Vivekanand College, Kolhapur (Autonomous)
B.Voc Graphic Design

Annual Teaching Plan

Academic Year: 2020-21
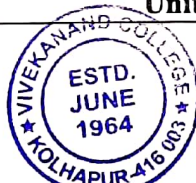
Name of the teacher: **Mr. Sachin Jamdar**

Class: B.Voc Part I				Semester: I	Course Title : **Color Theory (PART-I)**

Month: June 2020			Module/Unit:	Sub-units planned	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand the relationship between Value, Hue, Chroma. The Color Wheel - theories of Color Relationships/Harmonies.	
4	4	8			
Month : July 2020				Sub-units planned	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand to illustrate the application of color in three different color harmonies on a repeat side to side pattern of one's original design. Illustrate understanding of color proportion and extension. Develop and demonstrate ability to recognize color harmonies and proportions of color used by designers in existing spaces.	
4	4	8			
Month: August 2020				Sub-units planned	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Understand Color Symbolism, Color Psychology, Historical & Contemporary use of Color. Local color and subjective use of color. Emotional effects Personal Color preferences.	
4	4	8			
Month: September 2020				Sub-units planned	
Lectures	Practical's	Total	Unit - 4	To develop more mature and varied colour skills using Graphic Software.	

Annual Teaching Plan

Academic Year: 2020-21

Name of the teacher: **Mr. Satish Upalavikar**

| Class: B.Voc Part I | | | Semester: I | Course Title : Elements of Art and Principles of Design |

| Month: June 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Discover the basic principles of two dimensional design through the manipulation of black, white and gray.
4	4	8		Understand of basic Elements of Art
Month : July 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Encourage to adopt a creative approach to problem solving and to become self-critical in the editing of the work. Understand of Principles of Design
4	4	8		
Month: August 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Develop a vocabulary of terms specific to the visual arts and particularly two dimensional art
4	4	8		
Month: September 2020				**Sub-units planned**
Lectures	Practical's	Total	Unit - 4	Use elements and principles in various designs created by using Graphic Design Software

Annual Teaching Plan

Academic Year: 2020-21

Name of the teacher: **Mr. Sachin Jamdar**

Class: B.Voc Part I			Semester: I	Course Title : **History of Graphic Design**

Month: June 2020			**Module/Unit:**	**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 1**	Provide exposure to images and information to inspire great work, further study, and exploration. Organize information for better communication.
4	4	8		
Month : July 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 2**	Identify influences and characteristics of design styles. Recognize significant contributors to design.
4	4	8		
Month: August 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 3**	Observe and discuss examples of effective design. Recognize prevalent historical design themes.
4	4	8		
Month: September 2020				**Sub-units planned**
Lectures	Practical's	Total	**Unit - 4**	Understand unification/separation of design and society. Unification/separation of design and technology.
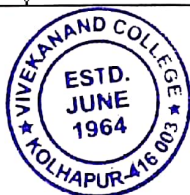
Vivekanand College, Kolhapur (Autonomous)
B.Voc Graphic Design

Annual Teaching Plan

Academic Year: 2020-21

Name of the teacher: **Mr. Sachin Jamadar**

Class: B.Voc Part I				Semester: II	Course Title : Colour Theory (Part II)

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 1**	Understand that when producing physical colors as in paint a Subtractive System is used and when producing colors digitally as on a computer an Additive System is used.
4	4	8		

Month : February 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 2**	Understand to illustrate the application of color in three different color harmonies on a repeat side to side pattern of one's original design. Illustrate understanding of color proportion and extension. Develop and demonstrate ability to recognize color harmonies and proportions of color used by designers in existing spaces.
4	4	8		

Month: March 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 3**	Understand that color is a meaningful constant for sighted people and it's a powerful psychological tool. By using color psychology, he can send a positive or negative message, encourage sales, calm a crowd, or make an athlete pump iron harder.
4	4	8		

Month: April 2021				Sub-units planned
Lectures	Practical's	Total	**Unit - 4**	Understand Color Psychology, applying Color Psychology to Everday Life.advertising.

Name of the teacher: **Mr. Satish Upalavikar**

Class: B.Voc Part I   **Semester: II**   **Course Title : Persepctive**

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand the art of representing three-dimensional objects on a two dimensional surface so as to give the right impression of their height, width, depth, and position in relation to each other.
4	4	8		

Month : February 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Know all details in perspective. Perspective drawings have a horizon line, which is often implied. This line, directly opposite the viewer's eye, represents objects infinitely far away. They have shrunk, in the distance, to the infinitesimal thickness of a line.
4	4	8		

Month: March 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Understand types of perspective. One point perspective uses one vanishing point placed on the horizon line. Two point perspective uses two points placed on the horizon line. Three point perspective uses three vanishing points.
4	4	8		

Month: April 2021				Sub-units planned
Lectures	Practical's	Total	Unit - 4	Use perspective in various designs created by using Graphic Design Software

Name of the teacher: Mr. Sachin Jamadar

Class: B.Voc Part I				Semester: II	Course Title : Typography

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand generation of letter forms, including analysis of basic alphabet categories and rationale of individual letter-style characteristics.
4	4	8		
Month : February 2021				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand fundamentals of typography with emphasis on the formal aspects of designing with typographic elements.
4	4	8		
Month: March 2021				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Study contexts allowing the individual nature of the project content and audience to start influencing and determining their typographic choices.
4	4	8		
Month: April 2021				**Sub-units planned**
Lectures	Practical's	Total	Unit - 4	Use typography for meaningful design solution with minimal content by using Graphic Design Software.

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<u>Annual Teaching Plan</u>

Academic Year: 2020-21

Name of the teacher: Mr. Sachin Jamdar

Class: B.Voc Part II				Semester: III	Course Title : Advertising Art (Part I)
Month: June 2020			**Module/Unit:**	**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand introduction to advertising – defining advertising,	
4	4	8		Schematic history of advertising. Concepts of advertising	
Month : July 2020				**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand and Study main trends in advertising. Strategy, Period, Focus and Themes. Rational vs. non-rational: Evolution of strategies. Strategy of repetition, use of text and patterns, typography and the creation of slogans.	
4	4	8			
Month: August 2020				**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Understand Advertising and society- Advertising business offers employment, Advertising promotes freedom of press, Information and freedom of choice, Advertising creates demand and consequently sales, Advertising reduces selling cost, Advertising creates employment, Advertising establishes reputation and prestige, Truth in advertising, Advertising tries to raise the standard of living.	
4	4	8			
Month: September 2020				**Sub-units planned**	
Lectures	Practical's	Total		Study Ethics, regulation and social responsibilities taste and advertising,	
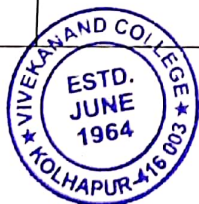
|			Unit - 4	Stereotyping in advertising. Advertising to children. Advertising controversial products.

Name of the teacher: Mr. Satish Upalavikar

Class: B.Voc Part II   Semester: III   Course Title : Calligraphy

Month: June 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand basic of art in calligraphy by studying elements,
4	4	8		principles, proportion and balance.
Month : July 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand and Study the art, symbolic expression, history and importance of calligraphy. Practice the calligraphy in ink and colour with pen, bamboo and brush in different types like English, Sanskrit, and Devanagiri etc.
4	4	8		
Month: August 2020				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Study Computer Graphics (Theory) - (i) Graphic Design for Calligraphers (ii) Letters as Subject: Written, Drawn & Painted (iii) The Joy of Calligraphy: Developing a Personal Script
4	4	8		
Month: September 2020				**Sub-units planned**
Lectures	Practical's	Total		Study Professional Calligraphy : (i) Lettering (ii) Logos (iii)
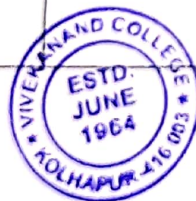
			Unit - 4	Illustration (iv) Communication Design (Banners, Posters, Backdrops etc) (v) Illumination (vi) ICT in Graphic Design

Name of the teacher: Mr. Rahul Ingavale

Class: B.Voc Part II   **Semester: III**   **Course Title : Printing Technology (Part I)**

Month: October 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand Meaning of Printing and use of printing technology. History of printing, types of letters, printing press and industrial printing press
4	4	8		
Month : November 2021				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand & study Lithography Printing Process.
4	4	8		
Month: December 2021				**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To understand & study types of Type Setting – Manual type setting, hot metal type setting and digital type setting..
4	4	8		
Month: January 2022				**Sub-units planned**
Lectures	Practical's	Total		To understand & study PAPER. History of paper, making process of paper,

Lectures	Practical's	Total	Unit - 4	To understand & study PAPER. History of paper, making process of paper, recycling of paper and types of paper. To understand & study Screen Printing Process. To understand & study Offset Printing Process and Plate Making Process. (iv) Communication Design (Banners, Posters, Backdrops etc) (v) Illumination (vi) ICT in Graphic Design

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## B.Voc Graphic Design

Annual Teaching Plan

Academic Year: 2020-21

Name of the teacher: **Mr. Satish Upalavikar**

Class: B.Voc Part II				Semester: IV	Course Title : Advertising Art (Part II)

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 1**	Understand advertising and marketing – marketing plan, Advertising role in marketing: Types of market, Approaching market, The marketing concept and relationship marketing, Channel of distribution, Pricing.
4	4	8		

Month : February 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 2**	Understand and Study Campaign planning objectives and basic principles, Campaign objectives, Factors influencing the planning of advertising campaign, The selling methods, Campaigning a new product, Layout design principles.
4	4	8		

Month: March 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 3**	Understand and study Creative side of the advertising – what is creative advertising, Creative leap, Creative concept, Strategy and creativity, Creativity and strategy in the message design, Creative thinking.
4	4	8		

Month: April 2021				Sub-units planned
Lectures	Practical's	Total	**Unit - 4**	Study Level aspects of advertising – copyright, Trade mark, Consequences of advertising, Status of advertising agents – outdoor advertising, advertisements in newspapers and magazine, cinematography – radio and television advertising. .
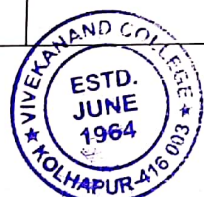
Name of the teacher: **Mr. Sachin jamadar**

| Class: B.Voc Part II | | | Semester: IV | Course Title : Packaging |

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand & study meaning of packaging and history.
4	4	8		
Month : February 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand packaging for shipping. Different types and precautions taken for packaging for shipping.
4	4	8		
Month: March 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To understand & study types of packaging and paper packaging methods.
4	4	8		
Month: April 2021				Sub-units planned
Lectures	Practical's	Total	Unit - 4	To understand & study USP (Unique selling product). To understand meaning and importance of FSSAI (Food Safety and Standards Authority of India) To understand & study 3R i.e. "Reduce, Reuse and Recycle"

Name of the teacher: **Mr. Rahul Ingavale**

Class: B.Voc Part II				Semester: IV	Course Title : **Printing Technology (PART- II)**

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand & study digital printing process and fine art inkjet printing process.
4	4	8		
Month : February 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand spiral binding, center pinning, loop center pinning, perfect binding and perfect sewing binding.
4	4	8		
Month: March 2021				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To understand & study process of die making, creasing process anddie cutting process.
4	4	8		
Month: April 2021				Sub-units planned
Lectures	Practical's	Total	Unit - 4	To understand & study process of advance technology of 3D printing. To understand & study gold / silver foiling and Vinyl or flex printing process. To understand & study process of UV coating and types of UV coating.

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## B.Voc Graphic Design

Annual Teaching Plan

Academic Year: 2020-21

Name of the teacher: **Mr. Satish Upalavikar**

Class: B.Voc Part III				Semester: V	Course Title : Advertising Art (Part III)

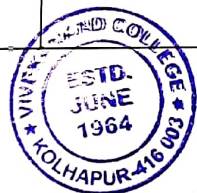| **Month: June 2020**			**Module/Unit:**	**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 1**	Understand Creative Advertising.- Planning and EXCCUtion — Ideas - Soul of Advertising— Unique Selling (Propositions) — Points of a Product	
4	4	8			
Month : July 2020				**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 2**	Understand and Study How Product Analyses are made. Applications of USPs— Basic Human Motives that make People Act— Desire and Hope— Basic Human Desires that relate to Advertised Products— Humour— Sympathy — Empathy — Anxiety — Fear— Executing The Theme Creatively	
4	4	8			
Month: August 2020				**Sub-units planned**	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 3**	Resolution, Cropping, Size, Perspective, Dodging and Burning, Shapes, Feel, Quick Mask, File Format	
4	4	8			
Month: September 2020				**Sub-units planned**	
Lectures	Practical's	Total	**Unit - 4**	Identity Setup (Visa, Identity, Passport, Stamp, Identity), Menu Bar (File, Edit, Layer, Filter, Window, Type, 3D, View,Image),Option Bar	
	4	8			
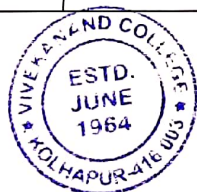
Name of the teacher: **Mr. Dhiraj Nimbalkar**

Class: B.Voc Part III	Semester: V	Course Title : Logo Design

Month: June 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand importance of Preliminary sketches, first step in designing an effective logo. These can be as simple as paper and pen drawings or drafts made using a vector program, such as Illustrator. Start with 20 to 30 sketches or ideas and then branch out to create variations of the original ideas. If nothing seems to work, start over and begin sketching new ideas. An effective graphic designer will spend more time on this preliminary work than any other step in the design process.
4	4	8		

Month : July 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	How to keep your logo balanced by keeping the —weight‖ of the graphics, colors, and size equal on each side. Though the rule of balance can occasionally be broken, remember that your logo will be viewed by the masses, not just those with an eye for great art, so a balanced design is the safest approach.
4	4	8		

Month: August 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Understand how color theory is complex, but designers who understand the basics are able to use color to their advantage. Use colors near to each other on the color wheel (e.g. for a —warm‖ palette, use red, orange, and yellow hues). Don't use colors that are so bright that they are hard on the eyes. The logo must also look good in black and white, grayscale, and two colors. Breaking the rules sometimes is okay; just
4	4	8		

				make sure you have a good reason to!
Month: September 2020				**Sub-units planned**
Lectures	Practical's	Total		Create various design styles of a logo, and to pick the right one, you should have some background information about the client and the brand. A recent trend in logo design is the Web 2.0 style of 3D-looking logos, with —bubbly‖ graphics, gradients, and drop shadows. This style may work well for a Web 2.0 website or tech company, but may not be effective for other kinds of brands.
	4	8	Unit - 4	

Name of the teacher: Mr. Rushikesh Goni

Class: B.Voc Part III   Semester: V   Course Title : Photography

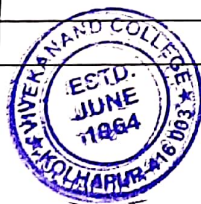| Month: June 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	Understand Short History 1. Precursor technologies, 2. Invention of photography, 3. Film photography, 4. Digital Photography
4	4	8		
Month : July 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand and Study Camera controls - Focus, Aperture, Shutter Speed, White Balance, Film Speed, Metering, Autofocuse
4	4	8		
Month: August 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Study Type of lenses - Normal, Long focus, Wide angle, Telephoto, Macro, Fisheye, Zoom
4	4	8		
Month: September 2020				Sub-units planned
Lectures	Practical's	Total	Unit - 4	Study Photographic Techniques & accessories - Depth of field, using camera filters, tripod
	4	8		

Name of the teacher: Mr. Dhiraj Nimbalkar

Class: B.Voc Part III   Semester: V   Course Title : Brands and Branding

Month: June 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand Meaning of Brand and Branding - Brand is a term closely linked to a product or place's image and reputation in that it —captures the idea of reputation observed, reputation valued and reputation managed‖ At its simplest, a brand is —a product or service or organisation, considered in combination with its name, its identity and its reputation‖
4	4	8		

Month : July 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand & study Brands: Not just about Promotion, but about Trust and Respect Importantly, brands represent more than a set of images to promote a product or place; they are about trust and respect (Bell, 2005). The meanings, symbols, and values represented by brands —not only reinforce the identity and uniqueness of destinations but also reassure the people, habitus, values, and symbols of their own culture, thus preserving the…_state of being' of the place‖
4	4	8		

Month: August 2020				Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To Build a Brand Branding is a way of defining your business to yourself, your team and your external audiences. It could be called the business' —identity‖, but only on the understanding that it embodies the core of what the business is and its values, not just what it looks and sounds like.
4	4	8		

Month: September 2020				Sub-units planned

Lectures	Practical's	Total		Project And Campain & Budject
	4	8	Unit - 4	

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Academic Year: 2020-21

Name of the teacher: Mr. Satish Upalavikar

Class: B.Voc Part III			Semester: VI	Course Title. Symbol and Icon Design

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	An understanding of symbolism is a critical part of graphic design. Designers use symbols in both obvious and subtle ways to communicate something about the design. Symbolism is a profound, complex subject so in this post I will present an overview of what I consider to be the most important for designers to be aware of in terms of symbolism.
4	4	8		

Month : February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	Understand and Study SYMBOLISM OF COLOR: USING COLOR FOR MEANING Color Symbolism in the Western world: Color Symbolism in the Eastern World:
4	4	8		

Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	Understand ICON DESIGN - Icon design is the process of designing a graphic symbol that represents some real, fantasy or abstract motive, entity or action. In the context of software applications, an icon often represents a program, a function, data or a collection of data on a omputer system.
4	4	8		

Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 4	Study Brand icons for commercial - A further type of computer icon is the brand icon of commercial third-party software programs available on the computer system. These brand icons are bundled with their product
4	4	8		and installed on a system with the software.

Name of the teacher: Mr. Satish Upalavikar

Class: B.Voc Part III		Semester: VI	Course Title. Visual Communication and Information Graphics	

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand & study THE COMMUNICATION DESIGN Industries are changing rapidly For our graduates to remain valid contributors to contemporary communication industries they must be able to understand the multitude of communication platforms they will encounter, from the traditions of print, to online and tablet devices; environmental graphics to the sound and motion of film.
4	4	8		

Month : February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand RELATIONS BETWEEN DATA VISUALIZATION AND INFOGRAPHICS The purpose of data visualization and infographics is to provide visual presentation of complex and irregular information in a planned and comprehensible manner. Both terms have
4	4	8		

				different meanings despite this joint purpose.
Month: March 2021			Module/Unit:	**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 3**	To understand TECHNOLOGICAL INFRASTRUCTURE OF DATA VISUALIZATION AND INFOGRAPHIC WORKS Inclusion of interactive or motion formats to the study calendar into the infographics and data visualization projects together with static formats will develop students' skills to use technology
4	4	8		
Month: April 2021			Module/Unit:	**Sub-units planned**
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit - 4**	Projects & Practical
4	4	8		

Name of the teacher: **Mr. Dhiraj Nimbalkar**

Class: B.Voc Part III	Semester: VI	Course Title. Public Signage Graphics

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand Signage - Signage is the design or use of signs and symbols to communicate a message to a specific group, usually for the purpose of marketing or a kind of advocacy. A signage also means signs collectively or being considered as a group. The term signage is documented to have been popularized in 1975 to 1980.
4	4	8		

Month : February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand and learn HISTORY The French enseigne indicates its essential connection with what is known in English as a flag, and in France, banners not infrequently took the place of signs or sign boards in the Middle Ages. Signs, however, are best known in the form of painted or carved advertisements for shops, inns, etc.
4	4	8		

Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To understand & study types of signage – Pictograms Pictograms are images commonly used to convey the message of a sign. In statutory signage, pictograms follow specific sets of colour, shape and sizing rules based on the laws of the country in which the signage is being displayed.
4	4	8		

Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 4	To study and process on SIGN SHAPE - The shape of a sign can help to convey its message. Shape can
4	4	8		

				be brand- or design-based, or can be part of a set of signage conventions used to standardize sign meaning. Usage of particular shapes may vary by country and culture.

Name of the teacher: **Mr. Rhaul Ingavale**

Class: B.Voc Part III			Semester: VI	Course Title. UI/UX Design

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 1	To understand User Interface Design - Designing effective interfaces for software systems
4	4	8		

Month : February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 2	To understand and learn IMPORTANCE OF USER INTERFACE System users often judge a system by its interface rather than its functionality. A poorly designed interface can cause a user to make catastrophic errors . Poor user interface design is the reason why so many software systems are never used.
4	4	8		

Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 3	To understand & study GRAPHICAL USER INTERFACES Most users of business systems interact with these systems through graphical user interfaces (GUIs) – although, in some cases, legacy textbased interfaces are still used.
4	4	8		

Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit - 4	To create GUI CHARACTERISTICS • Windows • Icons • Menus
4	4	8		

				• Pointing Devices • Graphics meaning. Usage of particular shapes may vary by country and culture.