

Postgraduate Professional Program | Master of Design

M.Des. in Industrial Arts and Design Practices



FOR FURTHER INFORMATION

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INDUSTRIAL ARTS AND DESIGN PRACTICES

The future of 'how, why and where things are made' is rapidly changing with new technologies and possibilities emerging every day. What does this mean for the designer of the future? How can we use the power of new technologies along with the unique tradition of making we have in India to create a new language in design and art?

We facilitate design and art professionals of the future, who can work in multiple contexts, make complex connections, lead and manage change. We facilitate and inculcate working with autonomy towards a clear self-position, be it as an entrepreneur, a design lead or as an independent creative practitioner.

NAVIGATE | NEGOTIATE | NURTURE

The Postgraduate Programs at Srishti Manipal are designed with the overarching theme of **Engage and Experience** through which each student embarks on a journey that is creative and well supported.

All programs have three driving lenses - **Navigate, Negotiate and Nurture**.

Students are expected to:

Navigate this program through self-directed inquiries that are conducted either on campus and in studios, or in the field.

Negotiate their learning through a choice-based system that includes a choice made through learning units offered in the Learning Hub and/or Writing Centre.

Nurture their enquiries through a mentor-led program that gives them a chance for building a portfolio of transdisciplinary projects, wherein they can hone their skills and generate capabilities that foster deeper understandings developed in real-world or imaginary contexts.

Applicants to these programs of study must be capable of independent study and research, and appreciate a studio-based learning culture.

CURRICULAR COMPONENTS	SEMESTER
Studio, Workshop	1, 2, 3
Seminar, Colloquium	1, 2, 3
Project, Transdisciplinary Research, Practicum	1, 2, 3
Independent Study	1, 2, 3
Internship, Work Experience	2, 3
Culminating Performances of Understanding	1, 2, 3, 4
Interlude	2
Self Directed Inquiry, Portfolio	1, 2, 3
Capstone	4
Conference	4

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:**

- » To abstract
 1. Navigating complexity and scale, to distil and express the essence
- » To envision
 2. An idea, a project, a future, a system, a practice, an industry
- » To be industrious
 3. To engage and persist, to analyze and synthesize, to translate and refine, to be proficient
- » To be curious
 4. To explore and stretch, to challenge convention, to push boundaries
- » To be empathic
 5. To people, to the ecology, to practices, to material
- » To be a conscious practitioner
 6. To understand world views, develop alertness, to lead and manage with the ability to understand systems
- » To be expressive
 7. To be able to construct new theoretical and practical frameworks

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

SMIA509	Creative Visualisation, Ideation and Translation
SMIA505	Position and Practice
SMEX503	Insights to Concepts 2
SMDC515	Making - Ideas to Objects
SMDC507	Objects that Behave
SMHC527	Design Research to Ideas
SMUD507	Unpacking 'Place'

Seminar (Theory & Understanding)

SMIA515	Uncovering Layers
SMDL563	User Behaviour 1
SMHC539	History of Human & Digital

Knowledge Enhancement (Ability or Skills)

Workshop

SMIA513	The Maker's Space
SMTC509	Critical Making
SMDL549	Design Research
SMEE599	Listening to Life
SMHC535	Ideas to Prototypes
SMUD517	Conceptualising 'Place'

DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

SELF DIRECTED INQUIRY

PORTFOLIO

SEMESTER 2 – EVEN

INTERLUDE

Open Elective

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMIA504	Eye For Detail
SMIA506	Mapping Complexities and Intangibles
SMIA510	Business Fundamentals
SMDL524	Product System Services Thinking 2
SMEE570	Conservation, Education & Action
SMHC514	Probing into Service, System, & Infrastructures
SMII578	Narratives, Immersion and Information B
SMII546	Emerging Research Methods
SMUD512	Communities and Development
SMVC508	Modern Visual Culture

Seminar (Theory and Understanding)

SMIA516	Creative Transitions
SMEE5157	Aesthetics and Politics of Ecology
SMII5139	Growth & Development
SMUD504	Heritage Economics

Knowledge Enhancement (Ability or Skills)

Workshops

SMIA514	The Maker's Space
SMIA516	Creative Transitions
SMVC512	Illustration: Form, Technique and Communication
SMDL528	Systems Thinking
SMHC516	Material Experiments for Probing

DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

SELF DIRECTED INQUIRY

PORTFOLIO

COLLOQUIUM

SEMESTER 3 – ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMIA503	Creative Leadership
SMIA511	PSS (Product Systems and Services) Thinking
SMDL539	Idea Realisation
SMUD509	Reimagining Urbanism
SMHC523	The Measure of All Things

Seminar (Theory & Understanding)

SMIA517	Positioning Practice
SMEE5143	Ethical Dilemmas

Knowledge Enhancement (Ability or Skills)

Workshop

SMIA513	The Maker's Space
SMEI517	Mapping Futures
SMVC523	Information Visualisation
SMDL555	Prototype to Persuade
SMEE591	Rediscovering Garden

DISCIPLINARY PROJECT

TRANSDISCIPLINARY RESEARCH

INDEPENDENT STUDY

INTERNSHIP

PRACTICUM

SELF DIRECTED INQUIRY

PORTFOLIO

SEMESTER 4 – EVEN

CAPSTONE: RESEARCH PROPOSAL

CAPSTONE



For more information on the programs and courses

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