

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

4 semesters/2 years (Must be completed within 4 years from the start of the course of study)

DESCRIPTION OF CURRICULUM COMPONENTS

STUDIOS encourage active, contextual learning where students develop core disciplinary skills and knowledge. Studios facilitate collaborative and creative design solutions to complex, open-ended problems. Disciplinary studios are learning spaces where students develop core disciplinary capabilities, while navigating a trans-disciplinary environment.

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

SEMINARS are spaces for investigating a particular idea, topic, praxis, etc. by discussion and/or dialogue, and may also involve critiques, pin-ups, presentations, etc. of either works-in-progress or completed works for feedback.

SELF DIRECTED INQUIRY is continuous through each semester and allows articulation of personal lines of inquiry through the term. This culminates each semester in a performance of understanding that allows for the demonstration of this continuous engagement in inquiry or design.

INTERNSHIP/WORK EXPERIENCE involves working in an industry or a design studio/artist or art studio for a prescribed period of time.

CAPSTONE is the culmination of the research, capabilities and knowledge gained over the last three semesters. Students are required to submit their design output and a mandated thesis document. Students are mentored during this final project and go through seminars to get feedback from faculty and peer groups.

INDEPENDENT STUDY is self-led and enables the pursuit of deeper understanding as a supplement to taught units.

TRANSDISCIPLINARY RESEARCH facilitates collaborative and creative design solutions to complex, open-ended problems in specific contexts. It provides intense research experiences in making and doing, across the different disciplines through Centres, Labs and Ateliers.

PORTFOLIO involves the development of a reflective and curated body of work, which represents professional practice over a time period that is cumulative from semester to semester and is evidence of practice, research and inquiry.

INTERLUDE or the in-between is an experimental space for pause, reflection, discussion, and an active, performative engagement. The vision is to create a space that lies in the intersection between academic learning and the commons, where diverse modalities are encouraged.

PROJECTS facilitate collaborative and creative design solutions to complex, open-ended problems in specific contexts. They provide intense learning experiences in making and doing.

PRACTICUMS are designed to provide students with practical work experience. Practicums can also open many opportunities to network and make important contacts within the industry or expertise in the field.

COLLOQUIUM is an informal meeting or seminar which is usually of an industry/academic nature where different researchers/scholars/experts disseminate their 'works' and invite questions.

FIELD WORK/PRACTICE involves experiential, embodied engagements including those in the workplace. Practice includes self-study and reflective documentation (for example, journaling and maintaining reflective blogs).

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

- » Understand and unearth multi-stakeholder's respective needs and desires
- » Develop the ability to be empathetic and use it to innovate
- » Understand trends and forecasts
- » Conduct primary and secondary research methodologies and derive actionable insights from research for design solutions
- » Understand current behaviors and scenarios, and develop the skill of anticipating future scenarios
- » Develop and be fluent in the creative process of sketching and modeling as a way of problem solving
- » Understand and command design processes in order to be able to apply it in problem solving and innovation scenarios
- » Focus on continuing development of new knowledge: helping learners to manage knowledge - how to find, analyze, evaluate, and apply knowledge as it constantly shifts and grows in the field of user experience design
- » Meet the demands of 21st century society, skills such as critical thinking, independent learning, knowing how to use relevant information technology, software, and data for user experience design
- » Develop collaborative approaches to the construction of knowledge/building communities of practice
- » Use technology where appropriate to help them learn, develop essential information and technology literacy skills, and master the technology fluency necessary
- » Manage their own learning throughout life, so they can continue to learn after graduation

The Postgraduate Professional Program is an inquiry led learning process that offers engagements through a Learning Hub (disciplinary units shown below) as well as projects, practice and transdisciplinary research. **The Learning Hub also offers choices for allied and electives from across the Master of Design Program as published in the respective course prospectus.** The Writing Centre enables critical and creative expression across programs in reflective documentation, artist's journaling, proposal and thesis writing, and research.

CURRICULUM COMPONENTS

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

SEMESTER 1 – ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMDL509	Innovation Models 1
SMDL537	Innovation and Change
SMIA509	Creative Visualisation, Ideation And Translation
SMIA505	Position and Practice

Seminar (Theory & Understanding)

SMDL559	Project Management 1
SMDL563	User Behaviour 1
SMIA515	Uncovering Layers

Knowledge Enhancement (Ability or Skills)

Workshop

SMDL549	Design Research
SMIA513	The Maker's Space

DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

SELF DIRECTED INQUIRY

PORTFOLIO

SEMESTER 2 – EVEN

INTERLUDE

Open Elective

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMDL504	Mapping Futures 2
SMDL524	Product System Services Thinking 2
SMIA504	Eye For Detail
SMIA506	Mapping Complexities and Intangibles

Seminar (Theory and Understanding)

SMDL544	Finance For Designer 2
SMDL546	Operations Research 2
SMIA516	Creative Transitions

Knowledge Enhancement (Ability or Skills)

Workshops

SMDL528	Systems Thinking
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DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

SELF DIRECTED INQUIRY

PORTFOLIO

COLLOQUIUM

SEMESTER 3 – ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMDL517	Social and Business Innovation
SMDL539	Idea Realisation
SMIA503	Creative Leadership
SMIA511	PSS (Product Systems and Services) Thinking

Seminar (Theory & Understanding)

SMDL557	Innovation Management & Strategy 1
SMDL561	Development Economics 1
SMIA517	Positioning Practice

Knowledge Enhancement (Ability or Skills)

Workshop

SMDL555	Prototype to Persuade
SMIA513	The Maker's Space

DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

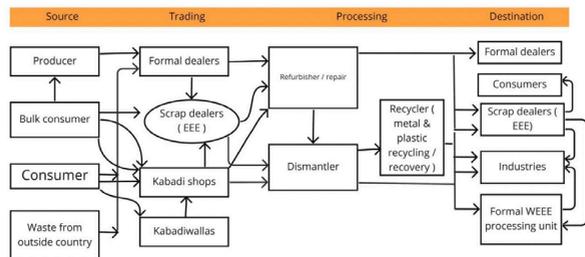
SELF DIRECTED INQUIRY

PORTFOLIO

SEMESTER 4 – EVEN

CAPSTONE: RESEARCH PROPOSAL

CAPSTONE



Informal E-waste Flowchart

For more information on the programs and courses

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