



FACULTY OF  
ARTS, DESIGN AND  
HUMANITIES



2024 - 25

# B.Des. (User Experience Design)

Programme Structure

<b>Division</b>	Faculty of Arts, Design and Humanities
<b>School Name</b>	School of Design
<b>Department Name</b>	Department of Design
<b>Programme Name</b>	B. Des. (User Experience Design)

## Category-wise Credit Distribution

Category	Credits
Programme Foundation	34
Programme Major	48
Programme Electives	16
Programme Capstone Project/Problem-Based Learning/Seminar and Internships	32
University Core	24
University Electives	9
<b>Total</b>	<b>163</b>

## Course Basket

Course Type	Description
Programme Core	Courses dealing with foundations, depth and breadth of the major in which a student is admitted at MIT-WPU
Programme Electives	Open electives under the programme allow students to specialise in a particular area connected to their major.
University Core	Courses that reflect the core MITWPU values and the mission of Life Transformation of students.
University Electives	Multidisciplinary courses across the faculties at MIT-WPU and outside the programme core.

Semester	Odd(I)	Even(II)	Total Credits
First Year	23	21	44
Second Year	23	22	45
Third Year	21	20	41
Fourth Year	15	18	33

Semester	Course Type	Course Name / Course Title	Total Credits
I	University Core	Effective Communication	1
I	University Core	Critical Thinking	1
I	University Core	Environment and Sustainability	1
I	University Core	Foundations of Peace	2
I	University Core	Yoga - I	1
I	University Core	SLDP	1
I	Programme Foundation	Visualisation and Design Fundamentals	4
I	Programme Foundation	Makers and Tinkers Lab	3
I	Programme Foundation	Digital Tools	3
I	Programme Foundation	Introduction to Research, Thinking and Methods	3
I	Programme Foundation	Crafting Creativity and Impact	3
		Total	23

II	University Core	Advanced Excel	1
II	University Core	Financial Literacy	1
II	University Core	Yoga - II	1
II	University Core	Co-creation	1
II	University Core	Indian Constitution	1
II	University Core	IKS(General)	2
II	University Core	Sports	1
II	Programme Foundation	UX Design Innovation	3
II	Programme Foundation	Interaction Design Fundamentals	3
II	Programme Foundation	Visual Design Principles	3
II	Programme Foundation	User Research and Analysis	4
		Total	21

Semester	Course Type	Course Name / Course Title	Total Credits
III	University Core	Research Innovation Design Entrepreneurship (RIDE)	1
III	University Core	Spiritual & Cultural Heritage; Indian Experience	2
III	University Electives	UE - I	3
III	University Electives	UE-II	3
III	Programme Major	UX Design Principles, Patterns and Processes	2
III	Programme Major	Front-End Development for Designers	2
III	Programme Major	Research Representation methods	2
III	Programme Major	Visual Design for Digital Interfaces	4
III	Programme Electives	User-Centered Design Process	2
III	Programme Electives	Information Architecture and Content Strategy	2
		Total	23

IV	University Electives	UE-III	3
IV	University Core	Rural Immersion	1
IV	University Core	Life Transformation Skills	1
IV	Programme Foundation	UX Prototyping Methods	3
IV	Programme Major	Ethnography Research	4
IV	Programme Major	Instructional Design	2
IV	Programme Major	Mobile and Responsive Interface Design	4
IV	Programme Electives	Human Machine Interaction	2
IV	Programme Electives	Information Design Visualization	2
		Total	22

Semester	Course Type	Course Name / Course Title	Total Credits
V	University Core	Managing Conflicts Peacefully: Tools and Techniques	2
V	Programme Foundation	IKS - UXD	2
V	Programme Major	Experience Systems Thinking	3
V	Programme Major	Multichannel Experience Design	3
V	Programme Major	Design Systems and Component-based Design	2
V	Programme Major	Tangible User Interfaces	2
V	Programme Major	Design for Industrial experiences for B2B and B2C	3
V	Programme Electives	Psychology for UX	2
V	Programme Electives	Behavioural Design Process	2
		Total	21

VI	University Core	National Academic Immersion	2
VI	Programme Major	Advanced User Experience Strategies	3
VI	Programme Major	UX writing	3
VI	Programme Major	Design Ethics, Leadership and Professional Development	4
VI	Programme Capstone Project/Problem Based Learning/Seminar and Internships	Design for Conversational Interfaces	4
VI	Programme Electives	Experience Game	2
VI	Programme Electives	Retail Experience Design	2
		Total	20

Semester	Course Type	Course Name / Course Title	Total Credits
VII	Programme Major	Designing for Emerging UX Technologies	1
VII	Programme Major	UX Design Strategy and Entrepreneurship	1
VII	Programme Major	Advanced UX Prototyping and User Testing	1
VII	Programme Major	Designing for Data-Driven UX Experiences	1
VII	Programme Major	UX Design Portfolio and Presentation	1
VII	Programme Capstone Project/Problem-Based Learning/Seminar and Internships	Dissertation Project - User Experience Design	8
VII	Programme Capstone Project/Problem-Based Learning/Seminar and Internships	UXChange	2
		Total	15

VIII	Programme Capstone Project/Problem-Based Learning/Seminar and Internships	Industry Internship - User Experience Design	18
		Total	18

\*Modifications to the programmes and courses are contingent upon adherence to university guidelines and procedures. Any proposed changes must undergo a thorough review process, including consultation with relevant academic departments, approval from the appropriate administrative bodies, and compliance with accreditation standards.

Additionally, consideration will be given to feedback from students, faculty, and other stakeholders to ensure that modifications align with the overall educational objectives and mission of the university. The implementation of any approved changes will be communicated transparently to the university community, and appropriate measures will be taken to facilitate a smooth transition for all affected parties.