





Postgraduate Professional Program | Master of Design

M.Des. in Human Centered Design





FOR FURTHER INFORMATION

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HUMAN CENTERED DESIGN

Human-Centered Design (HCD), broadly, is an approach to solve problems while keeping the concerns of the humans at the centre of it. The output of this approach could either be a product, a service, a system, or a space. HCD is increasingly being used to solve complex problems through the design of digital products, services, and systems. Digital technology is becoming the core of most, if not all, aspects of human experiences. Hence it is vital to not only shape digital technology in ways that benefit each and every human being, but also to critically inquire into the inherent assumptions and their limitations while following a human-centered design approach.

Independent, self-critical, creative, and focused inquiry into human (and sometimes non-human) experiences with digital technology, both existing and emerging are needed, driven by the activity of speculative and critical making with the digital material.

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 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.

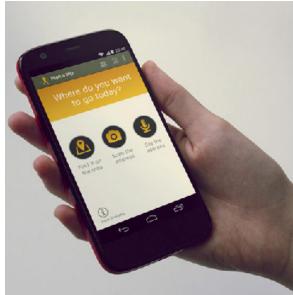
INTERLUDE or the in-between is an experimental space for pause, reflection, discussion, and an active, performative engagement. The vision is to create a space that lies in the intersection between academic learning and the commons, where diverse modalities are encouraged.

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).





Images courtesy Srishti Institute of Art, Design & Technology

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

- » Imagine
 - 1. Construct concepts in an unhindered and unbounded manner
- » Speculate
 - 2. Take risks while being iterative in constructing plausible concepts even with limited information
- » Discern & Align
 - 3. Take an informed stance after perceiving, questioning, and distinguishing between information from different sources and knowledge forms.
- » See & Connect
 - 4. Consciously unearth and combine diverse experiences and knowledge forms.
- » Be Honest
 - 5. Be aware of and transparent in articulating your position with respect to social, cultural, and political implications of digital technology.
- Make
 - 6. Construct to bring about artifacts, things, and people into novel assemblages as critical vehicles of inquiry.

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.

SEMESTER 2 - EVEN

CURRICULUM COMPONENTS

SEMESTER 1 - ODD

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

SEMESTER I - ODD		SEMESTER 2 - EVEN		
THE LEARNING HUB		INTERLUDE		
(Disciplinary Studies)		Open Elective		
Studio		THE LEARNING HUB		
SMHC527	Design Research to Ideas	(Disciplinar	y Studies)	
SMDC515	Making - Ideas to Objects	Studio		
SMDC507	Objects that Behave	SMHC514	Probing into Service, System, &	
SMTC505	Estraz Fixes: Technocratic		Infrastructures	
	Interventions For Development	SMDC508		
	Problems?	SMDC510	Interacting with Technology	
SMTC501	Research Methods	SMDL504	Mapping Futures 2	
Seminar (T	heory & Understanding)	SMTC506	Society of the Spectacle	
SMHC539	History of Human & Digital	SMTC504	Theories of Social Change	
SMDL559	Project Management 1	Seminar (T	heory and Understanding)	
SMDL563	User Behaviour 1	SMHC520	Future of Human & Digital	
SMTC517	Gender & Technology	SMDL544	Finance For Designer 2	
Knowledge Enhancement (Ability or Skills)		SMDL546	Operations Research 2	
Workshop		SMTC514	Democracy & Technology	
SMHC535	Ideas to Prototypes	_	Enhancement (Ability or Skills)	
SMTC509	Critical Making	Workshops	5	
SMIA513	The Maker's Space	SMHC516	Material Experiments for Probing	
DISCIPLINARY PROJECT		SMTC512	Politics of Software	
TRANSDISCIPLINARY RESEARCH		DISCIPLINA	ARY PROJECT	
INDEPENDENT STUDY		TRANSDISCIPLINARY RESEARCH		
INTERNSHIP		INDEPENDENT STUDY		
PRACTICUM		INTERNSHIP		
SELF DIRECTED INQUIRY		PRACTICUM		
PORTFOLIO		SELF DIRECTED INQUIRY		
		PORTFOLIO		
		COLLOQUI	UM	

SEMESTER 3 - ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMHC529	Rehearsing the Futures		
SMHC523	The Measure of All Things		
SMDC509	Computational Possibilities in the		
	Real World		
SMDC511	Technology to learn with		
SMTC507	The Measure of All Things:		
	The Measure of All Things: Quantifying the Human		
Seminar (Theory & Understanding)			
SMDI 557	Innovation Management &		

SMDL561 Development Economics 1 Knowledge Enhancement (Ability or Skills) Workshop

Strategy 1

SMHC533	Thinking Through Technological Things: Future of Interaction
	Things: Future of Interaction
	Design
SMIA513	The Maker's Space

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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