

Postgraduate Diploma Program | Postgraduate Diploma

Design Computation

PGDP BRIDGE



FOR FURTHER INFORMATION

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DESIGN COMPUTATION PGDP BRIDGE

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.

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 an entrepreneur, a design lead, or an independent creative practitioner.

BRIDGE

The Postgraduate Diploma Programs (PGDP) are designed with the overarching theme of Engage and Experience through which each student, an aspiring practitioner, embarks on a journey that is creative and well supported. All PGDP programs have three driving lenses – Connect, Extend and Enrich. The PGDP Bridge Program is designed for aspiring practitioners to 'connect' undergraduate education to the postgraduate programs they aspire to through the program.

PGDP-Bridge links art and design passions to careers and profession in the creative and cultural industries; it makes the master's program in Art and Design accessible to an aspiring practitioner even with three years of undergraduate education from a totally unrelated discipline. PGDP-Bridge provides industry and environment exposure, real world project briefs and studio learning that enables aspiring practitioners to make creative transitions and adapt to rapid changing scenarios of work and practice.

CURRICULAR COMPONENTS	SEMESTER
Studio, Workshop	1, 2
Seminar	1, 2
Project, Practicum	1, 2
Independent Study	1, 2
Culminating Performances of Understanding	1, 2
Industry / Environmental Exposure	2
Portfolio	1, 2
Conference (Poster Presentation)	2

ELIGIBILITY

Published on the admissions page of the Srishti Manipal website.

MEDIUM OF INSTRUCTION

English (All our transactions and transcripts will be in English)

DURATION

2 semesters/1 year (Must be completed within 2 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.

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.

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

INDUSTRY / ENVIRONMENTAL EXPOSURE Industry and Environment Exposure is engagement with real world issues/contexts as a critical form of art and design learning. Opportunities for industrial, socio-cultural and ecological field visits, master classes and mentor labs provide ways to develop and expand personal and professional abilities.

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.

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).



The Postgraduate Diploma Program is designed to provide a foundation for the Masters Programs through engagements with art and design practices. This is done through some units that provide an overview of art and design and others which introduce the aspiring practitioner to discipline specific thinking and making skills. Learning units are offered through studios, workshops, seminars and projects.

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

SMDDC501	Intuition and Expression
SMDDC507	Visual Tools

Seminar (Theory & Understanding)

SMDDC521	Stories Data Tell
SMDDC523	Critical Studies in Art and Design

Knowledge Enhancement (Ability or Skills) Workshop

SMDDC525	Art and Design Sprint 1
SMDDC519	Algorithms

INDEPENDENT STUDY**PRACTICUM****PORTFOLIO****SEMESTER 2 – EVEN****INDUSTRY / ENVIRONMENTAL EXPOSURE**

Open Elective

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMDDC510	Programming for Expression
SMDDC512	Interacting with Technology

Seminar (Theory and Understanding)

SMDDC518	Simulation and Modelling
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Knowledge Enhancement (Ability or Skills) Workshops

SMDDC514	Art and Design Sprint 2
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PROJECT**INDEPENDENT STUDY****PRACTICUM****PORTFOLIO****CONFERENCE**

(Poster Presentation)

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

- » To envision – an idea, a project, a future, a system, a practice, an industry
- » To be industrious – to engage and persist, to analyze and synthesize, to translate and refine, to be proficient
- » To be curious – to explore and stretch, to challenge convention, to push boundaries
- » To be empathic – to people, to the ecology, to practices, to material
- » To be a conscious practitioner – to understand worldviews, develop alertness, to lead and manage with the ability to understand systems

For more information:

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