

**STELLA MARIS COLLEGE (AUTONOMOUS), CHENNAI**

**COURSE PLAN (June - November 2026)**

**Department** : Fine Arts  
**Name/s of the Faculty** : Dr. Margaret Thomas, Sakthi Priya S  
**Course Title** : Graphic Design II Practical  
**Course Code** : 19FA/ME/D575  
**Shift** : Shift I

**COURSE OUTCOMES (COs)**

<b>COs</b>	<b>Description</b>	<b>CL</b>
<b>CO1</b>	recall the elements and principles of graphic design	K1
<b>CO2</b>	apply design principles in contextual thinking and problem solving	K2
<b>CO3</b>	research and ideate creative and effective designs for various applications	K3
<b>CO4</b>	create functional and socially responsible designs	K4
<b>CO5</b>	develop user-friendly interactive designs and prototypes	K5, K6

<b>Week</b>	<b>Unit No.</b>	<b>Content</b>	<b>Cognitive Level</b>	<b>Teaching Hours</b>	<b>COs</b>	<b>Teaching Learning Methodology</b>	<b>Assessment Methods</b>
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Jun 15 – 22, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.1 Materials and design considerations	K1-K6	6	1-5	Introductory lectures	Evaluation of research pages and initial classwork
	3	<b>2D and Experimental Animation</b> 3.1 Basics of animation				Analysis of case studies	
Jun 23 – July 1, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.1 Materials and design considerations	K1-K6	6	1-5	Brief on material research and concept development	Assignment 1
	3	<b>2D and Experimental Animation</b> 3.1 Basics of animation				Visual presentation	
July 2 – July 8, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.1 Materials and design considerations	K1-K6	7	1-5	Group discussion on commercial applications	Peer Review
	3	<b>2D and Experimental Animation</b> 3.2 Motion graphics				Software demo	
July 9 – 16, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.2 Packaging templates, finishes and effects	K1-K6	6	1-5	Visual presentation on typography and die-cuts	Evaluation of classwork

	3	<b>2D and Experimental Animation</b> 3.2 Motion graphics				Brief on storyboard development	
July 17 – 24, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.2 Packaging templates, finishes and effects	K1-K6	6	1-5	Visual presentation and design brief on template design	Assignment 2
	4	<b>Web Page Planning</b> 4.1 Composition & layout				Analysis of UI/UX case studies	
July 25 – 28, 2026 (Day Order 1- 3)	1	<b>Packaging Design</b> 1.2 Packaging templates, finishes and effects	K1-K6	5	1-5	Workshop	Peer Review
	4	<b>Web Page Planning</b> 4.1 Composition & layout				Brief on mind map and concept development	
July 29 – Aug 3, 2026	<b>C.A. Test - I</b>						
Aug 4 - 6, 2026 (Day Order 4 - 6)	1	<b>Packaging Design</b> 1.3 Packaging applications	K1-K6	5	1-5	Group discussion on commercial applications	Assignment 3
	4	<b>Web Page Planning</b> 4.1 Composition & layout				Design brief on userflow and navigation	

Aug 7 – 14, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.3 Packaging applications	K1-K6	6	1-5	Design brief on creating Mockup	Evaluation of classwork and research
	4	<b>Web Page Planning</b> 4.2 Web page prototype				Design brief on grids and wireframes	
Aug 17 - 24, 2026 (Day Order 1- 6)	1	<b>Packaging Design</b> 1.3 Packaging applications	K1-K6	6	1-5	Student presentation and peer critique	Peer Review
	4	<b>Web Page Planning</b> 4.2 Web page prototype				Demo on software and prototype development	
Aug 25 – Sep 2, 2026 (Day Order 1- 6)	2	<b>Advertising</b> 2.1 Print communication/ advertising	K1-K6	7	1-5	Analysis of case studies	Assignment 4
	4	<b>Web Page Planning</b> 4.2 Web page prototype				Group feedback and testing	
Sep 3 – 11, 2026 (Day Order 1- 6)	2	<b>Advertising</b> 2.1 Print communication/ advertising	K1-K6	7	1-5	Collaborative brainstorming and concept development	Evaluation of classwork
	5	<b>Mobile Applications</b>					

		5.1 User-journey, wireframes				Design brief on userflow and wireframes	
Sep 15-17, 2026 (Day Order 1 - 3)	2	<b>Advertising</b> 2.1 Print communication/ advertising	K1-K6	5	1-5	Design brief on ad campaign	Peer review
	5	<b>Mobile Applications</b> 5.2 Screen layouts				Workshop	
Sep 18 –23, 2026	<b>C.A. Test - II</b>						
Sep 24 - 28, 2026 (Day 4 – 6)	2	<b>Advertising</b> 2.2 Social media	K1-K6	5	1-5	Analysis of case studies	Evaluation of classwork
	5	<b>Mobile Applications</b> 5.2 Screen layouts				Brief on mobile app templates and icon design	
Sep 29 – Oct 7, 2026 (Day Order 1 - 6)	2	<b>Advertising</b> 2.2 Social media	K1-K6	7	1-5	Group discussion on concept development	Final portfolio
	5	<b>Mobile Applications</b> 5.3 Prototype					

						Demo on software and prototype development	
Oct 8 - 14, 2026 (Day Order 1 - 6)	2	<b>Advertising</b> 2.2 Social media	K1-K6	7	1-5	Design brief on Social media layouts	Peer review
	5	<b>Mobile Applications</b> 5.3 Prototype				Group feedback and testing	
Oct 15 - 21, 2026 (Day Order 1- 4)	<b>REVISION</b>						