

gurumantra
QUEST FOR CREATIVITY...

2 Year Program

Conducted Offline/Online

Duration	2 years
Program Outcome	This programs enables the Design Aspirant to acquire fundamental Design Thinking Methods, Skill-set, Creativity Exploration Frameworks, build designerly mind-set, gain Creative Confidence and prepare them to enter into Design, Fashion and Architecture Schools.
Program Overview	This course focuses on the perfect balance of Unlearning, Learning, and Re-learning. The two-year “activity-based experiential learning” program unveils the creative potential of the students like never before. First-year helps the students to gain the required skills and thought-process, while second-year sharpens their skills and makes them ready to join the Design School through rigorous practice and experiments.
Eligibility	11 th Grade or 12th Grade Student from any branch (Science, Commerce and Arts)
Days in a week	Year 1: TWO Days/week (Design Katta + Design Mentoring) Year 2: THREE Days/week (Design Katta + Skill Saturday + Design Mentoring)
Online/ Offline	Offline + Online
Batch Size	20 Students
Mentors	Gurumantra Mentors + Professional Designers + Visiting Faculty

**Course
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Year 1

Design Orientation:

Unlearning Activities, Designer's Toolkit, Design Sensitization, Student Interaction, Immersive Observation.

Skills Enhancement:

Visual Representation and Sketching, Soft Prototyping – Paper, Clay, Mountboard, Wool & Thread, Origami, Kirigami, Colour Theory, Basic electronic/digital elements. Clay Model Workshop, Part A (Numerical, Logical, Spatial ability development sessions), Sketch Challenge Series.

Design Thinking:

Empathy Workshop, User Study, Problem Identification, Elements Of Design, Principles Of Design, Mood-board, Packaging Design, DIWALI Projects,, Introduction to Design Schools, , Student Showcase, Design Entrance Exam Orientation, Summer Projects.

Outbound Activities:

Nature trail, Immersive Observation, Student Showcase, Celebration of Cultural events and festivals.

***Parent Interactions at periodic intervals.**

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Year 2

Skills Enhancement:

Calligraphy, Expressive Typography, Colour Theory, Creative Problem Solving, Patterns & motifs, Creative Writing, Tessellation.

Design Thinking:

Summer Projects – External Jury, Visual Design and Typography, Biomimicry, Mind-map, Idea Generation Framework (SCAMPER), Themed Illustration, Design Challenge Series, Visualization Challenge Series.

Outbound Activities:

Design Bootcamp, Student Showcase, Design School Visit.

Exam Rigor:

Goal Setting Workshop, 100 Days Preparation Tool-kit, Mock Test Series, Aptitude Revision, Practice Sessions, 1:1 Student Interaction and guidance for specialization, Studio Test Preparation, Portfolio Building, Interview Preparation, Guidance for Design School Selection.

***Parent Interactions at periodic intervals.**