SANGAM 2027

WUD Global Faculty Residency | Teaching Opportunities Catalogue

9 August – 3 September 2027 • Sonipat, Delhi NCR, India

Areas of teaching engagement for faculty from WUD's international partner universities. Visiting faculty may indicate up to two preferences. Specific teaching contributions will be agreed with the relevant WUD School in collaboration with its faculty. The teaching language is English.

Level key: UG = Undergraduate | PG = Postgraduate | UG & PG = Both levels.

A. School of Design

Product and Industrial Design | UG & PG

A1	AI-Assisted Human-Centred Product Design
A2	Circular Product Design and Future Materials
A3	Smart Products and Physical–Digital Interfaces
A4	Product–Service Systems Design
A5	Colour, Material and Finish (CMF) Trends and Forecast

UI/UX and Experience Design | UG & PG

A6	AI-Assisted Interaction and Experience Design
A7	Mobile User Experience and Usability Testing
A8	Physical–Digital Interaction Prototyping
A9	Digital Ethics, Cybercultures and Responsible AI
A10	Inclusive User Experience and Accessible Interfaces

Interior and Spatial Design | UG

A11	AI-Assisted Spatial Experience Design
A12	Circular Materials and Sustainable Interior Design
A13	Adaptive Reuse and Regenerative Interiors
A14	Smart and Responsive Interior Environments
A15	Immersive Spatial Storytelling and Extended Reality

Transport and Mobility Design | UG & PG

A16	AI-Assisted Vehicle and Mobility Experience Design
A17	Sustainable Transport and Mobility Systems
A18	Automotive Colour, Material and Finish (CMF) Design
A19	Autonomous and Connected Vehicle Interfaces
A20	Mobility Foresight and Scenario Design

B. School of Architecture

Architecture and Built Environment | UG

B1	High-Performance and Service-Intensive Buildings
B2	Urban Futures Studio: Regeneration, Mobility and Placemaking
B3	Evidence-Based Design Research and Scholarly Communication
B4	Computational and Parametric Design

B5	Sustainable and Regenerative Design
B6	Heritage Conservation and Adaptive Reuse
B7	Urban Design and Smart Cities
B8	Advanced Building Technology and Façade Engineering
B9	Disaster-Resilient and Humanitarian Architecture

C. School of Business

Undergraduate | UG

C1	Heritage Branding
C2	Culture and Craft Value Creation
C3	Digital Marketing

D. School of Communication

Undergraduate | UG

D1	Game Design through Culture
D2	Digital Animation and Motion Studies
D3	Film Language and History in Contemporary Contexts
D4	Cross-Cultural Storytelling and Branding
D5	Digital Visual Storytelling, Infographics and Interactive Design
D6	Human Creativity and Artificial Intelligence
D7	Art Direction for Graphic Design

E. School of Fashion

Undergraduate | UG

E1	AI-Assisted Fashion Concept Development
E2	Digital Garment Twins and Virtual Prototyping
E3	Wearable Interfaces and Soft Electronics
E4	Speculative Couture and Posthuman Bodies
E5	Circular Fashion Systems and Digital Product Passports
E6	Smart Textiles and Responsive Material Systems
E7	Craft Futures: Heritage Meets Digital Fabrication
E8	Regenerative Colour and Low-Impact Textile Systems
E9	Generative AI for Visual Storytelling
E10	Spatial Narratives and Immersive Communication
E11	Future Brand Worlds and Transmedia Experiences

Postgraduate | PG

E12	Advanced Digital Couture: Hybrid Draping and Simulation
E13	AI-Native Fashion Systems and Creative Research
E14	Fashion Futures: Foresight and Scenario Design
E15	Regenerative Luxury and Next-Generation Fashion Materials
E16	Virtual Fashion Economies and Immersive Collection Experiences
E17	Creativity and Innovation in Fashion
E18	Social Media and Digital Platform Strategy

F. School of Visual Arts

Undergraduate and Postgraduate | UG & PG

F1	Contemporary Performance Art
F2	Photography, Digital Art and AI
F3	Installation and Site-Specific Art
F4	Drawing, Illustration and Painting
F5	Eastern Art History, Aesthetics, Crafts and Traditions
F6	Ceramics in Art and Design
F7	Western Art History, Aesthetics, Crafts and Traditions

G. School of Performing Arts

Undergraduate | UG

G1	Audition techniques
G2	Stanislavski Method Acting
G3	Meisner Technique of Acting
G4	Shakespearean Acting and Professional Headshots
G5	Script Analysis and Performance Communication
G6	Acting for stage and screen
G7	Musical Theatre and Performance
G8	Sound design and live audio engineering
G9	Stage Photography and Performance Videography
G10	Production Design for Performance: Lighting, Scenography, Costumes, Sound and Virtual Production
G11	Western Theatre History and Performance Traditions
G12	Western Puppetry Traditions

Note: Listed topics are potential areas of teaching engagement and may be delivered through co-teaching, workshops, studio sessions or agreed modules. Final allocations are subject to academic matching and programme requirements.