

Syllabus
Master of Design- Furniture and Interior

Semester I								Outcome of the Course
CODE	SUBJECT NAME	SYLLABUS	NATURE OF SUBJECT	CREDIT	MARKS ALLOCATED			
					internal	external	full	
MFI-I/01	Aesthetics	<ul style="list-style-type: none"> • History of international design movement. Historical development of artifacts. • Various school of thought (Indian, China etc) being traditional to contemporary • Art and craft (folk and tribal) Design and Interior	theory	4	20	80	100	It enhances the sense of aesthetic and beauty with utility into a student before designing.
MFI-I/02	Design Fundamental	<ul style="list-style-type: none"> • Design orientation • Environment of interior • Thermal comfort of user in relation to interior (natural and artificial) • Lighting arrangement (natural and artificial) • Acoustics 	practical	4	50	50	100	It imparts the knowledge of various factors associated with design and interior; like environment, lighting etc. It is aimed to improve the “add on” of interiors.
MFI-I/03	Material & Process	<ul style="list-style-type: none"> • Analysis, properties and use of natural and artificial hygroscopic and isotropic materials. • Application of veneers, lamination, surface treatment. • Introduction to WPC 	theory	4	20	80	100	To improve the student’s knowledge about the material as a whole so that a student can put the material into use more judiciously

MFI-I/04	Furniture Technology and Interior-I	<ul style="list-style-type: none"> Physical, behavioral and visual properties of furniture and interior Construction and specification- furniture and interior related space, detailed joineries, surface finishing Study of material application. Their form and properties 	theory	4	20	80	100	To improve the student's knowledge about the Furniture and its production (industrial or indigenous). It also imparts knowledge about basics of interior. It helps students to work in industries in better way.
MFI-I/05	Studio and Workshop-I	<ul style="list-style-type: none"> Preparation of technical drawing of proposed furniture Full size layout including the process of the construction Construction and fabrication work of a model or prototype 	Practical	4	50	50	100	To improve the practical skill related to the material by following certain steps.
MFI-I/06	: Design Project	<ul style="list-style-type: none"> Identification of thrust area and making of an abstract of project Project description Challenge of design involved Project duration, location, uniqueness Specification 	practical	4	50	50	100	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.
total				24			600	

Semester II								
MFI-II/01	Design Methods	<ul style="list-style-type: none"> • Design principle • Design consideration • Study & observation • Site configuration • Topographic consideration • Documentation and innovative details. 	practical	4	50	50	100	It improves the skill of analyzing a situation and a space in respect to site or theme-based work. It allows the detailed study of the space about form, color, texture and material.
MFI-II/02	Advance Materials and Manufacturing	<ul style="list-style-type: none"> • Physical, behavioral and visual properties of contemporary materials and their applications in related field • Materials used in structures/ornamentation/finishing <p>Techniques involved in manufacturing of the product</p>	theory	2	10	40	50	To improve the student's knowledge about the advanced and diversified material so that they can use the material more judiciously in their range of products OR interior.
MFI-II/03	Applied Ergonomics	<ul style="list-style-type: none"> • Somatometric, Osteometric and Craniometric Measurement • Elemental activities • Furniture size • Room dimension and circulation • Functional relationship 	practical	2	25	25	50	The course imparts the advanced knowledge of anthropometry in relation to the dimension of the work space or work site. The imparted knowledge would support a student in designing a range of products installed in a given space.
MFI-II/04	: Furniture Technology and Interior-II	<ul style="list-style-type: none"> • Survey, analysis, estimating office proposal • Selection, structural and furnishing consideration of furniture and interior 	practical	4	50	50	100	To improve the student's knowledge about the Furniture and its production (industrial or indigenous). It also imparts knowledge about basics of interior. It helps

		<ul style="list-style-type: none"> • Arrangement of furniture that expresses the character of that particular interior • Engineering drawing 						students to work in industries in better way.
MFI-II/05	Computer Aided Design & Drawing-I	<ul style="list-style-type: none"> • 3D modeling computer program • Wide range drawing application • Color, rendering, light effect 	practical	2	25	25	50	The course imparts the knowledge of Auto CAD and other software to students to develop their skill in computer aided 3D drawings and layouts
MFI-II/06	Studio & Workshop-II	<ul style="list-style-type: none"> • Restoration work (furniture & Interior) • Elements of restoration • Furniture restoration (periodic & modern) <ul style="list-style-type: none"> i) Cabinet making ii) wood turning iii) upholstery iv) finishing work v) veneering vi) inlaying 	practical	4	50	50	100	To improve the practical skill related to the material by following certain steps. This course also develops the skill of a student in viewing the design elements of a vintage furniture and restore them, keeping the original as much as possible.
MFI-II/07	Design Project-II	<ul style="list-style-type: none"> • Land planning and building arrangement • Community facilities • Section of building and interior space • Furnishing with detailing and circulation 	practical	6	75	75	150	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.
total				24			600	
Summer internship to be continued into III rd Sem (field study)								

Semester- III								
MFI-III/01	Research Methodology	<p>: Introduction to the nature and purpose of research</p> <ul style="list-style-type: none"> • Its role in problem solving • Theory in the process of design • Discussion of various principle and approaches to research. 	practical	4	50	50	100	It imparts the knowledge of reasoning, problem solving, analyzing the data obtained from different sources or research.
MFI-III/02	Computer Aided Design & Drawing-II	<ul style="list-style-type: none"> • Computer application for animation & imagery in 3D • Graphic design • Documentation and presentation 	practical	2	25	25	50	The course imparts the knowledge of Auto CAD and other software to students to develop their skill in computer aided 3D drawings and layouts. It imparts the knowledge of engineered drawing that would be beneficial in industry and related organizations.
MFI-III/03	Colloquium	<p>Presentation of existing and proposed project</p> <ul style="list-style-type: none"> • Historical • Art • Design • Material 	practical	6	75	75	150	It helps students to prepare their presentation on various academic research and projects. It enables them to discuss their topic in forum with teachers that develops their ability of reasoning and presentation.
MFI-III/04	Design Project-III	<ul style="list-style-type: none"> • Designing for special cases like natural calamities • Customized furniture design • Furniture and interior for differently abled community • Fire safety and security considerations 	practical	6	75	75	150	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.

MFI-III/05	Internship (Sem II and Sem III)	Field study	practical	6	75	75	150	It exposes a student to an industry or an organization that grooms them professionally; imparts other pros and cons in industries and helps in securing a job.
total				24			600	
Semester- IV								
MFI-IV/01	Final Project (Dissertation)	<ul style="list-style-type: none"> According to UGC guideline 	practical	24	300	300	600	It is the final performance of student. It displays their skill in developing his final project stepwise. A final project is the reflection of her/ his understanding about designing.
GRAND TOTAL				96			2400	

Evaluation Process

- *All the theory papers will be conducted as per University rules*
- *All the practical papers/ modules will be assessed through a "Jury System"*