

Three Year M. Voc. Crafts & Design (Fired Material/ Soft Material/ Hard Material/ Fashion Clothing)

Third Semester

1. SOCIAL DESIGN

PRACTICAL CREDITS: 6

INTRODUCTION

Society, culture and local economy are the major driving factors for a craft practice to scale up. Social Design sensitizes the students towards the social issues & perspectives in the society/ craft sector/ craft communities and empowers the stakeholders through different approaches to design and social innovation. This module presents a forum of discussion on the effectiveness of design to address complex human issues and explore different ways to respond to them. In the process, students would acquire capabilities to identify problems, study complexity, find possible solutions and create desirable design interventions that could positively and sustainably transform the issues. The pedagogy involves experiential and collaborative learning through short assignments / lectures / discussions / and activities.

COURSE OBJECTIVES

1. To sensitize the students towards the social issues & perspectives in the society/ craft sector/ craft communities
2. To work on the concept of design and design intervention for social purpose with co-design and co-creation being the key elements
3. To understand the government policies, schemes and Acts, and organizational structures to support the craft clusters
4. To understand the role of a designer as a facilitator between market and crafts -person or craft community

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Identify various social issues prevailing in our society/ surroundings/ crafts sector and understand the interrelationship between various factors contributing to the same
2. Analyze, Interpret the existing problem to come up with possible suggestive design intervention with collaborative and empathetic view
3. Map the status quo of artisans in context to current scenario and recognize the role of designer in planning possible avenues for an integrated approach for craft development
4. State the various aspects of government policies, schemes, Acts and organizational structures.

COURSE CONTENT

- Issues & perspectives in the craft sector
- Systems - discovering Emergence / Synergy
- Problems Selection
- Observation / Immersion / Engagement
- Mapping & finding Causes
- Gaining Insights / Finding Direction
- intervention Imagining possibilities for Co-Design / Co-Creation
- Acts related to crafts
- Government policies & schemes for craft sector
- Government bodies and other Organizations for development of crafts

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their understanding of issues and perspectives in the craft sector and their ability to work on the concept of co-designing and co-creating in the context of social issue.

2. RESEARCH METHODOLOGY

THEORY CREDITS: 4

INTRODUCTION

Research is an integral part of designing a product or a service. In order to make the product/ service successful in the market, the designer essentially puts maximum efforts to perform market data collection, user preferences and future expectations. The Research Methodology course is meant to provide an opportunity to students to establish or advance their basic understanding of research through critical exploration of research language, ethics and approaches. This course aims to introduce the basics of research, the underneath philosophy in terms of ethical principles and challenges, and the elements of the research processes. Students are supposed to critically review literature relevant to their field or interest thereby gaining in-depth understanding of framing research processes to perform their work under social, local and global environment.

COURSE OBJECTIVES

1. To understand the significance of research
2. To discuss and plan the type of methodology to be performed to conduct research
3. To familiarize with research tools, concepts and theories to identify, solve and understand problems of scientific and non-scientific contexts
4. To enable young researchers in writing research work for dissertation, research papers, articles, essays etc.
5. To generate inquisitiveness and curiosity among young researchers.
6. To equip young researchers with basic knowledge essential for pursuing research degrees, e.g., Doctor of Philosophy (Ph.D.), Masters in Philosophy (M.Phil) and other postgraduate courses.
7. To be ethical towards society, environment and human values.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. critically review research literature from online source or from library
2. construct an appropriate research plan for a research project
3. select, evaluate and use appropriate methods of research
4. articulate the criteria of good research
5. apply and execute the methods of citation/ referencing
6. formulate a research problem and provide possible approaches to find solution (s)
7. write a research work / proposal applying the principles of research methodology
8. follow the principles of research ethics

COURSE CONTENT

1. Research : Definition, Characteristics, Objectives
2. Types of Research: Exploratory, Descriptive , Analytical, Applied, Fundamental, Quantitative, Qualitative, Conceptual , Historical, Empirical etc
3. Identify and formulate the Research Problem
4. Defining the Research Problem: Research Questions

5. Research Methods vs. Research Methodology
6. Literature review
7. Formulation of hypothesis and hypothesis testing
8. Research Design
9. Sampling design
10. Data collection methods - Questionnaire and interview
11. Data analysis and interpretation
12. Structuring of a research report or article.

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their understanding of the various steps in research and ability to appropriate frame research methodology for a good research.

3. CRAFT RESEARCH

PRACTICAL CREDITS: 4

INTRODUCTION

This course provides an orientation and understanding of research methods in crafts practices, maker community, crafts technique and the craft materials. Methodological tools from qualitative research are explored while debating the possibilities to adopt analytical methods. In this module, the subjective development, in addition to the craft practice inherited / adopted by a particular community, are focused. The craft research methods needs flexibility and necessitate adaptation to the changing requirements, with specific socio-economic conditions of a maker community. Therefore, the craft research method demands expanding or developing of the conventional formats for conducting research. This requires interaction between crafts culture, practitioner and methods for crafts practices.

COURSE OBJECTIVES

1. To provide a greater understanding of the maker community
2. To study the philosophy and culture/ traditions driving a specific craft
3. In-depth study of the selected craft and its traditional resources in terms of interrelationships and interdependence of its various elements
4. To apply research methods and techniques for collection of relevant information, its analysis and compilation
5. To professionally document the findings for future reference in order to create an awareness and appreciation for the traditional craft and processes.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Demonstrate a fundamental understanding concerning craft research
2. Conduct research on a specified aspect of craft
3. Approach and mix with people in the environment to share experiences and learn things directly as they happen in life
4. Document and present research process and findings in a professional manner
5. Cite references according to chosen system of referencing
6. Execute a working research method for their own project or for a part of their projects in text as well as in an oral/practice based presentation.

COURSE CONTENT

1. An orientation and understanding of research methods in craft research.
2. Secondary research on the concerned craft and the related relevant issues.
3. Identification of the area of craft research and related community – practicing and user and formulation of research questions
4. Methodology for craft research
5. Preparation of Questionnaires for field research
6. Data collection through detailed field research (Audio/video/photographic)
7. Data Analysis

8. Documentation of the entire research process and presenting the findings with future scope and suggestions.
9. Glossary to indicate the local terminologies that are used for the craft in the region
10. Bibliography

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their presentation, explanation and display skills.

4. MEDIA & COMMUNICATION

PRACTICAL CREDITS: 2

INTRODUCTION

Media and Communication module will help the students to document the various aspects of craft in an interesting and engaging manner. The students will learn the basics of script writing for a documentary, cinematography, basic editing and colour correction and other technical aspects to enable the students to visualise creative ideas within the framework of the technical feasibility. The module provides the students with the understanding of basic terminologies, technical aspects and the scope of media and communication for effective audio-visual documentation.

COURSE OBJECTIVES

1. To Introduce the students with basic definitions and scope, and basic technical aspects of Media and Communication
2. To introduce students to documentation of information through audio-visual communication techniques & methods
3. To enable students to narrate, write script, capture the moving images and editing with the objective of craft documentation
4. To enable students effectively document the various aspects of craft in interesting and engaging manner

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Comprehend basic principles of media and communication.
2. Apply the media communication skills in terms of abstractions and / or concrete situations.
3. Organize the communicative ideas into constituent elements to make a clear and coherent expression.
4. Effectively design a narrative and document different aspects of craft for the benefit of the craft and community.

COURSE CONTENT

- Introduction to Communication Design: Brief history of 'Narrative' and 'Documentary Film Genre'.
- Understanding the spaces and people.
- How to construct interview based narratives.
- How to spaces and how permutations can be creatively evolved.
- Cinematography and its Semantics
- Camera techniques & perception of sound
- Planning for the shoot
- Understanding craft documentation-The process, human centric approach, and how to weave a emotional rationale narrative.

- Post production processes

ASSESSMENT

This course is a practical and the students shall be evaluated on their communication and presentation skills.

5(a). DESIGN STUDIO – HARD MATERIAL

PRACTICAL CREDITS: 6

INTRODUCTION

India is the land of craft. The country has wide variability and versatility in crafts technique and crafts practice. Almost all craft techniques are utilising natural resources that are obtained from natural forest land, agri-practices, land resources and mineral resources. Consequently, each geographical region has its own social practices giving new dimensions to culture and social practices. This course provides valuable input on the versatility of stone crafts and bamboo crafts to student. The scopes of the course are not only limited to the crafts technique / practice in India, but are also extended to the underlying causes, may be social or cultural or economy or environmental, that the community expresses through the creative practices.

COURSE OBJECTIVES

1. Outline the basics of stone crafts and bamboo crafts technique and practices
2. Compare the crafts designed from bamboo and stone materials
3. Illustrate the process of product design through ideation and conceptualisation
4. Explore form and function interrelationship with stone and bamboo materials.
5. Motivate young minds to design a product to solve practical problems

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. To be able to recall and recognize crafts of stone and bamboo materials
2. Distinguish the surface properties of crafts processed through various techniques / practices
3. Elaborate craft techniques and processes traditionally practiced for stone and bamboo materials
4. Imagine, plan and create a craft product using stone and bamboo materials.
5. Solve a real problem by designing a product

COURSE CONTENT

- Introduction to the module and concept of creative crafts.
- Problem and scope identification, Collection and segregation of materials, ideations on paper
- Surface texturing of samples using machine and sandpaper
- Creative explorations using various techniques that are traditionally practiced
- Traditional work on surface development
- Creative explorations on stone and bamboo, machine texturing
- Display and presentation

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their work, presentation, explanation and display skills.

5(b). DESIGN STUDIO – SOFT MATERIAL

PRACTICAL CREDITS: 6

INTRODUCTION

Design Studio - SM helps students to develop knowledge and skills to design surfaces in a creative manner. The module teaches development of forms, patterns and their visual representation on tangible surfaces in aesthetical manner taking care of basic elements and principles of design. The designs may be translated onto soft material surfaces using an array of techniques such as – printing, embroidery, resist dyeing.

The course introduces students to print design, embroidery and resist dyeing.

COURSE OBJECTIVES

1. To develop and design motif forms and patterns for surfaces
2. To apply elements and principles of design to develop creative surfaces
3. To translate designs onto soft material surfaces
4. To learn skills and techniques of printing, embroidery and dyeing
5. To research independently and apply techniques in innovative manner to develop interesting tangible surfaces.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Design and make creative surfaces using embroidery, resist dyeing & printing
2. Understand materials, technique, traditional stitches, and their traditional and contemporary applications.
3. Demonstrate creative thinking through progressive explorations and experimentation
4. Explore and experiment with materials and technique

COURSE CONTENT

- Motif development
- Patterns lay-out and composition
- Colour compositions
- Traditional Print technique –block printing
- Traditional embroidery & practical approaches of embroidery techniques - Introduction to basic embroideries and exploring different stitches.
- Introduction and practice of resist dyed techniques to develop creative surfaces Application of surface design techniques
- Application of techniques – individual and in combination

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their design skills, understanding and application of techniques

5 (c). DESIGN STUDIO – FIRED MATERIAL

CREDITS: 6

INTRODUCTION

For centuries people made their pots and clay figures by hand processes thousands of years before the potter's wheel was developed, it is easy to assume that hand building techniques are simple. This is not necessarily so. Learning to control hand built shapes and to support them by profile line, weight and cross section can be more difficult than learning to throw on the wheel.

Understanding clay and its movement in the wet to dry stage, together with its physical and chemical changes in the kiln fire, is a prerequisite to building large or small forms in clay by hand. Following hand building techniques will be covered in this module,

- Pinching
- Coiling
- Slabbing
- Throwing

COURSE OBJECTIVES

To develop understanding of clay as a whole, through hand building techniques like pinching, coiling and slabbing and use these methods to create simple yet imaginative tableware objects, like bowls and jugs.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Understand clay characteristics and using them to achieve best results.
2. Understand form and scale.
3. Though the proportion exercises given the student will learn how to tweak detailing of simple objects.
4. Achieving precision and neatness.
5. Understand different aspects and categorization of Hand building methods.
6. Demonstrate sensitivity while using material, tools and space.

COURSE CONTENT

- To create simple forms using one technique at a time.
- To develop hand skills.
- Understanding Scale & Proportion.
- Understanding technical aspects of making things by hand
- Learning correct terminology like leather hard, bone dry etc .through practical lab work.
- Combination forms using all four methods.

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their work, presentation, explanation and display skills.

5(d). CREATIVE CLAY SURFACE

CREDITS: 2

INTRODUCTION

Ceramic is an extremely vast field with innumerable types of clays, surfaces, glazes, methods of firings all which leave a different mark and create different effects on the ware. The course is taught in an instructive manner through demonstration on how to create various surface finishes, textures, colors etc to enhance the beauty of clay.

COURSE OBJECTIVES

1. To understand attributes of every surface decorating technique.
2. To impart knowledge of preparing various recipes for color slips, raku glazes, color clay bodies.
3. Application of color Slip & clay bodies, glazes.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Demonstrate Orientation towards surface treatments both at a primitive ways of firing to industrial processes.
2. Understanding preparing different compositions of raw materials for specific use.
3. Understanding of using these materials for creating different surface finishes.

COURSE CONTENT

- Burnishing
- Stamping
- Nerikomy
- Texture
- Marbling
- Resist
- Smoke Firing
- Slip Decoration
- Raku Firing

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their work, presentation, explanation and display skills.

6. FELTING TECHNIQUES

PRACTICAL CREDITS: 2

INTRODUCTION

Felting techniques helps students to explore and understand felt as a material and understand the techniques both in making felt as well as developing products made of felt. Felt is a non-woven material made from natural wool fibres by felting technique and it has unique properties and applications that may be creatively explored through this module.

The course introduces students to felt material and techniques.

COURSE OBJECTIVES

1. Understanding wool as a material for felt
2. Understanding felting techniques to make felt & products
3. Creatively use felting techniques to design swatches and products
4. Innovatively use felting techniques to explore interesting colour, patterns and forms to create aesthetically appealing products

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Understanding of material, technique, stitches, their traditional and contemporary applications in felting.
2. Demonstrate creative thinking through progressive explorations and experimentation with felting techniques
3. Explore and experiment with felt and techniques to design swatches and products

COURSE CONTENT

- Introduction to felt as material
- Process of making felt
- Dyeing techniques
- Exploration & Product development
- Embellishment technique

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their understanding of felt as a material and application of felting techniques

7. WOODEN TOYS DESIGN

PRACTICAL CREDITS: 2

INTRODUCTION

Games are activities that attract all ages of people. However, toy is particularly built for kids, i.e., when an activity is given a name 'toy', then it designates young person only. A toy can be made particularly for a pre-decided age group, for example, a chess-board game is generally for age group above 6 years old. Toys or playing activities serve as a mean of verbal and non-verbal expressions from a young mind. Therefore, toys aid in communication building abilities, motor skills, ability building in classification and also space-designing skills.

COURSE OBJECTIVES

1. To provide a greater understanding on basics of activity games
2. Idea of developing an activity that will have chosen element(s) of a game
3. Organize, experiment and modeling of an activity game
4. Identify potential hazard and safety concerns in an activity game
5. Plan and design a game using wood as a primary material

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Apply the basic understanding of activity games
2. Experiment and compose ideas for a possible activity game
3. Simplify a complex problem in a real life scenario
4. Justify and opine a creative solution to solve a problem
5. Design a toy with a creative storyline

COURSE CONTENT

- Introduction of requirement for wood as material for making toy
- Awareness on activity games, materials and scope
- Story selection and simplification
- Criteria selection for a particular game
- Ideation and prototyping
- Name and label
- Testing, Analyzing and Presentation

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their presentation, explanation and display skills.

8. COLLOQUIUM

PRACTICAL CREDITS: 2

INTRODUCTION

The objective of this course is to help the student to professionally develop as a researcher and to be able to present his/her findings in a comprehensive way. This subject aims to sharpen the skills of reading, writing, analysing and presenting. This will also enhance the skill of reviewing, critiquing and putting forth an argument backed with facts and understanding.

COURSE OBJECTIVES

1. Provide a forum for a wider dissemination of research ideas
2. Develop the presentation skills of Post Graduates students by exposing them to an academic conference atmosphere
3. Improve the research quality of the students before they finally defend for degree/certificate
4. Enhance and update the current research atmosphere / practices among the students.

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. write and present their work in a better manner.
2. learn how to make an impact with their presentation and to defend their work.
3. enhance their potential to do formal research and will be able to pursue PhD incase they so desire by being able to write a proposal for their PhD.

COURSE CONTENT

- write-up on a study / investigation Research- Title, Abstract, Introduction, Research methods, Result and Discussion, Conclusion, Referencing
- oral presentation of the study in proper format
- Power-point presentation
- Journal suggestions for paper publication and write paper in the prescribed format

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their write and present their research work in a professional manner.

9. INTERGRATED TERM PROJECT

SELF/ INDUSTRY PTOJECT CREDITS: 6

INTRODUCTION

Integrated term Project gives students the opportunity to apply the knowledge and skills learnt throughout the semester in an integrated manner wherein each part has an important role in the overall outcome of the project. This allows the students to not view each module in a different space but in correlation to each other. This helps students to achieve the highest level of learning.

COURSE OBJECTIVES

1. To study in-depth a specific craft/ culture / community using appropriate research methods and techniques to identify a design problem
2. To have broader perspective of tangible as well as intangible issues with focus on possibilities for sustainable design
3. To explore range of resources for developing potential design solution
4. To follow design process with critical reflection at each step
5. To cohesively document the design process and outcome in a professional manner

LEARNING OUTCOMES

On completion of this course, the student will be able to:

1. Student shows clear understanding of sustainability, system design and range development approach
2. Demonstrate understanding & application of concepts and techniques learnt during the semester in developing products
3. Students shows ability to optimally explore techniques, materials, functions and uses
4. independently plan technical parameters for product development
5. Develop final prototype with creative display of design solution
6. Student demonstrates problem solving ability
7. Demonstrate self initiative, time management, stress management, planning and team working skills

COURSE CONTENT

- Project design brief
- Research
- Concept boards
- Explorations and design drawings
- Selection of final design & Prototyping
- Costing

- Presentation & documentation

ASSESSMENT

This course is a practical paper and the students shall be evaluated on their understanding of their learning throughout the semester in a integrated manner, presentation & documentation.
