

COURSE AIMS AND OBJECTIVES

- » To produce creative and technically competent designers to meet the demand for trained professionals who can conceive and build spaces across a range of market requirements and execute their construction quickly and efficiently.
- » To focus on technical know-how, material understanding and design thinking throughout the creative process towards developing the ability to integrate technology, skill and management into the practice.
- » To provide for the holistic development of a design professional, capable of engaging both with traditional building craft as well as innovations in 3D-printing technology and prefabricated interiors; able to provide a client with an appropriate and economical design solution.



SRISHTI MANIPAL
INSTITUTE OF ART, DESIGN
AND TECHNOLOGY
(A Constituent Unit of MAHE, Manipal)



INSTITUTION OF
EMINENCE

NAAC
A++
GRADE
ACCREDITED

nirf 4th

3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

B.Voc. in Interior Design and Build



FOR FURTHER INFORMATION

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For more information on the programs and courses

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INTERIOR DESIGN AND BUILD

Interior Design and Build focuses on spatial design with sensitivity to materials, processes, costs and users. The three years of this course align with the levels 4, 5, 6 and 7 of the NSQF guidelines and creates skilled employees for Construction, Retail, Tourism & Hospitality and Media & Entertainment sectors.

As more and more spaces need to be adapted for a variety of purposes, the interior design and build industry requires individuals capable of a sensitive approach towards design, with in-depth technical understanding and detailed knowledge of practical modes of timely and cost-effective execution.

The core skills acquired through the above to build a well-rounded designer are:

- Sound technical knowledge and project implementation skills
- Sensitivity to design quality, innovation and aesthetic characteristics
- Material and ecological responsiveness and cultural awareness

CURRICULUM COMPONENTS	SEMESTER
Theory	1, 2, 3, 4, 5
Tutorial	1, 2, 3, 4, 5
Master Class	1, 2, 3, 4, 5
Practical	1, 2, 3, 4, 5, 6
Self-Study	1, 2, 3, 4, 5, 6
Seminar	2, 4
Focused Area Study	5
Projects	1, 2, 3
Mentor Lab	5
Portfolio	1, 2, 3, 5
Language	1, 2, 3, 4, 5
Electives	1, 2, 3, 4
Holistic Education	1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure	2
Apprenticeship	4
Capstone	6

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

6 semesters (3 years); based on the National Skills Qualification Framework (levels 4, 5, 6, 7).

MODES OF DELIVERY

THEORY Master classes, appreciation, lecture-demos, readings

TUTORIALS Learning by working on given tasks, interjected with short periods of instruction/demonstration to learn specific techniques or ideas

MASTER CLASSES Interactions that could be face-to-face, on Skype or as webinars

PRACTICAL Studio settings where students will use techniques and concepts they have learnt to facilitate making, doing and thinking. This learning mode is envisioned as a space for experimenting, synthesizing knowledge and practices through immersive engagement, intuition, contextual learning, design processes and creative methodologies

FOCUSED AREA STUDY Specialized learning in a specific aspect of a discipline that has a direct skill based industrial input. Core skills are amplified based on cutting edge industry trends as crystallized through the round table and the mentor labs

SELF-STUDY SESSIONS Sessions where documentation, online resources and forums are used to learn specific topics- this could include taking short online courses (when such are available) and working on open-source projects

PORTFOLIO Building of a curated collection of work

PRACTICUM Work based learning experience

PROJECTS Punctuations in a semester, requiring students to work individually or collaboratively towards a real or simulated design brief

SEMINAR Students work towards the articulation of a position on the one hand and being sensitive to the position of the other. Seminar is a mode where learners explore a curated - theme, technology, method or innovation through guided interaction with industry experts, professionals or students themselves, in a collaborative mode

ROUND TABLE Brings in experts from the industry as keynote speakers, in addition to students who have come in fresh from industry apprenticeship, to create a reflection on how the industry and institution collaborate in order to produce vocation specific learning

MENTOR LABS Non-prescriptive by nature, mentors labs enable rather than instruct in different areas such as technical knowhow, innovation and design, leadership and motivation, business and entrepreneurship

INDUSTRY EXPOSURE Facilitate building networks and keeping abreast with the developments that are constantly occurring in industry – field visits, trade shows, festivals, symposiums, seminars conferences

APPRENTICESHIP Involves working in a professionally mentored environment under a practitioner from the industry such as a master craftsman, designer or artist

CAPSTONE PROJECT A compulsory industry-based project situated in a real world production pipeline, focusing on developing industry standard solutions. Students will apply their skills and learning in research, design process, ideation, prototyping, making and testing.

INTERIOR DESIGN AND BUILD

EXIT CRITERIA

At the end of year 1 students will:

- » Have a thorough understanding of basics of space, layouts and materials.
 - » Have skills to observe record & represent accurately.
 - » Be equipped with the fundamentals of space making, design process and interior materials, technical conventions, software and basic interior services.
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At the end of year 2 students will:

- » Be able to conceptualise and execute a range of spatial requirements and interior services.
 - » Have skills to coordinate and plan efficiently.
 - » Be equipped to provide inputs in the design and detailing of spaces and furniture with regard to user requirements.
 - » Be able to incorporate the design of spaces and services for the design build process.
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At the end of year 3 students will:

- » Be able to conceptualise, plan and execute a complete interior design project.
- » Have the skills to manage sites and resources professionally.
- » Have the capacity to provide inputs in systems, lighting, technology and special user requirements.



FOR FURTHER INFORMATION

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