

Objective of the Practice:

"Futuristic Design & Innovation" aims at reflecting the finest standard for quality in higher education along with benefiting the students through employability, providing business perspectives, and meeting global market/industry challenges while offering environment for freedom of thought, imagination, academic autonomy, multiculturalism, risk-taking, empathy and sustainability by adopting international curriculum.

Context

RIMT University, through its endless endeavors, strives to provide RIMT's stakeholders with Design & Innovation as a medium to grow holistically along with societal welfare. Education for futuristic design & innovation is an approach to proceed ahead of designing for current age problems through the persona, empathy and experimentation, accomplished using different tools, practices, and procedures through future casting and strategic foresight. Furthermore, it would serve communities, human centric design development and critical design thinking; cross-sector projects for co-learning and collaborations; offering community-based programs to assist designers, craftsmen, industry professionals and artisans to produce valuable outcomes as per the requirements of the stakeholders.

Practice विम्सी मा ज्योतिगमय

Located in the Product based Industrial hub of steel sector, RIMT University is continuously demonstrating its potential in an exceptional way from ideation to design: making connections with industry, gathering requirements, developing prototypes, & successful launch of final product to the end-user or in the local market with business modeling. To implement this:

UNIVERSITY

• A team comprising three faculty members (from different disciplines) was formed to attend 40 Days international Capacity Building Programmes on "Product Design & Innovation, Service Design & Innovation and Human-Computer Interaction Design & Innovation" offered by European Union's ERASMUS+ DESINNO Project, organized by three European countries- Brunel University, UK (contact mode), Politecnico di Milano, Italy (virtual mode) and University of AGEAN Greece (virtual mode).

- Based on the training attended, study scheme updates and syllabus for the Design & Innovation courses were designed and BOS was conducted for the approval of the same.
- With the commencement of the semester, the trained faculty then taught the students from different disciplines since Design & Innovation is an amalgamation of Engineering, Managerial Skills and Science & Technology. The methods of content delivery to the students were according to the global standards: blended learning and collaborative learning approaches were followed.
- Students equipped themselves with various skills such as design thinking, HCI, service design, strategic planning, business modeling, C/C++, AI and IoT based design & innovation during the semester through credit based as well as non-credit courses: Value-added courses, Minor Project and Major Project.
- In parallel to the students' training, connections with industry were set up and preliminary surveys were conducted by the faculty members in the industry for potential pilot projects where budding designers could start working.
- In the university, students were evaluated by the RIMT- Department of Research, Innovation and Incubation for skill set development, identified and were formed into teams along with the faculty member as mentors in the , following collaborative learning approach and were assigned projects identified within the RIMT University or as assigned by the different industry partners.
- In order to empathize the end user requirements, regular interaction of students with the industry experts are organized through industrial visits and expert visits to the University campus. Requirements gathering and surveys are being performed by the students through questionnaires and interviews to gather details of pilot projects. Also students are being showcased in the actual environment where projects after the development phase are to be deployed.
- After finalizing the requirements, project teams plan and ideate the solution and develop
 the design, prototypes and final products in the RIMT-DESINNO CoE along with the
 documentation. The projects then developed are being evaluated by the industryacademia panel.

This practice focuses primarily on addressing human requirements in a unique way of meeting their aspirations and developing prototypes. This development geared up specifically for design & innovation with multidisciplinary approach includes research, ideate, design, prototype, confirm and test; innovate & entrepreneurship; reliability and sustainability in research & innovation.

Evidence of Success

Training on Design & Innovation from European Union Partner Universities (Pre Covid-19-offline and during Covid-19 -Online):



Figure: Capacity Building Sessions in Physical mode @ Brunel University London-UK

❖ Three Capacity Building Sessions (3 Faculty from RIMT attended Offline at Brunel University London-UK, 6 Faculty from RIMT attended Online from University of Aegean - Greece and 3 Faculty from RIMT attended Online from Politecnico di Milano-Italy), total 7 faculty members from RIMT University trained as per the requirement (Name: Ravinder Pal Singh, Ajay Singh Rana, Satish Saini, Jasmeen Gill, Farminder Singh, Manish Sharma and Sarbjeet Singh) regarding Product Design and Innovation, Service Design and Innovation and Human-Computer Interaction Design and Innovation.



Figure: Capacity Building Sessions in Virtual mode @ Politecnico di Milano- Italy

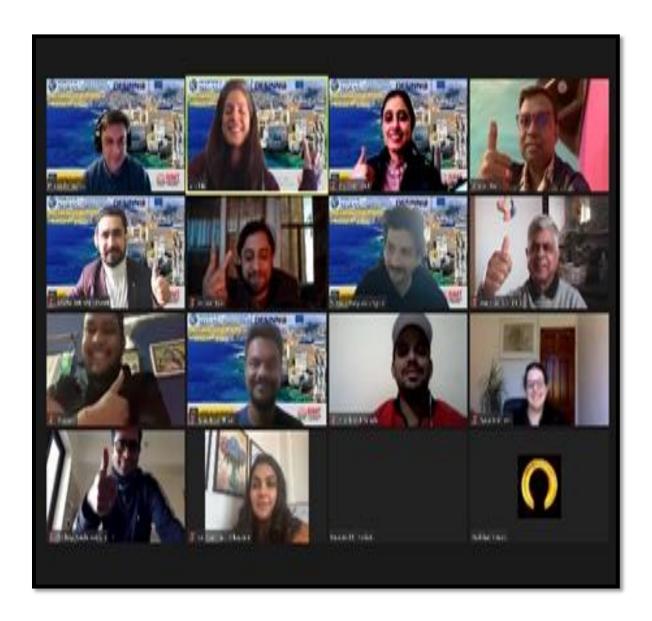


Figure: Capacity Building Sessions in Virtual mode @ University of Aegean - Greece Relevant links

- https://www.desinno.org/

❖ Setup of Design & Innovation Center of Excellence, hands-on session with students and launch of value added courses on Futuristic Design & Innovation



Figure: DESINNO Centre of Excellence @ RIMT University



Figure: Teaching-Learning @ RIMT-DESINNO Centre of Excellence

TRAINING SKILL COURSES YOUR OWN UNIVERSITY



Day by day industry is getting more competitive; professionals along with the qualification are required to be skilled with updated technologies. Those equipped with skills apart from basic qualification are more readily absorbed by the industry and also they can ignite their entrepreneurship. With this visionary approach, RIMT-Department of Research, Innovation & Incubation (RIMT-DRI) in association with DESINNO International Centre of Excellence through its "SKILL DEVELOPMENT Trainings / Courses" is committing to emphasize on developments in various domains along with career aspects for the same. RIMT-DRI will deliver following technologies / courses:



Figure: Value Added Courses @ RIMT-DESINNO Centre of Excellence

***** Connection with industry and pilot projects



Figure: Interaction with Industry Experts

Table: Details of Pilot Projects assigned by Industry

Pi	lot Project - 1	Pilot Project - 2
He	ousing Less Mill Stand	AI Sundial
Inc	dustry: SMT Machine India Limited	Industry: Brahmand Edutain Pvt Ltd
- A -	aman Mittal (CEO – SMT) Ritesh Prashar (Sr. Designer) Sarbhjeet Singh (Designer)	Aman Mittal (CEO – Brahmand) - R. Kumar (Sr. Designer)
	Mechanical Students (Final Year, Pre Final Year	- Computer Science, Electronics & Electrical, Mechanical Students
	RIMT DESINNO Team RIMT-DRI Team Mechanical Department	- RIMT DESINNO Team - RIMT - DRI Team - CSE, EE Department
	Project duration : 180 Days	Project duration: 180 Days

Links for Pilot Projects:

- 1. https://rimt.ac.in/pilot-projects/project1/
- 2. https://rimt.ac.in/pilot-projects/project2/

Adoption of Design & Innovation through study curriculum



Program: B. Tech. (Mechanical Engineering) Department : Department of Mechanical Engineering Year : 3rd Year / 6th Semester

Total Credits: 24 Contact Hours: 30

	Teaching Scheme					Contact Hours/Week			Exam Duration (Hrs)		Relative Weights (%)				
S.No	Subject Code	Course Title	Subject Area	Credits	L	T	P	Theory	Practical	CWA	LWA	MTE	ETE	EPE	Total
1	BTME-3600	Open Elective-I		4	3	1	-	3	-	16	-	24	60	-	100
2	BTME-3601	Design of Machine Elements - II		5	4	2	-	3	-	16	-	24	60	-	100
3	BTME-3602	Heat Transfer		4	4	1	-	3	-	16	-	24	60	-	
4	BTME-3603	Fluid Machinery		4	3	1	-	3	-	16	-	24	60		100
5		Departmental Elective-II	1.5	3	3	-	-	3		16	-	24	60		100
5	BTME-3604	Heat Transfer Lab.	1000	1	-	-	2					24	60	-	100
7	BTME-3605	Fluid Machinery Lab.			7.	-	_	-	-	-	60	-	-	40	100
3	BTPD-3621			1	-	-	2	-	-	-	60	-		40	100
-00		Personality Development - II		1	- 1	-	2	-	-	-	100	-	-	-	
,	BTME-3606	Minor Project		1	-	-	2	-	-	-	60			10	100
ot	al			24	17	-	_				00	-	-	40	100
_				24	1/	5	8	-	-	-	-	-	-	-	900

** Minor Project (BTME-3606) has been improved as per the suggestions received from DESINNO Project Partner universities (European education standard required in HEIs, Design & Innovation capacity building in India through DESINNO Project - Nr. 598404-EPP-1-2018-INeducation standard EPPKA2-CBHE-JP

Deptt. of Mechanical Engg. RIMT-Institute of Engg & Tech Mandi Gobindgarh

Director Academics RIMT UNIVERSITY Mandi Gobindgarh



SUBJECT TITLE: Minor Project SUBJECT CODE: BTME-3606

SEMESTER: 6th
CONTACT HOURS/WEEK: 2hrs

S.No.	Contents	Contact HRS
1	Introduction to Design Process: Double Diamonds by the Design, Design Thinking Process, Human-Centered Design Process, T-Shaped Designers	3
2	Introduction to Design Research: Theoretical studies in design, Design discipline-specific research, User research, Cultural and historical research, Design pedagogy research, Design management research	5
3	Well Established Research Tools: Questionnaire, Focus Group, Interview, Observation & shadowing, Immersive Workshop, Case studies	2
4	Emerging Design Research Tools: Cultural Probe or Design Probe, Empathy Tool, User Forum, Video Ethnography, Participatory Design Game, Case studies	5
5.	Strategic Design Management	5
6.	Branding & Design Touchpoints: Product scope, Product attribute, Quality/value, Uses/Users, Organization attributes, Local vs. global, Personality: human traits of the brand, Brand-customer relationships, Visual imagery, Brand heritage. Physique, Relationship, Reflection, Personality. Culture, Self-image	10

- References:

 1. Delft University of Technology (2013) Delft design guide: design methods. Amsterdam: BIS

 - Delft University of Technology (2013) Delft design guide: design methods. Amsterdam: BIS Publishers.

 Cooper, R. and Press, M. (2007) Academic Design Research. Design Council [Online] www.designcouncil.org.uk, Last accessed: 15/09/09

 Blaxter, L., Hughes, C. and Tight, M. (2006) How to Research. New York: McGraw-Hill Education. Beyer, H. and Holtzblatt, K. (1998) Contextual Design. London: Morgan Kaufmann Publisher. Best, K. (2010) The Fundamentals of Design Management. Lausanne: AVA Publishing. Wheeler, A. (2013) Designing brand identity: A complete guide to creating, building, and maintaining strong brands. Hoboken: John Wiley & Sons.

- maintaining actions and a distributional resources:

 1. IDEO's Design Thinking: https://www.ideou.com/pages/design-thinking
 2. RCA's Design with People: https://designingwithpeople.rca.ac.uk/
 3. d.school's resources: https://dschool.stanford.edu/resources

 - Danish Design Centre: https://danskdesign.center.dk/en/frontpage
 Korean Institute of Design Promotion (KIDP): https://eng.kidp.or.kr:8443/user/main.do
 Kootstra's Design Management Staircase Model:
 http://lastrategiedesign.com/public/DME_Survey09.pdf
 Design Management Institute: https://www.dmi.org/

 - Neumeier's articles: https://www.martyneumeier.com/articles112619



Head Deptt. of Mechanical Engg. RIMT-Institute of Engg & Tech Mandi Gobindgoth

Director Academics RIMT UNIVERSITY Mandi Gobindgarh



Program: B. Tech. (Mechanical Engineering)
Department : Department of Mechanical Engineering
Year : 4th Year / 7th Semester

Contact Hours: 29 **Total Credits: 22**

Teaching Scheme					Contact Hours/Week			Exam Duration (Hrs)		Relative Weights (%)						
S.No	Subject Code	Course Title	Subject	Credits	L	т	P	Theory	Practical	CWA	LWA	MTE	ETE	BPE	Tota	
1	BTME-4701	Industrial Engineering and Management		3	3	-	-	3	-	16	-	24	60	-	100	
2	BTME-4702	Refrigeration & Air Conditioning		4	4	1	-	3	-	16	-	24	60	-	100	
3	BTME-4703	Mechanical Vibrations		4	4	1	-	3	-	16	-	24	60	-	100	
4		Departmental Elective - III		3	3	-	-	3	-	16	-	24	60	-	100	
5	BTME-4716	Open ElectivelI		3	3	-	-	3	-	16	-	24	60	-	100	
6	BTME-4704	Refrigeration & Air Conditioning Lab.		1	-	-	2	-	-	-	60	-	-	40	100	
7	BTME-4705	Mechanical Vibrations Lab.		1	-	-	2	-	-	-	60	-	-	40	100	
8	BTME-4706	Major Project		3	-	-	6	-	-	-	150	- 1	-	50	200	
Tot	Total				17	2	10	-	-	-	-	-	-	-	900	

** Major Project (BTME-4706) has been improved as per the suggestions received under DESINNO Project (European education standard required in HEIs, Design & Innovation capacity building in India through DESINNO Project - Nr.598404-EPP-1-2018-IN-EPPKA2-CBHE-JP)

Deptt. of Mechanical Engg. Head RIMT-Institute of Engg & Tech Mandi Gobindgarh

Director Academics
RIMT UNIVERSITY Mandi Gobindgarh



SUBJECT TITLE: Major Project SUBJECT CODE: BTME - 4706

SEMESTER: 7th CONTACT HOURS/WEEK: 6hrs

Lecture (L)	Tutorial (T)	Practical (P)	Credit (C)
0	0	6	3

	End Term Exam: 60					
S.No.	Contents	Contact HRS				
1	Data Analysis:Persona, Scenario, Day in the Life, Process Analysis, PACT Analysis, Case studies	6				
2	Data Synthesis:Processing, Visualizing, Interpreting, Quantitative Data, Qualitative Data, Integrating, Case studies	6				
3	Design Fiction &Conceptualization:	6				
4	Visualization (e.g. concept visualizing tools/techniques): Optimize and Adapt for Scale, Define Your Indicators, Live Prototyping, Pilot, Roadmap, Explore scalability, Keep iterating	6				
5.	Design for Manufacturing (DfM):Product cost vs. product price, Production volumes, Processes characteristics, Technical drawings (universal language), Computer Aided Design (CAD), Rapid prototyping and rapid tooling technologies, Computing simulation (e.g. FEA)	12				
6.	Costing & Business Model: Business Model Canvas, Value Proposition Canvas, Sustainable Revenue, Staff your project, Build partnerships, Mentor and evaluate, Capabilities quicksheet, Create a pitch, Funding Strategy, Keep getting feedback	12				

References:

- Name of the state of the state

- 4.
- Hill Education.
 Ashby, M.F. and Johnson, K. (2014) *Materials and design: the art and science of material selection in product design.* Oxford: Butterworth-Heinemann.
 Goller, I. and Bessant, J. (2017) *Creativity for Innovation Management*. Abingdon: Routledge.

- Additional resources:

 1. Persona Dimensions: https://www.servicedesigntoolkit.org/assets2013/posters/EN/P3-persona%20dimensions-A1.pdf

 2. Empathy Map: https://servicedesigntools.org/tools/empathy-map

 - Intervention/Provocation: http://designingwithpeople.rca.ac.uk/methods/intervention-provocation Roadmap (template): <a href="https://www.servicedesigntoolkit.org/assets2013/posters/EN/F8-roadmap-to-bulkit.org/assets2013/pos
 - A0.pdf Prototype and Test (Test Preparation): 5.
 - https://www.servicedesigntoolkit.org/assets2013/posters/EN/P7-test-preparation-A0.pdf
 Design Factory Global Network: https://dfgn.org/
 Fab Academy: https://fabacademy.org/

 - https://www.thegeniusworks.com/wp-content/uploads/2016/01/Playbook-for-Strategic-Foresight-and-Innovation-A4.pdf

Head Deptt. of Mechanical Engg. RIMT-Institute of Engg & Tech Mandi Gobindgarh

Director Academics RIMT UNIVERSITY Mandi Gobindgarh

Students enrolled for the Courses

RIMT UNIVERSITY

DEPARTMENT OF RESEARCH, INNOVATION & INCUBATION

Details of Value Added Course / Design Innovation Courses

Title of the course	Expected outcome	Course content in brief	Course Coordinators / Trainers	Duration (Hrs)	Mode of Examination	Semester (Odd/ Even)	No. of Students Enrolled
Coding Skills	- Able to solve problems in computing using fundamental	- Fundamentals of Programming and	Dr. Jasmeen Gill		Practical/ Viva	Even	206 Diploma (2CSE, 4
using C/C++ - Beginner - (RDRI101)	 principles of coding. Able to design, implement, test and debug basic C/C++ Codes so to implement algorithm for simple computing problems. 	applications in real world Introduction to C/C++ Tokens Simple programs Control statements	R.P. Singh	35 Hours			CSE, 6CSE) B.TECH (4 CSE, 1st YEAR) BCA(6 TH) B.Sc (Maths)
Coding Skills using Embedded C - Beginner (RDRI102)	Able to understand embedded system designs. Able to develop simple embedded C coding for available Tools Able to simulate on EDA/IDE	Embedded C IDEs, EDA Tools Understanding of Development Boards and Controllers Interrupts, Instruction Set, GPIO programming, Statements, Port Mapping Library Create, Delay, Functions, Loops	R.P.Singh	35 Hours	Practical/ Viva	Even	66 Diploma (EE, ECE) B.Tech (EE)
3D Modelling Skills using PTC Creo - Beginner - (RDRI103)	Able to use PTC CREO Latest version Able to build simple 3D Model Designs Able to design components using different features	Tools: Revolve, Thicken, Sweeps, Helical Sweep, Blend, Swept Blend, Datum Planes, Axes, Points Tools: Hole, Draft, Mirror, Pattern, Tools Helical Sweep, Swept Blend, Rib	Ajay Singh Rana Dr. Munish Sharma Dr. Munish Gupta Dr. Pawan Yadav Dr. Parul Sahu	35 Hours	Practical/ Viva	Even	122 Diploma (ME, CE) B.Tech (ME, 4 CE)
3D Modeling Skills using Rhino - Beginner - (RDRI104)	Able to use Rhinoceros Latest Model Able to build simple 3D Model Designs Able to design models with free hand using different tools and commands	 Snapping Toolbar, Layer window, Setting up Terminologies, Curves, Smart track, Tab, Fillet, Chamfer, Trim & Split, Absolute, Relative, Polar Coordinates, Rotate Function, Basic Lines Angle Drawings, Blends, Intersect, Project and Pull Functions, Rectangular and Polar Array, 1D, 2D, 3D Scale, Set Auxiliary Planes, Boolean Operations, Picture Frame, 	R.P. Singh	35 Hours	Practical/ Viva	Even	91 B.Tech (6 CE) Architecture (All Branches)

Tech. Head - DRI Director Academics Coordinator - DRI

Proof by Certification



Problems Encountered and Resources Required

Following are the major challenges:

- 3. Maintaining the balance between the faculty time-table and the schedule of training from international bodies.
- 4. Identification of interesting and potential students.
- 5. Developing advanced skill set in students along with fundamental academic courses.
- 6. Making connections with the industry.
- 7. Identification of actual problems in industry and empathising with the end-user.
- 8. Meeting project completion deadlines.

Resources required:

- 1. Human resources (Faculty & Students)
- 2. Potential Customers (Industry/End-user)
- 3. High-end computers with high speed internet facility.
- 4. Design & modelling software, equipment such as PolyJet3D printer for printing, microcontrollers, electronic circuit boards, and other devices.

