

### List of Interdisciplinary Courses, Fall Semester 2025

4 <sup>th</sup> Semester							
No.	Course Code	Title	Credit/Category	Introduction	Semester	Number of seats	Department
1.	CULTS-2201	Culture Studies-Media and Everydayness	02 Cr Hr/ Theory	Our daily practices have been remade and reimagined by a wide range of technologies. This course will investigate the complex and diverse ways in which audiences engage with media in everyday life. Going beyond textual approaches, the focus will be on media as object with an emphasis on the material and symbolic uses. Thus, we will explore the interpretative activities of people and their practices of media consumption, the powerful institutions and technologies they engage with, and the ever increasing mediatization of everyday life. Central to this is an exploration of audiences both as interpreters of media texts and users of media objects. Through this dual focus on people's uses of, and participation in media, as well as the mediatization of social and civic participation more widely, we will consider the ways various media have transformed 'everydayness', creating new forms of sociality, re-ordering space and time, and reconfiguring notions of meaning and being.	4 <sup>th</sup>	25	Cultural Studies
2.	TEXT-2212	Clothing Consciousness	2 Cr Hr/ Studio	This course invites students to explore clothing and textiles as a profound medium for self-expression, cultural dialogue, and artistic innovation. By examining the intersections of fine arts, textile design, fashion, and history, we will uncover how clothing, accessories, and adornments reflect personal identities and societal narratives. Through interactive discussions, creative workshops, and hands-on projects, students will engage with the	4th	40	Textile Design

				textile materials to understand and experience them as a medium of self-expression.			
3.	ARCH-2106	Computer Applications	2 Cr Hr/ Studio	Objective of the program is to impart 2D presentations & techniques in producing 2D presentation drawings & working for any given project. Extensive hands-on training with the help of weekly tests.	4 <sup>th</sup>	35	Architecture
4.	THTR-2212	Puppetry as Theatre II	2 Cr Hr/ Studio	This course examines puppetry as a performative art form, focusing on its historical and cultural significance alongside practical skill development. Students will engage in puppet construction, manipulation techniques, and the fundamentals of storytelling and scriptwriting for puppetry. The course culminates in a collaborative performance that integrates technical precision with creative expression.	4 <sup>th</sup>	15	Theatre
5.	THTR-2211	Acting Through Narrative	2 Cr Hr/ Studio	This course explores the interplay between narrative and performance, examining how stories inform character motivation, situation, and action. Through guided practice, students will investigate methods of translating narrative into performance while developing a deeper awareness of their own creative choices. Emphasis is placed on experimentation, critical reflection, and self-exploration as students engage in narrative-centered approaches to acting.	4 <sup>th</sup>	15	Theatre
6.	DNC-2201	Introduction to Kathak	2 Cr Hr/ Studio	This course offers a structured introduction to Kathak, one of the classical dance traditions of South Asia. It emphasizes foundational training in rhythm, movement, and expression through a carefully guided approach. Students will cultivate discipline, cultural literacy, and aesthetic sensitivity while engaging with the art form. Designed for beginners, the course provides an accessible yet intellectually enriching exploration of Kathak.	4 <sup>th</sup>	15	Dance
7.	CERD 2202	Ceramic Surface	2 Cr Hr/ Studio	5 basic techniques of surface ornamentation in ceramic materials, over small tiles or pinch pots	4 <sup>th</sup>	25	Ceramics Design

8.	FTV 2204	Introduction to Creative Writing	2 Cr Hr/ Theory	The course aims at De-familiarization with preconceived notions, Development of a multifarious outlook that will lead to self-awareness. It will begin the process of gradual growth of starting with the familiar and moving towards the unfamiliar.	4th	35	FTV
9.	MUS-2217	Electronic Computer Music	2 Cr Hr/ Studio	Electronic computer music is designed to explore the creative dimension of the artist by teaching technical methods of making music on computers. Students will be provided with music software for synthesis and regular exercises to sync with digital devices. The course focuses on individual understanding of electronic music and sound without adhering to any specific genre. The idea is to enable students to compose, record, produce, and mix music using just a laptop.	4 <sup>th</sup>	15	Music
10	PROD-2202	DRAWING II	2 Cr Hr/ Studio	The main focus of the cours is to teach students the anatomy of basic shape in 2D followed by formation of internal and external features on the interaction of medium with design through proper practice. It also concerns the study of form with its elevations through perspective and tonal gradations. The students will be introduced to convey ideas through design in the light of contemporary knowledge and market trends. They will be encouraged to think innovatively.	4 <sup>th</sup>	20	Product Design
11.	PROD-2203	CAD II	2 Cr Hr/ Studio	The course aims at imparting an understanding of developing 3D models in AutoCAD. The primary focus will be on developing a student's sensibility about the use of scale and proportion, selection of appropriate materials and placing the products in virtual and real environments.	4 <sup>th</sup>	20	Product Design
12.	FA-2113	World as a Muse	2 Cr Hr/ Studio	A critical journey into how and why ideas are born, transformed, and reimagined and expressed across art, media, and culture.	4th	35	Fine Arts
<b>6<sup>th</sup> Semester</b>							
No.	Course Code	Title	Credit/ Category	Introduction	Semester	Number of seats	Department

1.	CULTS-3206	Art in Adversity	2 Cr Hr/ Theory	This course aims to introduce a host of artworks that have been created during significant instances of adversity throughout the world, at different moments in history. Students will learn to deconstruct the very specific visual vocabulary that artists have employed over time when making works that address catastrophe and adversity. Moreover, students will understand the crucial role that art plays in unpacking these moments of devastation across the world.	6 <sup>th</sup>	25	Cultural Studies
2.	ARCH-2207	Architectonics	2 Cr Hr/ Theory	Architectural tectonics is the foundation of the profession. Starting from the absolute basics, it will explore the science upon which space is created. This includes scale, materials and their textures, the importance of light and colors, organization of spaces, etc. and how they come together within space itself. The course focuses on the fundamentals of architecture, and how they are used in the architectural design process. The course in its entirety will be encompassed by the human scale and we relate to each and every component, creating a connection between us and designed spaces.	6 <sup>th</sup>	35	Architecture
3.	CERD-2207	Unfired Paperclay Sculpture	2 Cr Hr/ Studio	Basic organic sculptural form development using paper clay with dry to dry joining technique	6 <sup>th</sup>	25	Ceramics Design
4.	VCD-3201	Photography IV	2 Cr Hr/ Studio	This course is designed for students with an interest in pursuing Photography a career path or related field. Students receive an introduction to digital photography and digital camera operations, covering lighting, composition, exposure and the fundamentals of traditional photographic concepts, weekly creative and technical assignments are given to support topics covered in class. Photographing and optimizing photos for a digital workflow will be discussed. An introduction to Photoshop is covered to further enhance their portfolio. The course also	6 <sup>th</sup>	30	VCD

				offers instruction on job interviewing, resumes, teamwork and communication skills to better prepare each student for today's job market. Students are required to complete photographic projects and demonstrate adequate skill in the above-mentioned areas with a good working knowledge of the computer and software, and present a complete portfolio for a final grade. Students are given opportunities to demonstrate personal qualities, including responsibility, self-confidence, and self-management.			
5.	MUS-3208	Guitar Solo	2 Cr Hr/ Studio	The guitar remains one of the most versatile and widely performed instruments across genres, from classical to contemporary music. This course introduces students to guitar performance through selected compositions and exercises. Alongside developing technical proficiency, students will explore fundamental playing techniques, chord structures, and stylistic approaches. By the end of the course, students will have gained both practical skills and musical understanding, enabling them to perform confidently and build a foundation for future growth in music.	6 <sup>th</sup>	15	Music
6.	FTV-3205	Television Campaigns	2 Cr Hr/ Studio	This course aims at making the students learn and practice advertising techniques and marketing principles in order to create and manage media campaigns. The students will be informed about the use of advertisement in multiple media.	6 <sup>th</sup>	35	FTV
7.	FTV-3108	Illustration with Visual Design	2 Cr Hr/ Studio	The elective aims to help students understand how illustration can be integrated with visual design principles to create compelling visual content and how illustration and design can aid their respective practices.	6 <sup>th</sup>	35	FTV
8.	TEXD-3209	Digital Drawing	2 Cr Hr/ Studio	This course introduces students to digital drawing as a powerful tool for creative exploration, concept development, and visual communication. It blends traditional art sensibilities with digital technologies, enabling students from all departments to enhance	6 <sup>th</sup>	35	Textile Design

				their visual expression across disciplines. Through hands-on projects, students will develop digital drawing skills using tablets and industry-standard software (Procreate and Photoshop), tailored to their own departmental perspectives.			
9	PROD-3202	Drawing IV	2 Cr Hr/ Studio	The Course aims at improving the observation skills of the students to an advance level. It focuses on developing fluency in gestural method to capture form, source of light and contours. The course improves the sensibility of students in sketching complex products while keeping in view elaborate product design requirements. The students are instructed in a way that they could kee pace with modern accessories and industrial technologies.	6th	20	Product Design
10.	PROD-3203	CAD IV	2 Cr Hr/ Studio	The course CAD IV introduces new users to the SOLIDWORKS interface, SOLIDWORKS tools and basic modeling techniques. It provide students with a strong understanding of SOLIDWORKS and covers the creation of parts, assemblies and drawings.	6th	20	Product Design
11.	FA-3210	Methods of Making- A Strategic Approach Towards Making	2 Cr Hr/ Studio	This course will involve a direct stimulus and response approach. Stimuli will be provided to the students, which will include audios, videos, and a variety of resources, readings, and activities, which will help to explore the content and context of works of art by tapping into a variety of themes that relate to classroom content and student experience	6 <sup>th</sup>	35	Fine Arts
12.	FA-3209	Traditional to Contemporary Calligraphy: A Practice Based Exploration	2 Cr Hr/ Studio	Exploring the evolution of calligraphy from its traditional roots to contemporary applications, integrating historical study, technical skills, material experimentation and creative expression	6 <sup>th</sup>	35	Fine Arts