

Design & Practical Experience

Objective of this non graded core requirement component is to give opportunities to students to acquire substantial design/practical experience both as a part of formal courses as well in an informal setting before they graduate. Second and even more important objective of this course is to inculcate design thinking among students and facilitate them to gain some design immersion experience. As a part of this requirement, every student is expected to earn minimum of five units of design/practical experience to complete the degree requirements. These units can be earned in multiple ways during the semester as well as during vacation period. Some of the suggested ways by which design/practical experience can be acquired are as follows:

1. Offering courses with design focus which would allow the students to earn not only some credits but also some design units
2. Regular courses (core or elective) in which faculty chooses to offer optional design/practical experience component requiring additional effort.
3. Summer/semester internships by students in R&D/Industry.
4. Summer/winter internships under the guidance of institute faculty.
5. Participation in design/project activity under the supervision of faculty during semester.
6. Participation in Design/innovation projects offered by Innovation Center/CAIC
7. Participation in short-term modules of certain minimum duration offered by industry/institute visitors/visiting faculty.
8. Minor/Major projects.

The design/practical units can only be awarded by faculty offering/coordinating the same and registration for the same at the beginning of a session is a mandatory. In order to give enough opportunity to students it is important to offer sufficient number of internships/projects/courses with design/practical experience contents by every department/center. In view of this it is strongly suggested that the prevailing design/innovation courses may be continued by departments either as a core or as a departmental/open elective.