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

Postgraduate Professional Program | Master of Design

M.Des. in Design Computation

APPROVED

FOR FURTHER INFORMATION

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DESIGN COMPUTATION

Objects that 'behave' and 'communicate' have rapidly moved from the realm of science fiction to our homes, shelves and pockets. Products are no longer static, but are expected to interact, inform and guide. In a similar vein, data is now available in quantities larger than was imagined in the recent past. Patterns have to be seen and conveyed, often interactively in real-time.

Design and art professionals of the future will need to work in multiple contexts, make complex connections, and lead and manage change. They will need to 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 thier 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 learning 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.

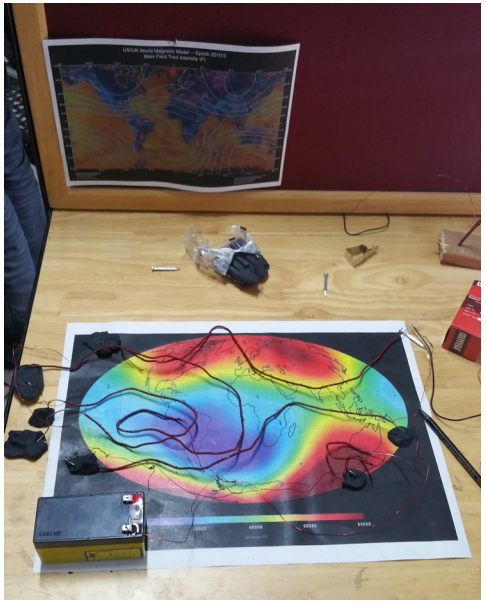
INTERLUDE or the in-between is an experimental space for pause, reflection, discussion, and an active, performative engagement. The vision is to create a space that lies in the intersection between academic learning and the commons, where diverse modalities are encouraged.

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).



Images courtesy Srishti Institute of Art, Design & Technology

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

- Conceptualize ideas and interaction techniques using software sketching and prototyping
- Apply methods to visualise to data of various types from a variety of fields
- Build the information architecture of a system with a number of entities with differing functions and roles
- Learn new tools and techniques as needed using online forums, communities and documentation independently
- Implement algorithms in appropriate programming languages
- Analyse a conceptual system or product to find parts that are easy to build and elements that require new tools or resources
- Contribute in a group working on complex problems and identify the aspects that computation can be brought to bear on
- Beyond the process of testing and iteration to develop software that functions correctly, also consider aspect of interaction and user experience

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

SMDC515	Making - Ideas to Objects
SMDC507	Objects that Behave
SMDL509	Innovation Models 1
SMDL537	Innovation and Change
SMIA509	Creative Visualisation, Ideation And Translation
SMHC527	Design Research to Ideas

Seminar (Theory & Understanding)

SMHC539	History of Human & Digital
SMDL563	User Behaviour 1

Knowledge Enhancement (Ability or Skills) Workshop

SMDL549	Design Research
SMHC535	Ideas to Prototypes
SMIA513	The Maker's Space
Ability Enhancement Course (AEC)	
Skills Enhancement Course (SEC)	

DISCIPLINARY PROJECT
TRANSDISCIPLINARY RESEARCH
INDEPENDENT STUDY
INTERNSHIP
PRACTICUM
SELF DIRECTED INQUIRY
PORTFOLIO

SEMESTER 2 – EVEN

INTERLUDE
Open Elective
THE LEARNING HUB
(Disciplinary Studies)
Studio

SMDC508	Programming for Expression
SMDC510	Interacting with Technology
SMDL504	Mapping Futures 2
SMDL524	Product System Services Thinking 2
SMIA506	Mapping Complexities and Intangibles
SMHC514	Probing into Service, System, & Infrastructures
SMIA506	Mapping Complexities and Intangibles

Seminar (Theory and Understanding)

SMHC520	Future of Human & Digital
SMIA516	Creative Transitions

Knowledge Enhancement (Ability or Skills) Workshops

SMHC516	Material Experiments for Probing
SMDL528	Systems Thinking
Ability Enhancement Course (AEC)	
Skills Enhancement Course (SEC)	

DISCIPLINARY PROJECT
TRANSDISCIPLINARY RESEARCH
INDEPENDENT STUDY
INTERNSHIP
PRACTICUM
SELF DIRECTED INQUIRY
PORTFOLIO
COLLOQUIUM

SEMESTER 3 – ODD

THE LEARNING HUB
(Disciplinary Studies)
Studio

SMDC509	Computational Possibilities in the Real World
SMDC511	Technology to learn with
SMIA511	PSS (Product Systems and Services) Thinking
SMDL539	Idea Realisation
SMHC529	Rehearsing the Futures
SMHC523	The Measure of All Things

Seminar (Theory & Understanding)

SMIA517	Positioning Practice
SMDL561	Development Economics 1

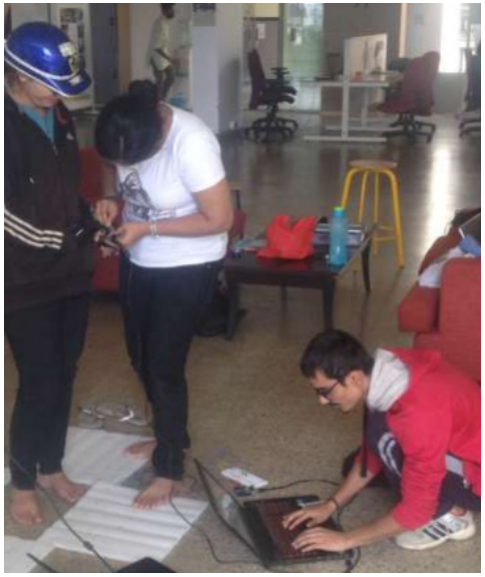
Knowledge Enhancement (Ability or Skills) Workshop

SMIA513	The Maker's Space
SMDL555	Prototype to Persuade
SMHC533	Thinking Through Technological Things: Future of Interaction Design
Ability Enhancement Course (AEC)	
Skills Enhancement Course (SEC)	

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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