Postgraduate Professional Program | Master of Design

M.Des. in Information Arts and Information Design Practices

FOR FURTHER INFORMATION

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APPROVED

INFORMATION ARTS AND INFORMATION DESIGN PRACTICES

We preserve and transmit culture, language and all historical records, whether myth or real, using the power of narrative. Narrative or stories that are not just the oral and the written, but in art, dance, music and drama, embracing philosophy, history, politics, the environment and the social sciences. Information is narrative, but with purposefulness. Identity and information environments are intrinsically linked.

Stories craft our identity, they heal, inform, challenge and are the stuff of which our lives are made of. While visualization, interpretation and communication of data have been largely the focus of the field of Information Arts and Design around the world, at Srishti Manipal we dig deeper to engage with ethics, conflicts, politics, hidden realities, and debates around data and information.

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).

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

» Capability to inform and communicate through narrative

» Capability to interact and work with communities, contexts and limitations and sensitively negotiate boundaries

» Capability to transact meaning with audiences and build context-sensitive practices

» Capability to perceive gestalts, navigate complexity and negotiate intelligences through transdisciplinary engagement.

» Capability for leadership as action in art, design and/or technology praxis

» Capability for responsible creativity that emerges from social, ecological, ethical and learning design

» Capability to emerge transdisciplinary practice with reflections on interdependence and co-existence

» Capability to strategically work with emergent systems and chaos

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

SMII571	Politics of Knowledge, Being and Making A
SMII557	Beyond Advertising
SMUD507	Unpacking 'Place'
SMDE507	Critiques of Design Education
SMDE503	Idea Media Studio
SMHC527	Design Research to Ideas
SMCA503	Researching your Process
SMEE571	Interdependence & Co-existence
SMEE515	Species Watching
SMAN509	Image Making - Media & Methods

Seminar (Studio)

SMUD501	Urban Design, Sustainability and heritage legislations
SMES505	Fundamentals of Ecology and Evolutionary Biology

Seminar (Theory & Understanding)

SMII583	History of Narrative – Art
SMDE521	Reflecting on the Idea of Education-Assumptions & Distinctions
SMHC539	History of Human & Digital
SMEE5145	History & Politics of Conservation
SMVC527	Historical and Contextual Studies in Visual Communication
SMAN543	Visual Art Practices (A)
SMDO545	Ways of Seeing 1

Knowledge Enhancement (Ability or Skills) Workshop

SMII599	Media, Methods and Formats A
SMUD517	Conceptualising 'Place'
SMDE515	Doodling in Design: A Reflective Conversation with Situation
SMHC535	Ideas to Prototypes
SMCA519	Public Art

SMCA521	Video/Sound Art
SMEE599	Listening to Life
SMVC517	Print / Production Techniques
SMVC525	Illustration: Form, Technique and Communication
SMOH505	Transcribing & Editing Oral History
SMCP513	Exhibitions and Spatial Design
SMDO531	Working with Sound 1
SMES515	Primer on Field Work

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

SEMESTER 2 – EVEN

INTERLUDE
Open Elective
THE LEARNING HUB
(Disciplinary Studies)

Studio

SMII578	Narratives, Immersion and Information B
SMII546	Emerging Research Methods
SMUD512	Communities and Development
SMDE506	Construction & Instruction
SMHC514	Probing into Service, System, & Infrastructures
SMCA510	Making and Concept
SMCA506	Collaborative practice
SMEE570	Conservation, Education & Action
SMEE540	Art and Design for Conservation
SMVC510	UX / UI and Basic Coding
SMVC506	Expressive Typography
SMCP516	Artist Books & Catalogue Editing
SMAN532	Experimental Animation
SMVC508	Modern Visual Culture

Seminar (Studio)

SMUD504	Heritage Economics
SMES506	Engaged Ecologies: Dwelling & Time

Seminar (Theory and Understanding)

SMOH508	Oral History and Oral Traditions
SMII5139	Growth & Development
SMDE510	Why Philosophy
SMHC520	Future of Human & Digital
SMCA504	Exhibition Strategies & Practices
SMCA518	Writing for your practice
SMEE5157	Aesthetics and Politics of Ecology
SMDO534	Objectivity, Subjectivity, Ethics

Knowledge Enhancement (Ability or Skills) Workshops

SMII594	Immersive Practice
SMUD516	Participatory Governance
SMDE508	Constructing Narratives
SMHC516	Material Experiments for Probing
SMCA514	Photography and it's genres
SMCA512	Performance and Media
SMCA516	Text as Art
SMEE588	Untold stories
SMVC514	Calligraphy & Letterform Design
SMVC512	Illustration: Form, Technique and Communication
SMDO528	Working with Camera 2
SMES518	Using Geographical Information Systems (GIS)

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

SEMESTER 3 – ODD

THE LEARNING HUB
(Disciplinary Studies)

Studio

SMII587	Information Dynamics in the future A
SMII555	Creating for Law and Policy
SMUD509	Reimagining Urbanism
SMDE511	Making as Understanding
SMDE509	Storytelling and Cognition
SMEE521	Sustainable Institute

SMEE581	Excellence, Systems and Interconnectedness
SMEI505	Branding and Identity Design

Seminar (Studio)

SMUD506	AEC: Urban Governance
SMES501	Environmental Justice

Seminar (Theory & Understanding)

SMII5169	History of Narrative – Technology
SMDE523	Design Epistemologies-A Diagnosis
SMHC529	Rehearsing the Futures
SMHC523	The Measure of All Things
SMEE5143	Ethical Dilemmas
SMVC529	Advertising Strategy and Vision
SMDO543	Understanding Context

Knowledge Enhancement (Ability or Skills) Workshop

SMII5119	Becoming wing, river, tail, tree
SMUD515	Reframing Urbanism
SMDE519	People Place & Participatory Learning
SMHC533	Thinking Through Technological Things: Future of Interaction Design
SMEE5137	Neighbourhoods
SMEE591	Rediscovering Garden
SMVC523	Information Visualisation
SMES517	Landscape Ecology: Principles and Practice

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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