

**Course Structure & Syllabus of  
M.Des-User Experience Design  
Applicable for Batch: 2019-2021**

**DIT UNIVERSITY  
Dehradun**



**Detailed Course Structure & Syllabus  
Of  
M.Des-User Experience Design**

# Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021

## Course Structure

**Year: 1**

**Semester: 1**

Course Category	Course Code	Course Title	L/S*	T	P	Credit
DC	MDX 101	Fundamentals of Design	2	0	0	2
DC	MDX 102	HCI and User Experience	3	0	2	4
DC	MDX 103	Cognitive Design and Ethnography	2	0	2	3
DC	MDX 104	UX Design	3	0	2	4
DC	MDX 105	User Interface Design	2	0	2	3
DC	MDX 106	Design Thinking and Innovation	3	0	0	3
DC	MDX 107	Introduction to Design Research	2	2	0	3
DC	MDX 108	Presentation and Communication Skills	2	0	0	2
		<b>Total</b>	19	2	8	24

**Year: 1**

**Semester: 2**

Course Category	Course Code	Course Title	L/S*	T	P	Credit
DC	MDX 109	Omnipresence Design	2	0	0	2
DC	MDX 110	Digital Experience Strategy	2	2	0	3
DC	MDX 111	Service Design and Enterprise UX	3	0	2	4
DC	MDX 112	Customer Experience in Fintech	2	0	2	3
DC	MDX 113	Human Factors in Healthcare	3	0	2	4
DC	MDX 114	UX Design for Emerging technology	3	0	2	4
DC	MDX 115	Seminar 1 (Problem definition, need identification and literature survey for thesis)	0	0	4	2
		<b>Total</b>	15	2	12	22

# Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021

## Course Structure

**Year: 2**

**Semester: 3**

Course Category	Course Code	Course Title	L/S*	T	P	Credit
DC	MDX 201	Design Project - 1 (Complex problem)	2	0	16	10
DC	MDX 202	Summer Internship	-	-	-	2
PRJT	MDX 203	Dissertation Project	0	0	6	3
DE		Elective Subject 1 - Project Based UX for New Technologies	0	0	6	3
DE		Elective Subject 2 - Project Based G2C (Government to Citizen) User Experience	0	0	6	3
		<b>Total</b>	2	0	34	21

### Elective Subject 1 - Project Based (Select one of the following)

MDX 241- UX for IOT
MDX 242- UX for AR
MDX 243- UX for Wearable
MDX 244- UX for Logistics

### Elective Subject 2 - Project Based (Select one of the following)

MDX 245- G2C in Healthcare
MDX 246- G2C in Banking
MDX 247- G2C in Citizen Services
MDX 248- G2C in Digital Agriculture

# Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021

**Year: 2**

**Semester: 4**

<b>Course Category</b>	<b>Course Code</b>	<b>Course Title</b>	<b>L/S*</b>	<b>T</b>	<b>P</b>	<b>Credit</b>
DC	MDX 204	Seminar 2	0	0	4	2
THESIS	MDX 205	Thesis Project	0	0	36	18
<b>Total</b>			0	0	40	20

## Summary of the Credit

<b>Year</b>	<b>Semester</b>	<b>Max Credit</b>	<b>Total Credit</b>
1	1	24	24
	2	22	22
2	3	21	21
	4	20	20

## Category wise classification of the Credit

<b>Category</b>	<b>Max Credit</b>	<b>Min Credit</b>
UC		
AC		
SC		
DC	10	
HE		
DE	3	
OE		
EC		
PRJT/THESIS/ST/IND	18	
VAT/EEP/APT		

# Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021 Detailed Syllabus

Program/Branch: M.DES – UXD

Subject Code	MDX-101	Subject Title	Fundamentals of Design						
FOD	200	Credit	2	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

## Course Objective:

The students will learn the fundamentals of design, study various elements and principles of design. Better understanding of Visualizing techniques and ideation. Learning how to do sketching and drawing.

## Units:

### Elements and principles of design

- Introduction to design
- History of design
- Basic Understanding of design elements and principles
- Gestalt law of design
- Design around us.

### Sketching and drawing

- Introduction to basics of drawing - Line, points, squares, circles, triangles, 2d sketching & drawing - Creating layout, shape, line & shadows, shine, Overlap, Texture detail, 3D sketching & drawing. Perspective using forms, cuboid, prisms, cones, sphere. Application learning with still life, real life sketching. Human Anatomy- Proportion drawing using shapes and drawing human figure composition.
- Project on 2D drawing, 3D drawing and human figure composition.

### Visualization techniques

- Learning visualization techniques through - visual identity design, metamorphism visualization techniques, brainstorming and mind mapping. Information visualization through infographics and designing brand communication. Documenting and communicating design ideas through presentations, role play and group activities.
- Project in design communication and visualization

### Ideation Methods

- Divergent Thinking
- Convergent Thinking
- Brainstorming techniques
- Different ideation activities

## Learning Outcome:

The students will be able to apply the fundamentals, laws and elements and principles of design, Ideate the design, visualize design using various techniques.

# **Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021**

## **Reference Books:**

- Universal principles of Design - William Lidwell, Kritina Holden, Jill Butler
- Design of Everyday life – Don Norman
- Universal methods of design – Brushanignton
- Hundred things every designer needs to know about people – Susan WeinsChenk

Subject Code	MDX-102	Subject Title	<b>HCI and User Experience</b>						
<b>HCIX</b>	3 0 2	<b>Credit</b>	4	<b>Subject Category</b>	DC	<b>Year</b>	1 <sup>st</sup>	<b>Semester</b>	I

## **Course Objective:**

The course is intended to make students understand the Human computer interaction and its relation to user experience and how it plays a vital role in UX design process.

## **Units:**

### **Understanding human computer interaction**

- Introduction of Human computer interaction
- Importance of HCI
- Examples
- Industrial HCI and Interfaces

### **History, evolution and future**

- Introduction to History and Evolution
- Current state of HCI
- Factory of the future

### **HCI in everyday life**

- UX and HCI
- Human Factors in HCI
- Visual design in HCI / Interaction design in HCI
- HCI for Automotive
- Project: Creating HCI for Smart Mirror

### **Introduction 6D iMAGIN© UX process**

- Introduction to 6D Process of UX Design
- Learning how to apply 6D
- Project on 6D

## **Learning Outcome:**

- Students will be able to understand the relation of Human computer interaction and UX, its working, evolution and future.
- Also, will be able to understand and apply ImaginXP 6D process.

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## **Reference Books:**

- HCI and User-Experience Design - Aaron Marcus, Springer – Verlag London
- User Experience and Experience Design – Marc Hassenzahl
- Interaction Design: Beyond Human: Computer interaction SE – Helen Sharp, Jenny Preece, and Yvonne Rogers
- HCI Redux: The Promise of Post-Cognitive Interaction – Phil Turner

Subject Code	MDX-103	Subject Title	<b>Cognitive Design &amp; Ethnography</b>						
CDE	202	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

## **Course Objective:**

This course will help students in understanding various study methods to learn about the mental model of a user like cognitive psychology, Ethnography, Empathy. Students will be able to learn user research methodologies.

## **Units:**

### **Cognitive psychology study, ethnography study, Understanding Empathy**

- Introduction to Cognitive psychology, Ethnography, understanding Empathy
- Importance of cognitive, ethnography and empathy.
- Relation between all three studies.
- How it plays an important role in UX.

### **User research preparation and planning, field study**

- How cognitive psychology, ethnography and empathy plays an important factor in User Research
- What is User Research? Its importance in UX
- How to plan User Research.
- How to conduct field study – contextual enquiry and ethnography

### **Quantitative and Qualitative Research**

- Introduction to research
- Types of research - Quantitative and Qualitative
- Methodologies of Quantitative and Qualitative Research
- How to conduct Quantitative and Qualitative Research
- When to conduct Quantitative and Qualitative Research

### **User Research Report, heuristic evaluation**

- Components of a User Research report.
- How to create a User Research report.
- Introduction to Heuristic Evaluation
- 10 laws of Heuristic Evaluation
- When to do Heuristic Evaluation
- Case studies of Heuristic Evaluation.

# **Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021**

## **Learning Outcome:**

- Students will be able to differentiate between different user research methods.
- They will be able to conduct a field study for user research.
- Make a User Research report
- Conduct Heuristic Evaluation

## **Reference Books:**

- A Companion to Cognitive Anthropology, David B. Kronefeld (Editor), Giovanni Bennardo (Editor), Victor C. de Munck (Editor), Michael D. Fischer (Editor)
- Cognition, Assessment and Debriefing in Aviation – Wolf-Michael Roth
- In Search of Respect: Selling Crack in EL Barrio – Philippe Bourgois
- Cognitive Architecture: Designing for How we respond to the built environment – Ann Sussman

Subject Code	MDX-104	Subject Title	<b>User Experience Design</b>						
UXD	3 0 2	Credit	4	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

## **Course Objective:**

Understanding the evolution of User Experience design, learning the design process, various aspects of UX and methodologies. Trends in User Experience Design.

## **Units:**

### **Evolution of UX**

- History of UX
- Importance of UX
- Examples

### **Processes and Methodologies**

- Therecap of 6D ImaginXPUX process
- How and when to apply it.
- Methodologies within 6D
- Importance of methodologies
- Case studies

### **Tools and Technology in UX Design**

- Introduction to tools for UX Design
- Emerging technologies in UX
- Future technology and tools in UX industries.
- Project

### **Multiple Domains and Trends in UX Design**

- Current UX trends
- UX in various industries. (Health care, Fintech, Entertainment, Retail, etc)
- Understanding of UX and its role in various industries with examples.



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## **Micro Interactions, Gamification**

- What is Micro Interaction
- Examples
- Micro Interaction for different devices.
- Gamification in UX
- Gamification in enterprise application.

## **Learning Outcome:**

- Students will be able to define user experience design, identify various stages of UX process, advance techniques of micro interaction and gamification, they will be aware of current future stages of user experience industry.

## **Reference Books:**

- Designing for Digital Age: How to create human-centered products and services - Kim Goodwin
- Sketching the User experiences - Bill Buxton
- The design of everyday things - Don Norman
- The elements of user experience- Jesse James Garrett

Subject Code	MDX-105	Subject Title	User Interface Design						
UID	202	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

## **Course Objective:**

The course will help students understand what user interface design is, how is it different from user experience design, various platforms of UI, understanding of material design.

## **Units:**

### **Fundamentals of UI design**

- What is user interface design?
- Difference between UX and UI design.
- Changing interfaces with technology advances (eg: Voice based, Gesture based, etc)

### **Understanding UI Platforms**

- Introduction to leading platforms– Android & IOS
- Difference between Android and IOS (material vs flat design)
- Understanding UI for various devices - Smart phones, Tablets, Kiosks, Smart TV, Wearables.

### **Understanding brand and business**

- Brand and brand guidelines.
- UI Design Strategy and its relation to Business.

### **Elements of Visual Design**

- Grids
- Layouts.
- Iconography, Imagery

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- Typography
- Understanding the use of Color
- Assets and Specs

## **Learning Outcome:**

- Students will be able to understand the difference between types of platforms. Understand principles and elements of UI design.

## **Reference Books:**

- Designing Interfaces – Jenifer Tidwell
- User Interface Design for programmers – Joel Spolsky
- UI is Communication: How is Design intuitive, user centered Interfaces – Everett N. McKay
- GUI Bloopers 2.0 – Jeff Johnson

Subject Code	MDX-106	Subject Title	<b>Design Thinking &amp; Innovation</b>						
DTI	2 2 0	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

## **Course Objective:**

Implementation of design thinking processes and tools to drive innovation, Understanding the role of people in successful design thinking. Using tools like visualization, mapping, and storytelling to create solutions. Applying the design thinking methodology to your specific challenges, testing, refining, and improving new ideas, business models, and processes

## **Units:**

### **Introduction to Design Thinking and Innovation**

- What is design Thinking?
- What is the role of Innovation in Design?
- Examples of Design Thinking and Innovation

### **ImaginXP 5D process**

- What is 5D process?
- Understanding of each stage of 5D process
- Learning how to apply 5D

### **Tools for Design Thinking**

- Recap of Empathy
- Tools of Empathy – Persona, Empathy map, Customer Journey map.

### **Application of Design Thinking Methodologies**

- When can be design thinking applied:
  - Creating project from scratch
  - Adding new features to project
  - Redesigning a project.

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## **Project on 5D**

### **Learning Outcome:**

Students will be able to apply design thinking process, detailed application of each D.

### **Reference Books:**

- Design Thinking for Innovation: Research and Practice – Walter Brenner and Falk Uebernickel
- Different Thinking: Creative Strategies for developing the innovative business 01 – Peter Kreuz and Anja Foerster
- Design Thinking: Integrating Innovation, Customer Experience and Brand Value – Thomas Lockwood
- Building Smart Cities: Analytics, ICT, and Design Thinking – Carol L. Stimmel

Subject Code	MDX-107	Subject Title	Presentation and Communication Skills						
PCS	2 2 0	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	I

### **Course Objective:**

The course intends to improve the presentation and communication skills required.

### **Units:**

#### **Introduction to presentation methods and techniques.**

- Communicating and presenting ideas to stakeholders
- Understanding components of good presentation (Reading, writing and Speaking).
- Conducting and Planning your presentation (Reading, writing and Speaking).
- Proper Implementation of presentation components.

#### **Understanding and creative application of media**

- Introduction to different media elements
- Better understanding of beginning and closure of presentation.
- Usage of media:
  - Audio
  - Video
  - Imagery
  - Content
  - Text
  - Animation

#### **Structure of presentation**

- Report Writing structure- Goals, Objectives, main content, conclusion.
- Effective usage of media into the structure.

#### **Project**

- Project based on Creative writing, articulation and narration exercises.
- Documentation and presentation exercises

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## **Learning Outcome:**

- Students will be able to document, present and communicate well.

## **Reference Books:**

- Effective communication - Rodrix, M.V - Makarathi, Himalaya Publishing House
- The essence of effective communication, Ludlow R and Panton F – Prentis hall
- Essentials of business communication, Guffrey, Mary E – South western college publishing
- Technical Communication: Principles and Practice - Raman, Meenakshi and Sharma – Oxford.

## **SEMESTER 2**

Subject Code	MDX-109	Subject Title	<b>Omnipresence Design</b>						
<b>OD</b>	2 0 0	<b>Credit</b>	2	<b>Subject Category</b>	DC	<b>Year</b>	1 <sup>st</sup>	<b>Semester</b>	II

## **Course Objective:**

The course helps students to understand the omnipresence of design and its application across platforms.

## **Units:**

### **UX for multiple form factors, User touch points**

- Changing user journeys – Context /Device switching
- Multiple user touch points – Physical and Digital.
- Synchronization of multiple devices.

### **Omnipresence across web & mobile, UX in wearable devices**

- Wearables
- Gestures-Bite sized information, non-intrusive design.

### **UX for consumer facing products.**

- Understanding B2B, B2C
- UX in B2B and B2C
- Project

### **User Experience design in ecommerce.**

- Understanding of Ecommerce industry
- UX in Ecommerce industry with examples
- Implementing design process for a ecommerce project

## **Learning outcome:**

- Students will understand the concept of omnipresence design and also learn how UX is most important in Omnipresence industry.

## **Reference Books:**

- Universal principles of Design - William Lidwell, Kritina Holden, Jill Butler
- Design of Everyday life – Don Norman
- Universal methods of design – Brushanignton
- Hundred things every designer needs to know about people – Susan WeinsChenk

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Subject Code	MDX-110	Subject Title	<b>Digital Experience Strategy</b>						
DES	2 2 0	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	II

### Course Objective:

The course helps students to understand the role of UX is digital strategizing and design management. Understanding the project and budget it in accordance to the needs and requirement.

### Units:

#### Role of UX in digital strategy

- Defining a digital strategy
- Design Management, budgeting for a project
- Creating digital roadmap
- What is Software development lifecycle?
- Where UX fits in Software development lifecycle
- Mapping user need to digital strategy

### Learning Outcome:

- The students will get a high-level overview how UX adds value not only to user but also to the business.

### Reference Books:

- Leading Digital Strategy: Driving Business Growth Through Effective E-commerce – Prof. Christopher Bones and James Hammersley
- Strategize: Product Strategy and Product Roadmap Practices for the Digital Age – Roman Pichler
- UX Strategy: How to devise innovative digital products that people want – Jaime Lev
- The Design of Everyday Things – Don Norman

Subject Code	MDX-111	Subject Title	<b>Service Design and Enterprise UX</b>						
SDE	3 0 2	Credit	4	Subject Category	DC	Year	1 <sup>st</sup>	Semester	II

### Course Objective:

Understanding Service design and UX, ROI of UX, a system, process, and task. How to bring efficiency to a system, technological efficiency that helps in UX.

### Units:

#### Introduction to Service Design and Enterprise UX

- What is Service design and Enterprise UX
- How UX is different for enterprise application.
- Example of Service design and Enterprise UX

#### Task flow analysis, AS IS and TO BE task flows

- What is task flow analysis?
- In which UX stage does the task flow analysis fit

# **Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021**

- AS IS Task flows
- TO BE Task flows
- Types of task flows - Decomposition and Hierarchal.

## **Parameters of technology in UX**

- Technological advancements for better UX (QR Code, Voice automation, face recognition, Finger print detection).
- Limitation of Technology

## **Learning Outcome:**

- Students will be able to understand the role of Technology in enhancing UX.

## **Reference Books:**

- Universal Principles of Design – William Lidwell, Kritina Holden, and Jill Bulter
- Smashing UX Design – Jesmond Allen and James Chudley
- A Project Guide to UX Design – Russ Unger and Carolyn Chandler
- Measuring the User Experience – Thomas Tullis and William Albert.

Subject Code	MDX-112	Subject Title	<b>Customer Experience in Fintech</b>						
CEF	202	Credit	3	Subject Category	DC	Year	1 <sup>st</sup>	Semester	II

## **Course Objective:**

Better knowledge of digital and real time experience in Fintech, the banking ecosystem and digital banking, Life stage banking.

## **Units:**

### **Digital and Real time Experience in Fintech.**

- Understanding the Fintech industry
- How UX plays a important role in Fintech Industry
- User expectation from digital and physical banking

### **Touch points in banking.**

Banking Customer end to end journey – Digital and Physical components.

### **Project in banking – mobile banking or wallet or payment bank or insurance or any product in fintech.**

## **Learning Outcome:**

- Students will be able to acknowledge that user experience is the sum of digital and physical experience with the company.

## **Reference Books:**

- Customer experience in the era of 3.0 FinTech – Gustavo Imhof
- The FINTECH Book: The Financial Technology Handbook for Investors, Entrepreneurs, and Visionaries the Ascent of Money – Niall Ferguson
- Open Banking Strategy Formation – Paul Rohan

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Subject Code	MDX-113	Subject Title	Human Factors and Healthcare						
HFH	3 0 2	Credit	4	Subject Category	DC	Year	1 <sup>st</sup>	Semester	II

## Course Objective:

The course will help in understanding healthcare better. The patient dynamics, Digital patient support program. Also understanding doctors and their role in digital healthcare, healthcare value chain,

## Units:

### Dynamics of digital healthcare

- What is healthcare in general and the different streams in healthcare
- What is digital healthcare.
- People involved in the healthcare ecosystem

### Human Factors and healthcare

- Humans at the centre of healthcare, so healthcare has to be human-centered.
- See paragraph - Application of human factors in healthcare [https://www.hopkinsmedicine.org/armstrong\\_institute/centers/human\\_factors\\_engineering/human\\_factors\\_in\\_health\\_care.html](https://www.hopkinsmedicine.org/armstrong_institute/centers/human_factors_engineering/human_factors_in_health_care.html)
- Increasing awareness among patients. - They are more exposed to B2C health and wellness apps and products; They expect more control, online consultations, better and constant connectivity with doctors, location aware mobile services, online medication ordering etc.

### UX design for healthcare

- Focus on the types of interfaces and then how to improve their UX - E.g. Medical room, emergency room devices, kiosks, mobile apps, web interfaces, training material to doctors through AR/ AI or via tablets.
- Some pointers here: <https://uxplanet.org/how-to-apply-design-thinking-in-healthcare-d8cd328b5b6a>

### Project in Healthcare

### Learning Outcome:

Students will be able to understand the domain of health care industry in context to UX.

### Reference Books:

- Advances in Human Factors and Ergonomics in Healthcare – Vincent
- Cognitive Systems Engineering in Health Care – Ann M. Bisantz, Catherine M. Burns, and Rollin J. Fairbanks

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<b>Subject Code</b>	<b>MDX-114</b>	<b>Subject Title</b>	<b>UX Design for Emerging technology</b>						
<b>UXET</b>	<b>3 0 2</b>	<b>Credit</b>	<b>4</b>	<b>Subject Category</b>	<b>DC</b>	<b>Year</b>	<b>1<sup>st</sup></b>	<b>Semester</b>	<b>II</b>

## **Course Objective:**

The course intends to help students understand emerging technologies better in UX, future possibilities of UX, tools and technology for emerging technologies.

## **Units:**

### **Emerging technology in UX**

- AR
- VR
- IOT
- MR
- AI
- ML

### **Future in UX**

- How UX will change in future – (Focus will change from screen interface to voice interface).
- Examples of future technologies in UX
- Various emerging platforms

### **Tools of UX design for emerging technology**

### **Human behavior for emerging technology**

### **The hype cycle, Empathy map for emerging technology.**

## **Learning Outcome:**

- Students will be able to understand and delve in the amazing and growing scope of UX across the world and understanding the in depth transformation in UX.

## **Reference Books:**

- Designing for Emerging Technologies – Jonathan Follett
- Keeping up with emerging technologies – Nicole Hennig
- Designing for wearable: Effective UX for current and Future Devices – Scott Sullivan
- Sketching User Experience – Bill Buxton



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<b>Subject Code</b>	<b>MDX-115</b>	<b>Subject Title</b>	<b>Seminar 1</b>						
<b>SMR1</b>	0 0 4	<b>Credit</b>	2	<b>Subject Category</b>	DC	<b>Year</b>	1st	<b>Semester</b>	II

## **Course Objective:**

To discuss the Problem definition, need identification and literature studies for thesis 1

## **Units:**

Discussion with mentor about the thesis topic and related aspects.  
Addressing the concern of students regarding thesis.

# Course Structure & Syllabus of M.Des-User Experience Design Applicable for Batch: 2019-2021 SEMESTER 3

Subject Code	MDX-201	Subject Title	Design Project - 1 (Complex problem)						
DP1	0 0 20	Credit	10	Subject Category	DC	Year	2 <sup>nd</sup>	Semester	III

### Course Objective:

This project will help students to explore the selected industry and also help in, how to find design opportunity?

### Project Details:

This project is based on the Elective I and Elective II. Students must choose the project according to their area of interest and students must submit this project in the end-semester evaluation.

Subject Code	MDX-202	Subject Title	Summer Internship						
SI	0 0 0	Credit	2	Subject Category	DC	Year	2 <sup>nd</sup>	Semester	III

### Course Objective:

The internship will be of the 6 months. In which student will get the experience of working in industry on live project and learn the industry etiquette.

### Unit:

In the six months tenure of internship, students will get the exposure to work in industry on live projects, with a team.

This will provide better understanding of:

The knowledge learnt in the course and its application.

Enhancing team building and leadership quality.

Management of time and appropriate allocation of it.

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Subject Code	MDX-203	Subject Title	M.Des. Thesis 1						
T1	0 0 6	Credit	3	Subject Category	DC	Year	2 <sup>nd</sup>	Semester	III

### Course Objective:

This will help university to evaluate the performance of student in industry.

### Thesis1 Details:

Students must compile all the work in the format of report (Work done by student in internship). This report should be presented by student along with the Design Project – 1 in the End- semester evaluation.

Subject Code		Subject Title	Elective Subject 1 - Project Based UX for New Technologies						
UXNT	0 0 6	Credit	3	Subject Category	DE	Year	2 <sup>nd</sup>	Semester	III

### Course Objective:

The course will help to gain deep knowledge of how the industry works, what are the processes involved and where UX fits in this industry.

### Units:

Students will have to choose one topic from

- UX for AR
- UX for IOT
- UX for wearable
- UX for logistics

Subject Code		Subject Title	Elective Subject 2 - Project Based G2C (Government to Citizen) User Experience						
OD	0 0 6	Credit	3	Subject Category	DE	Year	2 <sup>nd</sup>	Semester	III

### Course Objective:

The course will help to gain deep knowledge of how the industry works, what are the processes involved and where UX fits in this industry. And also learn about the evolution by UX Design in these sectors.

### Units:

Students have to choose only topic from

- G2C in Healthcare
- G2C in Banking
- G2C in Citizen Services
- G2C in Digital Agriculture

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## SEMESTER 4

Subject Code	MDX-204	Subject Title	Seminar 2						
SMR2	0 0 4	Credit	2	Subject Category	DC	Year	2 <sup>nd</sup>	Semester	IV

### Course Objective:

To discuss the Problem definition, need identification and literature studies for thesis 2

### Units:

Discussion with mentor about the thesis topic and related aspects.

Addressing the concern of students regarding thesis.

Subject Code	MDX-205	Subject Title	M.Des. Thesis 2						
T2	0 0 36	Credit	18	Subject Category	DC	Year	2 <sup>nd</sup>	Semester	IV

### Course Objective:

This will help university to evaluate the performance of student in industry.

### Thesis2 Details:

Students must compile all the work done in industry and this should be in a form of report. This report should be presented by student along with the Thesis 1 in the End- semester evaluation.