



Programme Specifications

B. Des. Programme

Programme:
Fashion Design

Department:
Fashion Design

Faculty of Art & Design
M.S. Ramaiah University of Applied Sciences

Programme Specifications– Fashion Design

Faculty	Art and Design (FAD)
Department	Fashion Design
Programme	Fashion Design
Dean of Faculty	Mr Lohit H S
Head of Department	Dr Mamatha Hegde

1	Title of The Award B.Des. in Fashion Design/ B.Sc. in Fashion Design
2	Modes of Study Full Time
3	Awarding Institution /Body Ramaiah University of Applied Sciences
4	Joint Award Not Applicable
5	Teaching Institution Faculty of Art and Design Ramaiah University of Applied Sciences
6	Date of Programme Specifications July 2019
7	Date of Programme Approval by the Academic Council of MSRUAS July 2019
8	Next Review Date: March 2022/March 2023
9	Programme Approving Regulating Body and Date of Approval --
10	Programme Accredited Body and Date of Accreditation --
11	Grade Awarded by the Accreditation Body --
12	Programme Accreditation Validity --
13	Programme Benchmark --

14

Rationale for the Course

Fashion Design is one of the most attractive and lucrative courses in India and the world over. Trend, fame, glamour and passion drive the young minds to propel their career in the field of fashion design. It is needless and endless to say that clothing has become integral part of our lifestyle. The world of internet has brought the whole world closer and together. The propensity of online marketing has increased the pace and space, at which the fashion business is ubiquitous in both domestic and international markets.

The textile industry contributes about 14 percent to industrial production and four percent to the Gross Domestic Product (GDP). It is second largest industry in the country in terms of employment generation and world's second-largest producer of textiles and garments. Our country has the potential to increase its textile and apparel share in the world trade from the current level of 4.5 percent to eight percent and reach US\$ 80 billion by 2020.

The recent research conducted by Fashion Design Council of India (FDCI), the designs and apparels developed by Indian designers are going to play a major role in the growth of apparel industry. The industry requires more designers to boost the development of fashion industry in India. India has seen the emergence of strong retail ventures such as Reliance Trends, Mahindra Retail (Mom & Me), Pantaloon Retail India etc. Bengaluru is a base for many garment industries such as Gokaldas Images, Shahi Exports, Texport Syndicate, Himatsingka Seide Limited, Madura Garments etc.

Bengaluru is an important fashion hub for manufacturing and exporting, about 30% of the readymade garments of the country are manufactured in Bengaluru. Out of 2066 active garment manufacturing units in Bengaluru, almost 900 units are placed in Peenya industrial area itself. This provides an opportunity for the students to visit and get acquainted to the industrial work culture and develop career opportunities in consultation with industry experts. Many of the fashion design professionals have become freelancers to enjoy their career and flexible lifestyle. There is tremendous potential for professionals in fashion design, as the market is evergreen, growing and developing at a fast pace. Bengaluru is viewed as an important location for sourcing of garments by overseas buyers.

Fashion shows are marked as events to showcase and present dream garments to the world of fashion. Sky is the limit for creativity and innovation. One can be "Guru" of fashion heralding a new generation of designs. The kaleidoscope of fashion is eternal and boundless for those who visualise the future of style and clothing.

Although a few institutes in India provide quality education in Fashion, only a few among them offer Under Graduate, Post Graduate and Doctoral studies in Fashion Design. Realising the potential of Fashion industry and associated requirement of trained human resource, the Faculty of Art and Design of MSRUAS has developed the course of Bachelor of Fashion Design to meet the career objectives, professional and societal needs.

At MSRUAS, curriculum of Fashion Design course is blended with aspects of textiles, design and clothing. The cognitive and learning ability will be harnessed throughout the course with both theoretical and practical approaches. The outcome based education of the course will help students transform and mould to become a "Fashionpreneur" - raw mine to a gem, before leaving the portals of MSRUAS.

15	<p>Educational Objectives of B. Des./B.Sc. Programme</p> <p>The educational objectives of the programme are:</p> <ol style="list-style-type: none"> 1. Graduates distinguish themselves as innovative problem solvers and leaders in multidisciplinary settings, making use of a high quality and rigorous Design education that is enriched by a flexible curriculum and interdisciplinary research opportunities 2. Graduates excel in diverse career paths in either the Design profession or an alternative field, or succeed in postgraduate studies
16	<p>Graduate Attributes</p> <p>Outcomes that the Design Graduates are expected to have are:</p> <ol style="list-style-type: none"> 1. Ability to apply Design fundamentals in developing fashion products 2. Ability to analyse Design issues, interpret and infer data to arrive at meaningful alternatives 3. Ability to design an artefact keeping in view the public health, safety, cultural, societal and environmental considerations 4. Ability to understand and sort Design issues by interacting with the end users 5. Ability to apply appropriate tools and techniques in development of fashion products 6. Ability to ensure effective utilization of resources in fashion product development 7. Ability to develop sustainable solutions and understand their effect on society and environment 8. Ability to apply ethical principles to Design practices and professional responsibilities 9. Ability to work as a team member to plan and integrate knowledge of various disciplines in multidisciplinary settings 10. Ability to design ideas to broad audience through effective presentations 11. Ability to lead and manage multidisciplinary teams by applying Design and Management principles 12. Ability to adapt to the changes and advancements in technology and engage in independent as well as life-long learning
17	<p>Programme Aim</p> <p>The Programme aims to impart knowledge and skills to design and develop fashion products including garments and accessories to pursue a career in fashion design. In addition students are trained on business principles and strategies for entrepreneurship.</p>
18	<p>Programme Objectives</p> <p>The course builds a strong foundation in terms of design sense, conceptualization, independent research, creative application and individual artistic expression, to design a collection of fashion products to the needs of the customers</p> <p>Objectives of the Programme are to enable the students to:</p> <ol style="list-style-type: none"> 1. Inculcate creativity to fit the marketplace and fulfil consumers' demands through illustrations 2. Describe fashion elements such as fabrics, accessories, styles and technology 3. Create standard patterns to the requirements of the end users 4. Design collections of different apparels suitable for environments and cities where one experiences fashion and design on day to day basis 5. Plan a range of related garments to create a fashion collection on the basis of market trends 6. Apply professional ethics, humanities, social sciences and lifelong learning for a successful career in Fashion Design

19 Intended Learning Outcomes of the Programme

The intended learning outcomes are listed under four headings

1. Knowledge and Understanding
2. Cognitive skills
3. Practical skills
4. Capability/Transferable skills

Knowledge and Understanding

After undergoing this programme, a student will be able to

- KU1. Describe fundamental concepts, terminology and techniques specific to fashion design
- KU2. Explain the materials and methods required for concept generation of a garment
- KU3. Discuss the process and techniques involved in manufacturing garments and accessories
- KU4. Explain the quality control techniques and measures used in garment industry

Cognitive Skills

After undergoing this Programme, a student will be able to

- CS1. Ideate design concept by understanding design elements and principles
- CS2. Conceptualize creative ideas to develop trend based fashion products
- CS3. Match the compatibility of chosen processes and products using standard procedures
- CS4. Assess the feasibility of appropriate methods to manufacture a desired product

Practical Skills

After undergoing this programme, a student will be able to

- PS1. Sketch, conceptualize designs using manual and digital tools
- PS2. Perform appropriate tests to categorize different fibres, yarns, fabrics, accessories and processes
- PS3. Create apparels applying pattern making techniques
- PS4. Enhance the aesthetic value of the apparel using appropriate techniques

Capability/Transferrable Skills

After undergoing the programme, a student will be able to

- TS1. Develop technical reports and documents
- TS2. Communicate effectively
- TS3. Build, manage and lead teams
- TS4. Embrace the idea of continuous personal and professional development

20 Programme Structure

Semester -1

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19DFC101A	Elements of Design-1	2		2	3	100
2	19AFC102A	Foundation Drawing	1		6	4	100
3	19AFC103A	History of Art and Visual Culture	3			3	100
4	19AFC104A	Print Making Techniques	1		4	3	100
5	19DFC105A	Digital Design Basics			4	2	50
6	19DFC106A	Studio Practice-1			4	2	50
7	19AEC110A	Creative Writing for Design Communication	3			3	100
Total			10		20	20	600
Total number of contact hours per week			30 Hours				
Number of credits can be registered			Minimum	20	Maximum	20	

Semester -2

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19DFC111A	Design Drawing-1	1		4	3	100
2	19DFC112A	Creativity Techniques	2			2	50
3	19AFC113A	Foundation Painting	1		4	3	100
4	19AFC114A	Handicraft	2		4	4	100
5	19AFC115A	Sculpture	2		4	4	100
6	19DFC116A	Studio Practice-2			4	2	50
7	19SEC120A	Skill Enhancement Course - 1			4	2	50
Total			8		24	20	550
Total number of contact hours per week			32 hours				
Number of credits can be registered			Minimum	20	Maximum	20	

Semester -3

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19TFC201A	Fibres and Yarn Science	3			3	100
2	19FDC202A	Fashion Elements	3			3	100
3	19SFC203A	Basics of Sewing	3			3	100
4	19AEC210A	Environmental Studies	2			2	50
5	19FDC205A	Design Basics Studio 1			6	3	100
6	19SFC206A	Fashion Construction Studio 1			6	3	100
7	19TFC207A	Fibre and yarn studio			6	3	100
Total			11		18	20	650
Total number of contact hours per week			29 hours				
Number of credits can be registered			Minimum	20	Maximum	20	

Semester -4

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19TFC211A	Fabric Science	3			3	100
2	19SFC212A	Pattern and Apparel Making	3			3	100
3	19FDC213A	History of Fashion	3			3	100
4	19FDC214A	Design Basics Studio 2			6	3	100
5	19SFC215A	Pattern and Construction Lab-1			6	3	100
6	19TFC216A	Fabric Studio			6	3	100
7	19SEC220A	Skill Enhancement Course 2			4	2	50
Total			9		22	20	650
Total number of contact hours per week			31 hours				
Number of credits can be registered			Minimum	20	Maximum	20	

Semester -5

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19FDC301A	Fashion Trends and Forecasting	3			3	100
2	19FDC302A	Coloration of Textiles Lab			6	3	100
3	19FDC303A	Surface Development and Embellishments Studio			6	3	100
4	19FDC304A	CAD in Fashion Design Lab			6	3	100
5	19FDC305A	Pattern and Construction Lab-2			6	3	100
6	19FDC306A	Fashion Advertising and Choreography Studio			4	2	50
7	19FDC307A	Fashion Photography Studio			4	2	50
Total			3		32	19	600
Total number of contact hours per week			35 hours				
Number of credits can be registered			Minimum	19	Maximum	19	

Semester -6

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19FDC311A	Portfolio and Design Development			10	5	100
2	19FCE3XXA	Professional Core Elective-1	2		4	4	100
3	19FCE3XXA	Professional Core Elective-2	2		4	4	100
4	19FDC300A	Group project/Internship			12	6	100
5	19SEC320A	Skill Enhancement Course- 3			4	2	50
Total			4		34	21	450
Total number of contact hours per week			38 hours				
Number of credits can be registered			Minimum	21	Maximum	21	

Semester -7

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19FDC401A	Apparel Export Documentation	2			2	50
2	19FDC402A	Fashion Merchandising	2			2	50
3	19AEC410A	Soft Skills and Professional Development	2			2	50
4	19FCE3XXA	Professional core Elective 3	2		4	4	100
5	19FCE3XXA	Professional core Elective 4	2		4	4	100
6	19FDC400A	Fashion Design Project 1			14	7	100
Total			10		22	21	450
Total number of contact hours per week			32 hours				
Number of credits can be registered			Minimum	21	Maximum	21	

Semester -8

S. No.	Code	Course Title	Theory (h/W/S)	Tutorials (h/W/S)	Practical (h/W/S)	Total Credits	Max. Marks
1	19FDC411A	Fashion Entrepreneurship	3			3	100
2	19SEC420A	Skill Enhancement Course- 4			4	2	50
3	19FDC450A	Fashion Design Project- Final			28	14	100
Total			3		32	19	250
Total number of contact hours per week			35 hours				
Number of credits can be registered			Minimum	19	Maximum	19	

Total Number of Credits in the Course:160

Professional Core Electives:

Semester/ Course	Apparel Design		Accessory Design		Haute Couture	
	Course Code	Course Title	Course Code	Course Title	Course Code	Course Title
6 th Semester	19FCE312A	Fashion Business Management	19FCE314A	3D Modelling for Fashion Accessories	19FCE316A	Global Haute Couture Fashion
	19FCE313A	Apparel Quality	19FCE315A	Handbag Design and Making	19FCE317A	Occasional and Functional Clothing
7 th Semester	19FCE412A	Textiles and Garment Finishing	19FCE414A	Foot Wear Design	19FCE416A	Power Dressing
	19FCE413A	Costume Design	19FCE 415A	Jewellery Design	19FCE417A	Style and Innovation

Skill Enhancement Course:

Students will be awarded 2 credits on completion of either one of the following, anytime in an academic year:

- Participation in Art and Design exhibitions and shows
- Participation in National & international design competition
- Participation in collegiate Fashion show competition
- Field/ Industrial visit
- MOOC Course

21 **Programme Delivery**
As per the time table

22 **Teaching and Learning Methods**

1. Face to face lectures using audio-visuals
2. Workshops-group discussions, debates, presentations
3. Demonstrations
4. Guest lectures
5. Laboratory-work/Field work
6. Industry visit
7. Seminars
8. Group exercises
9. Project work
10. Project exhibitions
11. Fashion shows

23 Assessment and Grading

1. Every course will be assessed for a weightage of 100%
2. There are two components - Component-1 and Component-2
3. Component-1 carries a weight of 50% and Component -2 carries a weight of 50%
4. Component -1 (CE) and Component -2 (SEE)

Type of Courses		PBC	TBC	PC	SEC/ AEC	MC
Components						
Component - 1 * (CE – Continuous Evaluation)	1A	Term Test – 15%	Term Test – 20%	NA	NA	NA
	1B	Creative Work Submission – 30 %	Assignment – 25 %	Creative Work Submission/Report – 45 %	NA	NA
	1C	Attendance – 5%	Attendance – 5%	Attendance – 5%	NA	NA
Component – 2 * (SEE – Semester End Examination)	2A	Written Exam – 20 %	Written Exam – 50 %		Presentation - 100%	Presentation - 50%
	2B	Practical – 30 %		Practical – 50 %		Report Submission – 50 %

* % indicative. Course leaders can change the weightage with prior approval.

PBC – Process Based Course (Course which have both Theory and Practical Components)

TBC – Theory Based Course (Course which have only Theory Component)

PC – Practical Based Course (Course which have only Practical Component)

SEC – Skill Enhancement Course (Course which have only Practical Component)

AEC – Ability Enhancement Course (Course which have only Practical Component)

MC – Mentorship Course (Course which only Practical Component)

5. The Assessment Method will be chosen by the course leader as per the following

Sl .No.	Assessment Type	Assessment method
1	Test	Written – MCQ / Short Essay / Course specific presentations / Group Discussion / Combined
2	Creative Work Submission	Art work/ Physical Product/ Virtual Model and Renders/ Photographs / Video/ Folios/ Displays
3	Assignment	Word Processed Document/ Course specific presentations / Group Discussion / Combined
4	Theory Exam	Written – MCQ / Short Essay / Course specific presentations / Combined
5	Practical Exam	3Hrs Demonstration with Viva

6. A minimum of overall 40% of both components is required for a pass
7. A maximum of 05% of the Component-1 marks is given on the basis of attendance in section 24

24	<p>Attendance A minimum of 80% attendance compulsory to appear for semester end examinations. Any condoning is as per the programme regulations. Component-1C marks is given on the basis of attendance as follows below mentioned table.</p> <table border="1" data-bbox="570 386 1122 594"> <thead> <tr> <th>Sl. No.</th> <th>Attendance</th> <th>Marks in %</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>96 % to 100%</td> <td>5</td> </tr> <tr> <td>2</td> <td>91 % to 95 %</td> <td>4</td> </tr> <tr> <td>3</td> <td>86 % to 90 %</td> <td>3</td> </tr> <tr> <td>4</td> <td>81 % to 85 %</td> <td>2</td> </tr> <tr> <td>5</td> <td>80 %</td> <td>1</td> </tr> </tbody> </table>	Sl. No.	Attendance	Marks in %	1	96 % to 100%	5	2	91 % to 95 %	4	3	86 % to 90 %	3	4	81 % to 85 %	2	5	80 %	1
Sl. No.	Attendance	Marks in %																	
1	96 % to 100%	5																	
2	91 % to 95 %	4																	
3	86 % to 90 %	3																	
4	81 % to 85 %	2																	
5	80 %	1																	
25	<p>Award of Class As per the Programme regulations</p>																		
26	<p>Student Support for Learning</p> <ol style="list-style-type: none"> 1. Course notes 2. Reference books in the library 3. Magazines and journals 4. Internet facility 5. Computing facility 6. Laboratory facility 7. Workshop facility 8. Staff support 9. Lounges for discussions 10. Fashion shows 11. Any other support that enhances their learning 																		
27	<p>Quality Control Measures</p> <ol style="list-style-type: none"> 1. Student feedback 2. Opportunities for students to see their assessed work 3. Staff Student consultative committee meetings 4. Student exit feedback 5. Subject Assessment Board(SAB) 6. Programme Assessment Board(PAB) 																		

28

Curriculum Map

Module Code	Intended Learning Outcomes											
	Knowledge and Understanding				Cognitive (Thinking) Skills (Critical, Analytical, Problem Solving, Innovation)				Practical Skills			
	KU1	KU2	KU3	KU4	CS1	CS2	CS3	CS4	PS1	PS2	PS3	PS4
19DFC101A	X		X		X	X	X	X	X			X
19AFC102A	X		X		X	X	X	X	X			X
19AFC103A	X			X	X	X	X	X				
19AFC104A	X		X		X	X	X	X	X			X
19DFC105A	X		X		X	X	X	X	X			X
19DFC106A			X						X			X
19AEC110A	X							X				
19DFC111A	X		X		X	X	X	X	X			X
19DFC112A	X							X				
19AFC113A	X		X		X	X	X	X	X			X
19AFC114A	X		X		X	X	X	X	X			X
19AFC115A	X		X		X	X	X	X	X			X
19DFC116B									X			X
19SEC120A	X	X	X	X	X	X	X	X	X	X	X	X
19TFC201A	X	X	X			X	X	X				
19FDC202A	X	X			X	X	X	X				
19SFC203A	X	X	X			X	X	X				
19AEC210A			X				X	X				
19FDC205A		X			X	X	X	X	X		X	X
19SFC206A	X	X	X	X	X	X	X	X	X	X	X	X
19TFC207A	X	X		X		X	X	X		X		X
19TFC211A	X	X	X			X	X	X				
19SFC212A	X	X	X			X	X	X				
19FDC213A	X	X	X		X	X	X		X			X
19FDC214A		X			X	X	X	X	X		X	X
19SFC215A	X	X	X	X	X	X	X	X	X	X	X	X
19TFC216A	X	X		X		X	X	X		X		X
19SEC220A	X	X	X	X	X	X	X	X	X	X	X	X
19FDC301A	X	X	X		X	X	X	X	X			X
19FDC302A	X	X		X		X	X	X		X		X
19FDC303A	X	X		X		X	X	X		X		X
19FDC304A		X			X	X	X	X	X		X	X
19FDC305A	X	X	X	X	X	X	X	X	X	X	X	X
19FDC306A	X	X	X		X	X	X	X	X			X
19FDC307A	X	X	X		X	X	X	X	X			X
19FDC311A	X	X	X	X	X	X	X	X	X	X	X	X
19FDC300A	X	X	X	X	X	X	X	X	X	X	X	X

19SEC320A	X	X	X	X	X	X	X	X	X	X	X	X	X
19FDC401A		X	X	X			X	X		X	X		
19FDC402A		X	X	X			X	X		X	X		
19AEC410A	X					X							X
19FDC400A	X	X	X	X	X	X	X	X	X	X	X	X	X
19FDC411A		X	X	X			X	X		X	X		
19SEC420A	X	X	X	X	X	X	X	X	X	X	X	X	X
19FDC450A	X	X	X	X	X	X	X	X	X	X	X	X	X
19FCE312A		X	X	X			X	X		X	X		
19FCE313A	X	X		X		X	X	X		X			X
19FCE412A	X	X		X		X	X	X		X			X
19FCE413A	X	X			X	X	X	X	X		X		X
19FCE314A	X	X			X	X	X	X	X		X		X
19FCE315A	X	X			X	X	X	X	X		X		X
19FCE414A	X	X			X	X	X	X	X		X		X
19FCE415A	X	X			X	X	X	X	X		X		X
19FCE316A	X	X			X	X	X	X	X		X		X
19FCE317A	X	X			X	X	X	X	X		X		X
19FCE416A	X	X			X	X	X	X	X		X		X
19FCE417A	X	X			X	X	X	X	X		X		X

29

Capability / Transferable Skills Map

Module Code	Group work	Self-learning	Research Skills	Written Communication Skills	Verbal Communication Skills	Presentation Skills	Behavioral Skills	Information Management	Personal management/ Leadership Skills
19DFC101A	X	X	X	X	X	X	X	X	X
19AFC102A	X	X	X	X	X	X	X	X	X
19AFC103A	X	X	X	X	X	X	X	X	X
19AFC104A	X	X	X	X	X	X	X	X	X
19DFC105A	X	X	X	X	X	X	X	X	X
19DFC106A	X	X	X	X	X	X	X	X	X
19AEC110A	X	X	X	X	X	X	X	X	X
19DFC111A	X	X	X	X	X	X	X	X	X
19DFC112A	X	X	X	X	X	X	X	X	X
19AFC113A	X	X	X	X	X	X	X	X	X
19AFC114A	X	X	X	X	X	X	X	X	X
19AFC115A	X	X	X	X	X	X	X	X	X
19DFC116B	X	X	X	X	X	X	X	X	X
19SEC120A	X	X	X	X	X	X	X	X	X
19TFC201A	X	X	X	X	X	X	X	X	X
19FDC202A	X	X	X	X	X	X	X	X	X
19SFC203A	X	X	X	X	X	X	X	X	X
19AEC210A	X	X	X	X	X	X	X	X	X
19FDC205A	X	X	X	X	X	X	X	X	X
19SFC206A	X	X	X	X	X	X	X	X	X
19TFC207A	X	X	X	X	X	X	X	X	X
19TFC211A	X	X	X	X	X	X	X	X	X
19SFC212A	X	X	X	X	X	X	X	X	X
19FDC213A	X	X	X	X	X	X	X	X	X
19FDC214A	X	X	X	X	X	X	X	X	X
19SFC215A	X	X	X	X	X	X	X	X	X
19TFC216A	X	X	X	X	X	X	X	X	X
19SEC220A	X	X	X	X	X	X	X	X	X
19FDC301A	X	X	X	X	X	X	X	X	X
19FDC302A	X	X	X	X	X	X	X	X	X
19FDC303A	X	X	X	X	X	X	X	X	X
19FDC304A	X	X	X	X	X	X	X	X	X
19FDC305A	X	X	X	X	X	X	X	X	X
19FDC306A	X	X	X	X	X	X	X	X	X

19FDC307A	X	X	X	X	X	X	X	X	X
19FDC311A	X	X	X	X	X	X	X	X	X
19FDC300A	X	X	X	X	X	X	X	X	X
19SEC320A	X	X	X	X	X	X	X	X	X
19FDC401A	X	X	X	X	X	X	X	X	X
19FDC402A	X	X	X	X	X	X	X	X	X
19AEC410A	X	X	X	X	X	X	X	X	X
19FDC400A	X	X	X	X	X	X	X	X	X
19FDC411A	X	X	X	X	X	X	X	X	X
19SEC420A	X	X	X	X	X	X	X	X	X
19FDC450A	X	X	X	X	X	X	X	X	X
19FCE312A	X	X	X	X	X	X	X	X	X
19FCE313A	X	X	X	X	X	X	X	X	X
19FCE412A	X	X	X	X	X	X	X	X	X
19FCE413A	X	X	X	X	X	X	X	X	X
19FCE314A	X	X	X	X	X	X	X	X	X
19FCE315A	X	X	X	X	X	X	X	X	X
19FCE414A	X	X	X	X	X	X	X	X	X
19FCE415A	X	X	X	X	X	X	X	X	X
19FCE316A	X	X	X	X	X	X	X	X	X
19FCE317A	X	X	X	X	X	X	X	X	X
19FCE416A	X	X	X	X	X	X	X	X	X
19FCE417A	X	X	X	X	X	X	X	X	X
30	<p>Co-curricular Activities</p> <p>Students are encouraged to take part in co-curricular activities like seminars, conferences, symposium, paper writing, attending industry exhibitions, project competitions and related activities to enhance their knowledge and network.</p>								
31	<p>Cultural and Literary Activities</p> <p>To remind and ignite the creative endeavors, annual cultural festivals are held and the students are made to plan and organize the activities</p>								
32	<p>Sports and Athletics</p> <p>Students are encouraged to develop a habit of playing games and take part in annual sports and athletic events.</p>								

