

4 Years | Undergraduate Professional Program | Bachelor of Design

B.Des. in Creative Education



FOR FURTHER INFORMATION

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CREATIVE EDUCATION

The Creative Education course uses the 'designerly' lens to broaden one's perspective on education and learning. This is a unique course that is ever imagined in India where art, design and technology are interspersed with learning, pedagogy, facilitation, storytelling and systems thinking to reimagine and transform learning and education. By using the art and design thinking tools and processes, the course equips aspiring creative educators to bring innovation and creativity in diverse learning spaces, be it formal, non-formal or informal, public or private, physical or digital, NGOs or corporate houses.

ELIGIBILITY

As per AICTE guidelines published on the admissions page of the Srishti Manipal website.

MEDIUM OF INSTRUCTION

English; all our transactions and transcripts will be in English.

DURATION

8 semesters (4 years); must be completed within 6 years from the start of the course of study.

DESCRIPTION OF CURRICULUM COMPONENTS

FOUNDATION STUDIES introduces students to basic principles and tools of Art and Design through contextual studies and hands-on learning and is common to all courses.

DISCIPLINARY STUDIOS are learning spaces where students develop core disciplinary skills and knowledge, while navigating in a trans-disciplinary environment.

WORKSHOPS provide intense learning experiences in making and doing, across the different disciplines.

GENERAL STUDIES are designed to develop and broaden one's world view and sharpen critical thinking and communication skills.

ELECTIVES allow students to expand their skills, develop interests and provide opportunities for travel and exchange.

ABILITY & SKILL ENHANCEMENT COURSES (AEC), (SEC) include learning units that enable enrichment of knowledge specific to a discipline, or are skill-based and provide hands-on-training and competencies.

CHARETTES are end of semester challenges that allow students to apply their learning from the studios and workshops to participate in brief-driven, quick-fire design assignments.

INTERIM is an open elective that encourages exploration through an open-ended framework for learning by engaging with artistic practices. Contemporary artists are invited from all over the world to lead place-based projects.

INTERNSHIP in an art or design studio/ organization / industry provides students an opportunity to refine and apply their learning in a professional environment.

TERM PAPER allows the integration of theory and reflection with practice or artefact creation.

PROJECT involves the application, synthesis and demonstration of capabilities acquired, and is a qualifier to the thesis.

THESIS PROJECT in the final year is the synthesis and demonstration of capabilities acquired. The first semester includes a qualifying research project; the second a Final Thesis project which is interdisciplinary, within a current context.

CO-CURRICULAR ACTIVITIES provide opportunities for students to stay healthy as well as broaden their talents in various activities.

CURRICULUM COMPONENTS	SEMESTER
Generic Skills	1, 2
Contextual Enquiry	1, 2
Performance of Understanding	1, 2
Disciplinary Studios	3, 4, 5, 6
Design Charette	3, 4, 5, 6
Internship	Between 6 & 7
Project	7
Term Paper	7
Thesis	8
Exhibition	8
Open Electives	1, 2, 3, 4, 5, 6
Workshops	1, 2, 3, 4, 5, 6, 7
General Studies	1, 2, 3, 4, 5, 6, 7
Ability & Skill Enhancement Courses	1, 2, 3, 4, 5, 6
Co-Curricular Activities	1, 2, 3, 4, 5, 6

MAJOR AND MINOR

Navigation for students under the CBCS is provided through the choice of an academic major and minors. In addition to this, there is a choice of open electives, through General Studies and Interim.

An Academic Major typically consists of a Core Curriculum, with prescribed units of study. The Core Curriculum may comprise of the disciplinary studios listed below, which are indicative and not exhaustive. The choice of learning units taken as an academic major may also include similar disciplinary studios chosen from those listed on the prospectus of other specialised courses.

An Academic Minor is a student's second disciplinary choice and has its own prescribed units of study. A minor is chosen from learning units offered as prescribed as chosen from an interdisciplinary studies cluster other than the one in which their course is located.



CURRICULUM COMPONENTS

(This list may be amended and is listed here as indicative of the program of study)

SEMESTER 1 & 2 – ODD & EVEN FOUNDATION STUDIES

(Common and Compulsory to All Specialisations)

Studio

Generic Skills
Contextual Enquiry
General Studies
Interim (Learning Expeditions)

SEMESTER 3 – ODD DISCIPLINARY STUDIOS

Studio

SMCE2303	Walks and Journeys (Learning Outdoors)
SMCE2307	Making Maps - Stories and Data Across Space
SMCE2301	Picturing Processes and Phenomena 1
SMCE2313	STEAM by Design

Workshops

SMCE2319	Making Things that Move
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SEMESTER 4 – EVEN OPEN ELECTIVE – INTERIM DISCIPLINARY STUDIOS

Studio

SMCE2306	Measuring the Environment - Sensors and GIS
SMCE2308	Documenting Making/Understanding
SMCE2324	Spaces and Systems for Learning
SMCE2326	Frugality in Designing Learning

Workshops

SMCE2318	Games - Make/Play/Make
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SEMESTER 5 – ODD DISCIPLINARY STUDIOS

Studio

SMCE2311	Toys to Learn With
SMCE2315	Data as Material
SMCE2305	Building Learning from Materials
SMCE2309	Facilitating Learning Communities 1

Workshops

SMCE2317	Animateur and Provocateur - The Embodied Theatre
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SEMESTER 6 – EVEN OPEN ELECTIVE – INTERIM DISCIPLINARY STUDIOS

Studio

SMCE2302	Picturing Processes and Phenomena 2
SMCE2310	Facilitating Learning Communities 2
AEC	Cultures of Thinking: Probes and Prods for how we think
SMCE2304	Objects that Interact
SMCE2314	Using Materials with Children

Workshops

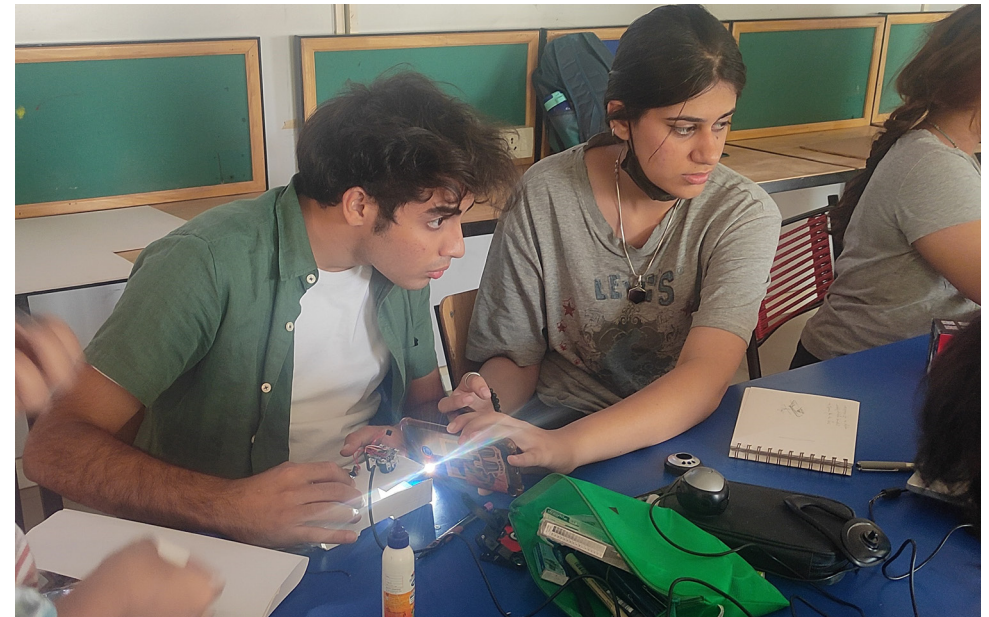
SMCE2320	Explanation as Story
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SEMESTER 7 – ODD PRE-THESIS PROJECT TERM PAPER

SEMESTER 8 – EVEN THESIS PROJECT EXHIBITION

UPON SUCCESSFUL COMPLETION OF THIS COURSE GRADUATES WILL HAVE DEVELOPED THE FOLLOWING CAPABILITIES:

- » Facilitation
 1. Organise and facilitate learning situations and activities with different types of learners.
 2. Be familiar with a variety of tools to facilitate learning in groups and from peers.
 3. Understand and use strategies to build exploration, collaboration and interaction while working with learners.
- » Making and learning with materials
 4. Have facility working with both physical and digital materials to build objects.
 5. Play with and explore unfamiliar materials to learn how they can be used.
 6. Use materials to build learning in a various contexts, keeping in mind factors such as availability, safety and skill levels of learners.
- » Communication and visualisation
 7. Use appropriate tools and media to communicate processes and procedures.
 8. Use tools to synthesize and visualise data of various sorts.
 9. Use documentation both as a communication tool as well as a learning tool.
- » Design thinking tools
 10. Consider resources, users and function while designing/deconstructing/redesigning objects.
 11. Collect meaningful feedback and respond to it by changing parameters.
 12. Use iteration meaningfully in the process of building experiences or objects.



For more information on the programs and courses

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