

Postgraduate Diploma Program | Postgraduate Diploma

Experience Design

PGDP FINISH



FOR FURTHER INFORMATION

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EXPERIENCE DESIGN PGDP FINISH

The vision of the Postgraduate Program in Experience Design at Srishti Manipal is to create balanced practitioners and reflective makers in the field of Experience Design. A balanced practitioner, who delivers effectively and ethically to the demands of the field of Experience Design at present, while continuing their own quest for mastery of the craft of designing for experiences through a self-critical and informed approach of reflection-in-action. A reflective maker, who is equipped with the creative confidence to navigate the inevitable future complexities and uncertainties of this emerging field, challenge status-quo, to not only inform current and future technologies, but also the larger practice through conscious experimentation and knowledge building.

FINISH

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 Finish Program is designed for aspiring practitioners to ‘extend’ and consolidate skills and knowledge through the program.

After their time at Srishti Manipal, on focused practice, mentored by qualified professionals with considerable experience in the field, students will have opportunities in new professions and careers in a range of creative sectors where skilled professionals are in demand. A successful completion of PGDP Finish is also an eligibility to second year of allied MA programs in Srishti Manipal. While undertaking a two-year master’s program can be daunting, a one-year PGDP serves as a test bed for one’s interests and keep options open to pursue advance studies.

CURRICULAR COMPONENTS	SEMESTER
Studio, Workshop	1, 2
Seminar	1, 2
Project, Practicum	1, 2
Independent Study	1, 2
Culminating Performances of Understanding	1, 2
Interlude	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.

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

SMEX509	Design Research
SMEX503	Insights to Concepts 2
SMVC507	Typography

SMAN509	Image Making - Media and Methods
SMAN513	Mediums of Expression - 1

Seminar (Theory & Understanding)

SMEX521	History of Human and Digital
SMDO545	Ways of Seeing 1
SMIA515	Uncovering Layers

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

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.

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).

SMTC517	Gender & Technology
Knowledge Enhancement (Ability or Skills) Workshop	
SMEX517	Interaction Design in Practice
SMTC509	Critical Making
SMEI515	Ideas to Market Place

INDEPENDENT STUDY

PRACTICUM

PORTFOLIO

SEMESTER 2 – EVEN

INTERLUDE

Open Elective

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMEX506	Service and Experience Design
SMVC506	Expressive Typography
SMTC506	Society of the Spectacle
SMTC504	Theories of Social Change
SMDC508	Programming for Expression

SMVC508	Modern Visual Culture
Ability Enhancement Course	
Seminar (Theory and Understanding)	
SMTC516	Future of Human & Digital
SMDO534	Objectivity, Subjectivity, Ethics
SMDE510	Why Philosophy
SMPH520	Oral History, Oral Cultures and Social Change
SMIA516	Creative Transitions

Knowledge Enhancement (Ability or Skills)

Workshops

SMEX508	Future of Interaction Design 1
SMDE508	Constructing Narratives
SMEE588	Untold stories
SMII594	Immersive Practice

PROJECT

INDEPENDENT STUDY

PRACTICUM

PORTFOLIO

CONFERENCE

(Poster Presentation)

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

- » Understand the essence of centering the human in a design process and apply the principles of human centered design to formulate value-driven digital solutions.-
- » Understand and develop an individual stance on historical, current and emerging trends about the relationship between human experience and digital technology.
- » Observe and systematically evaluate everyday human activities and develop empathetic & nuanced understanding of human experience
- » Engage with multiple forms of data from sourced from multiple stake-holders through participatory methods and synthesize into novel insights that will inform design.
- » Apply principles of user experience & interaction design to craft usable, desirable & appropriate digital artifacts.
- » Work with multiple media and materials rapidly to make technological artifacts available for iterative evaluation.

For more information:

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