# BBA

ourse Name Ai Tool - Introduction to prompt Engineering		Semester: 1		
Course Code:		Course Credits: 2		
Course Type:	Con	tact Hours	/Week	Total
Theory cum Practical	L	Т	Р	Hours/week
	1		2	3
Fotal Contact Hours/ Semester (equal to total hours/week x 18):	54			
Course Aim:				
the full potential of familiar software applications e.g.: Ms of engineering in AI. This course will enable students to enhance thinking and problem-solving abilities, and foster creativity by guint these tools.	e their s	oftware pr	oficiency	, develop criti
Course Learning Outcomes:				
On successful completion of the course, the students will be able	e to:			
CLO1: Develop the ability to apply prompt engineering technique CLO2: Demonstrate through exploration of novel approaches to adaptability and resourcefulness in their software-driven endeav	applicatio			lset of
Course Content:				
Unit 1: Introduction to AI: ChatGPT 1.1 Overview of Artificial Intelligence (AI) 1.2 Introduction to ChatGPT 1.3 ChatGPT Applications and Use Cases				10 Hi
Unit 2: ChatGPT from zero to hero				24 H
2.1 ChatGPT Fundamentals 2.2 Building Conversational Agents 2.3 Advanced ChatGPT Features and Customization				
Unit 3: Integration of Ai into MS Office				<b>20</b> Hr
3.1 Understanding AI Integration in MS Office 3.2 Implementing ChatGPT in MS Office Applications 3.3 Real-World Applications and Case Studies				

1.1. Introduction to Generative AI in Photoshop

1.2. Image Enhancement and Restoration with Generative AI

1.3. Creative Art Generation with Generative AI

1.4. Real-World Applications and Case Studies

### Learning Resources:

### Websites:

Website: OpenAI URL: https://www.openai.com/ Harvard Reference: OpenAI. (n.d.). OpenAI. [Website]. Retrieved from https://www.openai.com/

Website: Stanford University - "CS50's Introduction to Artificial Intelligence with Python" URL: https://onlinelearning.harvard.edu/course/cs50s-introduction-artificial-intelligence-python Harvard Reference: Stanford University. (n.d.). CS50's Introduction to Artificial Intelligence with Python. [Website]. Retrieved from <u>https://online-learning.harvard.edu/course/cs50s-introduction-artificial-intelligence-python</u> Website: Adobe Photoshop - Official Tutorials URL: https://helpx.adobe.com/photoshop/tutorials.html Harvard Reference: Adobe. (n.d.). Adobe Photoshop - Official Tutorials. [Website]. Retrieved from https://helpx.adobe.com/photoshop/tutorials.html

Online Resources:

Resource Title: "Introduction to Artificial Intelligence" (Coursera) Author: Andrew Ng Year: Ongoing URL: https://www.coursera.org/specializations/deep-learning Harvard Reference: Ng, A. (n.d.). Introduction to Artificial Intelligence. [Online Course]. Coursera. Retrieved from

https://www.coursera.org/specializations/deep-learning

Resource Title: "Ethical and Inclusive AI" (Harvard University) Year: Ongoing URL: https://onlinelearning.harvard.edu/course/ethical-and-inclusive-ai Harvard Reference: Harvard University. (n.d.). Ethical and Inclusive AI. [Online Course]. Retrieved from https://online-learning.harvard.edu/course/ethical-andinclusive-ai

Programme Name:					
Course Name: Ai Powered - Basics of AI to Improve Business		Semester: 2			
Course Code:		Course C	credits: 2		
Course Type:	Cont	act Hours	/Week	Total	
Theory cum Practical	L	Т	Р	Hours/week	
	1		2	3	
Total Contact Hours/ Semester (equal to total hours/week x 2	18): 54				
Course Aim: This course is linked to the overall learning of the field of business, it aims at giving the students the knowledge websites for successful design business ideas. Students will le Business with data analyzation and interactive data visualizat	e and practica earn how to ir	ıl skills to l	leverage	Al software and	
· · · · · · · · · · · · · · · · · · ·					
Course Learning Outcomes:					

On successful completion of the course, the students will be able to:

CLO1: Develop proficiency in data visualization and analysis, enabling students to create compelling visualizations and extract valuable insights from data in the design context.

CLO2: Gain Knowledge in web analytics and design optimization to enhance user experiences and effectively manage their online presence for their design business.

Course Content:			
Unit 1: Data Visual	lization and An	alysis with Tableau Public	27 Hrs
	1.	Introduction to Data Visualization and Tableau Public	
	2.	Data Connection and Data Types	
	3.	Advanced Visualization Techniques	
	4.	Data Sharing and Publishing	
	5.	Data Sharing and Publishing	
	6.	Additional Resources and Future Learning Paths	
	7.	Hands-on Projects and Practical Applications	
Unit 2: Web Analy	tics and Design	Optimization with Google Data Studio	27 Hrs
	1.	Introduction to Web Analytics and Google Data Studio (	3 hours)
	2.	Data Collection and Preparation	
	3.	Basic Web Analytics Techniques	
	4.	Design Optimization Techniques	
	5.	Advanced Analysis and Reporting	
	6.	Capstone Project and Review	
Learning Resource	es:		
For Data Visualizat	ion and Analys	is with Tableau Public:	
Websites:			
	•	Tableau Official Website: Provides resources, community for	ums, and a
	platform to	o interact with other Tableau users 3 .	
	•	DataAnalyticsBooks.com: Offers a list of books to learn Tablea	au from
	scratch 2.		
	•	ProgrammingCube.com: Lists some of the best books for mas	tering
	Tableau fo	r data analytics and data visualization 4.	-
For Web Analytics Websites:		timization with Google Data Studio:	
	•	AnalyticsVidhya.com: Provides a list of must-read books and l	ologs on web
	analytics 7		
	•	Supermetrics.com: Offers a step-by-step guide on designing c	lashboards ir
	Google Dat	a Studio 8.	
	•	Business2Community.com: Provides insights on how to use G	oogle Data
	Studio to b	uild better dashboards 9 .	Sobe Bata
Online Resources:			
ennie nesources.	•	Udemy Course on Data Analytics with Google Data Studio: An	online
	-	outing course on Data Analytics with outgie Data Studio. An	

Programme Name:					
Course Name: Generativ with SQL, Chatbots, and A	e Design 1 - Advanced Business Data Anal Al Agents	ysis	Semester	: 3	
Course Code:			Course Credits: 2		
Course Type:		Cont	act Hours/	Week	Total
Theory cum Practical		L	Т	Р	Hours/week
<b>T</b> + 10 + + + + + 0		1		2	3
	nester (equal to total hours/week x 18): 54				
translating textual descrip	aims to enable students in design discipl tions into 3D prototypes and objects, facilita ideation aid, thereby expanding their capa	ating the	e realizatio	n of desig	n concepts while
Course Learning Outcome	25.				
On successful completion	of the course, the students will be able to	<b>D</b> :			
align with the intended co Course Content:	to critically evaluate and iterate on Al-ger oncepts and functional requirements in th o SQL and Data Retrieval		-		27
hrs	-				
1.	Introduction to SQL				
2.	Advanced Data Preparation				
3. 4.	Advanced Visualizations for Business Ins Business Intelligence and Real-World Ap		ns		
Unit 2: Advanced We	eb Analytics				27
1.	Business-Centric Web Analytics				
2.	Business-Centric Web Analytics				
3.	Customization and Business Application				
4.	Real-World Business Projects				
Learning Resources: Websites					
Tableau Public Official Do	cumentation				
Harvard Reference: Tablea	com/current/pro/desktop/en-us/help.htm nu. (n.d.). Tableau Public Official Documenta current/pro/desktop/en-us/help.htm Center	ation. Re	trieved fro	m	

URL: https://support.google.com/datastudio/ Harvard Reference: Google. (n.d.). Google Data Studio Help Center. Retrieved from https://support.google.com/datastudio/

Online Resources: Coursera - "Advanced Business Data Analysis with SQL and Chatbots"

Author: Various Instructors Year: Ongoing URL: https://www.coursera.org/specializations/advanced-business-data-analysis Harvard Reference: Various Instructors. (n.d.). Advanced Business Data Analysis with SQL and Chatbots. [Online Course]. Coursera. Retrieved from https://www.coursera.org/specializations/advanced-business-dataanalysis

Programme Name:					
Course Name: Generative Design 2 – Text to Video			Semester	: 4	
Course Code:			Course C	redits: 2	
Course Type:		Cont	I act Hours,	/Week	Total
Theory cum Practical		L	Т	Р	Hours/week
		1		2	3
Total Contact Hours/ Semester (equal to total hours/week x	18): 54		•		

Course Aim: This course aims to empower students in design disciplines to harness generative AI as a tool for transforming textual descriptions into video content, facilitating the realization of design concepts while also serving as a creative ideation resource. By mastering the use of generative AI for video creation, students will expand their ability to visualize, iterate, and innovate in the field of design, enhancing their proficiency and creativity.

Course Learning Outcomes:

On successful completion of the course, the students will be able to:

CLO1: Develop the ability to create video from prompted textual description, ensuring that they align with the intended concepts and functional requirements in the field of design.

CLO2: Enhance critical analysis skills for refining Al-generated video content, promoting creative innovation in design.

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Course C	Course Content:							
Unit 1:	Gener	rative AI Text to Video with Pika Labs						
hrs								
	5.	Introduction to Generative AI for Video						
	6.	Getting Started with Pika Labs						
	7.	Creating Video Content from Text						
	8.	Advanced Features and Customization						
Unit 2:	Real-\	World Applications and Projects with Pika Labs						
hrs								

r		
5.	Industry-Specific Video Generation	
6.	Ethical Considerations in AI Video Creation	
7.	Project Showcase and Case Studies	
8.	Future Trends in Generative Al Video	
Unit 3: Generat	ive AI Text to Video with Morph Studio	15 hrs
5.	Introduction to Morph Studio	
6.	Text-to-Video Creation with Morph Studio	
7.	Enhancing Videos with AI	
8.	Interactive and Dynamic Video Content	
Unit 4: Practica	Use Cases and Creative Video Projects with Morph Studio	12 hrs
5.	Personalization and Customization	
6.	Business and Marketing Applications	
7.	Showcasing Student Projects	
8.	Exploring the Future of Al-Generated Video	
Learning Resour	ces:	
Websites:		
Website: Pika La	bs - Official Tutorials	
	w.pikalabs.com/tutorials	
	ce: Pika Labs. (n.d.). Pika Labs - Official Tutorials. [Website]. Retrieved from	
	alabs.com/tutorials	
	Studio - Al Video Tools	
	w.morphstudio.com	
	ce: Morph Studio. (n.d.). Morph Studio - Al Video Tools. [Website]. Retrieved from	
https://www.mo	orphstudio.com	
Online Resource	S:	
Resource Title: "	Al-Driven Video Production" (Coursera)	
Author: Various		
Year: Ongoing		
	w.coursera.org/specializations/ai-video-production	
	ce: Various Instructors. (n.d.). AI-Driven Video Production. [Online Course]. Coursera.	
Retrieved from h	https://www.coursera.org/specializations/ai-video-production	

Programme Name:	
Course Name: Ai & Ethics	Semester: 5

	ode:		Course Credits: 2					
Course T	vpe:		Cont	act Hours/	/Week	Total		
Theory		ractical	L	,   т	Р	Hours/week		
,		-	1	•	2	3		
Total Cor	ntact Ho	ا 54 burs/ Semester (equal to total hours/week x 18):	•		-	5		
Course A	im: Thi	s course aims to provide students with a comprehen	sive ur	nderstandi	ng of eth	lics and inclusivi		
		ing the development of essential skills and an empa						
practical	applica	tion of ethical and inclusive design principles in rea	l-world	l projects,	students	will be equippe		
to drive p	oositive	social change through their design endeavors.						
Course L	earning	Outcomes:						
On succe	ssful co	ompletion of the course, the students will be able to	:					
CLO1: Stu	udents	will demonstrate the ability to apply inclusive desigr	n strate	egies in var	ious pro	ject contexts.		
	-	he skills needed to design ethically and inclusively, o	conside	ering a wid	e range (	of perspectives		
and need								
CLO3: To	apply e	ethical and inclusive design principles in real-world p	roject	s, driving s	ocial inn	ovation and		
positive i	mpact.							
Course C						10 Uro		
Unit 1:		Il Design				10 Hrs		
	5.	Introduction to ethical considerations in design.						
	6. Ethical Frameworks and Theories Exploring various ethical frameworks and theories							
		evant to design.						
	7.	Analyzing real-world cases of ethical dilemmas in	-					
	8.	Reflecting on personal ethics and discussing variou	us scen	arios.				
Unit 2:	Pri	nciples of Inclusive Design				12		
Hrs								
	5.	Introduction to inclusive design and its importance	е.					
	6.	Exploring frameworks for practicing inclusive desi	gn.					
	7.	Understanding and designing for a range of user r	needs a	and abilitie	s.			
	8.	Introduction to accessibility standards like WCAG						
	Engag	ing with Communities				12 Hrs		
Unit 3:	-	Exploring methods for engaging with different cor						
Unit 3:	5.							
Unit 3:	6.	Developing empathy through user research and en						
Unit 3:		Developing empathy through user research and en Conducting co-design workshops with various use	r group					
Unit 3:	6.	Developing empathy through user research and en	r group					
	6. 7. 8.	Developing empathy through user research and en Conducting co-design workshops with various use	r group			10Hrs		
	6. 7. 8. <b>Real-v</b> 4.	Developing empathy through user research and en Conducting co-design workshops with various use Gathering feedback and iterating on design solution world Applications of Ethical & Inclusive Design Identifying real-world projects for applying ethical	r group ons.	os. nclusive de	-			
Unit 3: Unit 4:	6. 7. 8. <b>Real-v</b> 4. 5.	Developing empathy through user research and en Conducting co-design workshops with various use Gathering feedback and iterating on design solution world Applications of Ethical & Inclusive Design Identifying real-world projects for applying ethica Working on projects with a focus on ethical and in	r group ons. I and in nclusive	nclusive de e design pr	-			
Unit 4:	6. 7. 8. <b>Real-v</b> 4. 5. 6.	Developing empathy through user research and en Conducting co-design workshops with various use Gathering feedback and iterating on design solution world Applications of Ethical & Inclusive Design Identifying real-world projects for applying ethica Working on projects with a focus on ethical and in Reviewing peers' projects and providing construct	r group ons. I and in nclusive	nclusive de e design pr	-			
	6. 7. 8. <b>Real-v</b> 4. 5. 6.	Developing empathy through user research and en Conducting co-design workshops with various use Gathering feedback and iterating on design solution world Applications of Ethical & Inclusive Design Identifying real-world projects for applying ethica Working on projects with a focus on ethical and in	r group ons. I and in nclusive	nclusive de e design pr	-			

- 5. Presenting final projects and receiving feedback.
- 6. Reflecting on the learning journey and discussing future applications of ethical and inclusive design.

#### Learning Resources:

Journal & Magazines

Design Issues MIT Press Journals She Ji: The Journal of Design, Economics, and Innovation Elsevier Disability and Society Taylor & Francis Online

Websites and Online Resources

Websites:

Centre for Excellence in Universal Design: universaldesign.ie Inclusive Design Group: inclusivedesigngroup.com Ethical Design Manifesto: ind.ie/ethical design

Online Resources:

Coursera Course: Inclusive Design edX Course: Ethical Leadership: Character, Civility, and Community LinkedIn Learning: Designing for Accessibility

Resources Focused on Indian Context:

Book: Bajaj, M. (2017). Designing for the Bottom of the Pyramid. Routledge India. Journal: Design and Culture Taylor & Francis Online (Check for articles related to Indian design context) Website: National Institute of Design: nid.edu

These resources have been selected to provide a comprehensive understanding of ethical and inclusive design practices. They offer a blend of theoretical knowledge, practical insights, and examples of ethical and inclusive design in real-world contexts. The resources focused on the Indian context aim to provide insights and applications relevant to design practices in India, while also catering to the needs of international students by covering universally applicable concepts and principles of ethical and inclusive design.

Programme Name:					
Course Name: Ai and Responsi	ble Design Leadership		Semeste	r: 6	
Course Code:			Course C	redits: 2	
Course Type: Theory and Practic	eory and Practical		tact Hours	Total	
		L	Т	Р	Hours/week
		1		2	3
Total Contact Hours/ Semester (e	qual to total hours/week x 18)	): 54	•		
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**Course Aim:** To immerse students in the interplay between AI and design leadership skills, emphasizing the importance of integrating ethical considerations in AI-powered design solutions.

Through analyzing real-world case studies of Ai Leadership and innovative Ai technologies, participants will gain a holistic understanding of the Ai tools and application landscape and undertake a rigorous research project, culminating in the drafting of a comprehensive research paper or an audio-visual presentation on Ai-driven design leadership.

Course Learning Outcomes:

On successful completion of the course, the students will be able to:

**CLO1:** Critically evaluate AI-driven design solutions, demonstrating a deep understanding of social context and ethical considerations, in developing and implementing leading Ai solutions.

**CLO2**: Students develop a robust pipeline and research methodologies tailored to understand the intersection of AI and design through real world case studies.

CLO3: Present a research project or audio-visual presentation, that demonstrates their ability to contribute original design insights and critiques to the evolving discourse on AI in responsible design leadership.

## Course Content:

Unit 1:	Framing the Ai-Design Research Landscape	12 <b>Hrs.</b>
	<ul> <li>Introduce how Ai design is at the intersection of technology, art, hur</li> </ul>	nan behavior,
l	and ethics presenting historically unique context.	
	<ul> <li>Analyse how design paradigms are evolving and shifting with the abia</li> </ul>	lity of Ai to
l	process enormous amounts of data transforming the human machine co	ollaboration
	process.	
	<ul> <li>Ai integration in design and the societal and ethical challenges it rais</li> </ul>	es.
Unit 2:	Research Methodologies for Ai Design	
		12 Hrs.
	<ul> <li>Mixed method approach</li> </ul>	
l	User centric Evaluations	
1	Iterative research approaches	
Unit 3:	Meaningful Presentation of Ai Design research data	
		30 Hrs.
	<ul> <li>Presentation strategies for Ai design case study data</li> </ul>	
l	• Visualization with Context: Present data in a visually digestible manr	ner using charts,
	graphs, and infographics to illustrate patterns, trends, and key findings.	-
	Narrative Storytelling: Instead of just showcasing raw data using gra	phics, weave a
	compelling narrative audio-visual around the research.	
	• Ethical and Practical Implications: AI research, especially in design, o	ften comes with
	ethical and practical ramifications that need to be highlighted	
	<ul> <li>Researching and including potential biases, ethical dilemmas, or real</li> </ul>	-world
	applications and challenges in research findings.	
	<ul> <li>Creating the final research output in print or audio-visual format.</li> </ul>	
Learnin	ng Resources:	
Websit	tes and Online Resources	

• URL:\_https://pair.withgoogle.com/guidebook/ | Google's PAIR (People + AI Research) comprehensive guidebook aimed at designers

• URL:\_https://www.microsoft.com/en-us/ai/business-school | I Microsoft's AI Business School - learning modules tailored for business leaders.

• URL:<u>https://ainowinstitute.org/</u> | AI Now Institute at New York University - Interdisciplinary research on the social implications of artificial intelligence