

College of Non Conventional Vocational Courses for Women, Kolhapur

Bachelor of Food Technology and Management

Programme Outcome:

- To increase the employability of women in the food processing sector of Indian economy which has been accorded priority in policy making.
- To expose the participant to the basic essentials of Food Technology & preservation so that they become capable of independently handling food processing units.
- To make them understand the nutritional side which may help inculcate the scientific view regarding dietary habits of population.
- To enable the participants to keep themselves abreast of recent changes in Food Technology and Management.
- To create necessary awareness regarding the laws affecting Food Processing and Preservation.
- To inculcate entrepreneurship attitude and self-employment attitude.

Course Outcome:

BFTM I

Communication and Soft skills

To communicate effectively orally and in writing and to use academic writing associated with the communication discipline.

Introduction to Food Science

To gain knowledge of food composition (including major chemical interactions and nutritional factors) in the context of food quality and safety.

Principles of Food Preparation and Preservation

To gain knowledge about the principles involving food preservation by moisture control, application of heat, removal of heat, chemical additives, fermentation and emerging technologies.

Human Physiology

To understand the functions of important physiological systems such as cardiovascular, respiratory, renal, endocrine and digestive systems.

Food Chemistry

To understand reactions of carbohydrates, lipids and proteins during storage and processing of food and how these influence the quality and properties of the food. To understand the importance of water for stability and quality of foods. To understand the chemistry of additives influencing colour and flavour of food knowledge. To Gain knowledge related to important sources of vitamins and minerals in food and their functions

Fundamentals of Food Microbiology

Explain types, characteristics and significance of microorganisms • Describe the structure and functions of major components of microbial cells • Understand the concept of microbial growth, its measurement and growth curves, factors influencing their growth and survival. • Classify microorganisms based on nutrition • Isolate bacteria on solid media • Discuss various methods of sterilization and disinfection

Introduction to computer

To apply knowledge of computer appropriate to the discipline. Students will attain an ability to use current techniques, skills, and tools necessary for computing practice.

BFTM II

Human Nutrition

Students will be able to gain knowledge related to age wise nutrition

Cereal legume and oil seed technology

Understand the basic composition and structural parts of food grains. Aware the importance of physico-chemical properties of food grains. Understand the basics of milling operations for food grains. Identify the problems associated with milling of grains and their solution. Know processing food grains into value added products

Analytical Techniques

To study operation of the basic laboratory instruments and also principle, theory and working of the advanced analytical techniques.

Food Biochemistry

Metabolism of Carbohydrates, Proteins and Fats and related disorders, regulation of acid base balance, study of enzymes, hormones.

Food Microbiology

To understand role of microorganisms in food industries, food spoilage and food infections.

Dairy Technology

To understand processes involved in production of milk and milk products. Classify and explain the different types of milk products Be able to explain organization and operations involved in milk processing unit.

Agri-business Management

To study processing, warehousing, distribution, marketing and retailing of the products used in agriculture. It encompasses farm planning, weather forecasting, research, soil management, seed production, machinery, harvesting, marketing of produce, storage, supply chain operations, financing, food processing, retailing and much more. All the activities ranging from farm planning to getting the food.

BFTM III

Therapeutic Nutrition

To study the role of diet in different disease conditions and to plan a diet accordingly.

Bakery and Confectionery

To educate student with deeper knowledge and understanding and skill development training on bakery science and technology.

Animal Product Technology

Students will be able to learn the skills required in pre-slaughtering.. Students will be able learn the skills required for slaughtering and dressing of Livestock. Students will be able to learn the preservation techniques used in meat/fish/ poultry based products. Students will be able to learn the quality evaluation techniques used in Livestock processing industries.

Processing and preservation of fruits and Vegetables

To preserve the fruits and vegetables and make their products to make available them in off season. To provide solution for spoilage of fruit and vegetables while handling and storage. To learn storage of fruits and vegetables in perfect consumable condition for a longer time without change in its nutritional value. To extend the shelf life of the fruits and vegetable products with use of various preservation techniques. Students will learn to prepare value added products from the fruits and vegetables so that farmers will get more income.

Food, Quality, Safety and Waste management

Students will able to understand the food quality aspects and need of food safety. .Students will able to understand the various regulatory aspects for food business operators Students will able to understand the various voluntary standards for food processing industries. Students will recognize and communicate common processing methods which convert food waste into valuable products.

Community Nutrition

Students will be able to understand the role of diet in prevention of disease in community that will help in maintaining the health of community with the help of national and international agencies.

Industrial Business Management

To understand the conceptual learning skills in today's business environment. Analyse financial performance of an organization. Evaluate organizational decisions with consideration of the political, legal and ethical aspects of business. Assess strengths, weaknesses, opportunities and threats of the business environment.

Bachelor of Dress Making & Fashion Coordination

Programme Outcome:

- To build an environment that enables to collaborate productively in the Interdisciplinary stream.
- To nurture the women students to be Creative, Critical, Innovative and Ethical designers and successful entrepreneurs.
- To support and contribute to the Fashion, Textiles and Design industries.
- To understand the global fashion industry with basic principles.
- To comprehend the activities of the firms about fashion designing.
- To build a platform that Fosters design thinking enquiry and Innovation.

Course Outcome:

BDFC I

Subject:-

- 1. Communication Skill for self employed:-** 1. To train the students with the global perspectives. 2. To create competencies in communication for careers in fashion design.
- 2. Introduction to textile sciences:-**1. To impart knowledge about fiber & it's properties. 2. To understand the various fabric techniques.
- 3. Sewing Technology:-**1. Introduce the concept of assembly of pattern by sewing. 2. Provide the knowledge of machine used for sewing.
- 4. Pattern Drafting :-** 1. To enable students to gain knowledge of basic pattern drafting. 2. Learn the drafting of basic Block & Flat pattern techniques.
- 5. Textile and Apparel Designing :-** 1. To introduce students to fashion illustration & its role in fashion design. 2. To understand different illustration techniques & dynamic figure sketching.
- 6. Garment Surface Ornamentation**
: To impart knowledge on various basic embroidery stitches. 2. To gain practical knowledge on use of different embroidery stitches for surface ornamentation.
- 7. Garment Construction :-** 1. To train the students with stitching techniques. 2. Provide the knowledge of body measurements & drafting & construction techniques.

BDFC II

Subject:-

- 1. Clothing Culture:** 1. To understand the trends in clothing behavior. 2. Gain an insight on the planning process involved in clothing selection.
- 2. Apparel Designing :-** 1. To gain knowledge regarding various principles of design the dress accordingly.
- 3. Pattern Layout :-** 1. To do the proper layout of paper drafts on the fabric. 2. To make maximum usage of fabric with minimum wastage.
- 4. Traditional Indian Textiles :-** 1. To understand the Indian textiles of different states. 2. Learn the art of stitching different Indian embroideries.
- 5. Textile art & wet Processing :-** 1. Gain knowledge of textile & garment wet processing. 2. Get introduced to various chemicals, dyes & finishes for chemical Processing.
- 6. Pattern Drafting :-** 1. Gain knowledge of basic pattern making. 2. Learn the drafting of basic block & flat pattern making techniques.
- 7. Garments Construction :-** 1. Learn the aspects of pattern construction. 2. Know the concept of garment making.
- 8. Computer Application :** 1. Gain Knowledge of basic knowledge of computer. 2. Understand the role of I.T. in automation, fashion & apparels.

BDFC III

Subject:-

- 1. Fashion Merchandising :-** 1. To study the current market trends of garments & boutiques & Industrial level.
- 2. Computer Aided Design :-** 1. To explore advance tools available in coral draw & Photoshop. 2. To gain the knowledge about mood board & colour board.
- 3. Apparel Designing :-** 1. To develop the story board, client profile, spe sheets, Cost sheets. 2. To develop the skill to choose an appropriate theme & implementation of the same.
- 4. Garment Construction :-** 1. To train the students with stitching techniques. 2. To Provide the knowledge of men's wear & construction techniques.
- 5. Management & Entrepreneurship Skills:-** 1. To gain the knowledge of management history & development. 2. To develop the skills of entrepreneurship.
- 6. Grading & Fashion Reading :-** 1. To get knowledge of fashion regarding, drafting & Accessories designing. 2. To train the students with grading skills.

- 7. World Costumes :-** 1. To study the ancient Indian costumes. 2. To gain the knowledge of costumes of the classical age.
- 8. Apparel Production & quality control :-** 1.To study the brief history of apparel technology, sewing machine. 2 . To study the production process and operations carried out in garment production unit.

Bachelor of Interior Design

Programme Outcome

- The ultimate aim of the training is to educate creative, competent, self-reliant women professionals and the development of the field.
- To promote the women education in the professional fields and self-employment as well as the success of non-conventional approach of the Government policy to vocational training for women, there is a need of such course.
- To inculcate entrepreneurship and self employment attitude among students.

Course Outcome

BID I Semester I

INTERIOR DESIGN- I

By studying INTERIOR DESIGN- I students will have Introduction basic knowledge of the process of design followed by anthropometric data & special requirements of human needs; with relation to movements, functions, furniture & space.

They can also avail the knowledge of various kinds of interior accessories & product design. At the end of the semester they must be able to design simple furniture's with activities like seating, working, sleeping, storage devices followed by case studies.

GRAPHICS- I

By studying GRAPHICS- I students will have Introduction of various drawing equipment, materials and methods of using them; Application of scale in drawing geometric shapes.

They will also learn rendering techniques of 2D drawings along with human figures & accessories – with or without stencils. They shall improve their lettering by developing different lettering styles.

Also they should be able to draw proportionate hand sketches of interior schemes and landscapes. They should have full flaged knowledge of orthographic projections of geometric forms & simple furniture items along with 3D projections like isometric, axonometric & hexanometric views.

AESTHETICS-I

By studying AESTHETICS -I students will understand the elements of design and its application to interior design. They will develop Visual perception through interior spaces of various dimensions & incorporating them with every design element like point line , plane ,volume etc. with the use & composition of various masses.

Finally at the end of the semester they shall be able to do colour & texture planning with their visual effects on interiors.

TECHNICAL SKILLS-I

By studying TECHNICAL SKILLS -1 students will be introduced to timber joinery, brick masonry, stone masonry and its types, plastering and pointing. Also they will understand the structure of building section, its components and types of workspaces in kitchen. Based on the research on materials with the help of a market survey on materials.

COMMUNICATION SKILLS

By studying communication skills students will be able to get an adequate mastery of technical and communicative English Language training primarily, reading and writing skills, secondarily listening and speaking skills. They must be able to express, communicate & correspond with grammatically correct languages adopting new trends like e-mail, web, cell phones etc.

COMPUTER-1

By studying COMPUTER-1 students will be able to learn Fundamentals computer like introduction & development of computers in the form of Computer generations & their classifications , RAM, ROM,MS Office, Paint ,various peripherals; with the introductory knowledge of AutoCAD.

BID I Semester II

INTERIOR DESIGN- II

At the end of 2nd sem. Student shall be able to do -Space making in order to understand elements and organization. Furniture design with group of furniture elements along with surroundings. Introduction to multi activity residential single room planning; followed by conceptual sketches, Presentation dwgs . & large scale furniture detailing.

GRAPHICS- II

At the end of 2nd sem. Student shall be able to use drawing skills as tools to design thinking and visualization to enable the students to understand and express Composite three-Dimensional objects as ONE POINT perspective views. Sketching, rendering in 2D and 3D views, block model making.

AESTHETICS-II

At the end of 2nd sem. Student shall be able to understand the Principles of design and their applications to interior design along with visual perception through simple design elements and organization of spaces. They shall also understand Optical illusions , lighting in interior & ergonomics for furnitures.

TECHNICAL SKILLS-II

At the end of 2nd sem. Student shall be able to learn basic elements of interior spaces like

doors, windows, staircase, flooring and inbuilt furniture with technical details. Research on materials and working on material boards followed by a market survey on materials.

COMPUTER- II

At the end of 2nd sem. Student shall be able to use all basic 2D AutoCAD commands and to draft simple figures using DRAW and EDIT commands.

PROFESSIONAL PRACTICE-1

At the end of 2nd sem. Student understands the difference between business & profession. Students able to learn the meaning of an int. designer; along with his necessity, duties, services, characteristics, self development, role towards execution of a project, correspondence & documentation of projects.

BID II Semester III

INTERIOR DESIGN- III

At the end of 3rd sem. Student understands architectural spaces and its functional, cultural, social and formal aspects w.r.t. client requirements, life style of residents & the limitations of available space.

For that they will tackle with complex, multifunctional & multiactivity residential unit; followed by conceptual sketching, presentation dwgs. & large scale furniture details. Development of basic design shells and understanding nature of space and scale of space in residential planning and introduction to commercial space. To become a residential designer. Also they shall be able to solve –time bound problem of any commercial space of area 50-100 sq.ft.

GRAPHICS- III

At the end of 3rd sem. Student shall be able to draw a Two point and three point perspective views from varying eye levels of complex 3D compositions with their Sciagraphy. Also they can draw various kinds of proportionate perspective sketch views.

Also so they shall be able to make detailing of any designed furniture item.

HISTORY OF INTERIOR-I

In 3rd sem. this subject is introduced for the first time to int. designing students. So they will be introduced with the role of Historical study in int. design, furniture history, significance of furnitures; evolution & expansion of furnitures in various countries..etc.

TECHNICAL SKILLS-III

In 3rd sem. students will learn details of interior furnishing like partitions, false ceiling, mezzanine construction details, composite material staircases, paints and varnishes, wallpaper, ceramic products, insulations in space.

COMPUTER –III

Students will learn AutoCAD in advance with 2D and 3D modelling and using this to make design presentation drawings and to improve presentation techniques through software. Also they will learn about output of drawings through printers & plotters.

INTERIOR SERVICES- I

To get hands on training on sanitation techniques in building, water supply layout. Site visits to show actual sanitation fixtures and water supply techniques in building.

ESTIMATION & COSTING- I

To learn types of estimation, costing and rate analysis of the designed project.

At the end of sem 3, the students shall be able to prepare measurement & abstract sheets for finding out quantities & cost of any furniture item.

BID II Semester IV

INTERIOR DESIGN- IV

At the end of sem IV, student shall be able to create commercial interior spaces responding to needs of the users and society in general. To apply knowledge of various streams like behaviour, user and customer psychology, building technology, services, acoustics etc. in giving design solutions to enhance the qualitative aspects of life / usage.

The student shall be able to tackle one commercial design problem at least upto 200sq.mt.

Thus able to become a commercial space designer.

GRAPHICS- IV

To improve presentation skills on sheets. It's important to learn detail drawings and sectional perspective views of an interior space with the command on detailing of 2D drawings & sections.

TECHNICAL SKILLS-IV

To learn details of interior elements like wall panelling/cladding with innovative materials, specialised floorings, specialised types of door detailing. Materials and detail fixtures of upholstery, carpets and curtain types. Introduction to modular furniture, innovative flooring and hardware and fastening.

The students shall also be able to work on concepts of modular furniture units, at the end of sem. IV.

HISTORY OF INTERIOR-II

In sem. IV students can learn Industrial revolution & its effects and also the different styles in int. design like – Art Nouveau, Art Deco, period Style, Bauhaus, Functionalism

,modernism, post modernism, high technology and hard edge, etc. with the help of assignments given.

COMPUTER- IV

To learn advance 3D development software like Google sketch-up for improving 3D presentation skills. Use of Photoshop and Corel draw or related software for editing presentation skills.

ESTIMATION & COSTING- II

In sem. IV student is able to learn specifications in detail for the sake of drawing & tendering purpose. They will also Understand contract and tenders in detail along with billing, various kinds of certificates to be given at various stages of work. At the end they shall be able to work out an estimate of any residential interior scheme; containing various items of work.

INTERIOR SERVICES- II

To learn in detail process of electrification and fire protection in building. Use of fire resistant materials in interior spaces. Students shall be able to work out electrical layout based on the given design problem for int. design of this sem.

BID III Semester V

INTERIOR DESIGN- V

At sem. V student shall be able to do Interior designing for big scale commercial spaces like resorts, hospitals and educational buildings to work on their space planning, services layout and detailed presentation drawings with application of concept in design.

WORKING DRAWING- I

In sem. V students will be introduced to working dwg. Or execution drawings. At this stage they can learn technical details of furniture layouts, ceiling layout, electrical layout, plumbing layout with detail specifications. Furniture details in room elevations with precise dimensioning and specification.(based on sem. II residential project)

INTERIOR SERVICES- III

In sem . V student learns in detail about HVAC systems, acoustics and landscaping in building & reflects the same into drawings.

PROFESSIONAL PRACTICE – II

In sem . V student learns details regarding income tax. & determining profit.

FINANCE MANAGEMENT

In sem . V student learns details regarding maintaining accounts & keeping financial record in offices along with the tax & investments .

DESIGN ELECTIVE- I

In design electives students have to choose an elective course to do specialization in mentioned specialized topics on their liking for the value addition in int. design.

MARKET PROJECT REPORT :

Students can be more familiarized with new trends & innovative materials in the market with the help of market surveys & prepare the reports for the same.

BID III Semester VI

INTERIOR DESIGN- VI

To design interiors for theatres/corporate offices/ computer centres/electronic offices/shopping malls etc. with presentation drawings, enlarged details of drawing, service layouts, views etc.

WORKING DRAWING- II

To learn technical details of furniture layouts, ceiling layout, electrical layout, plumbing layout with detail specifications. Furniture details in spaces with precise dimensioning and specification.(commercial project)

CONTEMPORARY INTERIORS

Introduction to current contemporary style of interiors from historical background , technology etc. study on the materials used in contemporary style. The students shall be able to design the spaces using contemporary aspects.

PROFESSIONAL PRACTICE-III

Study of Estimation tender documents, contract documents, valuation of interior schemes. Also students are introduced to imp. Terms of valuation in interior schemes.

PROJECT REPORT

The study of any one interior design project and report should include: synopsis of project, two detailed case studies relating to the topic, data collection, and finalization of requirements, conclusions, and solution for space with concept.

SEMINAR REPORT

This subject is for the sake of specialised study of any 2 chosen topics by the students & analytical report making is to be done for the same ; which is to be presented in front of jury.

PROJECT MANAGEMENT

In this subject students are able to learn principles of project management in construction industry; along with the phases of project & H.R. in interior industry.

PRACTICAL TRAINING

In addition to all the passing standards & successful completion of other subjects upto VI th sem. All the candidates will have to take 90 days full time or 180 days part time professional experience on the basis of internship at established firms of Architects/ int. designers or civil contractors & produce certificate for the same.

Bachelor of Multimedia

Programme Outcome:

- The ultimate aim of the training is to educate creative, competent, self-reliant women professionals and the development of the field.
- To promote the women education in the professional fields and self-employment as well as the success of non-conventional approach of the Government policy to vocational training for women, there is a need of such course.
- To inculcate entrepreneurship and self employment attitude among students.

Course Outcome:

BMM I - (SEM – I)

- **Graphics-I** : By studying Graphic Design students will have a wider horizon in the field of art and will Demonstrate artistic growth by executing a variety of images/text as images, traditional and contemporary techniques that solve complex design problems using creative thinking and analytical skills.
- **Visual Arts I** : By studying Visual Arts students will develop and demonstrate understanding and skillful use of elements and principles of visual design- 1. Conceptual element 3.Relational element 2. Visual element 4.Practical or functional element
- **HTML Basics I** : By studying HTML , students will be able to create web page or web design and create various links and form.
- **Fundamentals of Computer I** : By studying Fundamentals of Computer students will be able to learn basic computer operations like Computer generations, RAM, ROM,MS Office, Paint ,internet search engines.
- **Communication Skills I** : By studying Communication Skills students will be able to learn and develops the competence in communication at an advanced level and to train them in communicating efficiently in the

BMM I – (SEM - II)

- **Graphics-II** : By studying Graphics students will be able to learn Gain skill to use the digital tools as a powerful means of communication for creation, modification and presentation
- **Visual Arts II** : By studying Visual Arts students will develop and demonstrate understanding and skillful use of elements and principles of visual design.

- **HTML Basics II** : Students learn concepts of web designing and basic Java Script will be developed . The candidate will be able to design basic website using HTML, Java Script and ASP.
- **Fundamentals of Computer II** : Students will learn concepts of advance computer operations like Internet security, web directories, coral draw, internet graphics, Types of Internet Graphics Application and Future of Multimedia and Internet etc.
- **Communication Skills II** : Students will learn concepts of Functional Grammar, Professional Skills like : Biodata, CV and resume writing Joining Letter, Cover Letter & Resignation letter etc. Presentation Skills, Interview Skill
- **Drawing and sketching** : Students will learn concepts of drawing and sketching

BMM II – (SEM III):

- **Transferring digital photographs:** Students will learn concept of transferring photographs from one format to other. Study about transferring photography from one software to other e.g. Photoshop, coral draw, Maya etc. transferring photographs from one format to other. Study about transferring photography from one software to other e.g. Photoshop, coral draw, Maya etc
- **Desktop publishing** : Students will learn concept of desktop publishing and basic design skills using imported text and graphic objects. The candidates will be able to produce simple publications such as newspapers and brochures.
- **Advertising** : Students will learn concept of an introduction of advertizing and promotion. The course will cover the societal and managerial uses of advertizing as a means of symbol formation and communication. Lectures, class exercises, discussions and videos will be used to explore topics of interest. Students will be involved in developing and presenting a apprehensive, promotional campaigns for product or service.

BMM II – (SEM IV):

- **Fundamentals of Web designing & Java Script** : Students will learn concept of web designing and basic java script
- **Flash Website Design** : Students will learn concept of flash website designing using dream viewer, macromedia and few other applications
- **Management Skills** : Students will learn concept of fundamentals of management . the course will develop the societal and managerial skills. Lectures, class exercises , discussions and videos will be used to explore topics of interest

BMM III – (SEM V):

- **Sound Editing – I** : Students will learn concept of sound editing .

- **2D Animation** : Students will learn concept of basic 2D animation, intermediate level, layout and background painting, cell animation, 2D graphics-creation features.
- **3D Introduction** : Modeling & Animation – I : Students will learn concept of basic 3D animation, Maya interface, polygon modeling, advance polygon modeling, basic texturing, basic lighting.
- **Business Communication** : Students will learn concept of assuming that the students are fairly proficient in the basic communication skills of listening , speaking , reading and writing in English the course aims to train them in communicating efficiently in the workplace and professional contexts

BMM III – (SEM VI):

- **Sound Editing II** : Students will learn concept of sound editing like: audio effects, audio effects(lontd), multi track session concept .
- **Project Management & Estimation** : Students will learn concept of project management from concept , principles, practices to finalization of project
- **3D Introduction :Modeling & Animation –II** : Students will learn concept of game creation understand the history and evolution of game design and technology. Honing creativity , design ,computer and problem-solving skills in the area of game design.

BMM IV – (SEM VII):

- **Script Writing and Story Board Designing** : Students will learn concepts of concepts of story board designing and writing.
- **Digital editing – I** : Students will learn concepts develop candidates ability to apply the concepts of digital editing & basic design skills using imported text & graphic objects.
- **Realistic concept of animation and Special effects** : Students will learn concepts of animation & basic design skills.

BMM IV – (SEM VIII):

- **Video Introduction to advance** : Students will learn concepts of Advanced Image Editing, Digital Video Editing , Record & edit digital audio using sound editing software Video capturing
- **Digital editing – II:** Students will learn concepts of Advance Introduction to Adobe Premiere, workspace, preparing the footages, capturing the media. Video transitions, titling and graphics, rendering and authoring
- **Adobe Illustrator:** Students will learn concepts of Adobe Illustrator for desktop publishing, Creating quality artworks & graphics utilizing the various tools in illustrator, develop skills in using: page layout, image capture and manipulation

POST GRADUATE DIPLOMA IN NUTRITION AND DIETETICS

Programme Outcome:

- This program covers the core subjects in Nutrition and Dietetics such as Dietetics and Diet Counselling, Public Nutrition, and Institutional Food Management etc. with a special emphasis on nutrition during special clinical situations like active disease, treatment and convalescence / rehabilitation etc.
- Students are trained to use an evidence-based approach to transition patients from a state of disease back to a state of health and well-being. Specifically, students are taught to identify imbalances which contribute to a disease state rather than diagnosing and treating individual symptoms.
- Our ultimate goal is to foster a future generation of clinical dieticians equipped to shift the current healthcare system from the current 'treatment mode' to one of 'disease prevention and maintenance of optimal health'.

Course Outcome:

1. Clinical Nutrition

Clinical Nutrition enables students to obtain knowledge regarding metabolic processes of normal and diseased organs and tissues. The subject makes students familiar with dietary modifications based on physiological changes occurring during diseased conditions.

2. Nutritional Biochemistry

Nutritional Biochemistry enables students to learn the role of nutrients in foods and deficiency diseases. It also makes students understand the metabolism of nutrients in health and diseases.

3. Dietetics and Diet Counselling

Dietetics and Diet Counselling enables students to understand the etiology, physiologic and metabolic anomalies of chronic diseases and patient needs. It also deals with effects of various diseases on nutritional status dietary requirements. It enables students to recommend and provide appropriate nutritional care for prevention and treatment of various diseases.

4. Human Physiology

Human Physiology enables students to understand structure of cell, organ tissues of human body, different systems and their functions and also the regulation of various body functions.

5. Public Nutrition

Public Nutrition enable students to focus on promotion of good health through nutrition and the primary prevention of nutrition related problems. It deals with the nutritional epidemiology and makes students aware about public policies with respect to nutrition.

6. Food Service Management

Food Service Management helps in development of food service management skills into the students. It also develops professional approach backed by special skills, knowledge and vigilance at every stage of food service operation. It also helps in attaining specific knowledge about training and development of manpower in food service unit.