

PLO	SLO	Stage_Level	Taxonomy Level	Year	Semester	Course_Code	Course_Name	Course_Type	CLO	CLO_Description
PLO1	SLO1-P1	1-Basic	Remembering	1	1	02366501	ART AND DESIGN APPRECIATION	Design Principles	02366501-CLO1	Recall styles and concepts from various types of art within design.
PLO1	SLO1-P1	1-Basic	Remembering	1	1	02366501	ART AND DESIGN APPRECIATION	Design Principles	02366501-CLO2	Match or classify art and design according to notable, unique styles and concepts perceived through the five senses.
PLO4	SLO1-P4	1-Basic	Set	1	1	02366501	ART AND DESIGN APPRECIATION	Design Principles	02366501-CLO3	Present the classified art and design based on the five senses in the form of a mood board or reference materials.
PLO1	SLO1-P1	1-Basic	Remembering	1	2	02366502	INTRODUCTION TO CREATIVE ECONOMY	Design Principles	02366502-CLO1	Summarize the significance and roles of designers within the creative economy.
PLO3	SLO1-P3	1-Basic	Remembering	1	2	02366502	INTRODUCTION TO CREATIVE ECONOMY	Design Principles	02366502-CLO2	Record, interview, and report on the working processes of designers and artists involved in the creative economy.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	1	02366503	MARKETING AND CUSTOMER BEHAVIOR	Design Principles	02366503-CLO1	Explain marketing factors—product, price, distribution channels, and marketing communication—and their relationships with consumer behavior and design.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	1	02366503	MARKETING AND CUSTOMER BEHAVIOR	Design Principles	02366503-CLO2	Explain customer decision-making factors in relation to communication elements, including sender, receiver, message, and channel.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	1	02366503	MARKETING AND CUSTOMER BEHAVIOR	Design Principles	02366503-CLO3	Relate strategic marketing tools, including segmentation, targeting, and positioning, to design practice.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	2	02366504	HUMAN FACTORS	Design Principles	02366504-CLO1	Differentiate principles and theories related to experience design, including affordance, personality, emotion, learning styles, and stages of learning.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	2	02366504	HUMAN FACTORS	Design Principles	02366504-CLO2	Select appropriate tools or techniques to collect human-factor data relevant to learning experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	2	02366504	HUMAN FACTORS	Design Principles	02366504-CLO3	Relate principles and theories in experience design—such as persuasion, personality, emotion, learning styles, and stages of learning—to design strategies within a case study.
PLO1	SLO2-P1	2-Intermediate	Understanding	3	1	02366505	DESIGN AND TECHNOLOGY	Design Principles	02366505-CLO1	Explain the functions and interrelationships of technologies used in design, including business, manufacturing, entertainment, digital technologies, and artificial intelligence.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	1	02366505	DESIGN AND TECHNOLOGY	Design Principles	02366505-CLO2	Experiment with pairing technologies to enhance human experiences across the five senses through user experience mapping.
PLO1	SLO3-P1	3-Advanced	Applying	4	1	02366506	DESIGN PROPOSAL	Design Principles	02366506-CLO1	Apply design interdisciplinary in developing a design project proposal.
PLO2	SLO3-P2	3-Advanced	Applying	4	1	02366506	DESIGN PROPOSAL	Design Principles	02366506-CLO2	Define project details in alignment with strategies that correspond to the scope, situation, and context of the design project.
PLO1	SLO3-P1	3-Advanced	Applying	4	2	02366507	DESIGN PITCHING	Design Principles	02366507-CLO1	Apply design interdisciplinary in preparing a design project presentation.
PLO6	SLO3-P6	3-Advanced	Mechanism	4	2	02366507	DESIGN PITCHING	Design Principles	02366507-CLO2	Present the design project, demonstrating its details and appropriate presentation format in accordance with the project scope.
PLO5	SLO1-P5	1-Basic	Set	1	1	02366508	ART TECHNIQUE PRACTICE	Fundamental Skills	02366508-CLO1	Conveying visual perception into creative works using basic drawing, and painting techniques.
PLO5	SLO1-P5	1-Basic	Set	1	1	02366508	ART TECHNIQUE PRACTICE	Fundamental Skills	02366508-CLO2	Conveying visual perception into creative works using basic printing techniques.
PLO5	SLO1-P5	1-Basic	Set	1	1	02366508	ART TECHNIQUE PRACTICE	Fundamental Skills	02366508-CLO3	Conveying visual perception into three-dimensional creative works using sculpting techniques.
PLO5	SLO1-P5	1-Basic	Set	1	2	02366509	TECHNICAL DRAWING FOR DESIGN	Fundamental Skills	02366509-CLO1	Select standard symbols for basic drawing—such as line types, strokes, arrows, and other notations—to demonstrate proportion and design details.

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PLO5	SLO1-P5	1-Basic	Set	1	2	02366509	TECHNICAL DRAWING FOR DESIGN	Fundamental Skills	02366509-CLO2	Proceed technical drawings using appropriate tools and computer software demonstrating comprehensive details.
PLO5	SLO1-P5	1-Basic	Set	1	2	02366509	TECHNICAL DRAWING FOR DESIGN	Fundamental Skills	02366509-CLO3	Choose suitable types of technical drawings—such as multiview, perspective view, scale drawing, and development view—to effectively communicate spatial relationships of visuals, materials, and space in design, according to given instructions.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	1	02366510	METHOD OF CONTEXTUAL INQUIRY	Fundamental Skills	02366510-CLO1	Align insights from research tools into design opportunities or directions using creative strategic tools and various diagrammatic methods.
PLO3	SLO2-P3	2-Intermediate	Understanding	2	1	02366510	METHOD OF CONTEXTUAL INQUIRY	Fundamental Skills	02366510-CLO2	Select appropriate primary data collection methods—such as interviews, observation, and immersion—to understand user needs in alignment with the research context and questions.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	1	02366511	COMPUTER FOR DESIGN 1: VECTOR AND RASTER	Computer Skills	02366511-CLO1	Use industry-standard raster software for photo retouching and image manipulation in line with professional project requirements with comprehensive details.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	1	02366511	COMPUTER FOR DESIGN 1: VECTOR AND RASTER	Computer Skills	02366511-CLO2	Use industry-standard vector software to manipulate typography and illustration according to professional assignment briefs with comprehensive details.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	1	02366511	COMPUTER FOR DESIGN 1: VECTOR AND RASTER	Computer Skills	02366511-CLO3	Use industry-standard vector software to manipulate typography and layout according to professional assignment briefs with comprehensive details.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	2	02366512	COMPUTER FOR DESIGN 2: 3D MODELING	Computer Skills	02366512-CLO1	Prepare sketches and specification for 3D modeling based on given assignments.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	2	02366512	COMPUTER FOR DESIGN 2: 3D MODELING	Computer Skills	02366512-CLO2	Use industry-standard software and tools for creating 3D models with comprehensive details.
PLO5	SLO2-P5	2-Intermediate	Guided Response	1	2	02366512	COMPUTER FOR DESIGN 2: 3D MODELING	Computer Skills	02366512-CLO3	Use industry-standard production techniques, such as 3D printing, using appropriate materials for model making with comprehensive details.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	1	02366513	COMPUTER FOR DESIGN 3: VIDEO AND MOTION	Computer Skills	02366513-CLO1	Develop design concepts for video and motion graphics.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	1	02366513	COMPUTER FOR DESIGN 3: VIDEO AND MOTION	Computer Skills	02366513-CLO2	Create style frames and storyboards to prepare for motion graphics and video production.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	1	02366513	COMPUTER FOR DESIGN 3: VIDEO AND MOTION	Computer Skills	02366513-CLO3	Produce and edit basic video content to present design work.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	1	02366513	COMPUTER FOR DESIGN 3: VIDEO AND MOTION	Computer Skills	02366513-CLO4	Design motion graphics for projection onto small-scale objects using projection technology.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366514	COMPUTER FOR DESIGN 4: CODING AND PHYSICAL COMPUTING	Computer Skills	02366514-CLO1	Develop concepts and models to demonstrate interaction through electronic components—such as light, sound, color, displays, and sensors—following demonstrated approaches.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366514	COMPUTER FOR DESIGN 4: CODING AND PHYSICAL COMPUTING	Computer Skills	02366514-CLO2	Write basic programs to design interactions and assemble electronic circuits based on given concepts, following demonstrated approaches.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366514	COMPUTER FOR DESIGN 4: CODING AND PHYSICAL COMPUTING	Computer Skills	02366514-CLO3	Create flowcharts to represent processes for physical computing systems based on given concepts, following demonstrated approaches.
PLO1	SLO1-P1	1-Basic	Remembering	1	1	02366515	EXPERIENCE DESIGN 1: EXPLORING FIVE SENSES	Experience Design	02366515-CLO1	Relate student's creative works to theories and principles of experience design.
PLO2	SLO1-P2	1-Basic	Remembering	1	1	02366515	EXPERIENCE DESIGN 1: EXPLORING FIVE SENSES	Experience Design	02366515-CLO2	Follow appropriate creative tools—such as Osborn's Checklist, Force Connection—to facilitate idea development and creative thinking.

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PLO3	SLO1-P3	1-Basic	Remembering	1	1	02366515	EXPERIENCE DESIGN 1: EXPLORING FIVE SENSES	Experience Design	02366515-CLO3	Identify relevant references by researching through information technology and other available resources.
PLO4	SLO1-P4	1-Basic	Set	1	1	02366515	EXPERIENCE DESIGN 1: EXPLORING FIVE SENSES	Experience Design	02366515-CLO4	Demonstrate awareness and prepare the sensory experiences through the five senses to creative works.
PLO1	SLO1-P1	1-Basic	Remembering	1	2	02366516	EXPERIENCE DESIGN 2: FORM AND SENSORY	Experience Design	02366516-CLO1	Relate students' creative works to the theories and principles of 3D composition.
PLO2	SLO1-P2	1-Basic	Remembering	1	2	02366516	EXPERIENCE DESIGN 2: FORM AND SENSORY	Experience Design	02366516-CLO2	Utilize appropriate creative tools, such as mind maps and forced connections, to facilitate idea development and creative thinking.
PLO3	SLO1-P3	1-Basic	Remembering	1	2	02366516	EXPERIENCE DESIGN 2: FORM AND SENSORY	Experience Design	02366516-CLO3	Identify relevant references by researching through information technology and other available resources.
PLO4	SLO1-P4	1-Basic	Set	1	2	02366516	EXPERIENCE DESIGN 2: FORM AND SENSORY	Experience Design	02366516-CLO4	Prepare visual elements using mood boards to convey sensory experiences through the five senses in creative works.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	1	02366517	EXPERIENCE DESIGN 3: BRAND EXPERIENCE	Experience Design	02366517-CLO1	Relate marketing principles, branding, and customer behavior to brand experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	1	02366517	EXPERIENCE DESIGN 3: BRAND EXPERIENCE	Experience Design	02366517-CLO2	Relate strategic branding tools and communication planning to the scope of brand experience design.
PLO3	SLO2-P3	2-Intermediate	Understanding	2	1	02366517	EXPERIENCE DESIGN 3: BRAND EXPERIENCE	Experience Design	02366517-CLO3	Integrate primary and secondary data to demonstrate understanding and identify business and customer needs.
PLO4	SLO2-P4	2-Intermediate	Guided Response	2	1	02366517	EXPERIENCE DESIGN 3: BRAND EXPERIENCE	Experience Design	02366517-CLO4	Demonstrate interactions between the brand and customers through touchpoints and content to deliver a satisfying brand experience.
PLO1	SLO2-P1	2-Intermediate	Understanding	2	2	02366518	EXPERIENCE DESIGN 4: LEARNING EXPERIENCE	Experience Design	02366518-CLO1	Identify principles and theories related to human factors in learning experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	2	02366518	EXPERIENCE DESIGN 4: LEARNING EXPERIENCE	Experience Design	02366518-CLO2	Relate principles and theories relevant to learning experience design strategy to one's own design work.
PLO3	SLO2-P3	2-Intermediate	Understanding	2	2	02366518	EXPERIENCE DESIGN 4: LEARNING EXPERIENCE	Experience Design	02366518-CLO3	Select appropriate research methods, tools, or techniques relevant to learning experience design for one's own design work.
PLO4	SLO2-P4	2-Intermediate	Guided Response	2	2	02366518	EXPERIENCE DESIGN 4: LEARNING EXPERIENCE	Experience Design	02366518-CLO4	Demonstrate interactions between designed media and users that align with objectives, requirements, content, and modes of use through one's own design work.
PLO1	SLO2-P1	2-Intermediate	Understanding	3	1	02366519	EXPERIENCE DESIGN 5: PLACE EXPERIENCE	Experience Design	02366519-CLO1	Identify principles and theories related to spatial perception psychology in place-based experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	1	02366519	EXPERIENCE DESIGN 5: PLACE EXPERIENCE	Experience Design	02366519-CLO2	Relate principles and theories relevant to strategic planning in place-based experience design to one's own design work.
PLO3	SLO2-P3	2-Intermediate	Understanding	3	1	02366519	EXPERIENCE DESIGN 5: PLACE EXPERIENCE	Experience Design	02366519-CLO3	Select appropriate research methods, tools, or techniques relevant to place-based experience design for one's own design work.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	1	02366519	EXPERIENCE DESIGN 5: PLACE EXPERIENCE	Experience Design	02366519-CLO4	Demonstrate interactions between designed media and users that align with objectives, requirements, and modes of use through one's own design work.
PLO1	SLO2-P1	2-Intermediate	Understanding	3	2	02366520	EXPERIENCE DESIGN 6: USER EXPERIENCE	Experience Design	02366520-CLO1	Identify principles and theories related to human factors, aesthetics, technology, and socio-cultural factors in user experience design, in accordance with specified behavioral characteristics.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	2	02366520	EXPERIENCE DESIGN 6: USER EXPERIENCE	Experience Design	02366520-CLO2	Relate strategic design tools to user, business, and technology factors within the scope of user experience design problems.
PLO3	SLO2-P3	2-Intermediate	Understanding	3	2	02366520	EXPERIENCE DESIGN 6: USER EXPERIENCE	Experience Design	02366520-CLO3	Select appropriate research methods, tools, or techniques to collect primary data on user behavior and experience, in order to gain deep insights into user understanding and needs.

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PLO4	SLO2-P4	2-Intermediate	Guided Response	3	2	02366520	EXPERIENCE DESIGN 6: USER EXPERIENCE	Experience Design	02366520-CLO4	Demonstrate user experience design using personas and user journey maps, illustrating the integration of touchpoints, interactions, and content in alignment with the design brief.
PLO5	SLO1-P5	1-Basic	Set	1	1	02366521	INTEGRATED MEDIA PRODUCTION 1: ARTISTIC MEDIA	Integrated Media Production	02366521-CLO1	Begin designing creative works that convey the five senses by practicing with tools, instruments, and techniques used in art and design with comprehensive details.
PLO6	SLO1-P6	1-Basic	Set	1	1	02366521	INTEGRATED MEDIA PRODUCTION 1: ARTISTIC MEDIA	Integrated Media Production	02366521-CLO2	Present design concepts in accordance with the given presentation guidelines.
PLO7	SLO1-P7	1-Basic	Remembering	1	1	02366521	INTEGRATED MEDIA PRODUCTION 1: ARTISTIC MEDIA	Integrated Media Production	02366521-CLO3	Identify areas for improvement in both personal and peer work based on the fundamentals of artistic media production.
PLO5	SLO1-P5	1-Basic	Set	1	2	02366522	INTEGRATED MEDIA PRODUCTION 2: MODEL AND SCULPTURE	Integrated Media Production	02366522-CLO1	Begin designing creative works that convey the five senses by practicing with tools, instruments, and techniques for model making and sculpting with comprehensive details.
PLO6	SLO1-P6	1-Basic	Set	1	2	02366522	INTEGRATED MEDIA PRODUCTION 2: MODEL AND SCULPTURE	Integrated Media Production	02366522-CLO2	Present design concepts in accordance with the given presentation guidelines.
PLO7	SLO1-P7	1-Basic	Remembering	1	2	02366522	INTEGRATED MEDIA PRODUCTION 2: MODEL AND SCULPTURE	Integrated Media Production	02366522-CLO3	Identify areas for improvement in both personal and peer work, based on the fundamentals of model making and sculpting.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	1	02366523	INTEGRATED MEDIA PRODUCTION 3: GRAPHIC AND VISUAL IDENTITY	Integrated Media Production	02366523-CLO1	Sketch, conceptualize, and prototype identity systems and graphic elements with fluency and originality, ensuring alignment with the brand experience design brief.
PLO6	SLO2-P6	2-Intermediate	Guided Response	2	1	02366523	INTEGRATED MEDIA PRODUCTION 3: GRAPHIC AND VISUAL IDENTITY	Integrated Media Production	02366523-CLO2	Present graphic design and identity works—such as brand identity guidelines—clearly demonstrating design details and the application system in accordance with instructor-defined requirements.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	1	02366523	INTEGRATED MEDIA PRODUCTION 3: GRAPHIC AND VISUAL IDENTITY	Integrated Media Production	02366523-CLO3	Organize and select design outputs from conceptual sketches in alignment with strategies and the scope of brand experience design.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	1	02366523	INTEGRATED MEDIA PRODUCTION 3: GRAPHIC AND VISUAL IDENTITY	Integrated Media Production	02366523-CLO4	Select appropriate methods to evaluate the strengths and weaknesses of graphic design and identity systems in relation to brand strategy and usage within brand experience design, and propose directions for future development.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366524	INTEGRATED MEDIA PRODUCTION 4: PROTOTYPING AND TESTING	Integrated Media Production	02366524-CLO1	Communicate distinctive design concepts through sketching, model-making, and final production, demonstrating refined craftsmanship and accuracy in accordance with the specified design.
PLO6	SLO2-P6	2-Intermediate	Guided Response	2	2	02366524	INTEGRATED MEDIA PRODUCTION 4: PROTOTYPING AND TESTING	Integrated Media Production	02366524-CLO2	Produce presentation media that comprehensively communicates the design process of the project in accordance with established criteria.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	2	02366524	INTEGRATED MEDIA PRODUCTION 4: PROTOTYPING AND TESTING	Integrated Media Production	02366524-CLO3	Organize and select design outputs from sketches based on design concepts, aligned with the scope and criteria of learning experience design.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	2	02366524	INTEGRATED MEDIA PRODUCTION 4: PROTOTYPING AND TESTING	Integrated Media Production	02366524-CLO4	Select appropriate tools to evaluate design outcomes in alignment with the scope and criteria of learning experience design, and propose directions for future development.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	1	02366525	INTEGRATED MEDIA PRODUCTION 5: ENVIRONMENTAL DESIGN	Integrated Media Production	02366525-CLO1	Communicate distinctive design concepts through sketching, model-making, and final production within the context of environmental design, demonstrating refined craftsmanship and accuracy in accordance with the specified design.

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PLO6	SLO2-P6	2-Intermediate	Guided Response	3	1	02366525	INTEGRATED MEDIA PRODUCTION 5: ENVIRONMENTAL DESIGN	Integrated Media Production	02366525-CLO2	Produce presentation media that comprehensively communicates the design process of the project in accordance with established criteria.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	1	02366525	INTEGRATED MEDIA PRODUCTION 5: ENVIRONMENTAL DESIGN	Integrated Media Production	02366525-CLO3	Organize and select design outputs from sketches based on design concepts, aligned with the scope and criteria of place-based experience design.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	1	02366525	INTEGRATED MEDIA PRODUCTION 5: ENVIRONMENTAL DESIGN	Integrated Media Production	02366525-CLO4	Select appropriate tools to evaluate design outcomes in alignment with the scope and criteria of place-based experience design, and propose directions for future development.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	2	02366526	INTEGRATED MEDIA PRODUCTION 6: USER INTERFACE DESIGN	Integrated Media Production	02366526-CLO1	Create sketches and develop designs for visual design, navigation design, and shared identity systems (Design Style Sheets), and produce basic interactive prototypes to demonstrate interface design using demonstrated techniques with originality.
PLO6	SLO2-P6	2-Intermediate	Guided Response	3	2	02366526	INTEGRATED MEDIA PRODUCTION 6: USER INTERFACE DESIGN	Integrated Media Production	02366526-CLO2	Present the process and outcomes of interface design using appropriate methods and media formats—such as interactive prototypes or video—as guided by the instructor.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	2	02366526	INTEGRATED MEDIA PRODUCTION 6: USER INTERFACE DESIGN	Integrated Media Production	02366526-CLO3	Organize and select interface design concepts derived from sketching and design development in alignment with user experience design strategies.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	2	02366526	INTEGRATED MEDIA PRODUCTION 6: USER INTERFACE DESIGN	Integrated Media Production	02366526-CLO4	Select and apply evaluation tools and conduct testing with real users to discuss strengths and weaknesses of design outputs, and identify directions for future development.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	2	02366527	DEVELOPMENTAL TOY DESIGN	Electives	02366527-CLO1	Select strategic tools based on principles related to the design of developmental toys, such as applying human factors and ergonomics to form elements appropriate to different age groups.
PLO4	SLO2-P4	2-Intermediate	Guided Response	2	2	02366527	DEVELOPMENTAL TOY DESIGN	Electives	02366527-CLO2	Select types of toys and define modes of play that align with users' developmental stages and interaction requirements according to the design brief.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366527	DEVELOPMENTAL TOY DESIGN	Electives	02366527-CLO3	Select appropriate design elements—such as materials, form, mechanisms, color, and size—for both appearance and play.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	2	02366527	DEVELOPMENTAL TOY DESIGN	Electives	02366527-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of developmental learning experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	2	2	02366528	INTERACTIVE LEARNING MEDIA DESIGN	Electives	02366528-CLO1	Select strategic tools based on principles relevant to the design of interactive learning media.
PLO4	SLO2-P4	2-Intermediate	Guided Response	2	2	02366528	INTERACTIVE LEARNING MEDIA DESIGN	Electives	02366528-CLO2	Organize and structure content appropriate for learners/users of interactive learning media, using tools such as storyboards in alignment with the design brief.
PLO5	SLO2-P5	2-Intermediate	Guided Response	2	2	02366528	INTERACTIVE LEARNING MEDIA DESIGN	Electives	02366528-CLO3	Select appropriate design elements for the development of interactive learning media.
PLO7	SLO2-P7	2-Intermediate	Understanding	2	2	02366528	INTERACTIVE LEARNING MEDIA DESIGN	Electives	02366528-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of interactive learning experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	1	02366529	MEDIA DESIGN IN EVENT EXHIBITION	Electives	02366529-CLO1	Select strategic tools based on principles relevant to event exhibition design.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	1	02366529	MEDIA DESIGN IN EVENT EXHIBITION	Electives	02366529-CLO2	Organize and structure content appropriate for event exhibition audiences, using tools such as exhibition scenarios to define events, experiences, and narratives in alignment with the design brief.

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PLO5	SLO2-P5	2-Intermediate	Guided Response	3	1	02366529	MEDIA DESIGN IN EVENT EXHIBITION	Electives	02366529-CLO3	Select appropriate design elements for creating experiences in event exhibitions.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	1	02366529	MEDIA DESIGN IN EVENT EXHIBITION	Electives	02366529-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of experience design for event exhibition media.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	1	02366530	RETAIL DESIGN	Electives	02366530-CLO1	Select strategic tools based on principles relevant to retail design.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	1	02366530	RETAIL DESIGN	Electives	02366530-CLO2	Organize and structure content—such as brand, products, and marketing communication—appropriate for customers, using tools such as retail scenarios to define activities, experiences, and narratives in alignment with the design brief.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	1	02366530	RETAIL DESIGN	Electives	02366530-CLO3	Select appropriate design elements for creating in-store experiences.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	1	02366530	RETAIL DESIGN	Electives	02366530-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of retail experience design.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	2	02366531	DESIGN FOR E-COMMERCE	Electives	02366531-CLO1	Relate business strategy tools, business models, marketing strategies, and target audiences to the design of e-commerce systems.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	2	02366531	DESIGN FOR E-COMMERCE	Electives	02366531-CLO2	Organize and structure content—such as brand, products, and marketing communications—into the design of interactive touchpoints across the e-commerce user journey.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	2	02366531	DESIGN FOR E-COMMERCE	Electives	02366531-CLO3	Create visual design sketches and develop prototypes with an appropriate level of detail for simulating and testing user experience, aligned with e-commerce design strategies.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	2	02366531	DESIGN FOR E-COMMERCE	Electives	02366531-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of user experience design in e-commerce systems.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	2	02366532	EXPERIMENTAL USER INTERFACE DESIGN	Electives	02366532-CLO1	Select appropriate tools for user experience design to conduct experiments based on behavioral insights.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	2	02366532	EXPERIMENTAL USER INTERFACE DESIGN	Electives	02366532-CLO2	Develop interaction flows and experience maps that generate new experiences based on behavioral data.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	2	02366532	EXPERIMENTAL USER INTERFACE DESIGN	Electives	02366532-CLO3	Create prototypes or interfaces to deliver new experiences through touchpoints or interfaces in both physical and digital forms.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	2	02366532	EXPERIMENTAL USER INTERFACE DESIGN	Electives	02366532-CLO4	Select appropriate methods to evaluate design outcomes in accordance with the scope and criteria of experimental user interface experience design.
PLO7	SLO3-P7	3-Advanced	Applying	4	2	02366533	DESIGN PROFESSIONAL PRACTICE	Electives	02366533-CLO1	Critically review the quality of design work from various case studies to support development toward becoming a professional designer in the future.
PLO6	SLO3-P6	3-Advanced	Mechanism	4	2	02366534	DESIGN PORTFOLIO PREPARATION	Electives	02366534-CLO1	Present students' expertise through a portfolio that reflects their personality, interests, aptitudes, aspirations, and professional goals as a designer.
PLO1	SLO2-P1	2-Intermediate	Understanding	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO1	Describe the connections between principles and foundations in art and design, such as aesthetics, art techniques, design principles, technology, business acumen, and sociocultural impacts, providing their relevance to XDIM problems.
PLO2	SLO2-P2	2-Intermediate	Understanding	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO2	Associate various creative and design thinking tools into design strategies that align seamlessly with the scopes of XDIM problems.

PLO	SLO	Stage_Level	Taxonomy Level	Year	Semester	Course_Code	Course_Name	Course_Type	CLO	CLO_Description
PLO3	SLO2-P3	2-Intermediate	Understanding	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO3	Select design research tools or techniques for investigation, analysis, and summarizing design requirements and criteria that reflect user insight according to the provided process.
PLO4	SLO2-P4	2-Intermediate	Guided Response	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO4	Reproduce the flow of experience, and visual and verbal content for experience design through various creative media types, following the specified intended purpose, tone, emotion, media usage, format, and constraints.
PLO5	SLO2-P5	2-Intermediate	Guided Response	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO5	Reproduce the design with developed skills in drawing, sketching, visualization, and prototyping, emphasizing details that accurately represent the provided usages, contextual factors, environments, materials, production techniques, and installation, while prioritizing originality.
PLO6	SLO2-P6	2-Intermediate	Guided Response	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO6	Reproduce the provided presentation techniques for presenting content and process of the design problem through visual and verbal presentation, adhering to specified details, and incorporating suitable presentation media in physical or digital formats.
PLO7	SLO2-P7	2-Intermediate	Understanding	3	3	02366535	JOB TRAINING	Job Training	02366535-CLO7	Discuss the quality of the design output using provided methods to ensure alignment with the provided objectives and requirements, considering user experience, stakeholder needs, and areas for future improvement.
PLO1	SLO3-P1	3-Advanced	Applying	4	1	02366536	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 1	Thesis	02366536-CLO1	Apply design interdisciplinary, including aesthetics, art techniques, communication design principles, technology, business acumen, and sociocultural impacts to reliably support the XDIM project.
PLO2	SLO3-P2	3-Advanced	Applying	4	1	02366536	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 1	Thesis	02366536-CLO2	Formulate design strategies for open-ended XDIM project by using creative and design thinking tools, and ensuring the alignment with project scope, situations, and contexts.
PLO3	SLO3-P3	3-Advanced	Applying	4	1	02366536	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 1	Thesis	02366536-CLO3	Apply the contextual inquiry method to design research for the investigation, analysis of quantitative and qualitative data, and summarization into design requirements and criteria that reflect user, business, and stakeholder insights with empathy.
PLO4	SLO3-P4	3-Advanced	Mechanism	4	1	02366536	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 1	Thesis	02366536-CLO4	Construct the human experience and journey, including the interaction of the five human senses, and visual and verbal content through integrated media, considering the intended purpose, tone, emotion, meaning, media usage, format, and constraints.
PLO5	SLO3-P5	3-Advanced	Mechanism	4	2	02366537	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 2	Thesis	02366537-CLO1	Implement the design with refined skills in drawing, sketching, visualization, and prototyping, emphasizing details that accurately represent usages, contextual factors, environments, materials, technology, production techniques, and installation, while prioritizing originality.
PLO6	SLO3-P6	3-Advanced	Mechanism	4	2	02366537	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 2	Thesis	02366537-CLO2	Present the content and process of the design project through visual and verbal presentation, adhering to specified details, and incorporating suitable presentation media in physical or digital formats.
PLO7	SLO3-P7	3-Advanced	Applying	4	2	02366537	THESIS IN EXPERIENCE DESIGN FOR INTEGRATED MEDIA 2	Thesis	02366537-CLO3	Review the quality of the design output using appropriate methods to ensure alignment with the project objectives, meet communication requirements for user experience and stakeholder needs, and identify areas for future improvement in the design.

PLO	SLO	Stage_Level	SLO_Description
PLO1	SLO1-P1	1-Basic	Recall the fundamental principles in art and design encompassing art movements, techniques, and categories evident in artworks, utilizing precise and reliable art and design terminology.
PLO2	SLO1-P2	1-Basic	Replicate design strategies using various creative and design thinking tools that align seamlessly with scopes of design exercise.
PLO3	SLO1-P3	1-Basic	Retrieve suitable design best practices and case studies to identify comprehensive design requirements for the design exercise.
PLO4	SLO1-P4	1-Basic	Prepare the flow of interaction, visual and verbal content, and sensory with a moodboard or references that reflects suitable tone and emotion, priming for the artistic media design.
PLO5	SLO1-P5	1-Basic	Proceed design practices by incorporating drawing, sketching, computer visualization, and model making with comprehensive details.
PLO6	SLO1-P6	1-Basic	Present the output of design exercise using basic presentation media, adhering significant details of the design and its process.
PLO7	SLO1-P7	1-Basic	Recall the provided design criteria to describe the better and lesser quality in artistic media design.
PLO1	SLO2-P1	2-Intermediate	Describe the connections between principles and foundations in art and design, such as aesthetics, art techniques, design principles, technology, business acumen, and sociocultural impacts, providing their relevance to XDIM problems.
PLO2	SLO2-P2	2-Intermediate	Associate various creative and design thinking tools into design strategies that align seamlessly with the scopes of XDIM problems.
PLO3	SLO2-P3	2-Intermediate	Select design research tools or techniques for investigation, analysis, and summarizing design requirements and criteria that reflect user insight according to the provided process.
PLO4	SLO2-P4	2-Intermediate	Reproduce the flow of experience, and visual and verbal content for experience design through various creative media types, following the specified intended purpose, tone, emotion, media usage, format, and constraints.
PLO5	SLO2-P5	2-Intermediate	Reproduce the design with developed skills in drawing, sketching, visualization, and prototyping, emphasizing details that accurately represent the provided usages, contextual factors, environments, materials, production techniques, and installation, while prioritizing originality.
PLO6	SLO2-P6	2-Intermediate	Reproduce the provided presentation techniques for presenting content and process of the design problem through visual and verbal presentation, adhering to specified details, and incorporating suitable presentation media in physical or digital formats.
PLO7	SLO2-P7	2-Intermediate	Discuss the quality of the design output using provided methods to ensure alignment with the provided objectives and requirements, considering user experience, stakeholder needs, and areas for future improvement.
PLO1	SLO3-P1	3-Advanced	Apply design interdisciplinary, including aesthetics, art techniques, communication design principles, technology, business acumen, and sociocultural impacts to reliably support the XDIM project.
PLO2	SLO3-P2	3-Advanced	Formulate design strategies for open-ended XDIM project by using creative and design thinking tools, and ensuring the alignment with project scope, situations, and contexts.

PLO	SLO	Stage_Level	SLO_Description
PLO3	SLO3-P3	3-Advanced	Apply the contextual inquiry method to design research for the investigation, analysis of quantitative and qualitative data, and summarization into design requirements and criteria that reflect user, business, and stakeholder insights with empathy.
PLO4	SLO3-P4	3-Advanced	Construct the human experience and journey, including the interaction of the five human senses, and visual and verbal content through integrated media, considering the intended purpose, tone, emotion, meaning, media usage, format, and constraints.
PLO5	SLO3-P5	3-Advanced	Implement the design with refined skills in drawing, sketching, visualization, and prototyping, emphasizing details that accurately represent usages, contextual factors, environments, materials, technology, production techniques, and installation, while prioritizing originality.
PLO6	SLO3-P6	3-Advanced	Present the content and process of the design project through visual and verbal presentation, adhering to specified details, and incorporating suitable presentation media in physical or digital formats.
PLO7	SLO3-P7	3-Advanced	Review the quality of the design output using appropriate methods to ensure alignment with the project objectives, meet communication requirements for user experience and stakeholder needs, and identify areas for future improvement in the design.

PLO	PLO_Name	PLO_Description
PLO1	Design Interdisciplinary	Apply interdisciplinary of design, including aesthetics, art techniques, communication design principles, technology, business acumen, and sociocultural impacts to reliably support the XDIM project.
PLO2	Creative & Design Strategy	Apply creative and design thinking tools to formulate design strategies for open-ended XDIM project, and ensuring the alignment with project scope, situations, and contexts.
PLO3	Design Research	Apply the contextual inquiry method to design research for the investigation, analysis of quantitative and qualitative data, and summarization into design requirements and criteria that reflect user, business, and stakeholder insights with empathy.
PLO4	Experience Design	Design the human experience and journey, including the interaction of the five human senses, and visual and verbal content through integrated media, considering the intended purpose, tone, emotion, meaning, media usage, format, and constraints.
PLO5	Design Implementation	Implement the design with refined skills in drawing, sketching, visualization, and prototyping, emphasizing details that accurately represent usages, contextual factors, environments, materials, technology, production techniques, and installation, while prioritizing originality.
PLO6	Presentation & Communication Skill	Present the design project through visual and verbal presentation, adhering to specified details, and incorporating suitable presentation media in physical or digital formats.
PLO7	Design Quality	Apply design testing tools using appropriate methods to ensure alignment with the project objectives, meet requirements for human experience and stakeholder needs, for identify areas for future improvement in the design.