

FDDI and CBSE Announce Biggest **NATIONAL LEVEL DESIGN COMPETITION SEASON 2**

OPEN FOR GRADE 9th TO 12th



**OFFLINE
& ONLINE
MODE**



**ALL ENTRIES
THROUGH SCHOOL**



**LAST DATE FOR
REGISTRATION:**

30th November 2026

THEMES FOR CREATIVITY



**Everyday
Problem Solving**



**Sustainability &
Circularity**



**Ergonomics &
User-Centricity**



**Local Craft &
Materials**



**PRIZES WORTH
₹25,000**

50% FDDI Scholarship*
Joint Certificate from
CBSE and FDDI



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FOOTWEAR
DESIGN &
DEVELOPMENT
INSTITUTE
GOVERNMENT OF INDIA



THE WORLD NEEDS CREATORS

JOIN US TO BE IN THE
TOP LEAGUE.



THE FDDI EXCELLENCE

Established In
1986

Pan India Presence
12 Campuses

FDDI Act 2017
President of India is
Visitor to FDDI

4 Schools
Footwear, Fashion, Retail
& Leather Goods

7 CoE's
Center of Excellence

100%
Placement Assistance

11000 +
Alumni Network

YEARS OF EXCELLENCE
IN EDUCATION

45

On 21 July
1986

Footwear Design & Development
Institute was established by the
Ministry of Commerce and
Industry, Government of India.



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VISIONARY LEADERSHIP BEHIND THE INITIATIVE



Mr. Lokhande Prashant Sitaram, IAS
Chairperson, CBSE



Vivek Sharma, IRS
Managing Director, FDDI

The FDDI–CBSE National Design Competition is a visionary initiative driven by the shared commitment of **Mr. Lokhande Prashant Sitaram, IAS, Chairperson, CBSE**, and **Mr. Vivek Sharma, IRS, Managing Director, FDDI**, to nurture creativity, innovation, and design thinking among India's young learners. Their collaborative effort directly aligns with the aspirations of the National Education Policy (NEP) 2020, promoting experiential learning and multidisciplinary education.

Under the leadership of **Mr. Lokhande Prashant Sitaram, IAS, Chairperson, CBSE**, the initiative brings a strategic vision focused on systemic innovation, problem-solving, and practical knowledge integration into secondary education. A strong advocate for equipping students with future-ready skills, his leadership emphasizes moving beyond traditional textbook learning to foster critical thinking, design-led problem solving, and real-world application across schools nationwide. His direction ensures that CBSE students are empowered with the competencies needed to innovate, drive progress, and contribute actively toward the Viksit Bharat 2047 initiative.

Mr. Vivek Sharma, IRS, Managing Director, FDDI, continues to strengthen FDDI's role as an Institution of National Importance by fostering innovation, sustainability, entrepreneurship, and industry-oriented education, while empowering the next generation of creative professionals.

Dr. Biswajit Saha, Professor & Director (Skill Education), CBSE, has been instrumental in driving the hands-on execution of skill integration, vocational exposure, and creative learning frameworks across CBSE schools.

Together, their combined leadership has laid the foundation for a transformative national platform that inspires young minds to imagine, create, and lead—turning classrooms into hubs of creativity and shaping future-ready citizens for a rapidly evolving world.



OBJECTIVES OF THE NATIONAL DESIGN COMPETITION

The National Design Competition, jointly organized by the **Footwear Design & Development Institute (FDDI)**, an **Institution of National Importance** under the **Ministry of Commerce & Industry, Government of India**, in collaboration with the **Central Board of Secondary Education (CBSE)**, aims to foster creativity, innovation, and design thinking among school students across the country.

The key objectives of the competition are to:

- **Foster design thinking, creativity, and innovation** among students of Classes IX–XII in alignment with NEP 2020.
- **Identify and nurture emerging creative talent** through a national platform for innovative ideas.
- **Encourage human-centric, sustainable, and innovative solutions** to real-world challenges.
- **Promote awareness of multidisciplinary design careers** across fashion, footwear, leather, retail, and allied creative sectors.
- **Facilitate industry-led learning** through workshops, masterclasses, and mentorship.
- **Promote experiential learning** by integrating design thinking into school education.
- **Recognize and celebrate creative excellence** through a national-level design competition.
- **Strengthen school–academia–industry collaboration** to develop future-ready creative talent.

Through this collaboration, FDDI and CBSE reaffirm their shared commitment to empowering young minds with creativity, innovation, and design excellence, thereby contributing to the development of a skilled, future-ready, and innovation-driven India.



UNDERSTANDING DESIGN :

The FDDI-CBSE National Design Competition invites you to notice the world around you, understand people's needs and develop useful ideas. These pages explain what design means, how designers work and how you can begin your own project.

Design is the thoughtful process of creating or improving something for a purpose. It brings together an understanding of people, imagination and practical choices about how something looks, works and feels.

Think about the shoes you wear

Their shape, fastening, sole and materials affect how easily you can put them on, how they fit and how they perform in daily use. Colour and style help you express yourself. Designers also consider how the shoes will be made, what they will cost, how long they will last and what happens when they wear out.

A sports shoe, a school shoe and a shoe for someone who finds it difficult to tie laces may need different solutions. A useful design responds to the particular person and situation.

Questions that help you recognise good design

Question	What to look for
Does it meet a need?	It helps someone do something that matters to them.
Is it easy to use?	People can understand it, reach it, hold it or operate it comfortably.
Does it work well?	Its form, materials and construction suit its purpose.
Can people access it?	It considers different abilities, languages, circumstances and budgets.
Is it responsible?	It considers safety, durability, repair, resource use and waste.

You can begin with curiosity

Drawing helps you explain an idea. Observation, listening, reasoning and trying things out are equally useful. You can begin with rough sketches, simple words and materials already available to you. Your ability grows through practice.

Try this: Choose an object you use every day. Write down who uses it, one feature that works well and one difficulty you would like to solve. Explain why your proposed change would help.

DESIGN IN EVERYDAY LIFE

Design shapes the objects we touch, the information we read and the services we use. Once you begin looking for it, an ordinary school day offers many opportunities to learn.

Where you encounter design	Choices someone has made
Getting ready for school	A uniform's fabric and fit; a shoe fastening; the position of pockets and bag straps.
Travelling and finding your way	The readability of a bus number, a route map or a sign directing visitors to reception.
Learning in class	The grip of a pen, the height of a desk and the arrangement of words and pictures in a textbook.
Eating and drinking	A lunchbox lid, a bottle opening and packaging that protects food and explains what is inside.
Borrowing or buying something	The steps for borrowing a library book, paying at a shop or returning an item.
Using a digital service	The labels, buttons, text size and feedback on a school website or an app.

Products and services work together

A **product** is something people use, such as a bag, a chair or a digital tool. A **service** is an organised way of helping people achieve something, such as borrowing a book or getting a pair of shoes repaired. **Service design** considers the whole experience, including the people and work needed behind the scenes.

Consider a school canteen. Product design can improve the tray or cup. Communication design can make the menu easier to read. Service design can improve the sequence of ordering, paying, collecting food and returning utensils. A digital ordering screen also needs clear instructions and an understandable response when an order is placed.

The best place to begin is by observing where people face difficulty. A solution might be a redesigned object, a clearer sign or a better arrangement of steps.

Design for different people and for longer use

A sign should remain understandable to someone who cannot distinguish its colours. A bag should be considered from the perspective of the person carrying it. A repairable zip can help a usable bag stay in service. These are design choices with everyday consequences.

Try this: Trace the steps involved in borrowing a library book. Where does someone wait, get confused or need help? Suggest one change and ask another student whether it would help them.

USING DESIGN THINKING

Design thinking is a way of exploring a problem and developing solutions by learning from the people affected. You observe, ask questions, consider alternatives, make an early version and improve it through feedback. You can return to an earlier step whenever you learn something new.

A worked example with a school bag

Imagine a student who often has to empty a bag to find a bus pass. The following example shows how you could explore the difficulty. The findings described here are illustrative; your own project should use your actual observations.

Part of the process	What you do	How it could work in this example
Understand people Empathise	Watch and listen. Find out who faces the difficulty, when it happens and what they already try.	Ask students to show where they keep their pass and how they find it. Notice whether different bags create different difficulties.
Frame the problem Define	Describe a specific person, need and situation. Keep the question open to different solutions.	How might we help a student reach a bus pass quickly while keeping it secure?
Explore possibilities Ideate	Sketch several approaches. Compare how each could help and what its limitations might be.	Consider a pocket inside the opening, a removable organiser or a larger zip pull on an existing pocket.
Make an early version Prototype	Build just enough to explain or try the idea. A prototype can be a paper model, mock screen or role-play.	Make a pocket from scrap fabric or paper and position it on a bag to explore its size and location.
Try and improve Test	Let an intended user try it. Observe what happens and use their feedback to revise it.	Can the student reach the pass? Does it stay secure? Can they close the bag? Move or resize the pocket if needed.

Let evidence improve the idea

Record what worked, what did not and what you changed. A first model may reveal a better question. For example, an easy-to-reach pocket may still need a safer closure. That discovery is useful progress.

Start small: Use inexpensive materials to explore your idea. For a service, act out the steps. For a digital idea, draw the screens on paper. Choose a method that helps you learn about the problem.

Further reading: Stanford d.school Design Thinking Bootleg

EXPLORING CAREERS IN DESIGN

Design careers bring together creativity, knowledge of materials and technology, and an understanding of people. Different roles involve different kinds of work. Some focus on physical products; others on communication, digital experiences or the way a service operates.

Design field	What the work can involve	Examples of roles
Footwear	Developing the form, fit, materials and construction of shoes for different uses.	Footwear designer; footwear product developer; CAD specialist.
Fashion and textiles	Designing garments, fabrics, prints and collections; communicating fashion ideas.	Fashion designer; textile designer; stylist; fashion communication designer.
Accessories and products	Creating bags, travel accessories, household objects, tools or packaging.	Accessory designer; product designer; packaging designer.
Visual communication	Helping people understand information through type, images, symbols and layout.	Graphic designer; illustrator; information designer; brand identity designer.
Digital experiences	Researching how people use websites and apps; designing screens and interactions.	User experience designer; user interface designer; interaction designer.
Spaces and mobility	Designing interiors, exhibitions, furniture or aspects of transport experiences.	Interior designer; exhibition designer; furniture designer; transportation designer.
Services and retail experiences	Improving how people access a service, move through a store or find a product.	Service designer; experience designer; visual merchandiser.
Research and responsible design	Studying users and materials; exploring accessibility, repair and resource use.	Design researcher; materials researcher; sustainability specialist.

A worked example with a school bag

Designers work in brands, manufacturing companies, technology teams, studios, public services and social enterprises. Some establish their own practice or business. Related roles in product development, merchandising and brand management help turn ideas into products and experiences people can use.

User experience (UX) concerns the overall experience of using a product or service. User interface (UI) concerns the controls and information through which a person interacts with it. Digital design often brings these together.

Begin building your skills: Keep a notebook of observations, sketch alternatives, try simple models and explain your decisions. Save your process as well as your finished work. Over time, this can become a portfolio showing how you think and learn.

DESIGN AND CAREER PATHWAYS AT FDDI

At the Footwear Design & Development Institute, you can study how design connects with materials, technology and business. FDDI offers four-year B.Des. programmes and a retail management pathway across its four schools.

Footwear Design

B.Des. Footwear Design & Production develops capabilities in shoe design, fit, materials, construction and product development. Related specialisations listed for 2026-27 include Sports & Lifestyle Footwear Design and High Fashion Footwear.

Possible directions include footwear design, product development, computer-aided design (CAD), footwear merchandising and entrepreneurship.

Fashion design and communication

B.Des. Fashion Design connects creative ideas with fabric, garment construction and the needs of the wearer. Fashion Communication and Textile & Apparel Design are also listed in FDDI's 2026-27 course basket.

Possible directions include fashion or textile design, styling, brand communication and product development.

Leather lifestyle and product design

B.Des. Leather, Lifestyle & Product Design relates to bags, accessories and other useful products. FDDI's prospectus also describes Digital Product Design & Virtual Prototyping, including user-centred design, UX/UI and digital modelling.

Possible directions include accessory and product design, digital product design and virtual prototyping.

Retail and fashion merchandise

BBA Retail & Fashion Merchandise, with a 3+1 years honours pathway, connects products with customers through merchandising, retail operations and business decisions. Related areas listed in the prospectus include luxury brand management, supply chain management and business analytics.

Possible directions include visual merchandising, buying and merchandising, e-commerce and retail management. This is a business and management pathway closely connected with design, brands and customer experience.

Further study and enterprise

Two-year postgraduate options include M.Des. programmes in Footwear and Fashion and an MBA in Retail & Fashion Merchandise. Design and business skills can also support and independent label, studio or enterprise.

Check the latest prospectus for programme titles, campus availability, specialisations and admission requirements.

[Explore the courses: FDDI Prospectus 2026-27](#)

[Footwear](#) | [Fashion](#) | [Leather goods and accessories](#) | [Retail](#)

PREPARING FOR THE DESIGN COMPETITION

Use the competition to show how you notice a need, develop an idea and learn through making and feedback. Begin with a problem you can observe in your school, home or community. Your explanation should make the connection between the problem and your solution clear.

Explore the Season 2 themes

Theme on the competition cover	A question to help you begin
Everyday Problem	How could an everyday task, such as carrying belongings or finding a classroom, become easier?
Sustainability & Circularity	How could a product use fewer resources, last longer or be easier to repair, reuse or recycle?
Ergonomics & User-Centricity	How could an object or task better suit a person's body, abilities and comfort?
Local Craft & Materials	How could a local material or craft skill meet a useful present-day need, with respect for its makers?

These questions are starting points. Develop your own idea within the official theme brief. Ergonomics means designing for people's physical capabilities and comfort. Circularity means keeping products and materials in use and reducing waste.

Help others understand your thinking

1. The need: Who faces the problem, and what did you observe or learn from them?
2. The possibilities: What alternatives did you explore, and why did you select this idea?
3. The solution: How does it work? Explain with clear sketches, labels or a suitable model.
4. The practical choices: Consider materials, cost, ease of use, safety and environmental impact.
5. The learning: What did you try, what feedback did you receive and what did you improve?
6. The remaining questions: Be honest about what still needs to be developed or tested.

Keep the idea and explanation your own. Credit sources and help received, and follow the rules on permitted tools, including AI. Simple materials and clear rough sketches can help communicate your thinking. Practise explaining the choices you made.

Before you submit

Participate through your school and use the competition QR code for the current official guidelines. Entry is free and participation is for Classes IX-XII. Registration closes on 30 November 2026. Check the rules for team size, stages, format, permitted materials and submission deadlines.

Use this page as preparation guidance. The official competition guidelines determine the required submission and judging criteria. Your school or the FDDI nodal officer can help clarify them.



वाणिज्य एवं
उद्योग मंत्रालय
MINISTRY OF
COMMERCE
AND INDUSTRY

1986 - 2026

40
YEARS OF
EXCELLENCE
IN EDUCATION



CELEBRATING

FOUR DECADES OF EXCELLENCE, INNOVATION & IMPACT

EMPOWERING TODAY. TRANSFORMING TOMORROW.

For 40 remarkable years, FDDI has been at the forefront of nurturing creativity, driving innovation and building industry-ready professionals for the fashion, footwear, leather and retail sectors.

This milestone is a celebration of our legacy, our partnerships and our shared future.



FOUR DECADES OF SHAPING FUTURES



12

CAMPUSES
ACROSS INDIA



7

CENTRES OF
EXCELLENCE



Consistently over

85%

PLACEMENT RATE
ACROSS ALL 12 CAMPUSES



10,000+

ALUMNI
NETWORK



500+

DEDICATED
FACULTY & STAFF



250+

INDUSTRY
PARTNERSHIPS

PARTNER WITH FDDI



Access to
Industry Ready
Talent



Campus Recruitment
& Internship
Opportunities



Collaborative
Projects & Research
Initiatives



Knowledge Sharing
& Industry Expert
Engagement



Skill Development
& Training
Collaborations



Strengthening
Industry-Academia
Partnerships

SHAPING TOMORROW TOGETHER



FOOTWEAR



FASHION



LEATHER GOODS &
ACCESSORIES



RETAIL



Thank You ♥

FOR BEING A PART OF OUR JOURNEY.

Your trust, collaboration and continued support have helped us nurture industry-ready talent and build meaningful partnerships that create lasting impact.

“

*Rooted in legacy.
Driven by innovation.
Focused on the future.*

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वाणिज्य एवं
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FOOTWEAR
DESIGN &
DEVELOPMENT
INSTITUTE
GOVERNMENT OF INDIA



INVITATION TO PARTICIPATE

Dear Principals, Teachers, and Students,

It gives me immense pleasure to invite students of Classes IX to XII from your esteemed school to participate in the **National Design Competition – Season 2**, jointly organized by the **Footwear Design & Development Institute (FDDI)** in collaboration with **CBSE**.

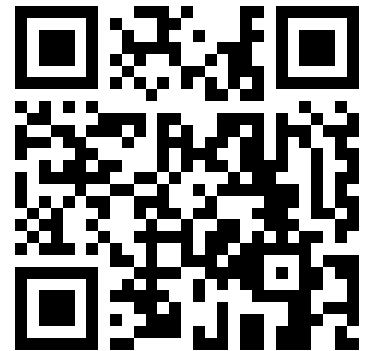
This prestigious national competition offers a unique platform for young innovators to showcase their creativity, imagination, and problem-solving abilities through the power of design. It encourages students to think beyond conventional boundaries, develop sustainable and user-centric solutions, and explore the exciting world of design, innovation, and entrepreneurship.

Participation in this competition will help students strengthen their creative confidence while enhancing essential 21st-century skills such as critical thinking, design aptitude, collaboration, communication, and presentation. It is an opportunity to gain national recognition, learn from experts, and become part of a movement that celebrates innovation and excellence.

I encourage every eligible student to embrace this opportunity, express their ideas with confidence, and contribute to shaping a better and more sustainable future through design.



QR Code –
Competition Details &
Registration



Scan the QR Code to Participate

To learn more about the competition—including eligibility, themes, guidelines, important dates, and the online registration process—simply scan the Competition QR Code provided in this brochure. The QR code will take you directly to the official competition link where you can access complete details and submit your entry.



For any queries or support regarding registration and participation, please contact your **Regional FDDI Nodal Officer**.

I look forward to the enthusiastic participation of your school and wish every student an inspiring, enriching, and rewarding experience. Together, let us nurture the next generation of creative thinkers and design leaders.

Sarika Tandon

Ms. Sarika Tandon

HoD, Senior Manager- Admission & Promotion (Head Office)
Footwear Design & Development Institute (FDDI), Govt. of India



Nodal Officers :

CBSE REGIONAL OFFICES	NAME OF FDDI CAMPUS	Campus Nodal Officer Details		
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CHENNAI				
THIRUVANANTHAPURAM				
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HYDERABAD				
VIJAYAWADA				
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DEHRADUN	NOIDA CAMPUS	Sh. Gaurav Singh	9831870080	gaurav.singh@fddiindia.com
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NOIDA				
DELHI WEST	ROHTAK CAMPUS	Mr. Sandeep Kumar	8222866644	rohtakcampus@fddiindia.com
GURUGRAM				
PANCHKULA				
GUWAHATI	KOLKATA CAMPUS	Pradeep Srivastava	9560119056	pradeeps@fddiindia.com
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GANGTOK				
ITANAGAR				
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PATNA	PATNA CAMPUS	Rupa Shree	8210234857	rupa.shree@fddiindia.com
RANCHI				
PUNE	ANKLESHWAR CAMPUS	Rupali Goyal	8943748367	rupali@fddiindia.com
AHMEDABAD				
RAIPUR	CHHINDWARA CAMPUS	Jagrat Sadarang	9009986969	jagrat.sadarang@fddiindia.com
DUBAI (UAE)	PAN INDIA	Ms. Sarika Tandon	9900633400	sarika@fddiindia.com
PAN INDIA				

SEASON - 1 NATIONAL WINNER 2025
(IN COLLABORATION WITH CBSE) ★★
Theme: Ergonomics & User-Centricity (Offline)

1ST PRIZE



Chintan

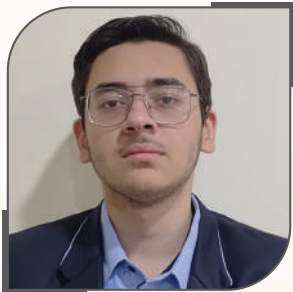


Prabhgun

**BCM SCHOOL ,
BASANT AVENUE
DUGRI LUDHIANA**

2nd PRIZE

MODERN SCHOOL, GREATER NOIDA



Ashmit Chaudhary



Umar Ali



Sanchita Yadav



Lokpriya Jain

3rd PRIZE



Nathania Jibin

**PMSHRI KENDRIYA
VIDYALAYA,
HYDERABAD**

SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Sustainability & Circularity (Offline)

1ST PRIZE



Aaron meel

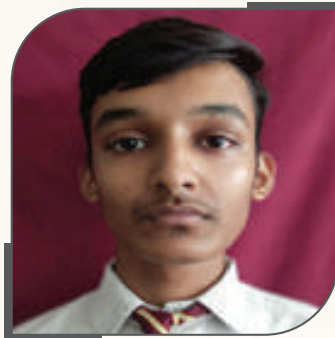


Arnab Choudhary

**CAMBRIDGE COURT
HIGH SCHOOL,
JAIPUR**

2nd PRIZE

**SHIVALIK PUBLIC
SCHOOL SECTOR
- 41 CHANDIGARH**



lakshya Verma



Ayush Pundir

3rd PRIZE

THE HYDERABAD PUBLIC SCHOOL, RAMANTHAPUR, HYDERABAD



Nagarambilli Naimisha



Pittala Sanjana



Vislavath Nimish



Dadihimalla Pranay
Rahul

SEASON - 1 NATIONAL WINNER 2025
(IN COLLABORATION WITH CBSE) ★★
Theme: Everyday Problem Solving (Offline)

1ST PRIZE



Dhanvanth. A



Parveashe S.S

**DAYA SADAN
AGARWAL VIDYALAYA,
CHENNAI**

2nd PRIZE

BCM SCHOOL, BASANT CITY, PAKHOWAL ROAD, LUDHIANA



Tanishka Sharma



Sayesha Yadav



Aanya Jain



Jashanpreet Singh

3rd PRIZE

**BCM ARYA,
SHASTRI NAGAR
LUDHIANA**



lakshya Verma



Ayush Pundir

SEASON - 1 NATIONAL WINNER 2025

(IN COLLABORATION WITH CBSE) ★★

Theme: LOCAL CRAFT & MATERIALS (OFFLINE)

1st PRIZE

JAIGOPAL GARODIA RASHTROT
THANA VIDYA KENDRA , BANGALORE



Maithili Vikas Kulkarni

2nd PRIZE

SILVER LINE PRESTIGE SCHOOL



Divyanshi singh

3rd PRIZE

PM SHRI KENDRIYA VIDYALAYA,
BIHTA PATNA



Khushi Kumari

Theme: Product_digital Interfaces (Offline)

1ST PRIZE

DAV PUBLIC SCHOOL, BIHTA PATNA



Ananya Singh



Aastha

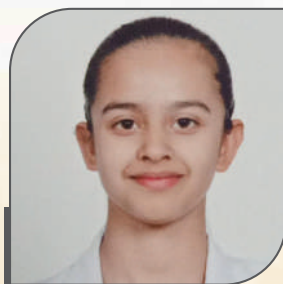


Prashant

2nd PRIZE



Manik



Simarjot

**BCM SCHOOL ,
BASANT AVENUE
DUGRI LUDHIANA**

3rd PRIZE

**DAYA SADAN
AGARWAL VIDYALAYA,
CHENNAI**



Sachudhanandh.S



Thibish.V

SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Local Craft & Materials (Online)

1ST PRIZE



Vedika Thakkar



Nishu Gerwal

**CYGNUS WORLD
SCHOOL,
VADDODARA**

2nd PRIZE

**D.A.V PUBLIC
SCHOOL, BRS
NAGAR , LUDHIANA**



Dadihimalla Pranay
Rahul



Divyanshi Goel

3rd PRIZE



Poukingai Kamei



Nganping Gonmei

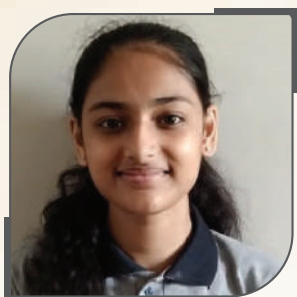
**TRINITY PUBLIC
SCHOOL,
TAMENGLONG**

SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Everyday Problem Solving (Online)

1ST PRIZE

THE ICONIC SCHOOL, BISANKHEDI SURAJ NAGAR BHADBHADA



Ipshita Lohani



Mahima Patidar



Pavni Patidar



Yumna Mustajab

2nd PRIZE



Samar Thareja

**ANGEL VALLEY
SCHOOL,
RAJPURA**

3rd PRIZE

DAV PUBLIC SCHOOL, B.R.S NAGAR, LUDHIANA



Tanish gupta



Sorish Jindal



Sana Jindal

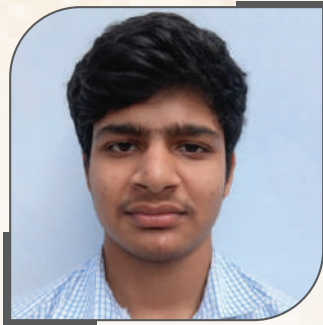
SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Ergonomics & User-Centricity (Online)

1ST PRIZE



MD Rahmatullah



MD Kouser Islam

**JAWAHAR
NAVODAYA
VIDYALAYA,
DALKHOLA**

2nd PRIZE

**VIKAS BHARATI
PUBLIC SCHOOL,
SECTOR - 24, ROHINI,
NEW DELHI**



Prince Garg



Arnav Sharma

3rd PRIZE



Prachi Nayan

**ST. KAREN'S
HIGH SCHOOL ,
PATNA**

SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Product Digital Interfaces (Online)

1ST PRIZE

WISDOM WORLD SCHOOL, KURUKSHETRA



Antriksha



Preet



Aadya

2nd PRIZE



Prince Vijay



Jayveer Pareek

**JAYSHREE PERIWAL
GLOBAL SCHOOL ,
JAIPUR**

3rd PRIZE

LAURUS THE SCHOOL OF EXCELLENCE, NIZAMPET VILLAGE , HYDERABAD



S Mokshith



Ch Sai Rohith



Karthikan Chiluveru



Marri Sree Navatej

SEASON - 1 NATIONAL WINNER 2025 (IN COLLABORATION WITH CBSE) ★★

Theme: Product Digital Interfaces (Online)

1ST PRIZE

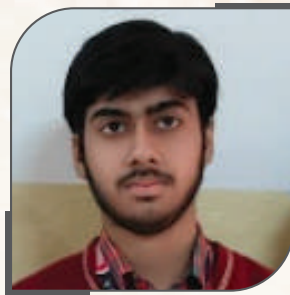
WISDOM WORLD SCHOOL, KURUKSHETRA



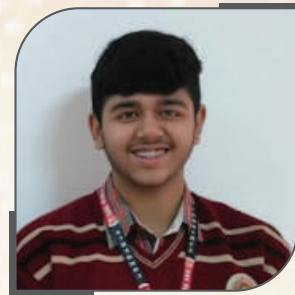
Dhruv Aggarwal



Kriday Arora



Ayush Sharma



Anhadnoor

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VIVEKANAND VIDYA NIKETAN ASSANDH, KARNAL



Pragya



Yachna



Tanveer



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