

Lesson Plan & Work-done Diary for AY: 2025, EVEN Semester

Course with Code: Design Processes and Perspectives -BCG602				Faculty: Janhavi Nandish			Semester & Section: VI	
Class No.	Date planned (DD/MM)	Topics to be covered	TLP Planned	Class No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
MODULE-1								
1.		Foundations of Design Processes Introduction - Design basics,	PPT	1.				
2.		Engineering design process	PPT	2.				
3.		Importance of the Engineering Design Process Types of Designs	PPT	3.				
4.		System Models for Distributed and Cloud Computing,	PPT	4.				
5.		A Simplified Iteration Model	PPT	5.				
6.		Design Method Versus Scientific Method	PPT	6.				
7.		A Problem-Solving Methodology	PPT	7.				
8.		Considerations of a good design	PPT	8.				
9.		Societal considerations in engineering design	PPT	9.				
10.		Problem definition and need identification.	PPT	10.				

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MODULE-2								
1.		User-Centered Design Principles	PPT	1.				
2.		Gathering information,	PPT	2.				
3.		data, information	PPT	3.				
4.		knowledge	PPT	4.				
5.		information literacy and the internet,	PPT	5.				
6.		finding sources of design information	PPT	6.				
7.		Llibrary sources.	PPT	7.				
8.		Embodiment design,	PPT	8.				
9.		Product architecture	PPT	9.				
10.		Steps in developing product architecture.	PPT	10.				

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MODULE-3								
1.		Creative Thinking and Prototyping Introduction	PPT	1.				
2.		Introduction to creative thinking, Creativity and problem solving	PPT	2.				
3.		supports to creative thinking, Barriers to creative thinking,	PPT	3.				
4.		Creative thinking methods, Brainstorming,	PPT	4.				
5.		Quick idea generation tools,	PPT	5.				
6.		Methods for design generation,	PPT	6.				
7.		Generating design concepts, Systematic methods for designing	PPT	7.				
8.		Decision making and concept selection,	PPT	8.				
9.		Behavioral aspects of decision making,	PPT	9.				
10.		Evaluation processes, Design selection based on judgment and experience.	PPT	10.				

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MODULE-4								
1.		Design Tools and Technologies Visual Design Basics: The Golden Rules, Place the User in Control,	PPT	1.				
2.		Reduce the User's Memory Load, Make the Interface Consistent,	PPT	2.				
3.		User Interface Design Steps, Interface Design Steps	PPT	3.				
4.		Applying Interface Design Steps, User Interface Design Patterns,	PPT	4.				
5.		WebApp Interface Design, Interface Design Principles and Guidelines,	PPT	5.				
6.		Interface Design Workflow for WebApps, ,	PPT	6.				
7.		Computer Science Design Basics, Design Patterns	PPT	7.				
8.		Kinds of Patterns, Frameworks.	PPT	8.				
9.		Pattern-Based Software Design, Pattern-Based Design in Context,	PPT	9.				
10.		Thinking in Patterns, User Interface Design Patterns, WebApp Design Patterns.	PPT	10.				

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MODULE-5								
1.		Ethical, Cultural, and Sustainable Design	PPT	1.				
2.		The environmental movement	PPT	2.				
3.		Ecosystems and balance,	PPT	3.				
4.		Dependence on fossil fuels	PPT	4.				
5.		Behavior changes started by the u.s. environmental movement,	PPT	5.				
6.		Sustainability, Wced report on sustainability	PPT	6.				
7.		Challenges of sustainability for business.	PPT	7.				
8.		Revision and Quiz.	PPT	8.				
9.		End-of-life product transformations	PPT	9.				
10.		Revision and Quiz.	PPT	10.				

	Activity	Planned	Actual	Remarks
1	Theory Classes	50		
2	Assignments/ Quizzes/ Self-study	2		
3	Tutorials/ Activity-based Learning	2		
4	Internal Assessments	3		
5	ICT based Teaching (% of usage in Curriculum)	100		
Planning			Execution	
Faculty Signature:			Faculty Signature:	
HoD Signature:			HoD Signature:	