DEPARTMENT OF COMPUTER SCIENCE & DESIGN

Lesson Plan & Work-done Diary for AY: 2025-26, Even Semester

Course with Code: Design Processes and Perspectives -BCG602			Faculty: Shashank Patil				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									
11.		**User-Centered Design Principles**	PPT	11.					
12.		Gathering information,	PPT	12.					
13.		Data, information	PPT	13.					
14.		Knowledge	PPT	14.					
15.		Information literacy and the internet,	PPT	15.					
16.		Finding sources of design information	PPT	16.					
17.		Library sources.	PPT	17.					
18.		Embodiment design,	PPT	18.					
19.		Product architecture	PPT	19.					
20.		Steps in developing product architecture.	PPT	20.					

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				MODULE-3				
21.		**Creative Thinking and Prototyping** Introduction	PPT	21.				
22.		Introduction to creative thinking, Creativity and problem solving	PPT	22.				
23.		supports to creative thinking, Barriers to creative thinking,	PPT	23.				
24.		Creative thinking methods, Brainstorming,	PPT	24.				
25.		Quick idea generation tools,	PPT	25.				
26.		Methods for design generation,	PPT	26.				
27.		Generating design concepts, Systematic methods for designing	PPT	27.				
28.		Decision making and concept selection,	PPT	28.				
29.		Behavioral aspects of decision making,	PPT	29.				
30.		Evaluation processes, Design selection based on judgment and experience.	PPT	30.				

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MODULE-4								
31.		**Design Tools and Technologies** Visual Design Basics: The Golden Rules, Place the User in Control,	PPT	31.				
32.		Reduce the User's Memory Load, Make the Interface Consistent,	PPT	32.				
33.		User Interface Design Steps, Interface Design Steps	PPT	33.				
34.		Applying Interface Design Steps, User Interface Design Patterns,	PPT	34.				
35.		WebApp Interface Design, Interface Design Principles and Guidelines,	PPT	35.				
36.		Interface Design Workflow for WebApps, ,	PPT	36.				
37.		Computer Science Design Basics, Design Patterns	PPT	37.				
38.		Kinds of Patterns, Frameworks.	PPT	38.				
39.		Pattern-Based Software Design, Pattern-Based Design in Context,	PPT	39.				
40.		Thinking in Patterns, User Interface Design Patterns, WebApp Design Patterns.	PPT	40.				

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MODULE-5								
41.		**Ethical, Cultural, and Sustainable Design**	PPT	41.				
42.		The environmental movement	PPT	42.				
43.		Ecosystems and balance,	PPT	43.				
44.		Dependence on fossil fuels	PPT	44.				
45.		Behavior changes started by the u.s. environmental movement,	PPT	45.				
46.		Sustainability, Wced report on sustainability	PPT	46.				
47.		Challenges of sustainability for business.	PPT	47.				
48.		Revision and Quiz.	PPT	48.				
49.		End-of-life product transformations	PPT	49.				
50.		Revision and Quiz.	PPT	50.				

	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:	