SRISHTI MANIPAL
INSTITUTE OF ART, DESIGN & TECHNOLOGY
BENGALURU
(A Constituent Unit of MAHE, Manipal)

MANIPAL
ACADEMY *of* HIGHER EDUCATION
(Institution of Eminence Deemed to be University)
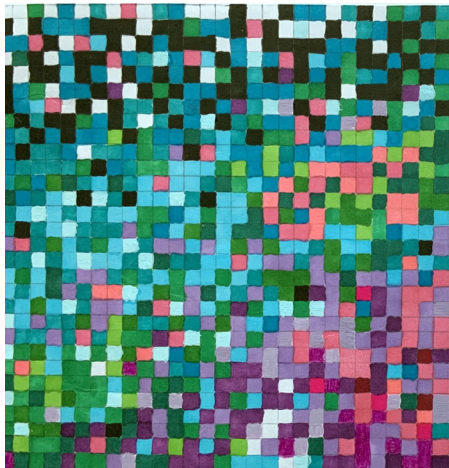
INSTITUTION OF **EMINENCE**

NAAC A++ GRADE ACCREDITED

3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

B.Voc. in Interior Design and Build

INTERIOR DESIGN AND BUILD

As more and more spaces need to be adapted for a variety of purposes, the interior design and build industry requires individuals capable of a sensitive approach towards design, with in-depth technical understanding and detailed knowledge of practical modes of timely and cost-effective execution.

ELIGIBILITY
Published on the admissions page of the Srishti Manipal website.

MEDIUM OF INSTRUCTION
English; all our transactions and transcripts will be in English.

DURATION
6 semesters (3 years); based on the National Skills Qualification Framework (levels 4, 5, 6, 7).

MODES OF DELIVERY

THEORY Master classes, appreciation, lecture-demos, readings

TUTORIALS Learning by working on given tasks, interjected with short periods of instruction/demonstration to learn specific techniques or ideas

MASTER CLASSES Interactions that could be face-to-face, on Skype or as webinars

PRACTICAL Studio settings where students will use techniques and concepts they have learnt to facilitate making, doing and thinking. This learning mode is envisioned as a space for experimenting, synthesizing knowledge and practices through immersive engagement, intuition, contextual learning, design processes and creative methodologies

FOCUSED AREA STUDY Specialized learning in a specific aspect of a discipline that has a direct skill based industrial input. Core skills are amplified based on cutting edge industry trends as crystallized through the round table and the mentor labs

SELF-STUDY SESSIONS Sessions where documentation, online resources and forums are used to learn specific topics- this could include taking short online courses (when such are available) and working on open-source projects

PORTFOLIO Building of a curated collection of work

PRACTICUM Work based learning experience

PROJECTS Punctuations in a semester, requiring students to work individually or collaboratively towards a real or simulated design brief

SEMINAR Students work towards the articulation of a position on the one hand and being sensitive to the position of the other. Seminar is a mode where learners explore a curated - theme, technology, method or innovation through guided interaction with industry experts, professionals or students themselves, in a collaborative mode

ROUND TABLE Brings in experts from the industry as keynote speakers, in addition to students who have come in fresh from industry apprenticeship, to create a reflection on how the industry and institution collaborate in order to produce vocation specific learning

MENTOR LABS Non-prescriptive by nature, mentors labs enable rather than instruct in different areas such as technical knowhow, innovation and design, leadership and motivation, business and entrepreneurship

INDUSTRY EXPOSURE Facilitate building networks and keeping abreast with the developments that are constantly occurring in industry – field visits, trade shows, festivals, symposiums, seminars conferences

APPRENTICESHIP Involves working in a professionally mentored environment under a practitioner from the industry such as a master craftsman, designer or artist

CAPSTONE PROJECT A compulsory industry-based project situated in a real world production pipeline, focusing on developing industry standard solutions. Students will apply their skills and learning in research, design process, ideation, prototyping, making and testing.
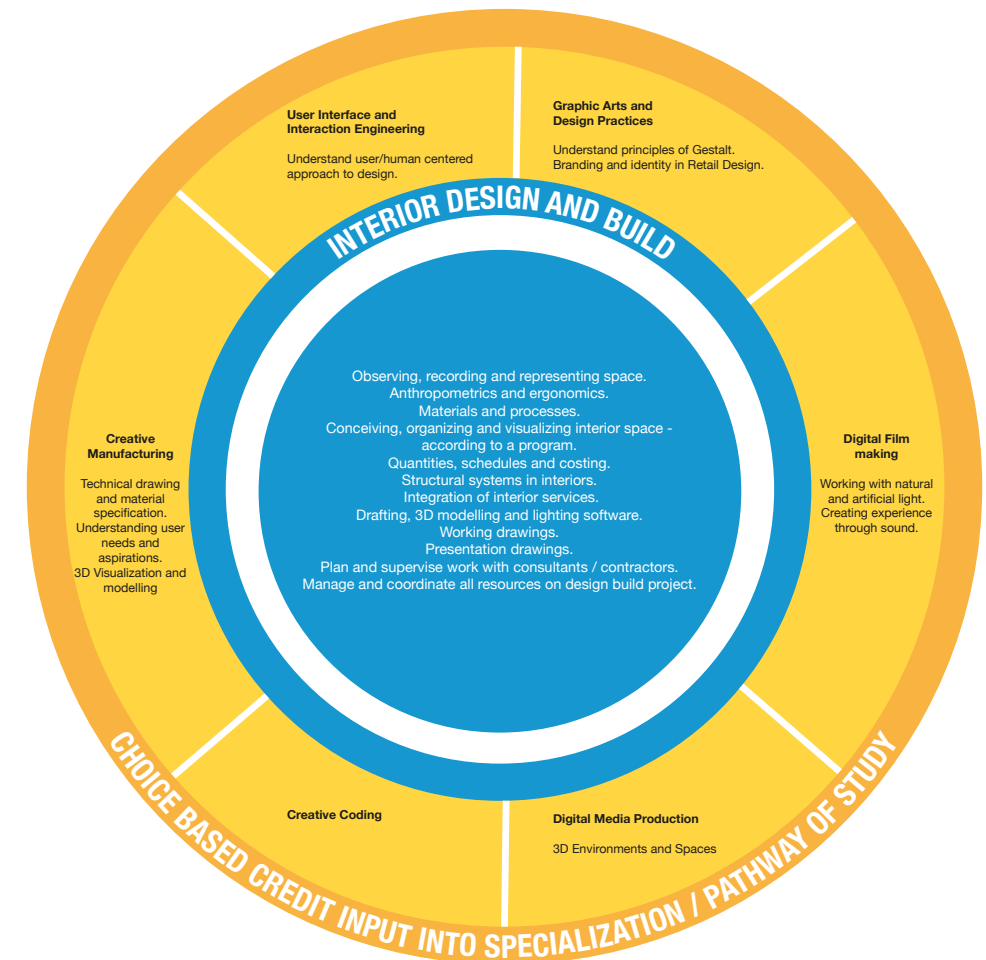
FOR FURTHER INFORMATION

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CURRICULUM COMPONENTS	SEMESTER
Theory	1, 2, 3, 4, 5
Tutorial	1, 2, 3, 4, 5
Master Class	1, 2, 3, 4, 5
Practical	1, 2, 3, 4, 5, 6
Self-Study	1, 2, 3, 4, 5, 6
Seminar	2, 4
Focused Area Study	5
Projects	1, 2, 3
Mentor Lab	5
Portfolio	1, 2, 3, 5
Language	1, 2, 3, 4, 5
Electives	1, 2, 3, 4
Holistic Education	1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure	2
Apprenticeship	4
Capstone	6

COMMON LEARNING UNITS

YEAR 1

SMVPC01	Elective - 1
SMVPC03	Language - 1
SMVPC05	Project - 1
SMVPC07	Industry Exposure - 1
SMVPC09	Holistic Education - 1
SMVPE01	Portfolio - 1
SMVPC02	Elective - 2
SMVPC04	Language - 2
SMVPC06	Project - 2
SMVPC08	Industry Exposure - 2
SMVPC10	Holistic Education - 2
SMVPE02	Portfolio - 2
SMVPS02	Seminar

YEAR 2

SMVPC11	Elective - 3
SMVPC13	Language - 3
SMVPC15	Project - 3
SMVPC17	Apprenticeship - 3
SMVPC19	Holistic Education - 3
SMVPE03	Portfolio - 3
SMVPC12	Elective - 4
SMVPC14	Language - 4
SMVPC16	Project - 4
SMVPC18	Apprenticeship - 4
SMVPC20	Holistic Education - 4
SMVPE04	Portfolio - 4
SMVPS04	Seminar

YEAR 3

SMVPC21	Language - 5
SMVPC23	FAS - 5
SMVPC25	Mentor Lab - 5
SMVPE05	Portfolio - 5
SMVPC22	Language - 6
SMVPC24	FAS - 6
SMVPC26	Mentor Lab - 6
SMVPE06	Portfolio - 6
SMVCAP6	Capstone

COURSE AIMS AND OBJECTIVES

» To produce creative and technically competent designers to meet the demand for trained professionals who can conceive and build spaces across a range of market requirements and execute their construction quickly and efficiently.

» To focus on technical know-how, material understanding and design thinking throughout the creative process towards developing the ability to integrate technology, skill and management into the practice.

» To provide for the holistic development of a design professional, capable of engaging both with traditional building craft as well as innovations in 3D-printing technology and prefabricated interiors; able to provide a client with an appropriate and economical design solution.

INTERIOR DESIGN AND BUILD

CHOICE BASED CREDIT INPUT INTO SPECIALIZATION / PATHWAY OF STUDY

User Interface and Interaction Engineering — Understand user/human centered approach to design.

Graphic Arts and Design Practices — Understand principles of Gestalt. Branding and identity in Retail Design.

Creative Manufacturing — Technical drawing and material specification. Understanding user needs and aspirations. 3D Visualization and modelling

Digital Film making — Working with natural and artificial light. Creating experience through sound.

Creative Coding

Digital Media Production — 3D Environments and Spaces

Observing, recording and representing space.
Anthropometrics and ergonomics.
Materials and processes.
Conceiving, organizing and visualizing interior space - according to a program.
Quantities, schedules and costing.
Structural systems in interiors.
Integration of interior services.
Drafting, 3D modelling and lighting software.
Working drawings.
Presentation drawings.
Plan and supervise work with consultants / contractors.
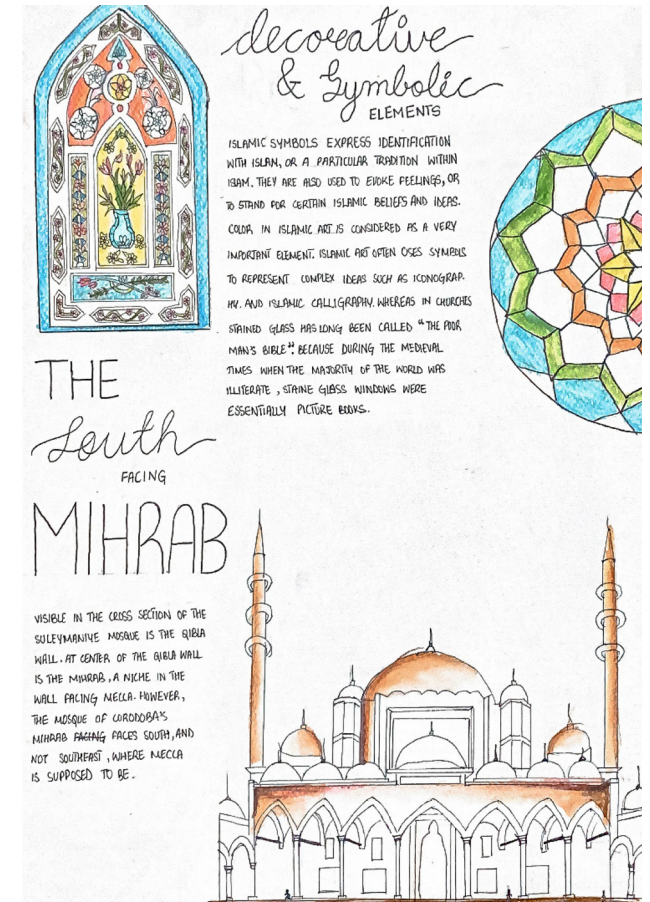Manage and coordinate all resources on design build project.

INTERIOR DESIGN AND BUILD

The Interior Design and Build course is a systematic approach to a project in which the entire process of design and construction is streamlined and undertaken by a single entity. The course will explore new innovations that are changing the face of design-build interiors. For example, 3D-printing technology and prefabricated interiors will help learners to develop the ability to integrate technology, skill and technique into the practice.

This course is an intensive, practice-based and practice-oriented training. Emphasis is given to extensive internships in industry, hands-on workshop learning, skill development in visualisation and representation. The core skills acquired through the above to build a well-rounded designer are:

Sound technical knowledge and project implementation skills. Sensitivity to design quality, innovation and aesthetic characteristics.Material and ecological responsiveness and cultural awareness.

| LEARNING UNITS		EXIT CRITERIA
YEAR 1		**At the end of year 1 students will:**
SMID101	Drawing for Observation and Communication	» Have a thorough understanding of basics of space, layouts and materials.
SMID103	Materials and Processes - 1	
SMID105	Design Thinking and Process	» Have skills to observe record & represent accurately.
SMID107	Measured Drawing	
SMID109	Anthropometrics & Ergonomics	» Be equipped with the fundamentals of space making, design process and interior materials, technical conventions, software and basic interior services.
SMID111	Space Making	
SMID102	Digital Drawing	
SMID104	Spatial Studies	
SMID106	Materials and Processes - 2	
SMID108	Colour, Light and Space	
SMID110	Basic Structures and Construction	
YEAR 2		**At the end of year 2 students will:**
SMID201	Advanced Structures and Construction	» Be able to conceptualise and execute a range of spatial requirements and interior services.
SMID203	Working Drawings and Details	
SMID205	Specifications and BOQ's	» Have skills to coordinate and plan efficiently.
SMID207	Materials and Processes - 3	
SMID209	Interior Services and Technologies	» Be equipped to provide inputs in the design and detailing of spaces and furniture with regard to user requirements.
SMID202	3D Computer Modelling and Animation	
SMID204	Basic Lighting Design	» Be able to incorporate the design of spaces and services for the design build process.
SMID206	Professional Practice	

YEAR 3	
SMVCAP6	Capstone

At the end of year 3 students will:

» Be able to conceptualise, plan and execute a complete interior design project.

» Have the skills to manage sites and resources professionally.

» Have the capacity to provide inputs in systems, lighting, technology and special user requirements.
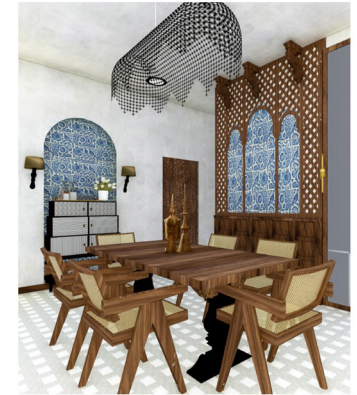
Images courtesy Srishti Institute of Art, Design & Technology

For more information on the programs and courses

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