

**List of Subjects for Visiting Faculty / Expert**

<b>Course</b>	<b>Subject</b>	<b>Subject brief</b>
Accessory Design	Introduction to Fashion Accessories- UG	To sensitize and introduce fashion accessory industry. Segmenting of accessories into categories of fashion products. Understanding the fashion accessories industry landscape. Sense the accessory market & potential.
Accessory Design	Introduction to Fashion Accessories- PG	To ensure product knowledge competency among fashion related graduates. To sensitize and introduce fashion accessory industry. Segmenting of accessories into categories of fashion products. Understanding the fashion accessories industry landscape. Sense the accessory market & potential.
Accessory Design	Fashion Accessory Design Prototyping	Statement design collection making. Creation & presentation of the fashion accessory dream collection. To realize (materialization & construction) the final design concept.
Accessory Design	Fashion Accessories - Materials & Process Exploration	To introduce many different materials and processes as applicable to product design, exploring their properties and how they have been used by some of the most innovative designers around the world. Enabling students to learn and explore to achieve new experiences and ideas. Conceptual approaches to material use.
Accessory Design	Design Detailing	Enable students to translate rough concepts into implementable design solutions. Refine the design concepts and provide greater degree of detailing across the layers of the product. Articulation of information that is required for technical specification sheet.
Accessory Design	Design & Society	To correlate design activity and its relevance to society. To enable the learners to leverage the ubiquity and power of design in creating opportunities, that brings value to societal needs. To think clearly and critically about the social relevance of design. Create framework for design thoughts and actions with the ability for societal wellbeing.
Accessory Design	Experience Design	UX Design Process; Understanding user experience existing in the surrounding. Understanding complexities in environments and solving them by better experience design. Ability to identify effective methods of user research for given experience design project and how to implement it. Communicate digital tool through visual design for effective interaction by users.
Accessory Design	Home Accessory Design Prototyping	Design a signature collection. Creation & presentation of the home accessory dream collection. To realize (materialization & construction) the final design concept.

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Accessory Design	Design Management	Ability to formulate strategy for design led business practices. To understand the synergy among design, innovation, management, technology to achieve cultural, economic and environmental understanding in the business processes. To be able to recognize new business opportunity and to bring in innovation within the business environment. To be able to take design leadership role and strategically bring in new and innovative approach to the business practices.
Accessory Design	Sketching & Rendering	To provide fundamentals of freehand and assisted sketching techniques of lifestyle accessories. To develop the essential skills required for rendering lifestyle accessories accurately. To work with state of the art drawing tools such as markers, pen tablets as well as traditional media. To analyze lifestyle accessory product & representing concepts and illustrating corresponding forms.
Accessory Design	Materials for Designers	Manipulate materials and discover their potential. Enhance sensitivity to the tangible characteristics of materials. To ensure that materials continue to push creative boundaries. To help students to approach materials intuitively, develop their own creativity and boost their learning process of the creation and development of new product concepts. Ability to identify right material & right tools for product realization.
Accessory Design	Adeptness In Accessories (Bags: Bag construction techniques)	Bag pattern development and construction. Introduction to bag forms, size and shapes. Various components of bag construction. Application techniques and surface detailing. Integrated components and their construction techniques. Bag Finishing techniques.
Accessory Design	Adeptness In Accessories (Furniture: Basic carpentry & Wood joineries)	Carpentry and basic furniture manufacturing techniques. Material: Basic Properties, Basic Joinery, Basic Fabrication Techniques, Basic Finishing. An introduction of various manufacturing processes and various finishing techniques frequently adopted in furniture design.
Accessory Design	Introduction to Home Accessories	To define and classify various home spaces/ environment and the products pertaining to the spaces. Discuss the functionality and emotive aspects and their role in the specific environments at home. Insights into the home décor opportunities.
Accessory Design	Smart Jewellery	To introduce wearable technology within the domain of jewellery. Enhance jewellery experience for futuristic scenarios. Integrating smart material and wearable technology in jewellery. Design solutions for emerging scenarios, with multi-functional/ sensory values beyond adornment.

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Accessory Design	Craft Research & Documentation	Provide an immersive experience to the students in the craft sector, with respect to product, people and cultural context. Sensitize towards the Indian traditional design with their social context. Ability to gather relevant data / information, ability to Interact, observe, document and present. Having realistic understanding of selected craft cluster to equip for integration with professional expertise.
Accessory Design	Dining Décor Design Project	This subject enthuse the students with specific domain knowledge of dining decor category. Emphasis on various product categories in context to dining environments. Understanding the emotional factors associated with dining décor products in given space or environment.
Accessory Design	Design Studio (Co-creative-Craft Based Design Project)	To enable students to work in rich and varied crafts scenarios in India where tradition and innovation come together. This introduces the students to work upon the concept of co-creation with artisans. The objective is to understand, design and develop new product/s suitable for a certain market/ a new segment, applying traditional crafts skills and techniques. To understand nuances and constrains involved in craft production.
Bachelore of Fashion Technology	Data Analytics & R	The objective of the subject is to develop aptitude to analyze data, interpret & communicate the analysis and visualize the outcomes through inferential statistics using logic for querying data sets. (Data analytics using R)
Bachelore of Fashion Technology	Sustainable Production	To sensitize and create an awareness of sustainable design & technology, enabling students to recognize the economic and environmental impacts of the design & technology they choose to reduce its ill effects. Students shall be introduced to various aspects of Sustainability and its best practices in respect of fashion supply chain: Product Lifecycle Assessment, Carbon footprint, Green Labels, Sustainability Index, Green building etc.
Bachelore of Fashion Technology	International Business	The includes introduction to Globalization and International Business; Cultural, Political, Legal & Economic environments facing Business, International Trade and Investment theory, Cross-National Cooperation & Agreements, Export-Import Strategies, Global Manufacturing & Supply Chain Management etc.
Bachelore of Fashion Technology	Internet of Things (IOT)	This subject aims at imparting basic understanding of IoT, the building blocks of an IoT system (Architectural Overview) including the communication protols etc. Some hands-on working with embeded system to develop basic IoT system is also involved.

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Bachelore of Fashion Technology	Mechatronics-II	Introduction to Control System: Open loop, closed loop, P, PI, PD, PID, Transfer function; Mechatronics system design process, Optimization of Mechatronics design; Simulation of Mechatronics system using applicatons like Simulink & Simscape / Matlab®, LabVIEW
Bachelor of Fashion Technology	Maintenance Management	The objective of the subject is to provide Knowledge of Maintenance Activities for an apparel Industry; understanding of various maintenance systems; Understanding relationship between production, quality, machine life, prevention of breakdowns and maintenance costs; Concept of Reliability and maintainability; Replacement decision; Introduction to concepts of TPM, Kaizen, Terotechnology and Tribology.
Bachelor of Fashion Technology	Method Time Measurement	The aim of the subject is to provide a basic understanding of the various concepts and significance of PMTS and to provide understanding and knowledge of various types/categories of MTM. Students need to be prepared to undertake MTM activities for the improvement of productivity with hands-on practice on MTM based commercial solutions available for the apparel industry.
Bachelor of Fashion Technology	Corporate Social Responsibility	This is an introductory course wherein the objective is to introduce students to the concepts of CSR and its importance in the apparel industry; ethics and code of conduct related to corporate strategies and help them appreciate the role and importance of stakeholders in CSR activities; Evaluate key issues in implementation of social codes in garment companies
Elective Subject	Critical Thinking	This course aims at improving reasoning ability of participants with skilful analysis, evaluation, assessment and reconstruction by providing the skillsets for organization, correlation, interpretation and evaluation of data, information and arguments.
Elective Subject	Indian History of Art, Architecture and Culture	This course will explore facets of Indian art, culture and architecture through the ages through an interdisciplinary approach focusing on the detailed study of representative monument / painting / music sculpture / artwork/literary work and connecting it to the sociocultural ethos of the time and place.
Elective Subject	Professional Ethics & Values	This course will allow students to identify, imbibe and demonstrate the significance of the moral compass, which sets the standards of personal and corporate behaviour.
Elective Subject	Economics	Course deals the basic understanding of mangerial economics
Elective Subject	System Thinking	This course helps to understand structural aspects and consequent behaviour of systems arising out of interrelatedness, feedback loops, self organising behaviour and the emergent, dynamic nature of systems.

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Elective Subject	Beauty & Makeup	The course focuses on teaching the intricate details of modelling, hair do, make –up, grooming, floor etiquettes for a fashion showcase.
Elective Subject	Communication	This course will facilitate understanding of the different forms of communication including non-verbal communication. It will facilitate improved vocabulary and verbal expression, listening skills, report and resume writing, and presentation skills for social and professional interactions.
Elective Subject	Creative Writing	This course is about appreciating the elements that go into the making of a good story. It entails learning techniques to improve writing processes and explore creativity and expression through writing. This course will also further explore cross-cultural narratives through the art of storytelling.
Elective Subject	Cultural Anthropology	This course outlines the organizational principles of society, and the basis of cultural norms, mores and behaviour
Elective Subject	Dance	This course will allow students to reach their creative potential by exploring space, narrative, rhythm & movement and understand the nuances of the selected art form.
Elective Subject	Languages course - Kannada / Tamil,Japanese,French,German,Spanish	For the State specific language, it is an introduction to the language of the local environment surrounding the working environment of specific south india, and opportunity to develop a functional understanding, which will enable basic interaction with the local community. For the foreign language, it is about acquiring minimum proficiency and working knowledge in a language native to a region where the institute with which the student is desirous of entering into a student exchange programme is situated.
Elective Subject	Making Sense of Calligraphy	The intention is to provide the student the opportunity to learn from a known expert in a particular domain, so as to push the frontiers of curiosity, sensibility and understanding, and to be inspired by extraordinary minds.
Elective Subject	Making sense of Interior Design	The intention is to provide the student the opportunity to learn from a known expert in a particular domain, so as to push the frontiers of curiosity, sensibility and understanding, and to be inspired by extraordinary minds.
Elective Subject	Media Studies	This course will enable broad awareness and evaluation of the various forms of media and their role in the transmission of information and formation of opinion. It will study the connect between popular trends and entertainment. It will explore the impact of social media and online publishing on the media landscape and the portents for the future.

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Elective Subject	Photography	This course allows NIFT students to learn the basic techniques and principles behind good photography
Elective Subject	Semiotics	This course will be about the study of signs and symbols in communication and in the narratives of history, culture, mythology etc. It will help the understanding of codes as carrier/ transmitter of meaning, identity and practice across time and across diverse populations
Elective Subject	Sustainability Studies	The course will juxtapose the planet's ability to sustain life with the factors that derail that ability – like human consumption, waste generation, greenhouse effect, depletion of natural resources, population explosion, poverty and inequity and discuss strategies and case studies.
Elective Subject	Yoga & Meditation Techniques	This course in Yoga/meditation aims at inculcating rich Indian philosophies guiding individuals to live happier and healthier lives. These techniques empower and strengthen one's body to reduce stress and become more efficient. It also promotes relaxation for clearer minds and better decisionmaking ability.
Elective Subject	Design Thinking	This course will focus on appreciating the various forms of leadership and the qualities that go into the making of a leader - It will also render the meaning that leadership is more than the position one holds.
Elective Subject	Leadership	This course will focus on appreciating the various forms of leadership and the qualities that go into the making of a leader - It will also render the meaning that leadership is more than the position one holds.
Elective Subject	Research Methodology	To be able to understand the basic principles of research and learn various methods available for collecting and analyzing data to aid critical thinking.
Elective Subject	Psychology	The course aims at studying the various aspects of human cognition and their impact on social behaviour. It also seeks to relate psychological theory, concepts and methods to real life problems.
Elective Subject	Theatre	This course will allow students to reach their creative potential by exploring space, narrative, rhythm & movement and understand the nuances of the selected art form.
Elective Subject	Music	This course will allow students to reach their creative potential by exploring space, narrative, rhythm & movement and understand the nuances of the selected art form.
Elective Subject	Landscaping & Gardening	This course will give a hands-on experience of maintaining functional, aesthetically pleasing outdoor spaces. This course will also engage students in active gardening.

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Elective Subject	Personality Development	This course will help deepen the student's understanding of self in relation to others. It will enhance self confidence, enable dealing with barriers in the way of the social expression of individual personality, and infuse the traits of working in a team towards a common goal. Improved self-concept and self confidence. Demonstration of understanding of group dynamics; ability to work in a team for common goal. Ability to recognise and regulate stress.
Elective Subject	Making Sense of "Senses vs Self"	Aim of the elective is to make participants able to understand, feel, experience and explore about their Senses and realise about their potentials and uses/misuses, and help them to cultivate habits for best use of senses to achieve excellence in their day to day on-going endeavours. Students will be able to state the importance and benefits of having senses and sense organs. Students will be able to describe the difference of having and non-having senses. Students will realize their potentials and use/misuses of their senses and sense organs.
Elective Subject	Sociology	This course aims at understanding social relations, institutional structures of society and behaviour through debate, dialogue and experiential learning. Ability to decipher the underlying principles at work in social relationships. Ability to apply principles of Sociology to the understanding of institutions and social behaviour
Fashion Communication	Semiotics & Letterforms	Relevant Knowledge to Letterform and special terminology to design including calligraphy, lettering and typography. The cultural significance of typography as a means to convey messages and the application of semiotics with a focus on its use as a communication tool.
Fashion Communication	Fashion in Print Media	History of Print media & role of fashion in print media.
Fashion Communication	Advance Fashion Styling	The advance scope and outreach of styling in the fashion and lifestyle industry.
Fashion Communication	Fashion Styling	Types of styling, trends of fashion styling , thematic look creation & celebrity styling.
Fashion Communication	Fashion Culture & Costume	History of Fashion, psychology of fashion and knowledge of various costume, fashion looks and styles.
Fashion Communication	Hair & MakeUp	The course is designed to give overview of basic makeup techniques and to develop their skills in using those techniques

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Fashion Communication	Vector Graphic and Design Drafting (Illustrator & AutoCAD)	Insights of publication design software & tools , Space representation by 2d & 3D modeling in Autocad
Fashion Communication	Exhibition and Set Design (3D Max)	Exhibition & Set design detail knowledge with fluency in 3Dmax software Inputs.
Fashion Communication	Augmented & Virtual Reality Design	Technology based advancement to enhance Brand & Shopping Experience to optimize business performance.
Fashion Communication	2D animation & Motion Graphic	Principles of animation and motion graphics for video, knowledge of Adobe Animate & After Effects.
Fashion Communication	Digital Design( AutoCAD)	Digital representation of various spaces using a cad software , specially for products & spaces. Technical solutions for integrated projects.
Fashion Communication	Story Telling & Narratives	Interpretation of Indian folk narratives to popularise the folk art, Craft, and folk lore through ethnographic research. Ability to construct coherent narratives for presentation in different media streams
Fashion Communication	Non Linear Editing	Basic of non - linear editing techniques and its nuances to create professional video editing skill.
Fashion Communication	Interface Design	Demonstrate skills for low fidelity prototyping and enhanced visual sense for high fidelity wireframe. to create digital visual user interface for applications on mobile, web and laptop.
Fashion Communication	Moving Images & Editing	The grammar of video production, principles of motion capturing, light and sound required for a video shoot.
Fashion Communication	Exhibition Design	The course is to make understand and visualize the commercially viable ideas to articulate exhibition design, creative display ideas for brand promotion , Brand experienceand and brand communication.
Fashion Communication	Calligraphy Workshop	Basics of Calligraphy, handling of calligraphy pens to write different scripts, fundamental ways and traditional techniques of designing a letterform.
Fashion Communication	Paper Engineering Workshop	Paper types and manipulation by using different techniques to design or to create communication solution.
Fashion Communication	Trend Spotting and research	The scope of trend forecasting in the global and local fashion industry, factors influencing societal trends, trend spotting & analyzing of trends.

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Fashion Communication	Studio Photography	Fashion and e-commerce photography, basic function and aesthetics of flashlights, operation of studio light and equipment.
Fashion Communication	Product Photography	The genre of product photography and its applications, use of camera as a tool for creative presentation of the product & control of lighting, styling and perspective to enhance the visual properties of the product.
Fashion Design	History of Clothing and Fashion	To understand and analyse the various factors that influence the shifts and changes in clothing and fashion across the centuries. To understand fashion as a complex system that represents, responds to and influences culture, economics, politics, technology etc. To cultivate curiosity about the non-linear evolution of contemporary fashion as a socio-cultural symbolic product through identification and interpretation of current and historic references.
Fashion Design	Fashion Styling & Image Creation	To familiarize students with the role of styling in fashion advertising print media, TV commercials, and video assignments. To explain the work and responsibilities of the fashion stylist. To analyse the visual composition in a fashion photograph. To develop the ability to style a photoshoot for a magazine/ fashion show.
Fashion Design	Performance Clothing	The course is conceptualized and developed in response to need of fast changing fashion industry. It focuses on use of smart and functional textile innovations into high demand performance clothing.
Fashion Design	History of Clothing - Indigenous & Contemporary India	To present an overview of ancient Indian clothing as it unfolds through the ages. To correlate ancient Indian and indigenous clothing in different geographical and socio-cultural contexts. To examine the range and multiplicity of regional and local Indian dress, coiffure and ornaments in a variety of styles based on classes and communities. To study history and evolution of costumes and the fashion industry of India post-independence, within its socio-cultural context. To design contemporary/ contextual outfits based on inspiration of period costumes.
Fashion Design	Celebrity Couture & Bespoke Fashion	Comprehend the phenomenon of celebrityhood and public image through customised fashion and styled looks. Develop the ability to design and style special occasion fashion/ couture in sync with the celebrity's image
Fashion Design	Wearable Art	To provide a platform to discover the purpose and explore and the ways of wearable art. To develop design challenges and demonstrate individual thoughts/ expressions through wearable art. To utilize previous learning and skills to realize actual works of wearable art

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Fashion Design	Fashion Styling	To understand the basics of styling for fashion advertising - print media, movie, commercials, and video assignments. To understand the role and profile of a fashion stylist. To understand the principles of styling and the formats of presentation. To familiarize with usage of camera, its settings and photo composition. To understand the differences between editorial and personal styling. To develop aesthetic sensibility, personal taste and visual culture for creating an image.
Fashion Design	Garment Construction – Apparel	The subject will inculcate the principle and related technical competencies. To integrate garment components into an ensemble through construction. To explore creative stylization of components and their finishing. To develop proficiency in assembling and combining different components of a garment – necklines, collars, sleeves, plackets, zippers and pockets.
Fashion Design	Image Creation & Styling - Celebrity culture	Identify the synergy between the phenomena of celebrity and culture; Develop skills to analyse and interpret the modes of creation and expression of celebrity-hood; Interpret the individual and stylist-driven public appearances in terms of image-creation. Investigate celebrity events and lifestyle and craft them into blogs, trend-setter stories, iconic lifestyles etc. Analyse key elements of the sartorial styles of iconic persons using suitable fashion terminology i.e. Fashion as Celebrity<-> Celebrity Fashion. Undertake live projects with celebrities which will develop the ability to understand the requirements and challenges of styling for specific events, developing inter-personal skills
Fashion Design	(Image Creation & Styling) - Costume for Performing Arts	The subject aims to explore varied forms of performing arts, theatre and cinema as a medium to understand iconology, aesthetics and image creation to ideate and build costume/s contextually.
Fashion Design	Fashion Exploration-Trade Sketching	This subject aims at enabling students to understand the technical representations of fashion and apparel, required for the apparel industry.

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Fashion Design	Advanced Fashion Illustration	To experiment and translate concepts into visual and tactile forms. To integrate traditional drawing / painting skills with new age digital and mechanical techniques. To freely explore the suitability of unconventional materials, techniques and processes. To apply an innovative approach towards illustration. To integrate previously learnt skills with respect to illustration techniques. To articulate a new dimension and identity to for integrating the use of fashion illustration with other design genres. To extend the area of fashion illustration as a niche specialization.
Fashion Design	Pattern Making Basics	To be able to apply the principles of geometry for generating flat patterns for the female body. To develop basic blocks of bodice and skirt with the use the principles of flat pattern drafting. To create patterns for original design variations of top and skirt.
Fashion Design	Garment Construction – Structured Garments	To understand the components of a structured garment and their construction techniques. To apply various design details suitable to be incorporated in structured garments. To analyse a constructed garment with relation to fit and balance.
Fashion Design	Creative Pattern Making	To conceptualize experimental interpretations and explorations of design. To innovate conventional precepts of pattern making by radically differentiating apparel styling and detailing by manipulating basic patterns. To stimulate development of individual and original design from concept to finished garment.
Fashion Design	Fashion Now	<ul style="list-style-type: none"> <li>- Provide an overview of the origin and evolution of the fashion industry w.e.f. post industrialization.</li> <li>- Present fashion as a dynamic phenomenon that responds to culture, economics, politics, technology etc. and influences society</li> <li>- Introduce appropriate nomenclature related to the fashion industry in general and apparel design in particular</li> <li>- Explain fashion forecasting as a process and tool for predicting fashion directions and appropriate product planning</li> </ul>
Fashion Design	Wearable Technology	<ul style="list-style-type: none"> <li>- To investigate the relationship between technology, fashion, craftsmanship, science and design in a theoretical and practical framework.</li> <li>- To create a parallel understanding of physical computing and interdisciplinary design issues to validate the feasibility of such wearable garments.</li> <li>- To conceptualize and execute garment integrated with wearable electronics/intelligent components.</li> </ul>

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Foundation Programme - Design	Creative Thinking Skills	Introduction to Creative Thinking Tools and how to use them effectively.
Foundation Programme - Design	Digital Design and Communication- II	To provide digital canvas as medium for communication/expression.
Foundation Programme - Design	Design Fundamentals	To develop a sense of composition by applying elements and principles of design.
Foundation Programme - Design	Integrated Design Project	Conceptualization of Product / Installation / Services etc. based on an identified
Foundation Programme - Design	Geometry II (3D)	To appreciate the hidden geometrical order in natural forms that involves concept
Foundation Programme - Technology	Material Exploration and Workshop Technology	To provide theoretical & practical knowledge & understanding of properties, characteristics & behavior of basic materials classified as solids, planer & linear.
Foundation Programme (Design)	Fashion Basics	To demonstrate knowledge of various fashion systems, genesis of fashion theories & fashion buisness
Foundation Programme (Design)	Digital Design & Communication	To equip with fundamental knowledge of software Photoshop and Photography.
Foundation Programme (Design)	Material Studies-Scrap	To provide opportunity to educate and create an interest for material and their potential through manipulation .
Foundation Programme (Design)	Material Studies-Yarn	To provide opportunity to educate and create an interest for material and their potential through manipulation .
Foundation Programme (Design)	Geometry	To understand basic 2d geomatric constructions.
Foundation Programme (Design)	Self & Society	Recognize the basic social issues and problems faced by the inhabitants of a selected group .
Foundation Programme (Technology)	Engineering Drawing	Understanding basic geometric principles of form, space and their structural relationship .
Foundation Programme (Technology)	Elements of Technology	To provide the elemental knowledge of applied mechanics, mechanical, electronic, hydraulic, pneumatic etc .

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Master of Fashion Management	Global Fashion Business : Size Structure And Trends	To lay a foundation for advanced analysis of global fashion business, trends in key markets, major products categories, key trends in materials and processes related to apparel and textiles business. To make the students understand the major players (brands and buyers) in the global market for apparel, textiles and fashion along with their key strengths. To lay a foundation for changing apparel and textiles sourcing environment and destinations.
Master of Fashion Management	Big Data, Business Analytics, Advanced IT and Digital Management	To make the students understand different tools of higher order statistical analysis and use them for business decision making. To expose the students to the different web analytics techniques and to make them understand how they are used in the fashion industry
Master of Fashion Management	Entrepreneurship, Business Models And Success Stories	Acquire knowledge and skills: Models, qualities and skill set required for the successful business Policies and Schemes of central & state govt., financial institutions required in setting up of business
Master of Fashion Management	Special Product Group And Heritage Products & Cluster Awareness Workshop	To provide opportunities to students to acquire knowledge in the key product groups chosen (from the list given below). The student is expected to acquire comprehensive knowledge in each of the product groups chosen in order to be able to effectively apply it when planning the marketing activities for the same.
Master of Fashion Management	Retail Entrepreneurship	Acquire knowledge and skills: Importance of Entrepreneurship and Characteristics of Entrepreneur, Qualities and skill set required for the generation of idea, identification and selection of opportunity in fashion (Apparel, Textile and Accessories) as well as making effective business model
Master of Fashion Technology	Fundamentals of Database Management Systems	This subject is about Data creation ,Data manipulation, representation and management technique and database model. Students will Learn and use RDBMS by using MS-Access and SQL Commands for Queries and will Understand the concepts of Data mining .

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Master of Fashion Technology	3 D Printing & IOT	The subject aim is to understand the principles of 3D printing, different technologies of 3D Printing and use of different raw materials. The potential application of 3D printing in apparel industry and their comparative advantages and disadvantages in terms of performance and quality. Understanding the general internet and internet of things, opportunities and constraints of wireless and mobile networks, measurement tools to determine the real time performance of packet-based networks, tradeoffs in interconnected wireless embedded season networks.To acquire understanding of Additive Manufacturing (AM) Processes and potential application of AM in apparel industry. To develop ability to create an IoT system
Master of Fashion Technology	Automation	The aim of the subject is to acquire understanding of elements of Automation System and to sensitize students about the available low cost automation solutions in Apparel Manufacturing. Some indicative topics are Introduction to Automation in Production, elements of Automation system, Levels of Automations., Principles and Strategies of Automation, Advanced Automation Functions, Flow lines & Transfer Mechanisms, Fundamentals of Transfer Lines. Low cost automation system and their application in apparel manufacturing industry. Sensor, Actuators and other control system component, Basics of Industrial Control Systems, Discrete control & Programmable Logic Controllers, Process Visualization and control with SCADA/HMI, Automation System Design and simulation.
Master of Fashion Technology	Artificial Intelligence	This course focuses on that students should develop conceptual foundation to understand machine learning algorithms, Learn how to build predictive models and evaluate how well they perform (Supervised learning), Learn how to cluster, transform, visualize, and extract insights from unlabeled datasets (Unsupervised learning) Learn deep learning - NNM and Learn computer vision

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Master of Fashion Technology	Apparel Production Management	The subject aims to impart thorough understanding of the apparel supply chain with special emphasis on apparel production management. Provide opportunities for product development team, sourcing manager, supply chain teams. Develop Ability to understand the product and its technical requirements, to take buy/make sourcing decisions, selection of vendor as per the sourcing requirements, product costing. the subject covers the major topics like Introduction to Apparel Value Chain, Apparel Manufacturing Process, Apparel Product Development & Sourcing, Apparel Production Merchandising, Vendor Management, Costing of Apparel Products, etc.
Master of Fashion Technology	Integrated Minor Project	The aim of the subject in each deepening specialization (DS) is to enable the students to integrate their learning outcome in major and deepening specialization subjects to develop a solution which is either a product or service.
Master of Fashion Technology	Advanced Technology & Concepts in Apparel Manufacturing	This course introduces the technological trends, concepts and its impact on global apparel manufacturing. Students will understand the automatic workstations and its economic analysis. Some of the major topics for deliberation are Industry 4.0, Process costing in manufacturing, Automation in Sewing Technology, Technology of Dry Finishing (including jeans finishing), Technology of Waterless Dyeing, Effluent Treatment Technology, Green Building Technology etc.
Master of Fashion Technology	Apparel Quality Procedures & Practices	The aim of the subject is to make students understand the central role of Quality in Fashion business and to impart knowledge about best practices of Quality Control & Management. The subject covers topics like Evolution of Quality, Definitions of Quality, Role of Standards and Specifications in Quality, types of Inspection and Testing, Quality standards of apparel companies, Quality procedures in Apparel manufacturing, apparel Product Quality & Safety regulations, Cost of Quality, Seven classic tools of Quality Control, New Management & Planning tools, Advanced Quality Practices like six sigma, lean practices, etc.

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Textile Design	Design Process	<p>To develop an empathetic approach to user, systemic reasoning and attitude to experiment leading to solutions in the area of design which are desirable and situates itself in the core of human values.</p> <p>To assimilate design thinking as a user-centered approach to problem solving.</p> <p>To develop an insight into the process of design thinking as people centered, highly creative, hands-on and iterative.</p>
Textile Design	Surface Embellishment	<p>To develop an understanding of the different manual and machine needle work techniques and resist dyeing techniques as a means of surface ornamentation in the ever-evolving sphere of textile development.</p> <p>To explore different techniques of surface ornamentation using the traditional and contemporary materials and equipment.</p> <p>To provide insight into developing innovative surfaces, selecting and combining materials and techniques to address the emerging trends.</p> <p>To develop an understanding of the different techniques such as patchwork and manipulation of fabric for creating surface texture, shape and volume using varied material qualities. To explore the different techniques using existing and the emerging technology.</p> <p>To provide ways to customize or recycle old textiles/clothing. To provide insight into developing creative surfaces by selecting and combining appropriate materials and techniques for innovative textile swatch and product development.</p>
Textile Design	Textile Heritage of India	<p>Familiarize with origin, motifs, colours, tools, equipment and technology used for embroidered and resist dyed textiles of India. Sensitize students to the Indian traditional textile crafts through appreciation of its unique method of making process, regional values and adaptation by the brands/designers/industry. Role of various Government and Non-Government agencies for the promotion/revival of the craft.</p>

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Textile Design	Non-Loom Techniques	To develop an understanding of various non-loom techniques as a means of textile development. To explore different non-loom techniques using appropriate materials and equipment required for a particular technique. To utilize a wider variety of techniques in fabric/swatch formation for innovative textile/product development
Textile Design	Introduction to Textiles for Apparel & Home	The subject introduces students to the apparel, accessories and home product categories and segments, in the Indian and international market. This knowledge will enable students to select their Deepening Specialisation in semester IV, and subsequently assist them to apply the product knowledge to interpret industry design briefs and execute design projects.
Textile Design	Fabric Studies	To introduce the students to fabrics and their uses along with its components and sustainability. To enable the students to articulate the fibre content, yarn count, construction, GSM, surface techniques used, dyes and techniques used, finishes and end uses of the collected fabric samples.
Textile Design	Advanced Print Design	To enhance the understanding for development of prints, colorways, assorted and coordinated collections following the design process. To understand the application of various hand and digital techniques and tools. To develop an analytical and methodical approach to a design problem, brief, trend research, market research, brand research and the end product research. To integrate an innovative, experimental use of mixed media hand techniques with digital techniques for the development of all-over, engineered designs, coordinates and colourways. To develop an ability to design printed collections as per different styles and methods of printing.

**List of Subjects for Visiting Faculty / Expert**

<b>Course</b>	<b>Subject</b>	<b>Subject brief</b>
Textile Design	World Textiles	Familiarize with origin, material, motifs, colours and techniques of making and usage of embroidered, resist, natural dyed, painted, printed and woven textiles of the world. Contextualize the various influences and factors which contribute to variations in textile making and value addition as found in Asia, Orient, Europe, Africa and Americas. Sensitize students to the traditional textiles of the world through appreciation of its unique designs, methods of making, regional values and adaptation by the Brands/Designers/ Industry.
Textile Design	Sustainable Design in Textiles	Build understanding of the concept, relevance and importance of sustainability in the area of fashion and textiles. Familiarize with the vocabulary of the sustainability issues related to textile industry as prescribed by UNDP Sustainable Development Goals (SDG). Sensitize and understand the role of material diversity, ecological sustainability and ethical practices in the textile and fashion industry.
Textile Design	Print Design Project: Apparel & Fashion Accessories	To understand product specific print design development To learn print placement and layouts for apparel and fashion accessories To analyze the required look and apply techniques for developing unique designs. To develop Industry ready print collection
Textile Design	Print Design Project: Home & Spaces	To understand Industry product specific print design development To learn print manipulation specific to home and spaces industry. To analyze the required look and apply techniques for developing unique designs. To develop Industry ready print collection  Deepen the understanding of fabrics and product realization for home products and accessories.
Textile Design	Floor Coverings	To introduce students to different types of floor coverings and understand design development and the process of making.

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Course	Subject	Subject brief
Textile Design	Textile Art	To provide insight into the concepts, materials and techniques used in the wide and varied world/area of textile art. To explore the individual artistic voice utilizing and interpreting one's repertoire of varied textile techniques. To provide a critical understanding of aesthetics in the production of two and three dimensional art forms.
Textile Design	Weave Design & CAD	<p>To further the knowledge acquired in Basic Weave Design and introduce</p> <ul style="list-style-type: none"> <li>➤ Stripes and Checks</li> <li>➤ Colour and Weave Effect</li> <li>➤ Simple Dobby Designs</li> </ul> <ul style="list-style-type: none"> <li>• To integrate CAD for exploring possibility for woven fabric development.</li> <li>• To develop woven samples on the tabletop loom / computerized semi-automatic loom/ fully automatic sample loom.</li> </ul> <p>To introduce compound woven structures (Multilayered fabric) and its development on CAD. To introduce Computer Aided Design for weaving of jacquard. To integrate the CAD for weaving and actual weaving of fabric (swatches). To make samples on tabletop loom/semi-automatic computerized loom/ fully automatic loom.</p>
Textile Design	Digital Design in Textiles	To familiarize students to the digital textile design development processes. To develop the digital textile design skills for print, embroidery, quilted and laser cut textiles. Develop an aptitude to digitally illustrate application of their textile design ideas as per the product specialization.
Textile Design	Portfolio Design	To compile a body of work that has been done in various courses and showcase it in a professional folio. To develop a unique design philosophy and identity. To learn to use combination of digital tools/software for effective visual communication and presentation.
Textile Design	Weave Design Project: Apparel & Fashion Accessories	To develop design collection exploring various weaving techniques based on a realistic industry brief. To exercise amalgamation and application of design process, forecast study, fabric properties and brand/market study with product specifications while creating a woven fabric collection for apparel.

**List of Subjects for Visiting Faculty / Expert**

<b>Course</b>	<b>Subject</b>	<b>Subject brief</b>
Textile Design	Weave Design Project: Home & Spaces	To develop design collection exploring various weaving techniques based on a realistic industry brief. To exercise amalgamation and application of design process, forecast study, fabric properties and brand/market study with product specifications while creating a woven fabric collection for Home.
Master of Design	Design Thinking & Methods	To initiate the process to become a design thinker and team building group exercises. To be able to understand the practice of Creative, Critical & Integrative thinking in design domains. To make 'Design Thinking' as part of any design activation towards achieving proficiency, value creation & Innovation.
Master of Design	Visualization & Digital Representation	To develop the ability of Perception. To interpret and visualize the design concept. To learn to communicate through visual solutions. To be able to communicate the design concepts in visual form digitally. To Develop Skills and experience in Vector Graphics to create complex vector illustrations for print and web-based media. To understand Graphic Design and to achieve competence in Computer Graphics. To Integrate effective visualization methods to transform data into meaningful information.
Master of Design	Introduction to Social Design (Historical and Contemporary)	To develop an understanding of Design for society. To know the theories of Social Innovation. To learn the tools for community building, networking and collaboration. To inculcate social consciousness.
Master of Design	Sustainable Systems & Craft Studies	To sensitize the students to the Planet needs and Global scenario. To sensitize the students to sustainability concepts in Craft and other sectors. To enable the students to problem solving with System Thinking

**List of Subjects for Visiting Faculty / Expert**

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Master of Design	Information Design	Developing information architecture for public spaces, organizations or brands. Integrated approach for shared design vision. Using effective communication design principles in terms of physical or virtual space. Subject aims to know-how of transforming complex information and data into clarified user experiences on different digital platforms that lead to effective knowledge and insight generation.
Master of Design	Strategic Design Management	To create strategic managerial ability for creative industries through understanding of best design management practices. To create an environment for best usage of creative approaches for the growth curve of the company. To provide an opportunity to interact with industry members, consumers of the chosen domain, learn sensibilities of Design, management and inter-relationships. To create domain, consumer and business understanding creative intervention and design innovation
Master of Design	Design Philosophy and Critique	To develop understanding of the origins and the history of design. To know the skills and aptitudes for practice of design. To use the historical knowledge in contemporary design projects. To acquire the skills for evaluation of the design process/artefact.
Master of Design	Visual Culture	To develop a critical understanding of Visual Culture in Contemporary Society. To get familiar with visual art, photography, film and video technologies. To examine the relationships of visual culture to gender, politics and economics. To learn the process of meaning making by the viewers of the visual medium.
Master of Design	Creative & Lateral Thinking	To initiate the process to become a design thinker and team building group exercises. To be able to understand the practice of Creative, Critical & Integrative thinking in design & Technology domains. To make 'Design Thinking' as part of any product activation towards achieving proficiency, value creation & Innovation.

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Master of Design	Design Research Methods	Understand research in the context of design methods and thinking. Will provide opportunities in the product and service industries through application of user and trend research. Develop ability in taking informed design decisions through research. Design research will also help to gain insight and empathy of the stakeholders.
Master of Design	Visual Culture & Trends	To develop a critical understanding a wide sense, as a versatile range of practices and phenomena. To focus on semiotics in new practices that include artistic understanding on issues related to space, environments and social contexts studied from multiple perspectives. To explore possibilities to understand, challenge and shift the paradigms of contemporary visual forms. To critique and analyse any visual media product using Cultural Studies theories. To understand the relationship of society and its visual media products.
Master of Design	Design for Sustainability	To prepare students to handle sustainability in real life situations panning grassroot level to corporate organizations. To convert the constraints into sustainable opportunities. To sensitize students to the Design for sustainability and give insight to regional sensibilities and diversities, resources and environment.
Master of Design	Industry Guided Project Proposal (with fairs/seminars)	Explore and Grow. Research on issues and challenges being faced in the design realm of the chosen domain. Identification of design problems and articulation of the project proposal. Understanding the importance of Resume, power of Networking and different parameters (example: strategies/projections) and structures to design a project proposal. Ability to think analytically by application of knowledge based on research, discussions and industry interface. Apply analytical, critical, creative and strategic thinking to industry's design problems and research within complex and unfamiliar contexts and concerns.
Master of Design	Design as Luxury	To understand the scope and definition of luxury as a lifestyle need. To be able to understand and connect to the luxury products conceptualization and development process. To develop an idea of 'Indianness' in the luxury brand market. To redefine the idea of craftsmanship in India to global acceptance as luxury products.

**List of Subjects for Visiting Faculty / Expert**

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Master of Design	Socially Responsible Design	To understand impact of designs on the various strata of society. To investigate design and design practices social life. To evaluate ethical practices in the production and consumption of design. To formulate socially beneficial design strategies. To decrease the incidence of distress in social space caused by inappropriate design.
Master of Design	Interface Design	To understand the cognitive and instructional aspects in a human interactive space. To conceive and design a user centric graphic user interface (GUI). To visualize, design and interpret interface elements. To develop intuitive digital design strategy.
Master of Design	Brand Positioning	To understand Brand with respect to design language. To understand brand marketing theories with respect to design language. To interact with industries and able to identify design gaps for product or services. To read and interpret case studies that support strategic design management in brands. To develop critical thinking skills with respect to design in brands. To develop understanding of market/ consumers requirements in terms of design strategy.
Master of Design	Curatorial Practices (Creative and Cultural Industries)	To understand the definition and methods of curation. To curate and communicate the values and Ideas of design. To develop ability of planning and organizing exhibitions. To bridge the gap between contemporary design and society.
Master of Design	Using Forecast for Fashion	To understand the dynamics of forecast with the fashion premise. To understand 'Zeitgeist' as a framework for identifying trends. To identify the role of forecasting within brand ethos.
Master of Design	Trends Research & Forecasting	To understand the multi-faceted dynamics within the world of fashion where trend is constant. To be able to understand the breadth & depth of forecasting process <ul style="list-style-type: none"> <li>• To cultivate skills in analyzing new trends for achieving proficiency in their application as well as reporting for the design industry</li> </ul>

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Master of Design	Sustainable Development & Co-Design	Concepts of sustainability, industry, economic development for human well-being. Trans-disciplinary analysis of economic, social and environmental perspectives. Developing an awareness/consciousness of the need for sustainable development. Understanding of the Craft and its uniqueness. Relation and difference between the crafts of similar material/Process in field and market. Understanding of details and Design significance Ideation and concept development exercises Packaging Design and Branding strategies.
Master of Design	Craft Activity and Craft Awareness Workshop	To gain knowledge on Indian Crafts Heritage. To understand craft industry, role of designers in this industry and career opportunity. To create craft-preneurs and support the craft community. To perform research in the craft sector, through ethnography and observation study. To contribute in documentation and archival for craft repository.
Master of Design	Introduction to Industry Practices	To bring industry in the classroom as part of different subjects in the form of lecture series which would help generating classroom projects, industry visits etc. Understand the Deepening Specialization which the students wish to work. Understand the industry related to the Deepening Specialization (industry know –how). Provide students with the understanding of practical knowledge and transferable skills required to be at the forefront of global services, design research and development in either an industrial or academic environment.
Master of Design	Design Thinking	To initiate the process to become a design thinker after learning lateral thinking techniques. To be able to understand the practice of Creative, Critical & Integrative thinking in the area of problem definition and initiation. To make 'Design Thinking' as part of any design activation towards achieving proficiency, value creation & Innovation.
Master of Design	Design for Special Needs	To understand the challenges faced by differently abled people in the design environment <ul style="list-style-type: none"> <li>• To identify special needs of various categories of people with different abilities</li> <li>• To formulate solutions to make specially abled people to interact and perform in the built environment</li> <li>• To provide strategies to effortlessly include designs for the specially abled in the socially interactive spaces.</li> </ul>

**List of Subjects for Visiting Faculty / Expert**

<b>Course</b>	<b>Subject</b>	<b>Subject brief</b>
Master of Design	Experience Design (Cognitive & Sensorial)	Understanding of basics of experiences – the cognitive senses and its theories <ul style="list-style-type: none"> <li>• Understanding of how senses work – reaction, intuition, cognition</li> <li>• Understanding the environment that surrounds us through semiotics</li> </ul>
Master of Design	Brand communication	Designs intervention through brand communication <ul style="list-style-type: none"> <li>• Technical know-how and design intervention in – advertising, digital marketing, public relations (To understand innovative technologies and methods of marketing and the role of designer)</li> <li>• Brand campaigns – photography, styling in brand presentations, influences for consumer impact</li> </ul>
Master of Design	Creative Pedagogies	Designing instruction for education/awareness/training on emotional design principles <ul style="list-style-type: none"> <li>• Using effective communication design principles or strategies in information dissemination</li> <li>• Assisting training head/professor/colleague in terms of shared vision of human development in any knowledge environment</li> </ul>
Master of Design	Mega Trends & Consumer Insights	To understand the characteristic and methodology of long term forecasting <ul style="list-style-type: none"> <li>• To understand the connection between consumer research and marketing</li> <li>• To understand the role of long-term forecast in supporting business decisions in design industry</li> </ul>
Master of Design	Design Innovation	Case studies on innovation from India and world <ul style="list-style-type: none"> <li>• Innovation as an extension of design process</li> <li>• Innovation and value creation</li> <li>• To introduce the concept of Design Innovation as a crucial part of Design Thinking.</li> <li>• To inculcate the practice of Empathy, Optimism &amp; Integrative thinking in the area of identifying challenges and building context.</li> <li>• To make ‘Design Innovation’ as a methodical, systematic process, which may result in context, based Innovation.</li> </ul>
Master of Design	Trend Spotting	The course introduces the theory and practice of identifying change agents that have potential for future trends <ul style="list-style-type: none"> <li>• The students would be encouraged to employ various tools to capture new trends and articulate them within the socio cultural domain</li> <li>• Hunting the new trends as Trend Spotter.</li> </ul>

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Master of Design	Innovation in India -Jugaad	To sensitize about rich atmosphere existing frugal innovation culture of India. Learning from frugal innovation process and applying it in industrial Innovation. To initiate the process to become a design thinker and team building group exercises. To be able to understand the practice of Creative, Critical & Integrative thinking in design & Technology domains. To make 'Design Thinking' as part of any product activation towards achieving proficiency, value creation & Innovation.