



Syllabus & Exam Pattern

Exam Pattern

| Exam Component | Details | |
|------------------|---------------------------------------|--|
| Exam Duration | 60 minutes | |
| Question Type | Multiple Choice Questions (MCQs) | |
| Total Questions | 100 | |
| Negative Marking | No negative marking for wrong answers | |

Paper Structure (Total: 100 Questions)

| | Section | Topic | No. of MCQs |
|--|---------|--|-------------|
| | 1 | Design Aptitude | 20 |
| | 2 | General Knowledge about Design Discipline | 15 |
| | 3 | Elements & Principles of Design | 15 |
| | 4 | Logical Reasoning and Measurement | 20 |
| | 5 | Critical Thinking and Creativity | 15 |
| | 6 | Form & Function | 15 |
| | Total | | 100 MCQs |

Syllabus

LEVEL 1 — FOUNDATIONS OF DESIGN THINKING

(Understanding design as a discipline and building basic awareness)

1. General Knowledge about Design Discipline

- History of Design: Industrial, Graphic, Textile, Interior, Fashion, Architecture
- Indian Design Heritage: Traditional crafts, indigenous art forms
- Famous Designers and Movements:
- Bauhaus, Art Deco, Minimalism, Postmodernism, De Stijl, etc.
- Contemporary Design and Sustainability
- Role of Technology in Design (AI, AR/VR, 3D printing, Biomimicry)
- Major Design Institutions (India & Global)
- Design Careers: Product, UX/UI, Fashion, Animation, Communication, etc.
- Design and Society: Cultural, ethical, and ecological roles of design

LEVEL 2 — VISUAL & AESTHETIC FOUNDATIONS

(Developing visual literacy, form understanding, and aesthetic sensitivity)

2. Elements & Principles of Design

- Elements: Line, Shape, Form, Texture,
 Color, Space, Value, Light
- Principles: Balance, Contrast, Emphasis, Rhythm, Harmony, Unity, Proportion
- Color Theory: Color Wheel, Schemes, Psychology of Color
- Composition & Layout Principles
- Gestalt Principles: Closure, Continuity, Proximity, Figure-Ground
- Visual Hierarchy and Aesthetic Harmony
- Application in Posters, Logos, Product Forms, Interiors, Fashion

3. Form & Function

- Understanding Form (Geometric/Organic, Static/Dynamic)
- Understanding Function (Utility, Ergonomics, Human Factors)
- Relationship between Form and Function
- "Form Follows Function" vs. "Function Follows Form"
- Usability, Efficiency, and Aesthetic Value
- Symbolism and Meaning in Design
- Emotional and Experiential Function
- Applications in:
 - Product Design (Ergonomics, Use)
 - Architecture (Structure, Space)
 - Fashion (Fit, Flow, Functionality)
 - UI/UX (Interface Functionality &
 - Aesthetic Balance)

LEVEL 3 — COGNITIVE & CREATIVE DEVELOPMENT

(Sharpening observation, reasoning, and imaginative skills)

4. Design Aptitude

- Visualization and Imagination Skills
- Observation and Perception
- Creativity and Innovation Techniques
- Design Thinking Process (Empathize
 → Define → Ideate → Prototype → Test)
- Problem Solving through Design Contexts
- Ideation Techniques: SCAMPER, Mind Mapping, Lateral Thinking
- Composition, Storyboarding, and Visual Narratives
- Everyday Object Analysis: Form, Material, Function
- Analytical Sketching and Concept Visualization

5. Critical Thinking and Creativity

- Critical Analysis and Evaluation
- Observation and Inference Building
- Divergent and Convergent Thinking
- Brainstorming, Idea Generation, and Refinement
- Analogical, Metaphorical, and Symbolic Thinking
- Reframing Problems and Multiple Perspectives
- Creativity under Constraints
- Case Studies of Innovative Design Solutions
- Communication of Concepts (Verbal & Visual)

LEVEL 4 — ANALYTICAL & TECHNICAL SKILLS

(Applying logic, structure, and measurement in design contexts)

6. Logical Reasoning and Measurement

- Visual and Spatial Reasoning
- 2D and 3D Transformations
- Series, Patterns, and Sequences
- Mirror and Water Images
- Mental Rotation and Perspective Concepts
- Analytical and Logical Puzzles
- Basic Geometry: Angles, Shapes, Volumes, Areas
- Scale, Proportion, and Measurement in Design
- Ratio, Symmetry, and Modular Thinking
- Data Interpretation and Quantitative Analysis in Design Contexts

LEVEL 5 — INTEGRATION & APPLICATION

(Bringing all skills together for real-world design problems)

- Creative Problem Solving Projects
- Design Analysis: Evaluating Good & Bad Design Examples
- Concept Development and Presentation
- Form Exploration through Materials and Prototypes
- Visual Communication & Storytelling
- Sustainable and User-Centered Design Exercises
- Portfolio Development / Exam Preparation Tasks

Optional Add-ons (for Advanced Preparation) Semiotics and Visual Language

- User Experience Design Basics (Empathy Mapping, User Journey)
- Trends in Global Design and Technology Integration
- Design Ethics and Intellectual Property
- Cross-disciplinary Design (Design + Engineering / Design + Psychology)

