

SARVAJANIK UNIVERSITY
Institute of Design Planning & Technology (IDPT)-SCET
TERM END EVALUATION

Programme Name:	Bachelor of Interior Design
Programme Code:	BIID
Examination:	Summer 2026
Year-Semester:	B.ID. II SEM IV
Course Name:	Hospitality / Utility Studio
Course Code:	BIID31401
Date and Day of Examination:	11 th – 12 th May 2026 Monday - Tuesday
Marks:	100
Time:	8:30 am onwards
Format of Examination	Jury/Viva

Description: Approach to Hospitality/Utility design project

The course focuses on developing an in-depth understanding of the significance of contextual, cultural, social, and economic aspects in the design and perception of utilitarian interior projects. Through the studio exercises, students are encouraged to critically analyze how user behavior, site conditions, local context, functional requirements, and contemporary lifestyle patterns influence the planning and execution of interior spaces. The course aims to sensitize students towards designing spaces that are not only aesthetically appealing but also functionally efficient, user-oriented, and responsive to practical constraints and real-world scenarios.

Special emphasis is placed on the integration of design concepts with technical and spatial requirements, enabling students to create meaningful and experience-driven environments. The studio further encourages exploration of material application, furniture layouts, circulation planning, ergonomics, lighting considerations, and service integration within the proposed projects.

In addition to conceptual development, the course also emphasizes the importance of detailed design resolution and professional presentation methods. Students are guided in developing spatial planning strategies, construction and furniture detailing, and technical drawings that effectively communicate their design intent. Various modes of representation, including manual drafting, digital drawings, rendered views, diagrams, and physical models, are incorporated to strengthen visual communication skills and enhance the overall presentation quality of the proposed design solutions.

A. Task/Question given for the Evaluation:

The final jury evaluation will be based on the continuous design exercise undertaken by the students throughout the semester as part of the Interior Design Studio. The studio project aimed to provide students with an opportunity to explore and develop comprehensive interior design solutions for utilitarian and hospitality-based spaces while responding to real-life functional requirements, user needs, and contextual considerations.

Under the Hospitality and Utility categories, students were encouraged to independently select and develop projects based on their individual interests and design approaches. The projects undertaken include spaces such as a Cafeteria, Co-working Space, Pediatric Clinic, and Unisex Salon, each demanding distinct spatial experiences, planning strategies, and technical resolutions. Through these projects, students explored aspects such as user psychology, circulation patterns, zoning, ergonomics, lighting, material application, furniture planning, branding elements, and service integration relevant to the nature of each space.

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The selected site for the studio projects is located at Building Vacanza Harrods on Udhna–Magdalla Road, Surat. The Pediatric Clinic and Unisex Salon projects have been proposed on the 2nd Floor of the building, while the Co-working Space and Cafeteria projects have been designed for the 3rd Floor. The site offered students the opportunity to understand and respond to practical site conditions within a commercial building environment, including accessibility, vertical circulation, spatial organization, structural considerations, natural lighting, ventilation, and user interaction within shared premises.

Throughout the semester, students engaged in a systematic design process involving research, concept generation, case studies, site analysis, spatial programming, and iterative development of design solutions. The final jury presentation is expected to comprehensively demonstrate this design journey and the students' understanding of both conceptual and technical aspects of interior design.

Students are required to present their work before the jury through a detailed and professionally curated presentation comprising Program Formulation, Site Analysis, Concept Development, Space Planning, Technical and Presentation Drawings, Material and Furniture Details, 3D Visualizations, and Physical Models. The jury evaluation will assess the students' ability to translate design concepts into functional and aesthetically resolved spaces while effectively communicating their ideas through various representation techniques and presentation methodologies.

B. Aim:

The aim of the course is to develop students' understanding of the design process for hospitality and utility-based interior projects by integrating contextual, cultural, and economic considerations into spatial design. The course intends to enhance students' abilities in program formulation, site analysis, design detailing, visualization, and presentation techniques through continuous design exercises and jury-based evaluations.

C. Objectives:

- To develop an understanding of the design process involved in hospitality and utility-based interior projects.
- To encourage students to analyze contextual, cultural, and economic factors influencing spatial design solutions.
- To enhance students' skills in program formulation, site analysis, and space planning for real-scale design projects.
- To develop competency in design detailing, material application, and functional planning.
- To strengthen students' abilities in visual representation through presentation drawings, 3D views, and physical models.
- To promote creative thinking and problem-solving skills through continuous studio-based design exercises.
- To prepare students to effectively communicate and present their design concepts before a professional jury.

D. Instructions:

- Submission shall be in both mode: soft copy to be submitted in classroom as well as hard copy to be submitted as presentation set and model.
- Presentation Set: Neat and well-nomenclature drawings on formatted sheets (Scale 1:50) are the basic requirements of the jury. Plans, sections, elevations, part sections, sketches and design process all to be included.
- A detailed, scaled model of the retail space, showcasing all design aspects and volumetric explorations

Model should include:

- Furniture: accurately scaled and detailed, reflecting design intent
- Planting and greenery: if applicable

E. Requirements:

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1. Site Analysis: Understanding the site's context, climate, topography, area etc.

2. Program Formulation: Identifying the project's requirements and user needs.

3. Concept, Mood Board and Material Palettes

4. Branding: Developing the project's identity, including its name

5. Spatial Planning: (Hierarchy, Zoning, Movement and Bubble Diagram (interrelation- ship of activities))

6. Layout Drawings:

- Plan (furniture layout)
- Section 2 (Volumetric expression)
- Elevation 2 (Material expressions)

7. Enlarge any interesting area of your project ranging from 80-100 sq. mts. in scale 1:20
(Prepare detail plan section and elevation along with its details)

8. Supporting Drawings:

- Flooring Plan
- Electrical Drawing with table
- Ceiling Plan

9. 3D Model

- a. Virtual using various applications for creating Realistic 3D Rendered Sketches and Views
- b. Detail Physical Model of Presentation Set Scale 1:50

F. Expected Outcome:

- Students will be able to understand and execute the complete design process for hospitality and utility-based interior projects at a real scale.
- Students will develop the ability to analyze site conditions, contextual influences, user requirements, and spatial relationships for effective design solutions.
- Students will gain competency in preparing program formulations, concept development, mood boards, branding, and material palettes.
- Students will be able to create functional and aesthetically appropriate spatial planning through zoning, circulation, hierarchy, and activity relationship diagrams.
- Students will demonstrate proficiency in preparing presentation drawings, including plans, sections, elevations, enlarged details, flooring, ceiling, and electrical layouts.
- Students will acquire skills in design detailing, furniture planning, material application, and volumetric exploration for interior spaces.
- Students will be capable of representing design ideas effectively through realistic 3D visualizations, rendered views, and scaled physical models.
- Students will develop confidence in presenting and communicating their design proposals professionally before a jury panel.

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G. Evaluation criteria:

1. Concept Development & Design Approach
2. Space Planning & Functionality
3. Presentation Drawings with plan sections and elevations
4. **Physical model and 3D views**

A	Total No. of Students registered for the SEE Examination of the Course:	83
B	No of students absent in the Examination:	03
C	Enrollment No of students absent in the Examination:	
	DP23BIID14, DP23BIID19, DP23BIID53	
D	Total No of students appeared in the Examination:	81
E	Name of Examiners:	Sign
1.	Prof. Alpa Pandya	
2.	Prof. Nikunj Patel	
3.	Ar. Mickey Solanki (External Juror)	
4.	Ar. Sharvil Mahuvagar (External Juror)	



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EXAMINATION QUESTION PAPER Analysis for curriculum coverage and BLOOM'S TAXONOMY learning level

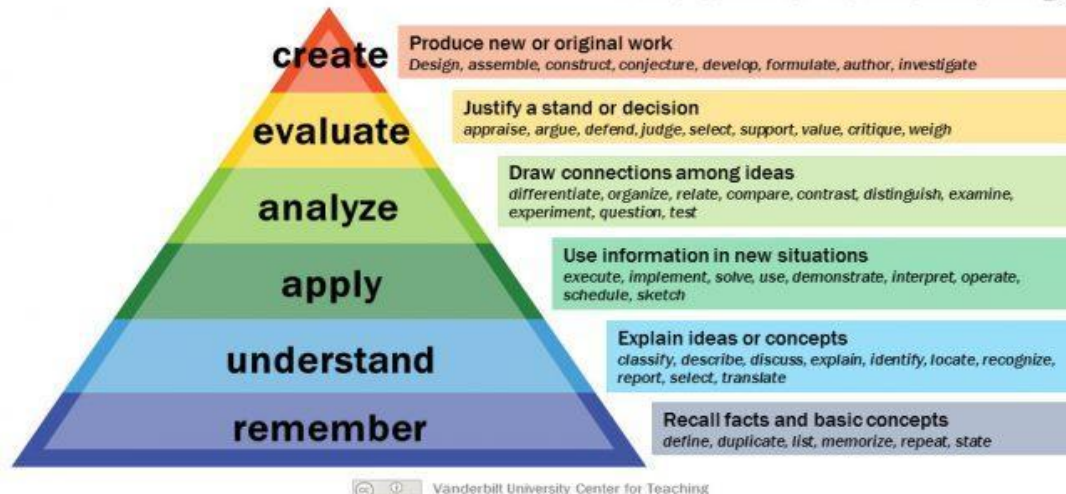
TASK DESCRIPTION		Weight age either in % or Marks- In this question paper	Chapter/Module No. as per Approved curriculum specified	Mapping with CO (Course Outcome as per Approved curriculum)	Cognitive Level (As per Revised Bloom's Taxonomy) R/U/Ap/Ay/E/C
1	Presentation Drawings		I, II	1,2	U, Ap, C
2	Design Execution Drawings and Details		I, II	1,2,3,4	U, Ap, C
3	3D and Model		I, II	4	U, Ap, C

Learning level coverage as per curriculum analytics (from above mapping)				Curriculum specified content coverage analytics (From above mapping)			
Blooms level		As per curriculum - either in % or marks	In this paper: either in % or marks		chapter /module number	As per curriculum: either in % or marks	In this paper: either in % or marks
Remember	R				1	40	
Understanding	U	20%			2	40	
apply	Ap	40%			3	20	
analyse	Ay				4		
evaluate	E				5		
create	C	40 %			6		

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Bloom's Taxonomy is a powerful teaching and learning tool that can help you shape nearly everything that happens in your classroom.

Bloom's Taxonomy



BLOOM'S TAXONOMY DIGITAL PLANNING VERBS					
REMEMBERING	UNDERSTANDING	APPLYING	ANALYZING	EVALUATING	CREATING
Copying Defining Finding Locating Quoting Listening Googling Repeating Retrieving Outlining Highlighting Memorizing Networking Searching Identifying Selecting Tabulating Duplicating Matching Bookmarking Bullet-pointing	Annotating Tweeting Associating Tagging Summarizing Relating Categorizing Paraphrasing Predicting Comparing Contrasting Commenting Journaling Interpreting Grouping Inferring Estimating Extending Gathering Exemplifying Expressing	Acting out Articulate Reenact Loading Choosing Determining Displaying Judging Executing Examining Implementing Sketching Experimenting Hacking Interviewing Painting Preparing Playing Integrating Presenting Charting	Calculating Categorizing Breaking Down Correlating Deconstructing Linking Mashing Mind-Mapping Organizing Appraising Advertising Dividing Deducing Distinguishing Illustrating Questioning Structuring Integrating Attributing Estimating Explaining	Arguing Validating Testing Scoring Assessing Criticizing Commenting Debating Defending Detecting Experimenting Grading Hypothesizing Measuring Moderating Posting Predicting Rating Reflecting Reviewing Editorializing	Blogging Building Animating Adapting Collaborating Composing Directing Devising Podcasting Wiki Building Writing Filming Programming Simulating Role Playing Solving Mixing Facilitating Managing Negotiating Leading