



BANGALORE
SCHOOL OF
DESIGN
& TECHNOLOGY

Postgraduate & Professional Diploma Programs



ABOUT

Bangalore School of Design and Technology works with a mission to educate students to achieve excellence and to create meaningful, responsible, and creative designs. A focused, comprehensive curriculum enables us to deliver core professional knowledge that is intellectually engaging, technically sophisticated and taught by a professional faculty.



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TURN
PASSION INTO
PROFESSION

Professional Diploma in Interior Design

Duration : 1 Year

Course start date : March & August (2 intakes)

MISSION STATEMENT

An Interior design enables a student to look at a space through the lens of a designer. The fundamental skills of a student in drawing, design concepts, material technology and design history are polished. The knowledge of the technical and aesthetic principles builds a foundation for a space planning, color materials and finishes. Moreover, the student will learn how to communicate their design both verbally and visually.

A year- long diploma program is divided into two semesters that undertake a consolidated teaching plan and hypothetical design projects. These projects resemble live design projects in every aspect thus requiring students to build all the skills a designer needs to come through a real-life project. They-

- Understand the given spaces and requirements
- Collect data based on the requirements and learn about the project
- Study the required measurements and area
- Work on the interior layout of the furniture and furnishing
- Work on the services drawings like lighting and plumbing
- Understand costing and estimation
- Produce presentation drawings and models



Curriculum

Module 1 : Fundamentals of Drawing

This course enables students to learn the medium of drawing and drafting to successfully represent presentation and working drawings. The course provides conceptual and technical knowledge to resolve problems of representations. The course prepares the student to completely represent a design proposal.

Module 3 : History of Interiors

This course provides a brief introduction to the Prehistoric activities in different parts of the world. Here students are given exposure to the evolving cultures, art, and craft architecture and furniture histories of different parts of the world.

Module 5 : Fundamentals of Design

This course introduces the basic elements and principles of Art and design topics required for a student at the entry-level. The course deals with the importance of art element principles and their applications in the creation of a new design.

Module 2 : Co lour Concepts in Interiors

The course introduces a practical way of applying colors on a two-dimensional surface using an appropriate medium and the aesthetically evaluation of the color scheme. The course introduces the practical application of color theories, focusing on the interaction and relativity of color.

Module 4 : Construction Materials

This course provides a technical understanding of the construction techniques, materials and, building technologies. The course deals with terms and terminology built structure and gives the student information on the properties, management specification, use, application and costs of the materials used in the interiors

Module 6 : Design Project 1

This course implements the subject knowledge into provocative. The course deals with a hypothetical project and follows a design process while inter-relating the topics that develop along the design process.

FIRST SEMESTER

Software Tools



Adobe Photoshop



Sketchup



Autodesk Auto CAD



Enscape



SECOND SEMESTER

Module 1 : Interior Detailing

This course provides a technical understanding of the construction techniques, materials and , building technologies. The course deals with the terms and terminology of the built structure and gives the student information on the properties, management specifications, use, application and costs of the materials used in interiors.

Module 3 : Interior Services

This course provides an understanding of the required knowledge of services that are designed in the interiors of a building. The course deals with the interior services of different aspects like lighting, plumbing and acoustics. The course introduces the technical representation methods of Services required for interior projects.

Module 5 : Interior Furnishes and Elements

This course provides a framework in understanding the socio-cultural and historical aspects that influence the design of accessories and products based on their lifestyle. This course imparts the knowledge of various styles, systems and products available in the market. The course enhances the aesthetic perception, material, design and working parameters in designing products and lifestyle accessories

Module 2 : Digital Design 2

This course provides an understanding of the software skills required for the students of interior design. The course focuses on the basic functions of a 2d drafting software, 3d developing software, rendering software and a presentation.

Module 4 : Construction and Material 2

This course provides a detail understanding of different parts of a structure with respect to construction and building technology. Course also covers various materials, uses, specifications and applications in interiors.

Module 6 : Design Project 2

This course implements the subject knowledge into provocative. The course deals with a hypothetical project and follows a design process while inter-relating the topics that develop along the design process.

Eligibility : Min. 10+2 / PUC Pass (with English) from any Recognized Board.

INTE



RIO RS

Professional Diploma in HCI for UI | UX | Usability

Duration: 6 months (Weekend Program)

Course start date : March & August (2 Intakes)

UI UX design for User Experience is a diploma program that is concerned with the design and use of a computer and mobile technology, focusing on the interfaces between people and systems. This interdisciplinary program sits at the intersection practical and professional skills highly valued by employers.

Employers everywhere are looking for thinkers and creative thinkers capable of transforming their businesses through imaginative interfaces and beautiful user experiences. Through the Bangalore School of Design's HCI Program, you too can join the ranks of these industry-shaping creative professionals.

In this part-time, 6 months program, you'll be trained on the skills necessary to enter the exciting fields of User Experience (UX), User Interface(UI), User research, Usability Testing and Design Thinking.

The program is scheduled to fit into your life, whether you're employed or attending college full time, with convenient weekend sessions. A rigorous and fast paced program, in each class you'll learn both the theory and tools used by modern designers . Throughout the program , you will be challenged to employ user-centric design and a wealth of creative experiences. Plus, you'll walk out with an impressive professional portfolio and the confidence you need to succeed as a UX or a UI professional.

Eligibility: Min/ 10+2 / PUC PASS (with English) from any Recognized Board.





Curriculum

Module 1: Foundation of UI UX Design

UI UX is about understanding what it means to be a user of a computer, therefore how to create related products and services that work seamlessly. This course provides a comprehensive introduction and deep dive into UI UX design, so you can create designs that provide an outstanding user experience.

- History of Computer Interaction
- Design principles
- Inspirational Design Case Study
- Design of everyday Things (Reading summary of Book) Command & Natural Languages

Module 2: User research & Methods

Engage in observations, interviews, surveys and co-design activities. Develop empathy with design stakeholders. Produce reports whose outcomes have impacts on design decisions. This module helps students develop empath with design stakeholders- looking at the project from their perceptive in order to let go of the defensive and protective feelings that often surround a project.

- Engage in observations, interviews, surveys and co-design activities
- Develop empathy with design stakeholders
- Advocate for stakeholders within organizations
- Produce reports whose outcomes have impacts on design decisions
- Project Work

Module 3: Information and Interaction design

Designing meaningful relationships among people and the products they use is both an art and a science. This module will focus on the unique design practice of: representing and organizing information in such a way as to facilitate perception and understanding information architecture and specifying the appropriate mechanisms for accessing and manipulating task information.

- User Experience Design Process
- Information Architecture, Scenarios, storyboards, wire-framing
- prototyping Tools learnt XD, Sketch, Axure, Balsamiq
- Designing for small screens with responsive design
- Project Work

Module 4: Visual Design and User Interface Design

Visual design as a field has grown out of both user interface (UI) design and graphic design. As such, it focuses on the aesthetics of a product visual design aims to shape and improve the user experience through considering the effect of illustrations, photography, typography, space, layouts, and color on the usability of products and on their aesthetic appeal.

- Graphic design for computer interfaces with learning tools Photoshop, AI, Sketch
- IOS and Android UI Pattern Study
- Tools learnt Photoshop, Illustrator, Creative Suite
- Information Visualization for Data Dashboard Design
- Project Work

Module 5: Design Thinking

Design thinking is a powerful process of problem solving that begins with understanding unmet customer needs. From that insight emerges a process for innovation that encompasses concept development applied creativity, prototyping, and experimentation. When design thinking approaches are applied to business, the success rate for innovation improves substantially

- Brainstorming Techniques & Affinity
- diagrams DT Process
- Syntheses

Module 6: Usability Evaluation

Usability evaluation focuses on how well users can learn and use a product to achieve their goals. It also refers to how satisfied users are with that process. You'll learn how to plan a usability test create test objectives, profile the user, select the right test, select the environment preparation for the test materials, and conduct the test.

- Usability and Accessibility
- Standards Test Process and Life
- cycle
- A/B Testing.





Professional Diploma in Visual Communication Design + UI / UX

Duration: 1 Year Program

Course start date : March & August (2 Intakes)

Eligibility: Min/ 10+2 / PUC PASS (with English) from any recognized board.

MISSION STATEMENT

Welcome to the Visual Communication Design & UI/UX Diploma program—a space crafted to fuel your creativity, refine your design skills, and guide you toward becoming a visual communication expert. In this comprehensive Visionary Visual Communication Design & UI/UX Diploma program, you will explore all the different aspects of design, from design principles to interface design and advertising. You will also learn how to use the latest technologies and trends in visual communication, such as motion graphics, UI/UX, 3D design, and artificial intelligence, to create dynamic and engaging visual experiences and show you how to use these tools to bring your visual ideas to life.

But it's not just about technical stuff. This course will also help you develop critical thinking abilities, market analysis skills, and user empathy. You will learn how to create designs that really connect with your target audience and solve their problems. You will work on practical projects and assignments that challenge your creativity and problem-solving skills. By the end of the course, you will have a deep understanding of visual communication design principles, all the technical skills you need, and a portfolio of work that showcases your expertise and unique creative vision. Upon graduation, you will receive a Professional Diploma in Visual Communication Design & UI/UX from Bangalore School of Design.



Curriculum

Theory of Visual Communication Design

As a designer if you want to create effective Visual Communication Design in the digital era, You have to learn the history, principles, and skills of visual communication, and how to use them in digital media. You will also explore how AI, AR, VR, and MR can enhance your visual communication. You will also learn storytelling skills.

Drawing for Designers

Sketching gives ideas to life. This sketching and drawing course will teaches you how to draw for Communication Design, visualize and communicate design concepts with emotion and skill. You will also learn design geometry, emotive painting, observational drawing, line styles, projections, perspective, proportions, human anatomy, and live sketching. You will gain a foundation for expressing ideas through drawing in Communication Design.

Design Project I

It is a Practical Application course! This class focuses on applying our knowledge to a hands-on, hypothetical project that spans various sectors. The course deals with a hypothetical project and follows a design process while inter-relating the topics that develop along with the design process.

Typography

Typography is a powerful communication tool to communicate your thoughts. You will learn type design, communication principles, type anatomy, classifications, and typeface selection. You will also create custom typefaces, master grids and layout, and apply typography in branding and advertising.

Digital Imaging and Illustration Techniques

This course delves into advanced techniques for digital imaging and illustration using Adobe Photoshop and Illustrator. It focuses on practical skills applicable to print and digital media, covering areas like web design, branding, and advertising. Beginning with an understanding of digital media's role in the creative industry, the course then explores design principles for digital imaging and illustration techniques

Emotional Intelligence in Design Thinking

In the fast paced Ai Era as a designer we have to know how to create human-centred designs with AI. You will learn how to understand user needs, tell stories, and make everyone feel included. You will also learn how to use AI to enhance your design capabilities, such as visuals, 3D, and image generation.



Adobe Photoshop



Adobe Illustrator



Adobe Premiere Pro



Figma-(UI/UX)



Adobe Indesign



Adobe After Effects



Adobe Lightroom

Theory of Marketing & Advertising

It will introduce you to most of the important milestones and aspects of Advertising in the last hundred years. This course will teach you modern marketing and advertising in the digital era. You will learn how to craft impactful campaigns that resonate with audiences and drive business results.

Dynamic visuals with Motion graphics

Dive into the world of animation, you will learn how to make motion graphics with current methods and tools. You will learn the basic skills of animation, typography, 3D integration, visual effects. You will also understand the concepts and uses of motion graphics, and learn about new technologies and industry trends.

UI / UX Curriculum

Module 1: Foundation of UI UX Design

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Module 2: User research & Methods

Engage in observations, interviews, surveys and co-design activities. Develop empathy with design stakeholders. Produce reports whose outcomes have impacts on design decisions. This module helps students develop empathy with design stakeholders- looking at the project from their perspective, in order to let go of the defensive and protective feelings that often surround a project.

Visual Storytelling and Video Editing

This course will give you a good insight of Video editing and visual storytelling with Adobe Premiere Pro. You will learn how to edit and enhance your videos with color, audio, effects, and more. You will also learn how to create and visualize your concepts with storyboards, mood

3D for Visual Communication Designers

Welcome to the 3D world with Blender, a software for creating and editing 3D models and scenes. You will learn how to apply basic Blender's tools and functions, texturing, materials, lighting, and rendering to your 3D design.

Basic Principles of Photography and Videography

This course teaches you how to capture and edit photos and videos with DSLR cameras and tools. You will learn the skills and concepts of photography, such as composition, exposure, light, color and editing and many more.

Design Project II

This is a complete practical course implements the subject knowledge into practice. The course deals with a hypothetical project and follows a design process while inter-relating the topics that develop along with the design process.

#DESIGN YOUR FUTURE

Module 3: Information and Interaction design

Designing meaningful relationships among people and the products they use is both an art and a science. This module will focus on the unique design practice of: representing and organizing information in such a way as to facilitate perception and understanding and specifying the appropriate mechanisms for accessing and manipulating task information.

Module 5: Design Thinking

Design thinking is a powerful process of problem solving that begins with understanding unmet customer needs. From that insight emerges a process for innovation that encompasses concept development, applied creativity, prototyping, and experimentation. When design thinking approaches are applied to business, the success rate for innovation improves substantially

Module 4: Visual Design and User Interface Design

Visual design as a field has grown out of both user interface (UI) design and graphic design. As such, it focuses on the aesthetics of a product visual design aims to shape and improve the user illustrations, photography, typography, space, layouts, and color on the usability of products and on their aesthetic appeal.

Module 6: Usability Evaluation

Usability evaluation focuses on how well users can learn and use a product to achieve their goals. It also refers to how satisfied users are with that process. You'll learn how to plan a usability test, create test objectives, profile the user, select the right test, select the environment, preparation for the test materials, and conduct the test.

Postgraduate Diploma in Landscape Design

Duration: 8 Weeks Program

Course start date : March & August (2 Intakes)

MISSION STATEMENT

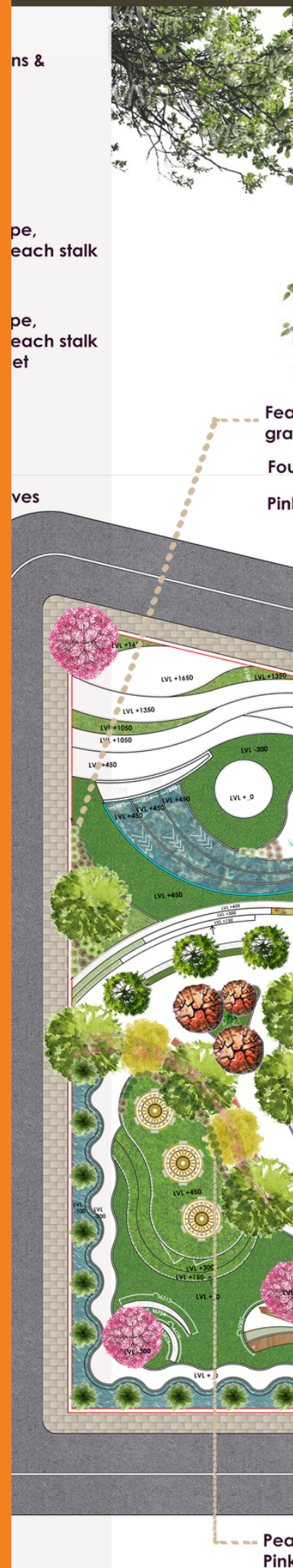
Bangalore School of Design is offering a Post Graduate program in Landscape Design. The PGD (Landscape Design) program is a one-year skill-based professional program. The course aims to prepare students to take on landscaping works of different scales and types.

People are spending time, effort, and money on landscaping their houses, offices, schools, etc. these days as the addition of green spaces is not just a want but a need in today's world. This has increased the demand for skilled professionals in the field of landscape design and has led people to pursue professional education in the same. The Diploma course at BSD has been curated to provide the student the right kind of information in the required subjects to be able to practice as a landscape designer.

Landscape Design is the course that deals with designing the exteriors of offices, schools, homes, museums, resorts, etc. Through the course, the art of beautifying and creating aesthetic exteriors is taught. It also includes the landscape designing of water parks, parks, and picnic spots. Landscape Design combines nature and culture to create pleasing outer zones. A student undergoing the course will get to indulge in landscape planning, flooring, maintenance, and designing. With the increase in popularity of the design industry, the professionals are esthetic to deliver fresh ideas on the platter. Landscape design has also come with merging the exteriors and interiors for a fantastic end look.

Landscape Design has an extensive range of career options and job prospects that an aspirant can consider. A few of them are landscape architect, landscape designer, residential landscape artist, institutional landscape designer, visualizer, retail designer, recreational designer, project manager – landscape designer, and more.

Students will actively acquire the practical skills and knowledge that underpin the landscape design industry in the 21st century. Studying philosophical aspects of the discipline, exploring influential landscapes, and working on live private and public sector briefs will increase your confidence and expertise. With a long-standing reputation and excellent links to industry and professional bodies -plus a strong emphasis on sustainability – this course provides an excellent foundation upon which to build a dynamic career.



Software Tools



Adobe Photoshop



Sketchup



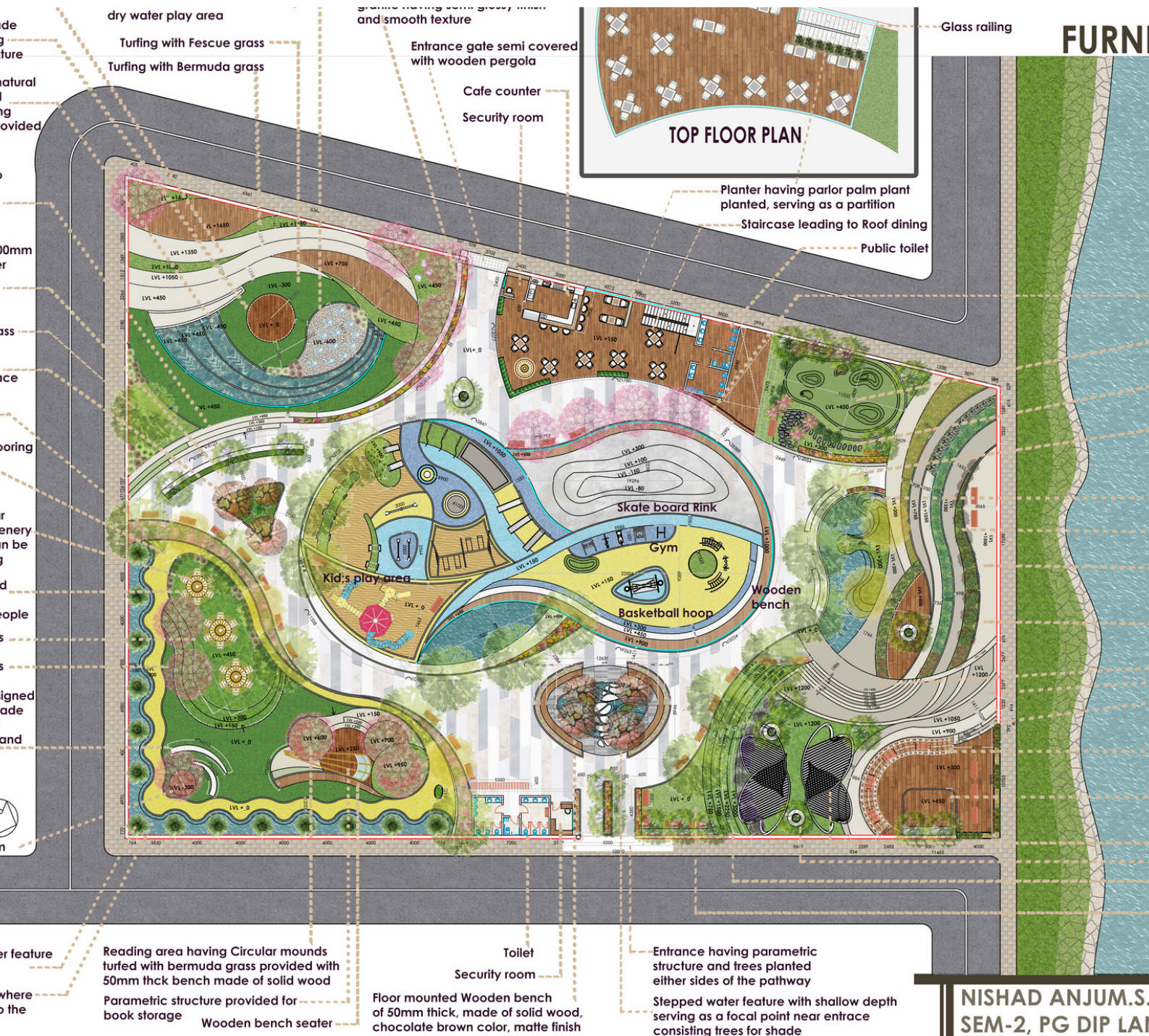
Autodesk Auto CAD



Enscape



Garden Planar (Landscape)



Curriculum

Module-1 | Landscape Design Studio I

Studio work shall deal with an appreciation of basic landscape design issues and elements. Studio work dealing-site planning; elements of landscape design and landscape treatment in relation to the buildings; Site visit & workshop will be conducted

Module-2 | Theory of Landscape Design

Study and understand the usage of elements & Principles of landscape in history & attempt to reinterpret & examine their relevancy in today's context. A detailed understanding on types of gardens & lawn areas will be given.

Module-3 | Plant Ecology I

To have a deep understanding of different ecologies nomenclature of Botany & understand the relationships between geology soils and vegetation. Student should be able to understand the vegetation growing pattern according to soil of different zones

Module-4 | Planting Design I

Students will get an understanding about Physical attributes of plant-materials its use in landscape design and its criteria for selection of plant material. The subject will also guide in planting principles which should be followed while planning of spaces along with planting schedule.

Module-5 | Landscape Engineering I

Coordinating the services & elements of landscape, It helps in understanding construction process & factors related to landscape detailing of hardscapes & softscape elements of landscape. New vertical gardens, fixation process and its application will be introduced.

FIRST SEMESTER



SECOND SEMESTER



Module-1 | Landscape Design Studio II

Studio work shall deal to create an understanding of ecologically sustainable development of a landscape site in respect to adjoining buildings & climate.

Module-2 | Advanced Landscape

To create a future vision in landscape growth for cities, the Combination of philosophical & practical aspects of landscape design will provide the opportunity to speculate on further direction for landscape. Students will be directed to keep a keen eye on advancement happening in field of landscape & give their own solutions to upcoming problems & crisis.

Module-3 | Cost and Estimation

To familiarize students with the Landscape Economics, Preparation of small & medium landscape project bill of quantity, Specification of different landscape elements & their costing. A project can be used as example for finding out the estimation & proper way to produce a proposal.

Module-4 | Landscape Management and Horticulture Practices

To familiarize students with Different roles within the industry and how to set up a garden design practice & its workability. This will help the students to understand the different aspects & challenges to design a garden & how to run a business.

Module-5 | Landscape Engineering II

To Coordinating the services & elements of landscape, understanding construction process & factors related, detailing of hardscapes & softscape elements. This will give information about irrigation process & types of furniture suitable to indoor or outdoor interiors.

The Faculty

BSDT ensures and strives to bring-in the best Faculty Members with a minimum of 5 Years of Experience in the field of Teaching Design and professional design practice. Over the years, We have achieved the Core Value that we preach of inculcating the concept **#WeGoBeyondCurriculum** through our faculty to students. Maintaining a healthy Teacher: Student ratio, helps the faculty members to closely mentor the students, and guide them on their Design education.

1 : 6

Teacher Student Ratio





Industry Experience

Bangalore School of Design & Technology has an in house wing called “ STUDIO BSD”, with the leadership of experienced faculty, students alongside working professionals take up real-time projects across Interior Design (Retail, Commercial & Residential), Construction Management, Interior Architecture & Visual design (Branding & communication strategy). This allows the students of BSD to actively participate and gain practical knowledge and understand the work environment of a Design profession. This also adds on their Curriculum Vitae that they have been interning alongside their formal education and this give the BSD student an edge over all the other graduates.



Placement & Internship Services

Bangalore School of Design & Technology offers the best training and guidance for its design graduates to market themselves to potential clients and employers. BSD makes sure that mastering presentation skills and professional practice are an important skill that is taught throughout the syllabus.

Our Advisory Board composed of design experts & leaders from the Real Estate industry, Design firms, Publications & Architectural firms is constantly crafting our program to meet the requirement of the industry.

Bangalore School of Design has partnered with Architectural firms, Interior Design Firms, Creative studios & Publications to secure 100% internship opportunities for all the eligible candidates.

Portfolio & Resume building & training for interviews is part of our Placement services. Our students are given an opportunity to showcase their skill set to numerous organizations upon successful graduation. Office of placement & internship services are pledging new alliances across the industry and the list of organizations is growing each day.

Accommodations

Having made “ASK Homes” as our Accommodation Provider, it helps the management to meet the student’s expectation. Stanza’s mission is to facilitate curated community experiences and regenerative co-living spaces. Spaces that cultivate personal growth, connection, creative expression, and social innovation. Places and spaces that foster a more joyful and sustainable existence. Stanza offers a wide range of facilities like:

- Furnished Rooms
- High-Speed WiFi
- 24/7 Security Recreational Area
- Close Proximity to Campus
- Quality Food
- Laundry Facilities
- Covered Parking
- Power Backup



OFF Campus Learning

"Discover Beyond Campus: Elevate your education with our off-campus learning opportunities. From internships to field trips, we offer hands-on experiences that go beyond traditional classrooms, preparing you for success in the real world. Join us in shaping a well-rounded educational journey."



"Capture the essence of nature in our outdoor sketching workshops at BSDT, blending creativity and artistic expression."



"Explore the heart of design in retail spaces with our site visit to the iconic Mall of Asia"



"Explore hands-on learning with our site visits —journeys that bring education to life. Gain real-world insights at every step."



"Experience creativity at Rangoli Garden. Our site visit encapsulates vibrant inspiration and hands-on exploration in this unique setting."



ADD On Certifications

Lighting design certificate course for Diploma Interior design

Who can participate: Students

FEE: 4500

Duration: 4 week program

By: Defa consultant

Why to choose:

Lighting Fundamentals and Technologies

This course covers the fundamentals of lighting.

Students develop a basic understanding of light and human vision, lighting measurement, and color.

Lighting Design Criteria and Considerations

How much light we need to see and perform a task and how that light can best be delivered are some of the design considerations addressed in this course.

Designing a Lighting System

This course focuses on the tools and techniques needed to create a layout that meets design criteria and allows for successful implementation of the design concept.

We believe that the art of landscape architecture is simply about building on life.

Certificate course for PG Diploma Landscape:

GIS in landscape architecture

Who can choose: Students

Duration: 4 weeks

By: Arcadia Company

Why to choose:

GIS : Geographic information system, a system for storing and manipulating geographical information on computer.

This helps in understanding the natural settings, land terrain, existing infrastructure etc. of the site in order to develop sound landscape designs.



ADD On Certifications

Corel Draw certificate course for Diploma visual communication design

Who can participate: Students

FEE: 4500

Duration: 4 week program

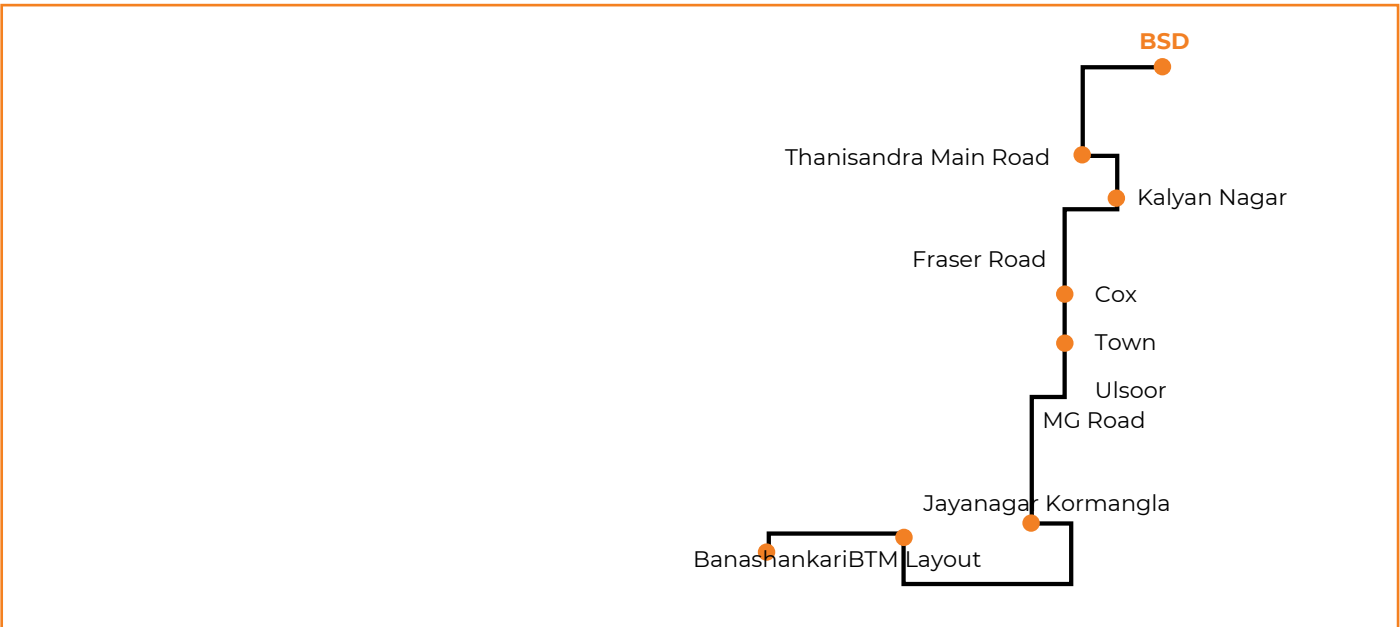
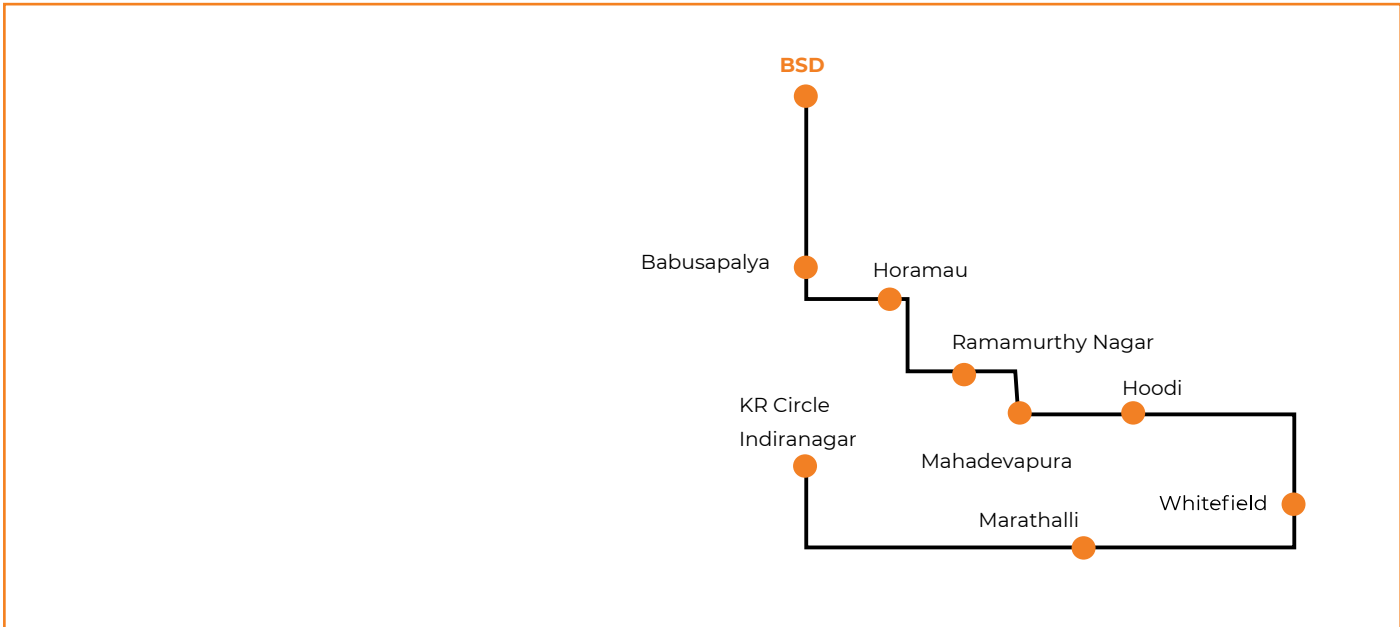
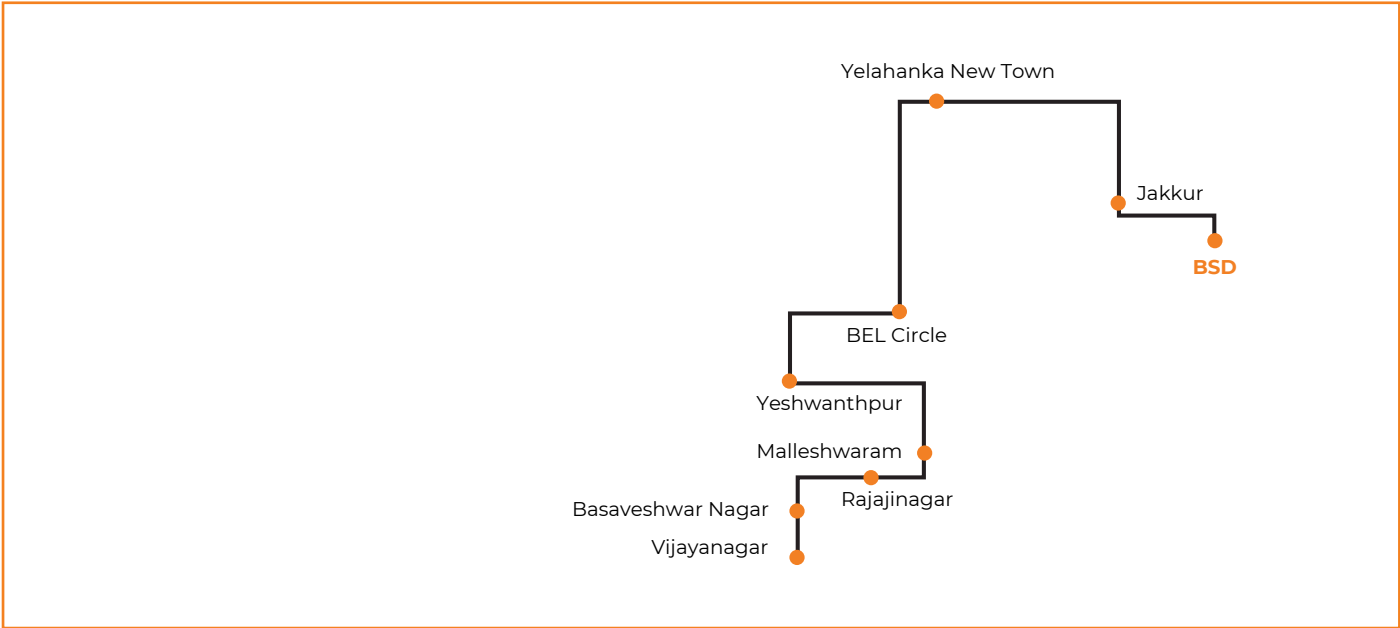
By: Corel Draw Community

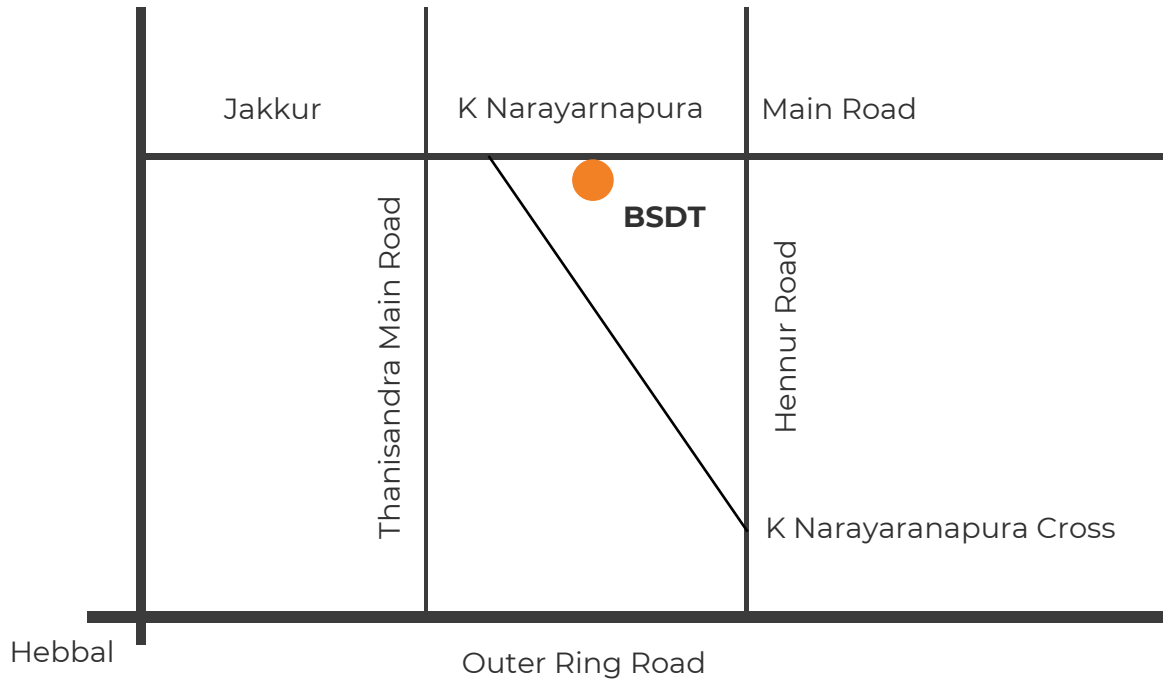
Why to choose:

It's widely used in industries like advertising, printing, and publishing, making it a valuable skill for graphic designers, illustrators, and anyone involved in visual communication. It offers powerful tools for precise design, layout, and editing, making it an essential tool for those wanting to express their creativity in the digital realm.



Bus Routes





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