental impact. Addressing sustainability in this sector is crucial as the design industry moves toward circular systems, responsible sourcing and reduced material waste. This minor responds to the growing global need for sustainable product development and material innovation.

How It Connects to Design Students

The minor allows design students to expand their practice beyond garments or individual products to include accessories as part of a holistic design ecosystem. It equips students with skills in material experimentation, craft collaboration and digital proto-

typing, enabling them to design responsible, future-ready accessory systems across fashion, product and lifestyle contexts.

What Will You Learn?

Semester 3:
Studio / Theory 1: Introduction to Accessory Design — Understanding accessory typologies, sustainability challenges and developing a conceptual accessory design project.
Semester 4:
Studio / Theory 2: Materials & Craft for Accessories — Exploring natural and recycled materials, studying indigenous craft traditions and developing craft-inspired accessory prototypes.
Semester 5:
Studio / Theory 3: Innovative Material Practices — Experimenting with biomaterials and vegan alternatives while designing a small accessory collection using innovative materials.
Semester 6:
Studio / Theory 4: Digital & Circular Accessories — Learning circular design strategies, digital modelling and prototyping accessory components using fabrication technologies.

Who Is This Minor Ideal For?

This minor is open to all the Design discipline students who:

- Are curious about sustainable materials, biomaterials, craft traditions, and the future of accessory design.
- Enjoy working with hands-on making, material experimentation, craft processes, and digital prototyping tools.
- Want to explore careers in fashion and accessory design, craft-based enterprises, CMF designer, product and lifestyle brands, or material innovation and research.

Is the Minor is open to students from all majors (Excluding the Major department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department



Fashion Communication

The core idea of the Fashion Communication minor is to make learners aware of all the consumer-facing communication-based processes from a global and sustainability perspective. The minor leads the learners to critically examine communication strategies designed to influence behaviour, thereby enhancing sustainable consumption and business practices. Each topic under this minor has been conceptualised to enhance students' design journeys with these learnings to subsequently build future-forward spaces, both online and offline, keeping fashion at the core. These include trend forecasting, styling and photography, marketing, branding, visual merchandising, fashion and luxury and decoding fashion media.

What Will You Learn?

Semester 3:
Studio / Theory 1 **-** Illustration and Storytelling / Rethinking Fashion

Semester 4:
Studio / Theory 2 - Visual Impact & Merchandising Techniques / Marketing and Branding Essentials

Semester 5:
Studio / Theory 3 - Fashion Styling & Photography / Fashion Journalism

Semester 6:
Studio / Theory 4 - Fashion, Luxury & Consumer Journeys / Critical Discourses in Fashion Media

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about how fashion, media, culture, and business shape what and how people consume.
- Enjoy working with visuals, storytelling, styling, branding, photography, and digital media.
- Want to explore careers in fashion communication, marketing and fashion business, styling, trend forecasting, visual merchandising, and fashion media.
- Like researching trends, creating narratives, analysing culture, and designing engaging fashion experiences.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department



Cities

How do you design for the unplanned? In the 2010s, the planet's urban population outstripped it rural population for the first time in recorded history. India is poised to add the largest increment of urban dwellers of any country globally. This minor introduces design and technology students to the challenges of designing for these vast populations. It asks and answers the questions: why, where and when might it make sense to *undesign* cities?

What Will You Learn?

Semester 3 :
Theory : The City in History and Theory
Studio : Researching and Writing the Urban

Semester 4 :
Theory : The Economic City
Studio : Informal Systems

Semester 5 :
Theory : Just Urban Climate Futures
Studio : Global South Cities

Semester 6 :
Theory : Urban Political Ecology/Economy Seminar
Studio : Urban Practice, Research and Start-up Colloquium

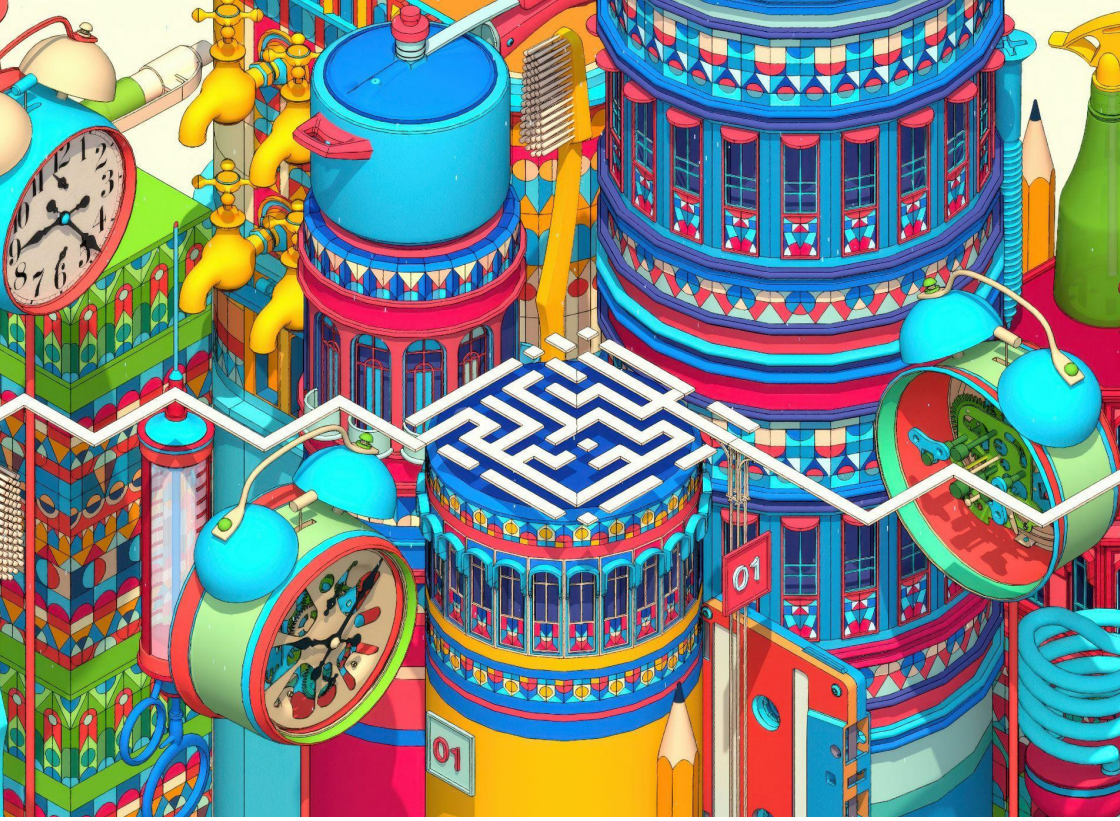
Who Is This Minor Ideal For?

This minor is great for students:

- Interested in careers in urban design, urban planning or management.
- Curious about city-scale understanding of design.
- Interested in puzzles to solve.
- Driven to learn, enjoy research and analysis, and exercise both creative and critical thinking.
- Who find reading and writing fun.
- Looking to continue their education beyond a bachelor's degree.
- Wanting to pursue cutting-edge problems.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA department



Critical Game Studies & Practice

This minor is a deep dive into building and studying games. By exposing students to a variety of games, from simulations and multimedia theatre to board games, folder poetry, idle games and first-person video games, the course explores how such games become complex cultural artefacts.

The course will explore games not as neutral design tools, but as rhetorical instruments where every rule is an argument, and every mechanic makes a claim about the world. Here you will discover a rich ecosystem of independent, alternate, and experimental games, and you will explore the creative practices that produce such work. Whether you are interested in making games or studying them, this minor will help bridge critical theory and hands-on practice. It is ideal for design students curious about the political, cultural, and expressive dimensions of games and those who are willing to experiment with the medium.

What Will You Learn?

Course Structure & Key Learning Areas:
Semester 3: Formalism and Meaning. In trying to answer 'what are games?' - you will explore rules, rituals, and games as cultural artefacts, and then. Then design your own elaborate board game or public game.
Semester 4 : The Material, the Virtual and the Narrative. This is where storytelling meets code. You will explore interactive fiction, branching narratives, folder poetry, and other forms of electronic literature, while building your first video game.
Semester 5 : Embodiment and Identity. This Semester explores what it means to inhabit characters, worlds, and perspectives through tabletop and live-action role-playing, letting you design rich narrative sandboxes of your own.
Semester 6 : Systems and Simulations. You will learn how to understand complex virtual worlds, model intricate behaviours, and parse ideologies in such systems, eventually building a video game prototype or a small simulation.

What You'll Learn :
How to create a variety of games across multiple mediums, from Board games, TTRPGs to video games and interactive Fiction. You will also learn to analyse games as cultural artefacts and understand the Anti-games critique.
The course will also introduce game programming and game engines where you will simulate alternate worlds, encode complex behaviours and explore how we inhabit and resist such spaces.

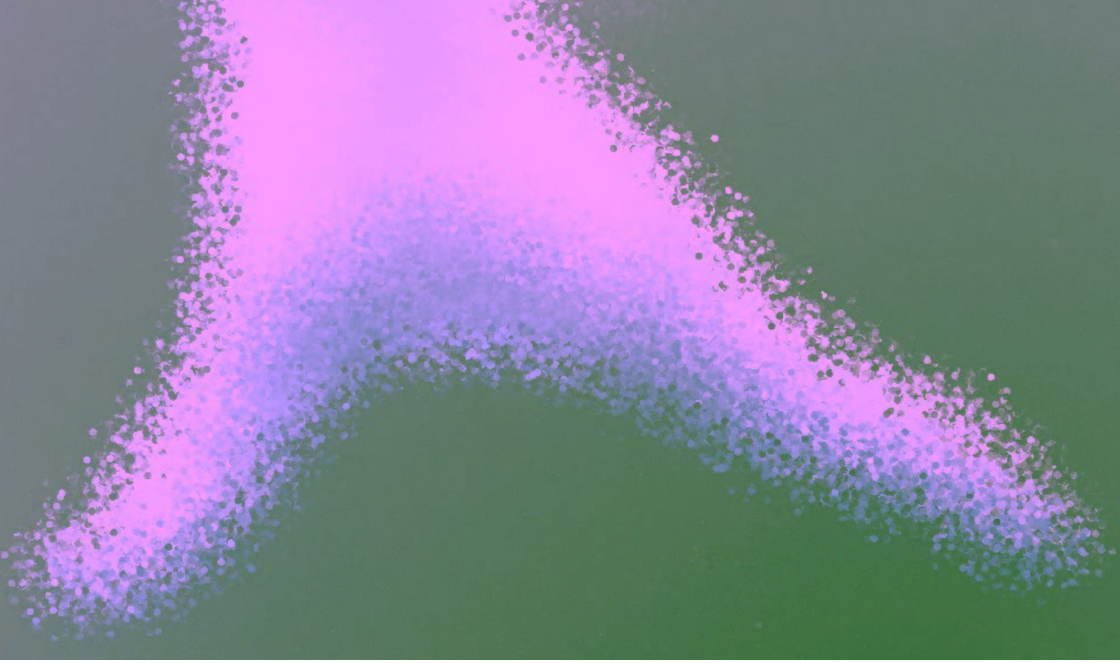
Who Is This Minor Ideal For?

This minor is ideal for students:

- Who are curious about games, virtual worlds, roleplay, interactive fiction and simulations as an expressive medium.
- Who want to explore careers in game design, narrative design, interactive media, cultural research or experimental practice.
- Who want to understand board games, TTRPGs, hypertext narratives, video games or even simulations as one continuous medium.
- Who enjoy engaging with theory, scholarship and experimental game practices, especially from the margins.

Is the Minor open to students from all majors (Including the Major / department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department



Immersive Design

This Interaction Design Minor introduces students from various disciplines to engage with immersive technologies, through structural rigour of theories of immersion. Over four semesters, we move progressively from the logic of screen-based digital media into the messy reality of physical computing, interactive installations, and 'reality-proposing' projects. It's a deliberate mix of critical theory and getting involved with the tangibilities of making and material. We look at the social and cultural fallout of these technologies, leaning on speculative and critical schools of thought, to imagine, and simultaneously propose what comes next.
By the end of this minor, we'll have trekked from foundational learnings to capable authorship of immersive and interactive spaces and artifacts, in-effect, bringing these critical, and human-centered approaches, back to our own core disciplinary practices.

What Will You Learn?

Broad learning outcomes:
TIdr condensed:
Applied Interaction: Develop dynamic, human-centered interventions and responsive narratives across digital, spatial, and wearable contexts utilizing computational and physical mechanics.
Critical Evaluation: Analyze the historical lineages, underlying theories, and socio-cultural impacts of immersive media through critical design frameworks and IxD gaze.

Semester 3:
Foundation : Image and computation
Studio: Experimental Image-making
Theory: Image and interactivity fundamentals

Semester 4:
Tangible Interfaces
Studio : Accessible programming
Theory: Histories and frameworks

Semester 5:
Spatial Immersion and Computer Vision
Studio: Prototyping spatial interactions
Theory: Authoring immersion

Semester 6:
Reality Proposal Studio
Studio: Crafting and prototyping
Theory: Implications of immersion

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about the discipline of interaction design, particularly in the realms of immersive media.
- Enjoy working with materials: digital and analogue.
- Want to explore careers in storytelling, immersive media, and interaction design, beyond your own core disciplines.
- Would like to add an interdisciplinary element of immersion, and interactivity to their own core disciplinary practices.
- Acknowledge that good design and effective immersion requires an in-depth understanding of the human psyche, and its relationship to culture, society, and other broad phenomena.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department













Graphic Design

The Graphic Design minor introduces students to the principles and practices of visual communication. It emphasises typography, photography, illustrations, visual composition, and storytelling in creating identity systems, packaging design, publications and other communication materials for print and digital media. In an image-driven world, the ability to communicate ideas visually is essential. This minor helps students develop conceptual thinking and visual storytelling skills that may be utilised to design communication materials across diverse fields.

What Will You Learn?

- Visual Design - Studio 1
- Typography - Studio 2
- Identity Design - Studio 3
- Communication Theory and Semiotics - Theory 1
- Publication Design - Studio 4
- Data Visualisation (EM) - Studio 5
- Packaging Design - Studio 6
- Photography - Studio 7

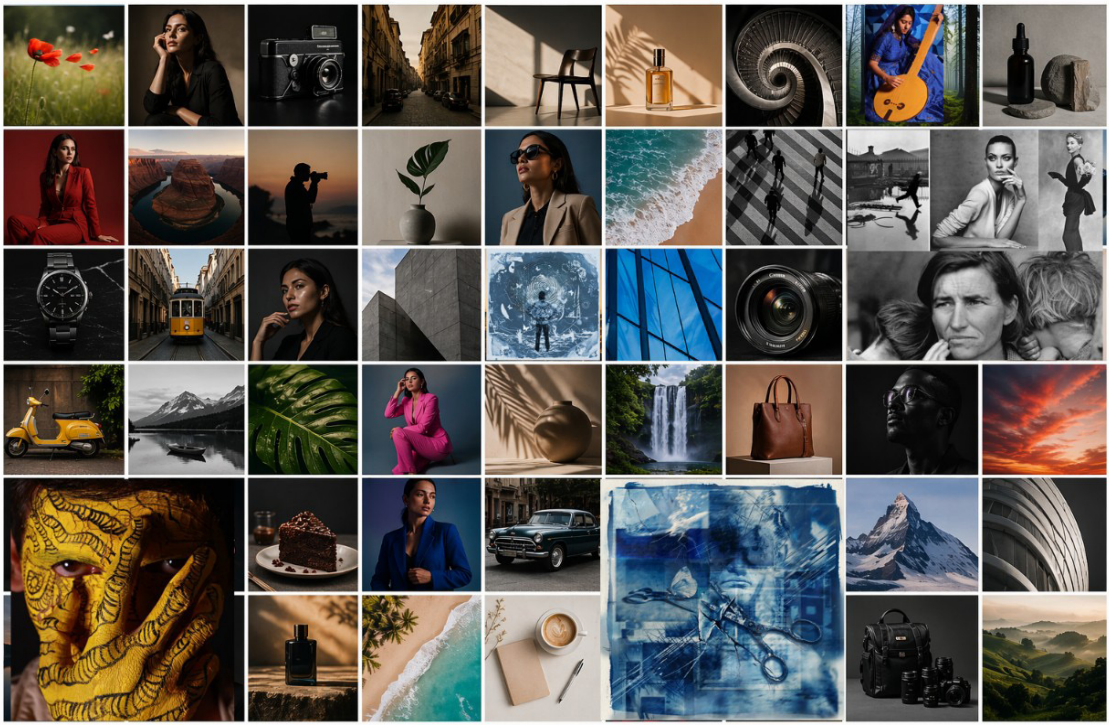
Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about visual communication and design thinking.
- Enjoy working with images, typography, and layout.
- Want to explore careers in graphic design, branding, publishing, media, or communication design.
- Like creative problem-solving and storytelling.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from SoD (PD+SD+IXD+MI+TD+SFT) + BVA + SOA department Except Communication Design (CD Major)



Photography

This minor introduces photography as a medium of visual storytelling, critical observation, and communication design. It moves beyond technical skills to explore how images construct meaning, narratives, and cultural perspectives. In today's image-driven world, the ability to create thoughtful and responsible visual content is essential. This minor helps students develop both conceptual depth and practical skills to engage with photography across artistic, editorial, and applied contexts.

What Will You Learn?

Semester 3:
Theory Paper: Introduction to Photography
Studio Course: Fundamentals of Camera and Composition

Semester 4:
Theory Paper: Visual Literacy and Narrative Building
Studio Course: Photography for Storytelling

Semester 5:
Theory Paper: Photography and Media
Studio Course: Studio, Fashion and Product Photography

Semester 6:
Theory Paper: Contemporary Practices and Masters in Photography
Studio Course: Final Project

- Fundamentals of Camera and Composition / Introduction to Photography
- Photography for Storytelling / Visual Literacy and Narrative Building
- Studio, Fashion & Product Photography / Photography and Media
- Final project / Contemporary Practices and Masters in Photography

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about observing and interpreting the world visually .
- Enjoy working with images, stories, and people.
- Want to explore careers in photography, media, branding, or storytelling.
- Like combining creative practice with research and conceptual thinking.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department









Play and Game Design : Play Pause Play

Press play on design thinking. In this minor, you will learn how games work (and why they matter), then build your own—from quick-and-dirty paper prototypes to crafted, story-driven digital experiences. We will remix rules, weave craft traditions, and design play that teaches, persuades, and sparks change. Perfect for design students who want to communicate ideas through interaction, not just visuals.

What Will You Learn?

Semester 3:
Basics of Play (Foundations of Play + Play Lab)

Semester 4:
Craft in Play (Crafting Play + Craft Lab)

Semester 5:
Play with Tale (Storycraft + Narrative Play Lab)

Semester 6:
Play for Purpose (Purposeful Play + Impact Lab)

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about why people play, how rules shape behavior, and how games shape culture.
- Enjoy working with prototyping, systems thinking, collaboration, and lots of play-testing (yes, “testing” means playing).
- Want to explore careers in game design (analog/digital), interactive storytelling, experience design, educational/impact games, and playful communication.
- Like making + researching + storytelling + experimenting with craft materials and digital platforms.

Is the Minor open to students from all majors (Including the Major / department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department.





Furniture Design

This minor introduces students to the world of furniture design. Furniture forms an essential element of any built environment, shaping spaces for efficient use and facilitating efficacious human activity therein. This hands-on minor allows students to conceptualise a furniture piece or a furniture range/system and build a functional prototype, providing hands-on experience with diverse materials and manufacturing processes.

What Will You Learn?

- The classical design process starting from brief generation to 1:1 working Prototype.
- Hands on learning, working primarily with solid wood, plywood, MS hollow sections and CRCA sheet steel.
- Visualize your design concept through the creation of 1:5 scaled models.
- Exploring and applying a range of manufacturing techniques and surface finishes.

Semester 3: Basic Furniture Fundamentals
Structure, Form and Expressions

Semester 4: Upcycling Materials and Methods
Repurpose / Renovate / Reinvent (Sustainability & Resources)

Semester 5:Historical Antecedents and Research in Cultural Studies
Inspiration from masters / cultures and build your own

Semester 6:Systems and Products
Systems Thinking Approach (Modular / Stackable / Assembly based / Flat Pack)

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about Furniture and want to learn more about this product set - an integral part of any Space.
- Enjoy working with different materials and detailing out their junctions and interfaces.
- Want to pursue masters in Furniture Design or work as a furniture specialist in Architecture / Interior Design Field.
- Willing to work in a workshop environment for extended hours to translate their design concepts into tangible, realistic outcomes.

Is the Minor open to students from all majors (Including the Major / department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department.



Exhibition Design

The Minor in Exhibition Design explores how ideas, stories, and information can be communicated through space. Students learn to design exhibitions as immersive experiences that combine spatial planning, visual communication, structures, materials, and interaction. As museums, exhibitions, and experiential environments grow in importance, this minor prepares designers to think across disciplines and create engaging spaces where audiences learn, explore, and participate.

What Will You Learn?

Semester 3

Space, Narrative and Visualisationin Exhibition Design
Think beyond displays and learn how to turn ideas into spatial stories. Explore how layout, sequence, and experience shape meaning through exhibitions.

Semester 4

Visual Communication in Spatial Contexts
Design visuals that people move through. Understand how graphics, colour, and typography guide attention and build narratives in space.

Semester 5

Structures, Materials and Making in Exhibition Design
Bring ideas to life. Experiment with materials, structures, and making to create real, buildable exhibition environments.

Semester 6

Interactivity, Technology and Exhibition Design
Design for interaction. Integrate technology and user experience to create engaging, immersive exhibition spaces.

Who Is This Minor Ideal For:

This minor is ideal for students:

- Who want to move beyond the boundaries of their primary design discipline and explore how their skills can operate across domains.
- Who are positioned at the intersection of space design, product design, communication design and interaction design.
- Who are curious to expand their practice and apply their specialisation within broader experiential and spatial contexts.

This minor is especially great for students who:

- Are curious about storytelling through space.
- Enjoy working with graphics, installations, and spatial design.
- Want to explore careers in exhibitions, museums, and experience design.
- Like concept development, making, and prototyping.
- Are interested in visitor experiences and interactive environments.

Is the Minor is open to students from all majors (Excluding the Major department offering it):

This minor is open to students from SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA department





Moving Images

This minor introduces filmmaking basics by exploring how text, image, sound, and editing create meaning. Integrating theory with relevant tools and emerging AI, it exposes students for evolving media landscapes while emphasising creativity and ethics. For diverse design students, this minor enriches their design vocabulary through the medium of moving image, and can add value to their specific domains eg costume design, production and props design, lighting, model making, etc., as well as nitty gritty of cinematic process and production

What Will You Learn?

Semester 3
Studio: Focuses on hands-on training in camera work, lighting and shooting techniques for practical film production.Covers film language, history and genre to build an understanding of cinematic storytelling and its evolution.Applies cinematography techniques to shape narrative style, character and audience perception through practical assignments. Examines film genres, their visual aesthetics, narrative conventions and cultural impact on storytelling.

Semester 4
Focuses on practical editing across fiction, non-fiction and documentary, including sound, dialogue, and advanced techniques.Introduces editing theory, historical evolution and core principles like pacing, rhythm and continuity.Introduces recording,

sound design and post-production, including editing, mixing and layering audio for visual media. Explains the fundamentals of sound, psychoacoustics and the role of sound and music in shaping storytelling and emotion.

Semester 5
Focuses on writing exercises to develop original scripts and apply storytelling techniques in practice. Introduces principles of screenwriting, including structure, character development, dialogue and narrative construction.Focuses on practical directing exercises, including shot planning, blocking, camera movement and working with actors and crew. Explores the fundamentals of film direction, including script interpretation, visual composition and collaborative processes.

Semester 6
Focuses on creating a short film or a music video through hands-on work in scripting, shooting, directing and post-production. Integrates core filmmaking concepts, guiding students through project development from idea to final narrative.

Who Is This Minor Ideal For:

This minor is ideal for students:

- Passionate about visual storytelling and exploring media's influence in today's digital landscape, especially those considering it as a professional path.
- Who enjoy working with cameras, editing software and AI tools, and who want to develop careers in filmmaking, digital media, or design-focused storytelling through a combination of research, creativity and hands-on practice.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+TD+SFT) + BVA + SOA department except Moving Images(MI Major).



Product Design

- Core theme of the minor
- Why it matters today
- How it connects to design students

This minor introduces students to the creative world of how any utility products are conceptualised, prototyped, tested, refined, developed and launched. The course introduces the fundamentals of Product Creation with hands-on design practice, allowing students to create simple concepts through sketching, rendering, test out idea by building a physical model (prototyping). As Creative problem-solving activity is fundamental to any design discipline, this minor helps students about the systematic product design and development process and sensitizes them about Product Design also called as Industrial Design.

What Will You Learn?

Semester 3:
Theory 1 : Introduction to Product Design -Introduces fundamental concepts, methodology, Design Process, User Centric Design and Sustainable Design
Studio 1 : Sketching & Representation -Introduces conceptualization through sketching and help to communicate with others to get a buy in or feedback.

Semester 4:
Theory : Industrial Design & History of Product Design -This course introduces the circumstances how a new discipline took shape, the pioneers and its journey till the present day.
Studio : Industrial Design Studio -This is a very important part of Design where the design is pushed into 3rd dimension to create abstract artifacts to working models and validate the ideas. This is a immersive journey into art of prototyping.

Semester 5:
Theory : Designing User Experiences - This is about user centric design where users are consulted, observed and tested how they use products and their product feedback is used to improve their user experience.
Studio : User Experience Design Studio -This is the experimental evaluation of product usability testing through a set of standard protocols.

Semester 6:
Theory : Products, Services and Systems – The Aim of product design is to solve a problem wholistically and we abstract the problems and explore new solution options
Studio : System Design Studio – The studio will help us build different scenarios of Product, Services and systems and are presented at the end of the course.

Who Is This Minor Ideal For?

This minor is great for students who:

- Who are curious about how products are created.
- Who enjoy working with sketching, form development, materials, and making and testing physical prototypes.
- Who want to explore careers in Product Design and Innovation.
- Who like combining creative thinking with real-world design challenges.
- Who are interested in building portfolio projects in Product Design and eager to get exposure and expand their opportunities

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+SD+IXD+MI+TD+SFT) + BVA + SOA department except Product Design (PD Major).



Health and Wellbeing

The focus of this minor is on design interventions that address critical issues in the medical sector, particularly in the areas diagnostics, treatment equipment, operational instruments, and the overall working environment for healthcare professionals. The goal is to identify specific problems faced by doctors, nurses, and other medical staff and propose innovative, sustainable, and accessible redesign solutions to improve organisational functioning and healthcare delivery. This outline provides a comprehensive framework for exploring the role of design interventions in the medical sector, aiming to address specific challenges faced by healthcare professionals and patients. It emphasises the importance of sustainable, accessible, and user-friendly design solutions in improving healthcare delivery.

What Will You Learn?

Semester 3:
Studio / Theory 1: Introduction to Design Interventions in Healthcare Systems

Semester 4:
Studio / Theory 2: Ergonomics, Accessibility and Human-Centred Design in Medical Environments

Semester 5:
Studio / Theory 3: Design of Medical Tools, Diagnostic Devices and Healthcare Equipment

Semester 6:
Studio / Theory 4: Sustainable and Innovative Design Solutions for Healthcare Delivery

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about how design can improve healthcare systems and patient experiences.
- Enjoy working with real-world medical and social challenges.
- Want to explore careers in healthcare design, medical product design, wellness innovation, and social impact design.
- Like research, prototyping, problem-solving, and developing practical solutions that improve quality of life.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department.





Mobility & Vehicle Design

This minor introduces students to the world of mobility and vehicle design, exploring how people move and how vehicles are imagined, designed, and experienced. The course combines mobility thinking with hands-on design practice, allowing students to create vehicle concepts through sketching, CMF, HMI, and physical model making. As the mobility industry rapidly evolves with electric and micro-mobility solutions, this minor helps design students apply their creative skills to future and present transportation challenges.

What Will You Learn?

Semester 3
Theory – Fundamentals of Mobility, Vehicle evolution and automotive sketching and Form
Studio - Application of automotive form
Semester 4
Theory - Trend forecasting and CMF design methods
Studio - Application of CMF
Semester 5
Theory - Vehicle concept and HMI design
Studio - Application of HMI

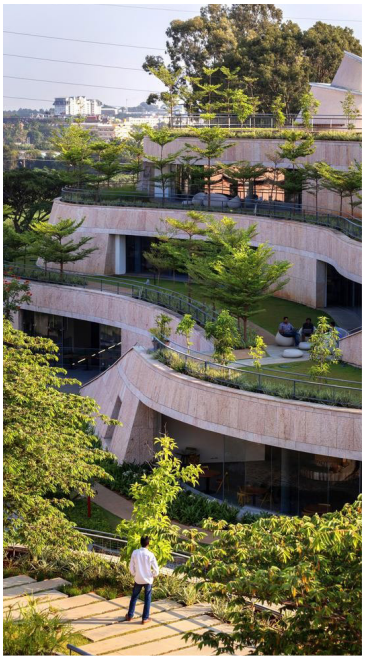
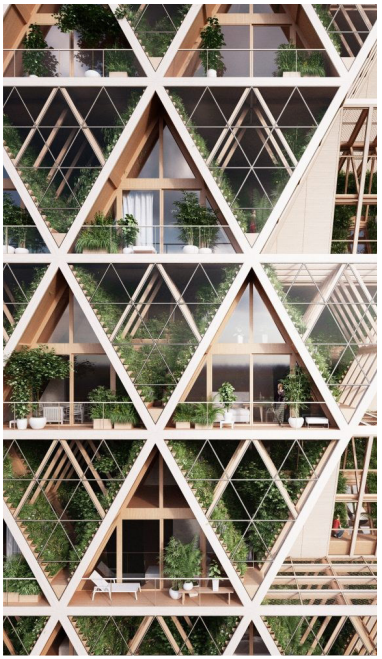
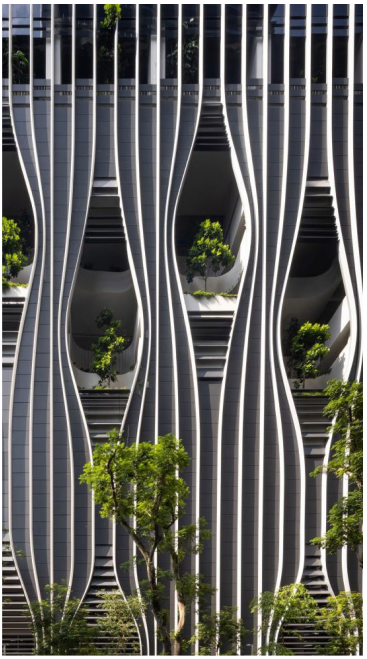
Semester 6
Theory - Introduction to Non-Motorised Transport (NMT), new mobility trends, Introduction to vehicle system design.
Studio - Designing non motorized vehicle concept and prototype

Who Is This Minor Ideal For:

- Who are curious about vehicle design, transportation and future mobility.
- Who enjoy working with sketching, form development, materials and physical prototypes.
- Who want to explore careers in automotive design and mobility innovation.
- Who like combining creative thinking with real-world design challenges.
- Who are interested in building portfolio projects in vehicle and mobility design, and eager to explore their domain.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) department

Green Buildings

Green buildings are ecosystems that support sustainable living. As cities expand and environmental issues increase, it is important to rethink how we design our built environment.

This minor explores key concepts, strategies and processes that shape green building design. It is grounded in the idea that buildings must first ensure comfort and well-being for their users while responding to environmental conditions, including climate change risks. Focusing on energy, water and materials, the programme highlights their role in creating healthy, efficient, low-impact and resilient built environments. Students are introduced to basic tools and methods for evidence-based design, along with building performance benchmarks through codes and green building rating systems such as IGBC and LEED. These frameworks are integrated across modules, allowing gradual familiarity. The minor also builds a foundation for pursuing IGBC AP Associate or LEED GA accreditation exams.

What Will You Learn?

Semester 3:

- Understanding Occupant Comfort (Th)
- Occupant Comfort Evaluation (S)

Semester 4:
- Sustainable Building Materials (Th)
- Design Approaches for Circularity (S)

Semester 5:
- Building Energy Performance (Th)
- Building Energy Credit Assessment (S)

Semester 6:
- Understanding Water and Climate Risks (Th)
- Water Risks and Resilience Design (S)

This minor is supported by two electives:
1. Climate Literacy for Built Environment: Students learn the importance of sustainability in the built environment, including the causes and impact of climate change.
2. IGBC/ LEED Exam Prep: Students get to review the IGBC/LEED certification frameworks with mock examinations. It helps them prepare for the exam.

Who Is This Minor Ideal For?

This minor is great for students who:
- Are curious about how buildings can help people and the planet.
- Enjoy working with buildings, materials, energy and water through creative projects.
- Want to explore careers in green architecture, sustainable or eco-friendly design.
- Like testing ideas and building models.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department.





Visual Arts

Students pursuing design and architecture as a major can choose Visual Arts as their minor. Visual Arts, a practice based minor, intends to instill a sustained focus on construct questions of inquiry and demonstrate a skilled ability to create critique, analyse and represent within practical, theoretical and historical context. Enriched with aesthetic sensibilities and technical knowledge of material handling, students gaina greater understanding and command over their creative expression and reasoning in real life to become articulated solutionaries. Visual Arts minor students will have proper know-how of the process of creativity, dissemination and engage the viewer in aesthetic experience

What Will You Learn?

Semester 3 :
Studio 1 - Module 1:Figure Study , Module 2: Canvas Painting
Theory: Introduction to Rasa Theory Introduction to Figure in Indian art : An overview from Middle Ages to post independence art of India
Focus : Understanding of 2D form, materials and concept development.
Semester 4:
Studio 2- Module 1 - Portrait study - Clay,Module 2 - Form building (carving)- Plaster / siporex ,Module 3 - Form building - Metal

Theory: Introduction to theory of aesthetic experience - West, intoduction to history of arts - West
Focus : Understanding of form building as a process and the understanding of materials
Semester 5:
Studio 3: Module 1: Video Art: Still image/moving image, photography, script, sound, editing Module 2:Exploration: Video art Module 3: Art in public space: Site-specific installations - Mixmedia
Theory: Introduction to contemporary art practices in video art, performance art and introduction to Somesthetic theory
Focus: Understanding of art in public space: Social engagement and environment
Semester 6:
Personal exhibition and public presentation

Who Is This Minor Ideal For?

This minor is great for students who:
Are curious about
- Visual culture, art practices, and creative processes.
- How ideas are expressed through images, materials, and forms.
- The historical, theoretical, and cultural contexts of art.

Enjoy working with
- Different artistic materials and techniques.
- Drawing, painting, mixed media, and visual experimentation.
- Concept development, critique, and creative exploration.

Want to explore careers in
- Visual arts practice and studio arts.
- Illustration, graphic arts, and creative industries.
- Curation, art writing, and cultural research.

Like research / making / storytelling etc.
- Researching visual and cultural ideas.
- Hands-on making and material exploration.
- Visual storytelling and communicating ideas through images.
- Analysing and discussing artworks critically.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT)+ SOA department except BVA



Printmaking

- Core theme of the minor: The Printmaking minor is a practice-based programme that aims to develop sustained inquiry through making. It encourages students to formulate critical questions and to demonstrate skilled abilities in creation, critique, analysis, and representation, situated within practical, theoretical, and historical contexts.

- Why it matters today : Through exposure to aesthetic sensibilities and technical knowledge of materials and processes, students gain a deeper understanding and command of their creative expression and reasoning. This equips them to translate ideas meaningfully into real-world contexts and emerge as articulate, reflective solutionaries.

- How it connects to design students : Students undertaking the Printmaking Minor develop a strong understanding of the creative process, from conception to dissemination, and understand the materiality through printmaking as a technique and medium of expression.

What Will You Learn? (Key Learning Areas)

Semester 3: Monoprint,Linocut Printing without press
- Understanding of 2D Forms
- Understanding of Material
- Understanding of Concept Development

Semester 4 : Silkscreen/Serigraphy
- Understanding of Form Building as a Process
- Understanding of Material

Semester 5 : Line etching on metal sheet, glass
- Understanding of Line as Visual Language
- Technical Proficiency in Etching Processes
- Critical Engagement and Contextual Awareness

Semester 6 : Aqua tint and mixed media
- Understanding of Tone, Texture, and Layering
- Material and Process Integration
- Conceptual Development through Experimentation

Who Is This Minor Ideal For?

This minor is great for students who:
- Are curious about how ideas can be explored and expressed through printmaking techniques and materials.
- Are interested in the creative process, from concept and experimentation to final dissemination.
- Wish to explore how critical questions can be developed through making an artistic inquiry.
- Enjoy working with hands-on materials, tools and printmaking processes, visual experimentation and creative production.
- Want to explore techniques that combine technical knowledge with aesthetic exploration.
- Want to explore careers in printmaking and visual arts practice, art education, curation or arts-based research.

Is the Minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department



Sustainable Materials

This minor focuses on sustainable materials, energy systems, and climate-responsive design, equipping students to evaluate materials and technologies through environmental and life-cycle perspectives. It matters today as industries urgently shift toward low-carbon, resource-efficient solutions. For design students, it builds the ability to make informed material choices, integrate sustainability into design processes, and create climate-friendly solutions that are not only functional but also environmentally responsible and future-ready.

What Will You Learn?

- Fundamentals of sustainable materials and chemistry
- Climate change science, policy, and action pathways
- Life Cycle Assessment (LCA) for environmental impact evaluation
- Energy systems: Conventional, renewable, and emerging technologies
- Material behaviour and selection for engineering applications
- Soft materials and advanced material systems
- Industrial pollution, control, and environmental management
- Climate and environmental regulations (global and Indian context)
- Systems thinking and sustainability-driven decision-making

Who Is This Minor Ideal For?

This minor is ideal for students who:

- Are curious about sustainability, climate change, materials science and how engineering solutions impact the environment.
- Enjoy working with interdisciplinary concepts, such as chemistry, energy systems, life cycle analysis and environmental regulations.
- Are interested in careers in sustainability consulting, environmental compliance, clean energy, materials innovation and climate policy.
- Like research, problem-solving, hands-on practical work and analysing real-world case studies to drive sustainable decision-making.

Is the minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA department except BVA



Practice of Architecture

This minor invites design students to decode the building as an integrated spatial system. Moving beyond blueprints and bricks, students will explore architecture as a sensory, tectonic, and digital experience through the lens of appreciation. From the ergonomics of a doorway to the evolving spaces of the metaverse, students will learn to see the built environment through the eyes of an informed maker. It is about understanding how light, material, and code converge to shape human life across physical and virtual frontiers.

What Will You Learn?

Semester 3: Human-Centric Scale
- Theory: Human Module
- Studio: Body and Enclosure

Semester 4: Tectonic Synthesis
- Theory: Integrated Envelopes
- Studio: Assembly Workshop

Semester 5: Atmospheric Space
- Theory: Sensory Experiences
- Studio: Atmosphere Lab

Semester 6: Metaverse Architecture
- Theory: Virtual Frontiers
- Studio: Digital Space

Who Is This Minor Ideal For?

- Are curious about how the “void” between objects is designed and how it influences human emotion and behaviour.W
- Enjoy working with diverse mediums, from 1:1 physical prototyping and “maker”-culture to AI-generated virtual environments.
- Want to explore careers in Exhibition Design, Scenography, Spatial Computing, or Creative Direction.
- Like research, making, and storytelling through light, texture, and immersive world-building.

Is the minor open to students from all majors (Including the Major/department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA department except SOA



Entrepreneurship

The Entrepreneurship minor introduces design students to the fundamentals of building and testing business ideas. Over four semesters, students explore how creative ideas can evolve into viable ventures through research, prototyping, business modelling, and communication. The minor bridges design thinking with entrepreneurial practice, helping students understand markets, users, and value creation while developing the confidence to pitch and pursue their own ventures.

What Will You Learn?

Semester 3:
Theory: Principles of Management
Studio: Case studies on small entrepreneurs

Semester 4:
Theory: Need Finding and Idea Generation
Studio: Field research and validation of the idea

Semester 5:
Theory: Business Model Canvas
Studio: Idea to Prototype

Semester 6:
Theory: Aspects of Business
Studio: Business communication

The primary areas of focus are:

- Design for Entrepreneurship
- Research and Validation
- Idea to Prototype
- Business Communications and Other Aspects of Business

Who Is This Minor Ideal For?

This minor is great for students who:

- Are curious about how ideas can turn into ventures.
- Enjoy identifying problems and designing solutions for real users.
- Want to explore careers in startups, creative entrepreneurship, or innovation roles.
- Are interested in combining design practice with business thinking.
- Are interested to experiment, develop storytelling skills, and create an impact in the Start-up ecosystem.

Additional Element - Final Showcase

LaunchPad is the culminating showcase of the Entrepreneurship & Start-ups minor. At the end of the programme, students present their venture ideas to a panel of industry founders, entrepreneurs, and practitioners. Designed as a real-world pitching environment, LaunchPad allows students to communicate their ideas, receive constructive feedback, and engage with professionals who have built businesses themselves.
The showcase brings together projects developed across the minor and offers students their first opportunity to experience the dynamics of pitching, critique, and dialogue with the start-up ecosystem.
For many students, LaunchPad becomes a starting point for further exploration — whether through mentorship, collaboration, internships, or the continued development of their venture ideas beyond the classroom.

Is the Minor open to students from all majors (Including the Major / department offering it):

This minor is open to students from all SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA department

List of Minors:

Sr. No	Minors	Offering School / Department / Discipline	Lead (Minor)	Capacity	Not open to students from Major/Department	Minor Open for students from Department/Discipline mentioned below
1	Graphic Design	Communication Design	Dr. Kanupriya Taneja	50	CD(Major Department)	SoD (PD+SD+IXD+MI+TD+SFT) + BVA + SOA
2	Product Design	Product Design	Dr. Guruprasad Kuppu Rao	50	PD(Major Department)	SoD (CD+SD+IXD+MI+TD+SFT) + BVA + SOA
3	Health & Wellbeing	Product Design	Yash Pandya	50	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
4	Furniture Design	Space Design	Parthiv Shah	75	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
5	Fashion Communication	Sustainable Fashion & Textile	Anjali PS	50	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
6	Moving Images	Moving Images	Wasim Saiyed & Swati Mangrulkar	50	MI(Major Department)	SoD (CD+PD+SD+IXD+TD+SFT) + BVA + SOA
7	Visual Arts	Visual Arts	Dhara Dave	25	BVA (Department)	SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA
8	Entrepreneurship	Aarambh - Incubation Centre	Dr. Ajit Nigam	50	-	SoD (CD+PD+SD+IXD+TD+SFT) + BVA + SOA
9	Immersive Design	Interaction Design	Dhruv Saxena	25	IXD(Major Department)	SoD (CD+PD+SD+TD+SFT+MI) + BVA + SOA
10	Play & Game Design	Communication Design	Dr. Lalon	25	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
11	Photography	Communication Design	Abhishek Choubey	25	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
12	Accessory Design	Sustainable Fashion & Textile	Bhaviya Rana	50	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
13	Exhibition Design	Space Design	Nirali Parekh & Tenzing Nyentsey	50	BVA (Department)	SoD (CD+PD+SD+IXD+MI+TD+SFT)+ SOA
14	Mobility & Vehicle Design	Product Design	Jitendra Solanki	25	SOA + BVA (Department)	SOD+PD
15	Critical Game Studies & Practice	Interaction Design	Prayas Abhinav & Dhruv Jani	25	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
16	Printmaking	BVA	Srikanta Paul	25	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
17	Cities	SoA	Dr. Ashima Sood	25	BVA (Department)	SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA
18	Practice of Architecture	SoA	Ashish Tiwari	25	SOA (Department)	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA
19	Green Buildings	SoA	Ruchie Kothari	25	-	SoD (CD+PD+SD+IXD+MI+TD+SFT) + BVA + SOA
20	Sustainable Materials	ASCA	Dr. Vikranth Volli	25	BVA (Department)	SoD (CD+PD+SD+IXD+MI+TD+SFT) + SOA

FAQs

Q. Is it compulsory to choose a minor?
No, the Minor track requires a total of 16 credits. Alternatively, you may complete 8 electives to earn these 16 credits. This would include two University electives each semester from Semesters 3 to 6.

Q. Can I choose a minor in any semester?
No. Minors are chosen when you start 3rd semester. Minors run in semesters 3, 4, 5 & 6. Students take 4 credits for 4 semesters each, totalling 16 credits.

Q. I made a mistake in choosing a particular minor, I do not enjoy it at all. What do I do?
Students wishing to change their minor must submit a Minor Change Form immeditely after the first session of the commencement of minors in Semester 3. Requests made after this period require students to complete the current semester with their initially selected minor and formally drop it before the next semester. The remaining credits must then be fulfilled through elective courses.

Q. I have recently changed my Major. My minor and Major are now the same. Is this allowed?
No. The concept of a minor is to have expertise other than your major. If this happens in sem 3, you can opt for a new minor(before commencement of minors). If later,please drop the minor and take electives instead.

Q. My minor is confusing, and I do not know how it will help me. What do I do?
First and foremost, speak to the course faculty. Open dialogues and clarifications help you understand the professional domain of design, which you may not know well. Second, you can speak to the programme head of your major, seeking counsel on your doubts. To avoid such incidents, please refer to the minor booklet/presentations circulated to you.

Q. Where can I get the list of University Wide Electives?
Please check your Anant official email regularly. Office of Academic Affairs floats the registration for University electives.

Q. I have several other confusions. Whom can I speak to?
For administrative enquiries, please meet Ms Avani Pathak/Ms Anisha Deva in SoD Administration. For University wide electives enquiries, please contact Ms Hesha Shah/ Ms Vishwa Zala from the Office of Academic Affairs.