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

4 Years | Undergraduate Professional Program | Bachelor of Design

B.Des. in Industrial Arts and Design Practices

APPROVED

FOR FURTHER INFORMATION

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INDUSTRIAL ARTS AND DESIGN PRACTICES

How do we set priorities in design? Do we design for people, for the market, for the environment or to express our creative selves? Today as we move to planet-centric design, the question is, how can we shape our practice such that whatever we create is inclusive and caring in nature for a larger, common good? This is a tall ask but as creative practitioners who are trained to 'make things better' we often inadvertently do the opposite. Apart from our focus on solving immediate local problems, we also need to consider the impact of our creations on the planet.

The Industrial Arts and Design Practice course is based on the idea of "making" as a way of thinking. We believe that making is the connection between the head and the heart. Hands-on making leads to an enduring understanding of design and art processes, and allows us to learn with intuition and sensitivity.

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 specialsed 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

SMIA2301	Analytical Drawing
SMIA2303	Bad Design
SMIA2305	Basic Materials & Process
SMIA2307	Introduction to Colour
SMIA2311	Design Process
SMIA2319	Image Making
SMIA2321	Mapping Space & Public Furniture
SMIA2327	Bend the Rules - Principles of Art and Design
SMIA2333	Fiber Studies
SMIA2335	Repeat to Fit

Workshops

SMIA2361	Digital Skills
SMIA2365	Create a Story
SMIA2369	Introduction to Hand Skills
SMIA2373	Deconstructed Print and Dye
SMIA2379	Paper Furniture
SMIA2381	Prototyping

SEMESTER 4 – EVEN

OPEN ELECTIVE – INTERIM

DISCIPLINARY STUDIOS

Studio

SMIA2319	Image Making
SMIA2321	Mapping Space & Public Furniture
SMIA2327	Bend the Rules - Principles of Art and Design
SMIA2333	Fiber Studies
SMIA2337	Sustainable Design Practices
SMIA2339	Furniture Design & Prototyping
SMIA2343	Print Language
SMIA2349	Detailing
SMIA2355	Transformations with Textiles 2

Workshops

SMIA2378	Break and Make - Bicycle Hacking
SMIA2384	Explore Tensigrity
SMIA2386	New Ways of Making
SMIA2394	Draping
SMIA2396	Basic Prototyping

SEMESTER 5 – ODD

DISCIPLINARY STUDIOS

Studio

SMIA2304	Introduction to Weaving
SMIA2306	Accessory Design
SMIA2316	Semantics in Product Design
SMIA2318	Form Studies
SMIA2330	From Flat Fabric to Wearable Form
SMIA2346	Design Futures 1
SMIA2348	Basic Furniture Design
SMIA2356	Building Frameworks for Business
SMIA2362	Making Against Constraints
SMIA2372	Discovering Layers - Weave 2

Workshops

SMIA2373	Deconstructed Print and Dye
SMIA2361	Digital Skills
SMIA2381	Prototyping

SEMESTER 6 – EVEN

OPEN ELECTIVE – INTERIM

DISCIPLINARY STUDIOS

Studio

SMIA2306	Accessory Design
SMIA2310	Design Futures 2
SMIA2316	Semantics in Product Design
SMIA2318	Form Studies
SMIA2330	From Flat Fabric to Wearable Form
SMIA2338	Furniture Design & Production
SMIA2372	Discovering Layers - Weave 2
SMIA2378	Break and Make - Bicycle Hacking

Workshops

SMIA2378	Break and Make - Bicycle Hacking
SMIA2384	Explore Tensigrity
SMIA2386	New Ways of Making
SMIA2394	Draping
SMIA2396	Basic Prototyping

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:

» Working with Material

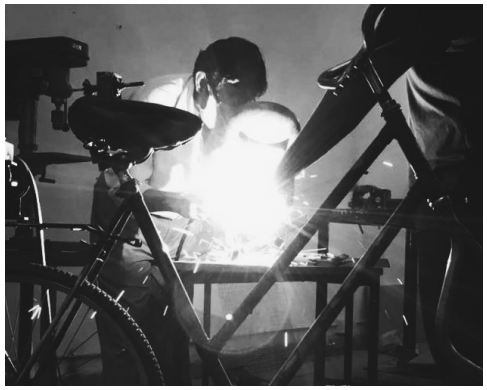
1. Acquire a proficiency in working with specific materials and processes
2. Understand and use technologies from the traditional, contemporary to futuristic, Play and innovate with new materials and technologies to make new connections
3. Develop curiosity and respect for material, processes and people

» Learning through Making

4. Be proficient in using the design process and creative thinking skills and tools- research methods, tools for analysis, ideating, prototyping, testing and validating
5. Be proficient in expression through drawing and prototyping
6. Explore and experiment in a hands-on manner with materials, processes and techniques in order to develop understanding appropriate and sustainable uses
7. Use Making as a conceptual thinking tool for envisioning and translating abstractions into tangible forms

» Manage Complexity

8. Develop an ability to detail, plan and manage - materials and resources to arrive at a final outcome
9. Understand the Impact of one's practice through different lens – experimental, facilitative, entrepreneurial, leading to positioning of one's practice in a larger framework
10. Develop an ability to create frameworks through Making and Reflective response with art, craft and design techniques, processes, and contemporary ways of perceiving art and design



For more information on the programs and courses

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