

### Eligibility

A candidate must have passed 10+2 (any stream Science, Commerce, Arts, etc.) or equivalent. 10+3 diploma approved by State Board of Technical Education with minimum 50% aggregate marks obtained in the final examination to be eligible for the above-mentioned programme. Eligibility for SC and NT is 45%.

OR A candidate appearing for the final examination of 10+2 grade or 10+3 Diploma programme may also apply provided the results of the examination should have been declared by June of the admission year or prior to be eligible for the above mentioned programme.

### Facilities

- Library • Canteen • Hostel • Design Workshop • Sports Facilities
- Wi-Fi Campus • Health and Gymnasium Facilities

### Approach

- Industrial Tours and Study Tours
- Guest Lectures and Seminars
- Social Community activities & environment sensitivity.
- Industry oriented Pedagogy
- Allied Activities
- Health Promoting activities.
- Student welfare cells
- Intellectual Property Right cell and Innovation cell
- International Placement & Internship Cell



Scan QR for All details



SYMBIOSIS SCHOOL OF PLANNING  
ARCHITECTURE AND DESIGN, NAGPUR

# ADMISSION OPEN

## BACHELOR OF DESIGN (B.Des)

COMMUNICATION DESIGN  
INDUSTRIAL DESIGN



## CHOICE BASED LEARNING

### Courses

- Augmented Reality & Virtual Reality ARVR
- Fashion Communication Design
- Product Design
- Retail Design

## Symbiosis International (Deemed University)

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USER EXPERIENCE DESIGN

GRAPHIC DESIGN

INTERIOR SPACE DESIGN

GAME DESIGN

ANIMATION FILM DESIGN

Established under section 3 of the UGC Act, 1956  
Re-accredited by NAAC with 'A++' Grade Awarded Category - I by UGC



### About SSPAD

Symbiosis School of Planning Architecture and Design (SSPAD) is an institution which brings together a perfect blend of streams namely Graphic Design, User Experience Design and Interior Space Design under one roof. We offer a four year Bachelor of Design (B.Des) undergraduate degree where in, the student opting for these programmes choose their discipline of choice and will engage for four year's honing the skills that will allow them to be industry ready at the end of it.

### Vision

Promoting international understanding through quality education

### Mission

- To inculcate spirit of 'Vasudhaiva Kutumbakam' (the world is one family)
- To contribute towards knowledge generation and dissemination
- To promote ethical and value-based learning
- To foster the spirit of national development
- To inculcate cross cultural sensitization
- To develop global competencies amongst students
- To nurture creativity and encourage entrepreneurship  
To enhance employability and contribute to human resource development
- To promote health and wellness amongst students, staff and community
- To instil sensitivity amongst the youth towards the community and environment.

### Reservation Policy

- 25% seats are reserved for the 'Nagpur Domiciled' candidates.
- 15% concession on the Academic fees will be provided by SIU payable by the candidates. However, when the seats reserved for 'Nagpur Domiciled' candidates remain vacant; and are offered to 'Non-Nagpur Domiciled' candidates, such candidates shall NOT be entitled to the fee concession, being offered to the 'Nagpur Domiciled' candidates.

### BACHELOR OF DESIGN (B. Des)

B. Des. programme at SSPAD concentrates on developing skills, knowledge and a problem solving attitude among students who graduates from Symbiosis not merely as designers, but also as a socially aware citizen of India.

B. Des programme branches out into major disciplines which have been categorized as following areas:

#### Communication Design

- Graphic Design - choice based - Fashion Communication
- User Experience Design - choice based - Product Design / AR-VR
- Animation Film Design
- Game Design

#### Industrial Design

- Interior Space Design - choice based - Product Design / Retail Design

**Graphic Design** stands as a media-centric discipline at SSPAD, where students receive training from industry experts. The SSPAD Programme is designed with the primary goal of nurturing skills in Visual Communication, Typography, Image Making, Illustration, Photography, Packaging Design, Print Making, and Design Thinking. Additionally, students explore socio-political, cultural, and educational aspects of media through art and design. A unique feature is the choice-based learning option for **Fashion Communication Design**.

**The Interior Space Design** specialization delves into key aspects of designing residential and commercial spaces, with a particular focus on ergonomic considerations. This specialization incorporates Computer-Aided Drafting and professional management to complement its core fundamentals. The curriculum integrates Lighting Design, Exhibition, and set design to broaden professional growth opportunities. Intensive studio work is central to the course, and students can opt for choice-based learning in areas like **Product Design and Retail Design**.

**User Experience Design** is a discipline centered on the design and behaviors of digital products or integrated digital analog products. This program is research-driven, addressing perceptual behavioral needs by incorporating technological interventions and diverse media aspects.

The emphasis is on developing solutions through prototyping designs. Courses offered for choice-based learning include **Product Design and Augmented Reality & Virtual Reality (ARVR)**.

**The Game Design** course at SSPAD focuses on Game Art, Design, and Production, integrating programming into its curriculum. Covering Concept Design, Environmental Design, 2D and 3D Art, Strategy, Game Psychology, Level Design, and programming, the program provides guidance from industry professionals. Its interdisciplinary nature, blending Science, Technology, and Art, allows students the flexibility to specialize in either 2D or 3D games. With a priority on Design and Storytelling, the program emphasizes practical, hands-on experiences over theoretical inputs.

**The Animation Film Design** program at SSPAD equips students with skills in the traditional process of developing high-quality, hand-drawn animated films. Focusing on detailed drawings and lifelike movement, the course empowers students to create diverse visual content, including Short Films, Animated Graphics, Motion Graphics, Special Effects, Video Games, Cartoons, Stunts, Set Design, and storytelling through visual media. Encompassing the entire design process from pre-production to post-production, students explore both two-dimensional and three-dimensional realms of reality and fantasy.

