



Since 1983

Dr. Vishwanath Karad

**MIT WORLD PEACE
UNIVERSITY** | PUNE

TECHNOLOGY, RESEARCH, SOCIAL INNOVATION & PARTNERSHIPS



***B. Des.
(User Experience Design)***

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

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| Course Type | Description |
|----------------------------|---|
| Programme Core (PC) | Courses dealing with foundations, depth and breadth of the major in which student is admitted at MIT-WPU |
| Programme Electives (PE) | Open electives under the programme allow students to specialise in a particular area connected to their major. |
| Programme Major (PM): | This encompasses the specialized, in-depth coursework within a specific major. It focuses on the core concepts and skills relevant to that particular field of study. |
| Programme Foundation (PF): | These courses provide the essential background knowledge and skills needed to succeed in the chosen program. |
| University Core (UC) | Courses that reflect the core MIT-WPU values and the mission of Life Transformation of students. |
| University Electives (UE) | Multidisciplinary courses across the faculties at MIT-WPU and outside the programme core. |

| Semester | Odd(I) | Even(II) | Total Credits |
|-------------|--------|----------|---------------|
| First Year | 22 | 22 | 44 |
| Second Year | 22 | 22 | 44 |
| Third Year | 22 | 22 | 44 |
| Fourth Year | 15 | 18 | 33 |

Semester - I

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|--------------------|--|-----------|
| I | University Core | Indian Constitution | 1 |
| I | University Core | Environment and Sustainability | 1 |
| I | University Core | Yoga - I | 1 |
| I | University Core | Social Leadership Development Program | 1 |
| I | University Core | Financial Literacy | 1 |
| I | Program Foundation | Sketching and Visualization Techniques | 4 |
| I | Program Foundation | Material Exploration | 4 |
| I | Program Foundation | Design Fundamentals | 4 |
| I | Program Foundation | Geometry and Structures | 3 |
| I | Program Foundation | Art, Craft and Design Chronicles | 2 |
| | | Total Credits: | 22 |

Semester - II

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|--------------------|-----------------------------------|-----------|
| II | University Core | Yoga - II | 1 |
| II | University Core | Co-creation | 1 |
| II | University Core | AI for everyone | 2 |
| II | University Core | Foundation of Peace | 2 |
| II | University Core | Indian Knowledge System (General) | 2 |
| II | University Core | Sports | 1 |
| II | Program Foundation | Storytelling Experience | 2 |
| II | Program Foundation | Visual Design Interface | 3 |
| II | Program Foundation | Interaction Design Fundamentals | 3 |
| II | Program Foundation | UX Design Methodology | 3 |
| II | Program Foundation | UX Prototyping Methods | 2 |
| | | Total Credits: | 22 |

Semester - III

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|----------------------|--|-----------|
| III | University Core | Spiritual and Cultural heritage: Indian Experience | 2 |
| III | University Core | Research Innovation Design Entrepreneurship (RIDE) | 1 |
| III | University Electives | University Electives - I | 3 |
| III | Program Electives | Program Elective - I | 2 |
| III | Program Electives | Program Elective - I | 2 |
| III | Program Foundation | User Research and Analysis | 3 |
| III | Program Foundation | UX Design Principles & Patterns | 3 |
| III | Program Major | Human Factors for UI | 2 |
| III | Program Major | UX Studio Project - I | 4 |
| | | Total Credits: | 22 |

Semester - IV

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|----------------------|-------------------------------------|-----------|
| IV | University Core | Rural Immersion | 1 |
| IV | University Core | Life Transformation Skills | 1 |
| IV | University Electives | University Electives - II | 3 |
| IV | Program Electives | Program Elective - II | 2 |
| IV | Program Electives | Program Elective - II | 2 |
| IV | Program Foundation | Ethnography Research | 2 |
| IV | Program Major | Psychology for UX | 2 |
| IV | Program Foundation | Experience Systems Thinking | 3 |
| IV | Program Major | Front-End Development for Designers | 2 |
| IV | Program Major | UX Studio Project - II | 4 |
| | | Total Credits: | 22 |

Semester - V

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|--|---|-----------|
| V | University Core | Managing Conflicts Peacefully: Tools and Techniques | 2 |
| V | University Electives | University Electives - III | 3 |
| V | Program Electives | Program Elective - III | 2 |
| V | Program Electives | Program Elective - III | 2 |
| V | Program Major | Multichannel Experience Design | 2 |
| V | Program Major | Systems in UI Design | 2 |
| V | Program Major | Tangible User Interfaces | 2 |
| V | Program Capstone Project/
Seminar and Internships | Design for Industrial Experiences | 3 |
| V | Program Major | UX Studio Project - III | 4 |
| | | Total Credits: | 22 |

Semester - VI

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|--|--|-----------|
| VI | University Core | National Academic Immersion Program | 2 |
| VI | Program Electives | Program Elective - IV | 2 |
| VI | Program Electives | Program Elective - IV | 2 |
| VI | Program Major | Design Portfolio and Presentation | 2 |
| VI | Program Major | UX Writing | 2 |
| VI | Program Major | Advanced User Experience Strategies | 3 |
| VI | Program Major | Design Ethics, Leadership and Professional Development | 3 |
| VI | Program Major | Design Research Documentation | 2 |
| VI | Program Capstone Project/
Seminar and Internships | UX Studio Project - IV | 4 |
| | | Total Credits: | 22 |

Semester - VII

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|--|---|-----------|
| VII | Program Capstone Project/Seminar and Internships | Summer Internship | 3 |
| VII | Program Major | UX Research Project | 6 |
| VII | Program Major | Designing for Emerging UX Technologies | 3 |
| VII | Program Major | UX Design Strategy and Entrepreneurship | 3 |
| | | Total Credits: | 15 |

Semester - VIII

| Semester | Course Type | Course Name / Course Title | Credits |
|----------|---|---|---------|
| VIII | Program Capstone Project/Seminar and Internship | Capstone Project - User Experience Design | 18 |

Program Electives

| Semester | Course Name / Course Title | Program Electives |
|----------|---------------------------------------|------------------------|
| III | Design for Edtech | Program Elective - I |
| III | Design for E-commerce | Program Elective - I |
| III | User-Centered Design Process | Program Elective - I |
| IV | Design for Healthcare | Program Elective - I |
| IV | Design for Fintech | Program Elective - II |
| IV | Design for Emotions & User Journey | Program Elective - II |
| V | Design for Physical Game | Program Elective - II |
| V | Design for Physical Product Interface | Program Elective - II |
| V | Information Architecture | Program Elective - III |
| VI | Design for Retail Experience | Program Elective - III |
| VI | Design for Digital Game | Program Elective - III |
| VI | Mobile UI Design | Program Elective - III |

*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.