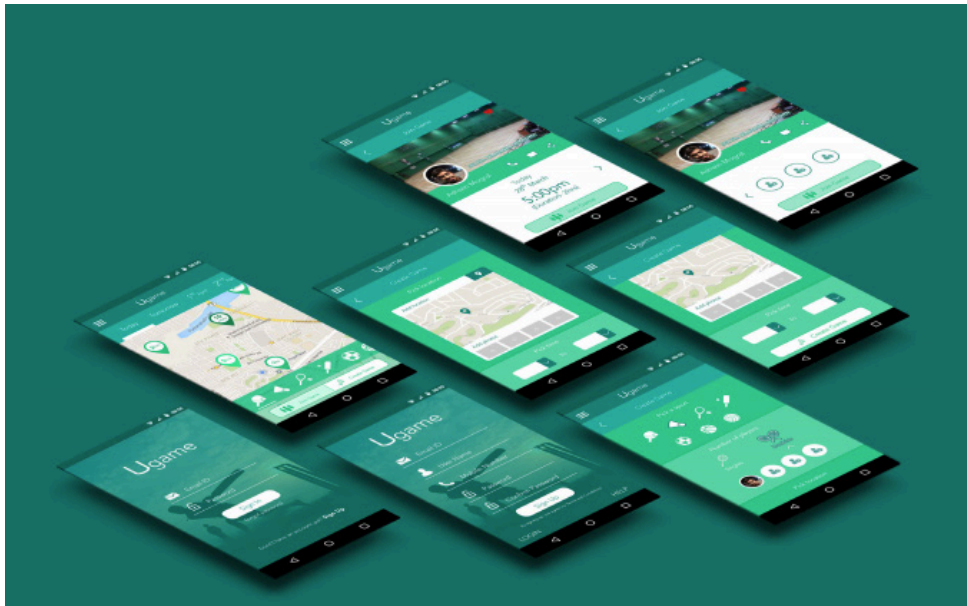


3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

B.Voc. in User Interface and Interaction Engineering



FOR FURTHER INFORMATION

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USER INTERFACE AND INTERACTION ENGINEERING

Good user interface design is a critical part of the success of a product or website. The vision of this course is to create designers who will be able to design and develop desirable and useable user interfaces and interaction designs for products and services that enhance the overall user experience.

ELIGIBILITY

Published on the admissions page of the Sriшти 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.

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

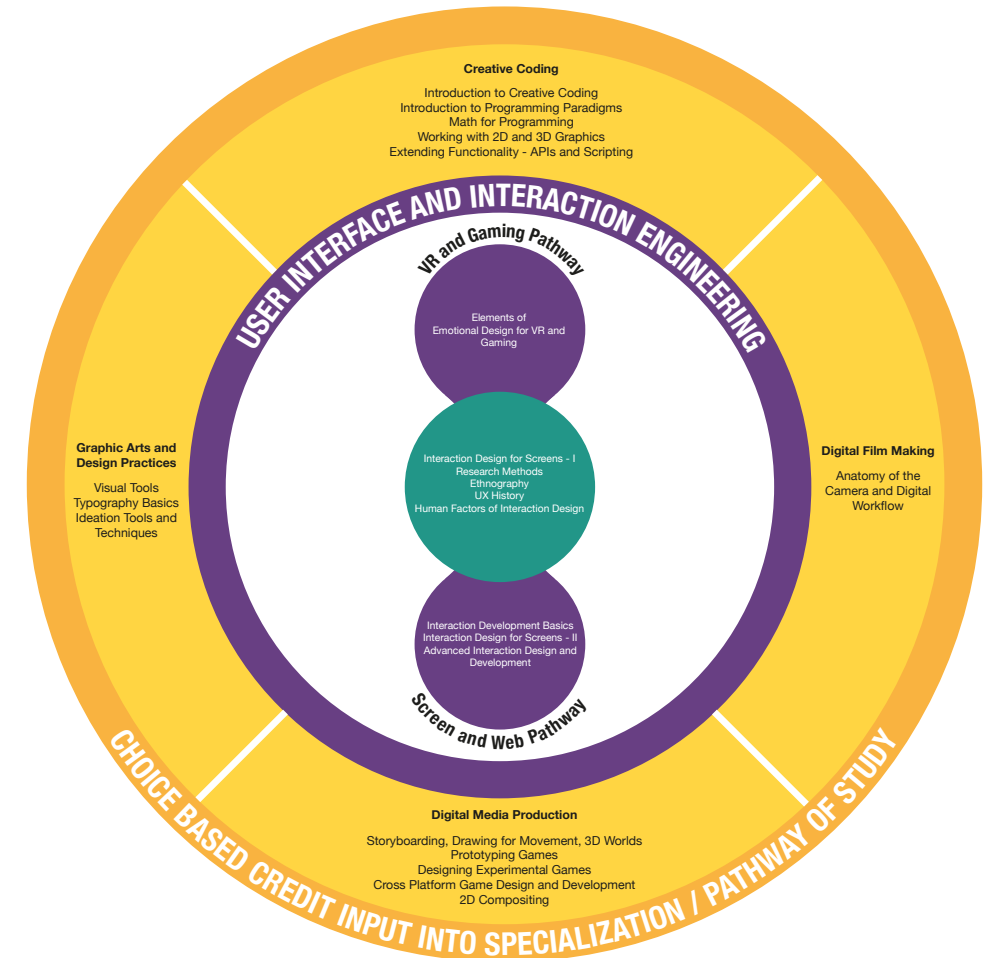
YEAR 3

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

The User Interface and Interaction Engineering (UIIE) program aims to offer skills and tools, and industry exposure that will enable students to become exceptional user interface design and developers. Specifically each student is led and supported:

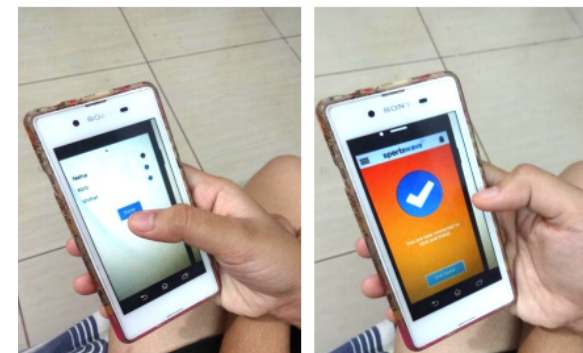
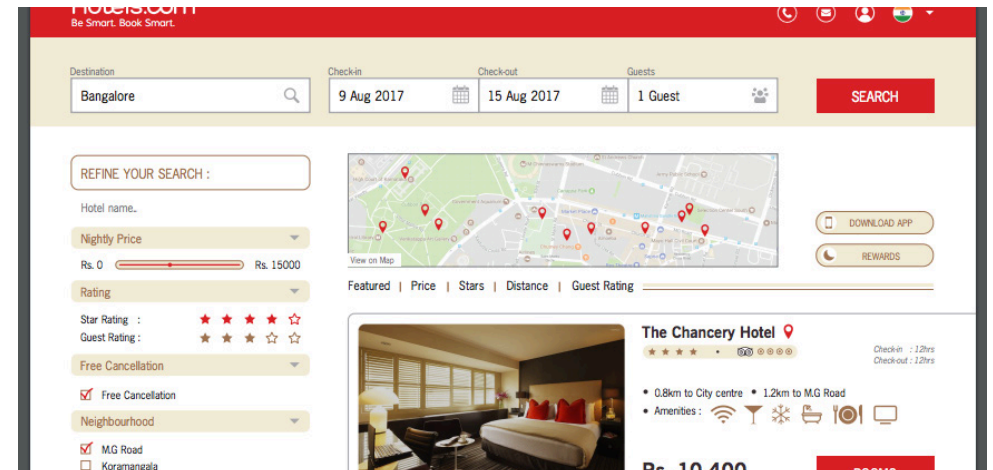
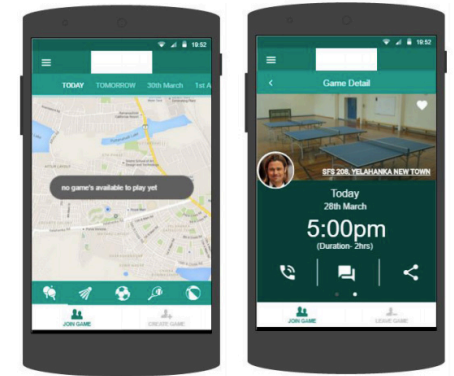
- » To develop understanding, competencies, and skills required to create and develop exceptional user interface & interaction design.
- » To seamlessly integrate with the industry contexts through periodic industrial exposure and experiences throughout the program.



USER INTERFACE AND INTERACTION ENGINEERING

The UIIE for Screen & Web Pathway is envisioned to create individuals with the skills and knowledge to design and develop immersive and engaging digital experiences, and equip them to effectively engage, inform and shape the rapidly evolving digital industry in India. The space would be conducive to explore opportunities and implications of designing for screen-based interactions and probe into the emerging complex technological infrastructure that is increasingly driving such interactions, namely big data, machine learning and advanced algorithms. Through the many immersive studios and workshops along with hands on experience of working with the industry on real life projects, they acquire the fundamentals of the human centred approach to interface and interaction design, while acquiring the necessary skills to transform innovative concepts into real products and experiences.

LEARNING UNITS		EXIT CRITERIA
YEAR 1		<p>At the end of year 1 students will:</p> <ul style="list-style-type: none"> » Learn efficient and rapid production of high fidelity design and prototypes of interfaces for web and mobile using professional software tools, » Gain abilities to design animations and transitions, and » Develop basic programming abilities.
SMCC225	Physical Computing	
SMCC227	Introduction to Spatial Data and Geolocation	
SMCC229	Introduction to Programming for Mobile Devices	
SMCC226	Extending Functionality – APIs and Scripting	
SMCC228	Introduction to Digital Fabrication	
SMCC230	Working with Sound	
SMCC232	Cross Platform Game Design and Development	
YEAR 2		<p>At the end of year 2 students will:</p> <ul style="list-style-type: none"> » Develop professional level abilities of performing the role of a designer across the multiple job positions in the industry, such as usability engineer, motion designer, data visualizer, UI designer, front end programmer, etc. » Learn to test interactions, work with and visualize quantitative data through programming. » Develop individual job role through working on an industry brief to produce and efficiently contribute to a particular production chain.
SMUI201	Testing Interactions	
SMUI203	Programming for Interactions	
SMUI205	Working with Datasets	
SMUI207	Data and Visualisation	
SMUI202	Responsible Design in Practice	
SMUI204	Advanced IxD	
YEAR 3		<p>At the end of year 3 students will:</p> <ul style="list-style-type: none"> » Work with the industry in a context of the student's choice so as to gain an in-depth working proficiency of contributing to the production of exceptional interfaces for the web. » Learn to work with industry to potentially induct into the ready workforce.
SMVCAP6	Capstone	





Images courtesy Srishti Institute of Art, Design & Technology

For more information on the programs and courses

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