

Mapping of Course Outcomes With Program Outcomes																
Subject	CO's	Po1. Design Knowledge	Po2. Problem solving	Po3. Design Development	Po4. Conduct Investigation	Po5. Modern Tool Usage	Po6.Ethics	Po7. Environment & Sustainability	Po.8 Social Responsibility	Po9. Individual & Teamwork	Po10. Communication	Po11. Project Management and Finance	Po12. Lifelong Learning	SPO 1	SPO 2	SPO 3
Introduction to Interior Design (BMNCCO-053)	CO1: To Understand the different methods of design presentation and its delivery.	2	0	2	0	1	1	1	0	1	0	0	2	2	2	2
	CO2: To understand the basics of Interior design and its implementation.	2	0	1	1	1	1	1	1	2	0	1	2	2	2	3
	CO3:To understand the larger scope of Interior design associated fields.	1	1	1	1	1	1	1	1	1	1	1	3	3	2	2
	CO4:Understanding the impact of Interior Project Management on the built environment.	1	1	2	1	1	1	1	1	1	1	1	3	3	3	3
	CO5: To understand the role of Portfolio, Internship & its contribution towards professional practice.	1	0	3	1	2	2	2	1	3	2	2	3	3	3	3
	AVG.	1.4	0.4	1.8	0.8	1.2	1.2	1.2	0.8	1.4	0.8	1	2	2.6	2	2.6
Interior Design Studio-1 (BDIDS1-101)	CO1: Understanding various design principles such as emphasis, balance, contrast, Harmony, Unity etc., and applying them in two-dimensional and three-dimensional compositions.	3	0	2	1	1	2	1	0	1	1	0	2	3	3	1
	CO2: Understanding and applying design elements such as Point, Line, shape, color, texture, area, mass, volume etc.	2	0	2	1	1	2	1	0	1	1	0	2	3	3	1
	CO3: Critical analysis of design of existing manmade objects, aiding self-criticism of design and inspiration from nature as a source for design.	3	1	2	1	0	2	1	1	2	2	0	2	3	3	1
	CO4: Understanding the process involved in design including analysis, synthesis and evaluation.	3	2	3	1	0	1	1	1	2	1	1	3	3	2	2
	CO5: To understand the evolution of design from basic concepts to design outputs.	2	3	3	1	1	1	1	2	2	2	1	3	3	2	2
	CO6: To collaborate both technical knowledge along with creativity, theme and rendering output.	2	3	2	1	2	3	2	2	2	2	2	3	3	3	3
	AVG.	2.5	1.5	2.3	1	0.8	1.8	1.3	0.8	1.7	1.5	0.7	2	3	2.7	1.8
Materials and Const.-1 (BDIDS1-102)	CO1:Understanding the process of building construction from the very first step.	0	1	1	1	0	1	1	0	1	1	2	3	1	2	2
	CO2:To understanding the basic components of the buildings envelope for small buildings like Foundations, Walls, Openings, Roofs, Understanding simple roof & floor finishes.	1	1	1	2	0	0	1	0	1	1	1	3	1	2	2
	CO3:Understanding masonry construction details	0	1	1	2	1	0	1	0	1	1	2	3	1	2	2
	CO4:Developing the knowledge of components of the brick masonry	0	2	1	2	1	0	1	0	1	1	2	3	1	2	2
	CO5:Understanding the Types, Uses & Market rates of building materials.	0	1	1	2	1	1	1	1	2	2	2	2	1	3	3
	CO6:Understanding the various building materials used in construction of a building with study of their Constituents, Properties.	0	0	1	2	1	0	1	1	2	1	2	3	2	3	3
	AVG.	0.2	1	1	1.8	0.7	0.3	1	0.3	1.3	1.3	1.8	2.8	1.2	2.3	2.2
Manual Graphics – I (BDIDS1-103)	CO1:To learn rendering of textures of different building materials in pencil.	1	1	0	1	1	0	0	0	2	1	0	2	1	1	1
	CO2:To learn the fundamentals of drawing equipment and method of presentation	0	1	1	1	2	1	0	0	2	1	1	2	1	1	1
	CO3:To understand variety of forms as a medium for indoor and outdoor sketching	1	1	1	1	2	1	0	0	2	1	0	2	1	1	1
	CO4:To learn various colour schemes, tints and shades.	1	2	0	1	1	0	1	0	2	1	0	2	1	2	1

	CO5:To make them understand the use of colors& their effects in drawing.	1	2	1	2	2	1	1	0	2	1	1	3	2	2	2
	CO6:Isometric views of simple and complex forms.	0	1	1	0	1	0	0	0	2	2	0	3	2	2	1
	AVG.	0.7	1.3	0.7	1	1.5	0.5	0.3	0	2	1.2	0.3	2.3	1.3	1.5	1.2
History of Int. Design - I (BDIDS1-104)	CO1:To help the student understand the designs from Prehistoric Period to the Middle Ages.	2	1	2	1	0	0	0	0	1	1	0	2	1	3	1
	CO2:To know more on the Modern Movements in Interior design from the beginnings of 20th century.	2	1	2	2	1	0	1	1	1	1	0	2	1	3	1
	CO3:To understand the different traditional contemporary art form with different tools and techniques	1	1	2	1	1	1	1	1	1	1	0	2	1	3	1
	CO4:To explore the different ornaments and accessories in historic interiors	1	0	2	2	1	1	1	0	1	1	0	2	1	3	1
	CO5:To appreciate various styles learnt through individual designs across diverse range of sources	2	1	3	2	1	1	2	1	2	2	0	2	1	3	2
	CO6:To understand the role of decorative styles in history of architecture and interior design.	2	1	2	2	1	0	1	0	2	1	0	2	1	3	2
	AVG.	1.7	0.8	2.2	1.7	0.8	0.5	1.2	0.5	1.3	1.2	0	2	1	3	1.3
Elements of Interior Space (BDIDS1-105)	CO1:To develop an understanding of various degrees of enclosure, various types of relationship between spaces.	2	1	2	1	0	0	0	0	1	1	0	1	1	2	1
	CO2:Understanding of the various effects that could be created by manipulating the enclosing elements such as walls, roof etc.	2	2	2	1	1	2	1	0	1	1	1	1	2	2	2
	CO3:Understanding the types of the door and their implementations.	1	1	1	1	1	1	0	1	1	1	1	2	2	3	2
	CO4:Knowing about the detailing doors and windows	1	1	1	1	1	0	0	1	1	1	0	2	1	2	2
	CO5:Understanding on site construction work.	1	3	1	2	1	3	1	1	2	2	2	3	2	2	3
	CO6:Knowing about the detailing types of walls, roofs and floors.	1	2	2	0	1	1	1	1	2	1	2	3	2	3	2
	AVG.	1.3	1.7	1.5	1	0.8	1.2	0.5	0.7	1.3	1.2	1	2	1.7	2.3	2
Model Making (BDIDS1-106)	CO1:Understand basic carpentry techniques.	1	1	0	1	1	0	0	1	1	1	1	2	1	2	2
	CO2:Knowledge of Joinery techniques and various model making techniques.	1	1	1	1	2	1	0	1	2	1	2	2	1	2	2
	CO3:Understand methods using different materials.	1	1	0	1	1	0	0	0	2	0	2	2	1	3	2
	CO4:Tools used in carpentry.	0	0	0	0	3	0	0	0	2	0	2	2	1	2	2
	CO5:Model making techniques using different materials.	1	1	1	1	3	1	1	0	2	1	1	2	1	2	1
	CO6:Methods of Preparations of Model	1	2	1	1	2	1	1	0	3	2	1	2	1	2	1
	AVG.	0.8	1	0.5	0.8	2	0.5	0.3	0.3	2	0.8	1.5	2	1	2.2	1.8
INTERIOR DESIGN STUDIO – II	CO1:To develop understanding of the scale, function and options existing when designing small scale spaces in residences such as toilets, kitchens, living, bedrooms etc.	3	2	2	2	1	1	1	0	1	1	1	2	1	3	1
	CO2:Development of ideas with regard to false ceiling, wall paneling, flooring, floor coverings, curtains, windows, doors and other elements of residential interiors.	3	2	2	2	1	1	1	0	1	1	1	2	2	3	2
	CO3:To understand and create spaces of comfort and spatial quality	3	3	3	3	1	1	1	1	1	1	1	3	2	3	2
	CO4:To understand and do a technical drawing of kitchen & toilet related elements and storages.	3	2	2	2	1	2	0	1	1	2	2	3	2	3	3
	CO5:To be able to choose the desired finishes and materials for the design based on their technical attributes.	2	3	2	2	2	1	1	1	1	2	1	3	3	3	3

	CO6:To understand and do a technical drawing of Residential related interiors & furniture.	3	2	2	3	2	1	0	0	3	2	2	3	2	3	3
	AVG.	2.8	2.3	2.2	2.3	1.3	1.2	0.7	0.5	1.3	1.5	1.3	2.7	2	3	2.2
MATERIALS AND CONSTRUCTION- II	CO1:To understand the construction of basic elements of an interior space such as walls & partitions, floors & roofs.	2	1	1	1	0	0	1	0	1	1	1	3	2	2	2
	CO2:To understand in detail about the types and use of partitions and false ceilings in interior construction industry.	1	1	1	1	0	1	2	0	1	1	2	3	2	2	2
	CO3:Understanding the process of building construction from the very first step.	1	2	2	1	1	1	2	0	2	2	2	3	2	2	2
	CO4:Knowing about the detailing types of roofs and floors.	1	1	1	1	0	0	1	0	1	1	1	3	2	2	2
	CO5:Understanding various color schemes, lighting, textures, etc. in Interior design	2	2	2	1	1	0	2	1	1	1	2	3	2	3	3
	CO6:Understanding the materials and techniques used in Interior design	2	2	2	2	1	1	1	1	1	2	1	2	3	2	3
	AVG.	1.5	1.5	1.5	1.2	0.5	0.5	1.5	0.3	1.3	1.2	1.7	3	2	2.2	2.2
Manual Graphics – II	CO1:To understand the spatial and stylistic qualities associated with design and creativity.	2	1	2	1	0	1	0	1	1	1	0	2	3	2	2
	CO2:To understand the purpose of shadows in buildings and in interiors	1	2	2	2	1	0	0	0	2	1	0	2	2	2	1
	CO3:To enable a student to understand the theory of perspective in design	2	2	1	2	1	0	0	0	1	2	0	2	2	2	1
	CO4:Visualise and convert his/her thoughts and ideas of design into 3-D forms.	2	2	2	1	1	1	0	1	2	3	0	3	2	2	2
	CO5:Sciography in plans and elevations.	1	1	2	1	1	0	0	0	2	2	0	2	2	2	1
	CO6:Construction of Interior perspectives.	1	1	2	1	2	0	0	0	2	2	0	2	2	2	1
	AVG.	1.5	1.5	1.8	1.3	1	0.3	0	0.3	1.7	1.8	0	2.2	2.2	2	1.3
THEORY OF INTERIOR DESIGN	CO1:Understanding various aspects such as form, scale, light, dimension, height, transitional elements etc. affecting interior space.	2	2	2	2	2	0	1	0	1	1	0	3	3	2	1
	CO2:Understanding and applying design vocabulary such as Point, Line, shape, color, texture, area, mass, volume etc.	3	2	2	2	2	1	1	0	1	1	0	3	3	2	1
	CO3:Understanding and applying design principles such as ratio, proportion, scale, balance, harmony, unity, variety, rhythm, emphasis.	3	2	2	2	2	1	1	0	1	1	0	3	3	2	1
	CO4:Understanding the process involved in design including analysis, synthesis and evaluation.	3	2	2	2	1	1	1	1	1	1	1	3	3	2	2
	CO5:To analyse and identify the anthropometrics and ergonomics in daily life	2	2	2	2	1	1	1	1	2	2	2	3	3	3	2
	CO6:To understand and analyse the stress factors on human body in various tasks	2	2	2	2	1	2	1	1	2	2	1	3	3	2	2
	AVG.	2.5	2	2	2	1.5	1	1	0.5	1.3	1.3	0.7	3	3	2.2	15
DIGITAL GRAPHICS 1	CO1:Student shall be able to understand the use of Computer as an aid to drafting and presentation of Interior design projects.	1	1	1	1	3	1	1	1	3	2	2	3	2	2	2
	CO2:To understand the basic components of operating on menu and setup wizard	0	1	1	1	3	2	1	0	2	2	2	3	2	2	2
	CO3:To work on drafting a plan with dimensioning and layers	1	2	1	1	3	1	1	0	3	2	2	3	2	2	2
	CO4:To understand the various tools on Photoshop	1	1	0	0	3	2	0	0	3	3	2	3	2	2	3
	CO5:Advanced commands like layers, viewports, layer-Iso and other 2D commands.	1	2	1	0	3	3	0	0	3	2	2	3	2	2	3

	CO6:To understanding 3-D Modeling on Auto cad	2	1	1	1	3	3	2	0	3	3	3	3	2	2	3
	AVG.	1	1.3	0.8	0.7	3	2	0.8	0.2	2.8	2.3	2.2	3	2	2	2.5
UNIVERSAL HUMAN VALUES -II	CO1:To help the students appreciate the essential complementarily between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.	0	1	0	1	1	3	1	2	2	3	1	3	1	0	1
	CO2:To facilitate the development of a Holistic perspective among students towards life and profession as well as towards happiness and prosperity based on a correct understanding of the Human reality and the rest of existence. Such a holistic perspective forms the basis of Universal Human Values and movement towards value-based living in a natural way	0	2	0	1	1	3	1	3	2	3	1	3	1	0	1
	CO3:To highlight plausible implications of such a Holistic understanding in terms of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.	0	2	0	1	0	3	1	3	3	3	1	3	1	0	1
	AVG.	0	1.7	0	1	0.7	3	1	2.7	2.3	3	1	3	1	0	1
DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION	CO1:The student shall be able to apply the techniques of quality management in the various construction activities.	0	2	0	1	1	3	1	2	2	2	1	3	1	0	0
	AVG.	0	2	0	1	1	3	1	2	2	2	1	3	1	0	0
INTERIOR DESIGN STUDIO – III	CO1:Students should be able to understand and appreciate the site's constraints in the evolution of design for small building projects.	3	1	2	2	0	2	1	1	2	2	2	3	3	2	2
	CO2:Knowledge of handling the flow of masses in buildings like primary schools, dispensaries, convenience shopping, etc.	3	2	3	2	1	1	1	1	3	2	2	3	3	2	2
	CO3:Distinguish and appreciate the constraints of the project in the evolution of interior design for small buildings.	3	3	2	2	1	2	1	1	3	2	2	3	3	3	3
	CO4:Interior design of spaces that are partly under the preview of urban regulatory controls	3	2	2	2	1	3	2	2	3	2	3	3	3	3	2
	CO5:Understand the role of interior design development stages in the outcome.	3	3	2	2	0	2	2	2	2	2	2	3	3	2	3
	AVG.	3	2.2	2.2	2	0.6	2	1.4	1.4	2.6	2	2.2	3	3	2.4	2
MATERIALS AND CONSTRUCTION-III	CO1:To understand working drawings	1	1	1	1	1	0	0	1	1	1	3	3	3	2	2
	CO2:To explain the Co-relations and cross-referencing in drawings	1	2	1	2	0	1	0	0	1	1	3	3	3	2	2
	CO3:To understand elevations, Sections in drawings	1	1	1	1	1	0	0	0	1	1	3	3	3	2	2
	CO4:To evaluate technical projections and isometric detailing	1	2	1	3	1	1	0	0	2	2	3	3	3	2	2
	CO5:To understand the detailing of material and representation in drawings	0	1	1	2	1	1	0	0	2	1	3	3	3	2	3
	CO6:To understand basic anthropometry and layouts of toilets and kitchens.	2	1	2	2	0	1	0	1	2	2	2	3	3	3	3
	AVG.	1	1.3	1.2	1.8	0.7	0.7	0	0.3	1.5	1.3	2.8	3	3	2.2	2.3
DIGITAL GRAPHICS II	CO1:To have proficiency in 2D and 3D Modelling Software	0	1	1	0	3	1	1	1	2	2	3	3	3	2	2
	CO2:To learn about advanced Rendering Techniques	1	1	1	1	3	1	1	1	2	2	2	3	3	2	2
	CO3:To understand the effective Use of Presentation Software	0	2	2	1	3	3	1	0	3	2	1	3	3	2	3
	CO4:To understand the integration of Software for Comprehensive Design Solutions	0	3	2	1	3	3	2	1	3	2	2	3	3	2	3

	CO5:To explore the critical Evaluation and Communication of Design Concepts	1	3	2	1	3	2	2	1	2	3	2	3	3	2	3
	AVG.	0.4	2	1.6	0.8	3	2	1.4	0.8	2.4	2.2	2	3	3	2	2.6
HISTORY OF INTERIOR DESIGN - II	CO1:To understand the importance of culture and tradition in the interior.	1	1	1	1	0	1	0	1	1	0	0	3	2	3	1
	CO2:To understand the shapes and patterns that emphasize the elements in interiors	1	1	1	1	0	0	0	0	1	1	0	2	3	3	1
	CO3:To learn the different types of materials that could bring changes in the country	0	1	0	1	1	0	1	1	1	1	1	3	3	3	1
	CO4:To understand imperialism and colonialism in the Indian context	0	1	1	1	0	1	0	1	1	1	0	2	1	3	0
	CO5:To learn about the different contemporary styles in interiors	0	1	1	1	0	1	2	1	1	1	1	2	2	3	1
	AVG.	0.4	1	0.8	1	0.2	0.6	0.6	0.8	1	0.8	0.4	2.4	2.2	3	0.8
INTERIOR SERVICES - I	CO1:Understand the roles of various plumbing systems in different building types.	0	0	1	1	1	0	1	1	1	0	2	3	1	2	2
	CO2:Design and select appropriate piping materials for efficient water distribution.	2	1	0	2	2	1	1	1	2	1	2	3	1	2	2
	CO3:Develop skills in designing sanitary and drainage systems per building codes.	1	2	1	2	2	1	1	1	3	2	3	3	1	2	3
	CO4:Select and place plumbing fixtures and fittings to meet code and user requirements.	1	2	1	2	2	1	1	1	3	2	2	3	1	2	3
	CO5:Integrate sustainable plumbing solutions into building designs.	1	3	1	2	1	1	3	2	3	2	3	3	2	3	3
	AVG.	1	1.6	0.8	1.8	1.6	0.8	1.4	1.2	2.4	1.4	2.4	3	1.2	2.2	2.6
INTERIOR LANDSCAPE	CO1:To help students understand the elements of landscape design and its application in architectural design solutions.	2	1	1	1	0	0	1	0	2	1	0	2	2	3	1
	CO2:To learn the basic palette of design outside the premise of the built envelope	2	2	1	1	1	0	1	0	2	1	0	2	2	3	1
	CO3:Identifying plant characteristics of various types of Trees, Shrubs, Cacti Bushes and Creepers	1	1	1	0	1	0	1	2	2	2	1	2	2	3	1
	CO4:Understanding Historical development, Design Principles, salient features & elements of various garden styles	1	1	2	1	1	1	1	2	1	1	0	1	2	3	1
	CO5:To understand the role of hardscape elements and assess their role individually	1	2	2	1	1	1	1	1	1	2	1	3	2	3	1
	CO6:To get an in-depth knowledge of plant life and the science behind their life	1	2	1	1	0	1	2	1	2	2	1	2	1	3	1
	AVG.	1.3	1.5	1.3	0.8	0.7	0.5	1.2	1	1.7	1.5	0.5	2	1.8	3	1
INTERIOR DESIGN STUDIO –IV	CO1:To apply space planning principles to create functional and user-friendly layouts for diverse small to medium-scale buildings.	2	2	2	1	0	1	1	1	2	1	0	3	3	3	2
	CO2:To develop and communicate design concepts integrating aesthetics, ergonomics, and user needs for various interior environments.	3	2	3	1	0	2	1	1	2	3	0	3	3	2	3
	CO3:Select appropriate materials, finishes, furniture, and lighting to achieve desired functionality and aesthetics in specific building types.	1	2	2	1	1	1	2	1	2	2	1	3	3	3	3
	CO4:Use practical visual communication tools (drawings, renderings, presentations) to present interior design proposals.	2	3	3	2	2	2	1	2	3	3	1	3	3	3	3
	CO5:To demonstrate an understanding of basic project management principles applicable to the interior design process for small to medium-scale projects.	3	3	3	2	2	2	1	2	3	3	3	3	3	3	3
	AVG.	2.2	2.4	2.6	1.4	1	1.6	1.2	1.4	2.5	2.4	1	3	3	2.8	2.8

FURNITURE DESIGN	CO1:To demonstrate a comprehensive understanding of furniture design history, theory, and contemporary trends.	1	1	1	1	0	0	1	0	1	1	0	2	2	3	1
	CO2:Mastering ergonomic principles, anthropometry, and materials science to furniture design.	2	1	2	1	1	1	1	1	1	2	1	2	3	3	1
	CO3:To develop proficiency in furniture design software, digital prototyping, and physical model-making techniques.	3	2	2	1	2	1	1	1	2	2	1	3	2	3	1
	CO4:To create innovative and functional furniture solutions that address specific user needs and contexts.	3	2	2	2	1	1	1	3	2	2	1	3	3	3	2
	CO5:To cultivate critical thinking and problem-solving skills for designing, producing, and marketing furniture products.	3	3	3	2	0	2	1	1	3	2	2	3	3	3	2
AVG.		2.4	1.8	2	1.4	0.8	1	1	1.4	1.8	1.8	1	2.2	2.6	3	1.4
ENGLISH COMPOSITION AND COMMUNICATION	CO1:The students shall be able to converse fluently, without strain, with international speakers of English in an accent and lexis widely understood globally. They will be able to prepare reports and texts on their own and shall be able to communicate professionally.	0	1	0	1	2	1	0	2	3	3	2	3	2	0	1
	CO2:Reading: Reading texts of varied complexity; speed reading for global and detailed meaning; processing factual and implied meanings.	0	2	0	1	2	1	0	2	3	3	2	3	2	0	1
	CO3:Vocabulary: Building up and expansion of vocabulary; active use of vocabulary	0	2	0	2	1	1	0	2	3	3	2	3	2	0	1
	CO4:Grammar: Revising and practising a prescribed set of grammar items; using grammar actively while processing or producing language	0	2	0	1	1	2	0	3	2	3	2	3	2	0	1
	CO5:Writing: The qualities of good writing include learning the prescribed written expressions of conventional use, writing business letters and emails, architectural reports, summaries, and various forms of descriptive and argumentative essays related to buildings, as well as poetry and prose.	0	2	0	2	1	2	0	3	2	3	3	3	2	0	1
AVG.		0	1.8	0	1.4	1.4	0	2	2.6	3	2.2	3	2	0	1	
INTERIOR SERVICES - II	CO1:To understand the heating, ventilation and air conditioning systems	0	1	1	1	1	0	1	0	1	1	2	3	2	1	2
	CO2:To learn about the various firefighting systems and provision of fire systems in NBC	0	1	1	1	1	1	1	1	1	1	2	3	2	1	2
	CO3:To learn about the vertical transportation systems in multi-storied buildings	1	1	1	1	2	1	2	1	1	1	2	3	2	1	2
	CO4:To understand the various safety and security systems.	1	1	1	1	2	2	2	2	1	2	2	3	2	1	3
	CO5:To have a brief understanding of the various building management systems	1	2	1	1	3	1	3	1	2	2	3	3	2	1	3
AVG.		0.6	1.2	1	1	1.8	1	1.8	1	1.2	1.4	2.2	3	2	1	2
INTERIOR LIGHTING	CO1:Understand the fundamentals of light and human vision.	0	1	1	1	0	0	1	1	1	1	1	3	2	1	2
	CO2:Explore the different types of lighting and their applications in interior design.	1	0	1	2	1	0	1	1	2	1	2	3	2	1	2
	CO3:Develop skills in lighting calculations and the use of lighting software.	1	2	1	2	1	1	1	0	2	2	2	3	2	1	3
	CO4:Learn about energy-efficient and sustainable lighting solutions.	0	1	1	1	2	1	3	1	2	1	3	3	2	1	2

	CO5:Create lighting designs that enhance the functionality and aesthetics of interior spaces.	1	2	1	2	1	1	2	2	3	2	2	3	3	2	3
	AVG.	0.6	1.2	1	1.6	1	0.6	1.6	1	2	1.4	2	3	2.2	1.2	2
PHYSICAL MODELLING AND VISUALISATION	CO1:To demonstrate Proficiency in Medium of Material	0	2	2	1	1	0	0	0	1	1	0	2	2	1	1
	CO2:To be able to create Scaled Models	1	3	1	0	2	0	0	1	2	1	0	2	2	2	1
	CO3:To apply photography Techniques	0	2	1	0	2	1	0	1	2	2	0	2	2	2	2
	CO4:To understand the integration of Visualization Tools	1	2	2	1	3	1	1	1	3	2	0	2	3	2	3
	CO5:To critically analyze and Present Designs	1	3	2	2	3	1	0	0	2	3	1	3	3	2	3
	AVG.	0.6	2.4	1.6	0.8	2.2	0.6	0.2	0.6	2	1.8	0.2	2.2	2.4	1.8	2
EDUCATIONAL TOUR -I	CO1:To develop observational and documentation skills	1	1	1	1	0	1	0	1	2	1	1	3	3	2	1
	CO2:To enhance understanding of construction principles and interior design elements	1	1	1	1	1	0	1	0	2	1	2	3	3	2	2
	CO3:To foster critical thinking and problem-solving abilities	1	3	1	1	0	1	0	2	3	3	2	3	3	2	2
	CO4:To promote effective communication and teamwork	0	2	1	1	0	1	0	2	3	3	3	3	3	2	2
	CO5:To assess students' knowledge and comprehension of building materials, construction techniques, and interior design	2	2	1	1	1	2	1	2	3	2	3	3	3	2	3
	AVG.	1	1.8	1	1	0.4	1	0.4	1.8	2.6	2	2.2	3	3	2	2

Enter Correction levels 1, 2 or 3 as defined below:
1. Slight (Low) - upto 30% 2. Moderate (Medium) –above 30% and upto 70% 3. Substantial (High) – above 70%