

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

» Working with Material

1. Acquire a proficiency in working with specific materials and processes
2. Understand and use technologies from the traditional, contemporary to futuristic, Play and innovate with new materials and technologies to make new connections
3. Develop curiosity and respect for material, processes and people

» Learning through Making

4. Be proficient in using the design process and creative thinking skills and tools- research methods, tools for analysis, ideating, prototyping, testing and validating
5. Be proficient in expression through drawing and prototyping
6. Explore and experiment in a hands-on manner with materials, processes and techniques in order to develop understanding appropriate and sustainable uses
7. Use Making as a conceptual thinking tool for envisioning and translating abstractions into tangible forms

» Manage Complexity

8. Develop an ability to detail, plan and manage - materials and resources to arrive at a final outcome
9. Understand the Impact of one's practice through different lens – experimental, facilitative, entrepreneurial, leading to positioning of one's practice in a larger framework
10. Develop an ability to create frameworks through Making and Reflective response with art, craft and design techniques, processes, and contemporary ways of perceiving art and design



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



4 Years | Undergraduate Professional Program | Bachelor of Design

B.Des. in Industrial Arts and Design Practices



FOR FURTHER INFORMATION

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INDUSTRIAL ARTS AND DESIGN PRACTICES

How can we design solutions that benefit people, environments, and creative expression as we shift towards planet-centric design? How can we create sustainable products and systems by mimicking ecologically sound natural ecosystems? How can we adopt traditional practices for a become cyclic and regenerative future? The Industrial Arts and Design Practice course focuses on “making” as a way of thinking, providing hands-on experience to develop an enduring understanding of processes, intuition and sensitivity.

Through access to workshops for electronics, laser cutting, 3D printing, weaving, printing, wood, and metal work, you will discover your creative identity and develop as an interdisciplinary artist or designer. Upon completion, potential careers include creative manufacturing, design studios, R&D departments, NGOs, and social enterprises, or further education in related fields.

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

8 semesters (4 years); must be completed within 6 years from the start of the course of study.

MAJOR AND MINOR

Navigation for students under the CBCS is provided through the choice of an academic major and minors. In addition to this, there is a choice of open electives, through General Studies and Interim.

An Academic Major typically consists of a Core Curriculum, with prescribed units of study. The Core Curriculum may comprise of the disciplinary studios listed below, which are indicative and not exhaustive. The choice of learning units taken as an academic major may also include similar disciplinary studios chosen from those listed on the prospectus of other specialised courses.

An Academic Minor is a student’s second disciplinary choice and has its own prescribed units of study. A minor is chosen from learning units offered as prescribed as chosen from an interdisciplinary studies cluster other than the one in which their course is located.

CURRICULUM COMPONENTS	SEMESTER
Generic Skills	1, 2
Contextual Enquiry	1, 2
Performance of Understanding	1, 2
Disciplinary Studios	3, 4, 5, 6
Design Charette	3, 4, 5, 6
Internship	Between 6 & 7
Project	7
Term Paper	7
Thesis	8
Exhibition	8
Open Electives	1, 2, 3, 4, 5, 6
Workshops	1, 2, 3, 4, 5, 6, 7
General Studies	1, 2, 3, 4, 5, 6, 7
Ability & Skill Enhancement Courses	1, 2, 3, 4, 5, 6
Co-Curricular Activities	1, 2, 3, 4, 5, 6

DESCRIPTION OF CURRICULUM COMPONENTS

FOUNDATION STUDIES introduces students to basic principles and tools of Art and Design through contextual studies and hands-on learning and is common to all courses.

DISCIPLINARY STUDIOS are learning spaces where students develop core disciplinary skills and knowledge, while navigating in a trans-disciplinary environment.

WORKSHOPS provide intense learning experiences in making and doing, across the different disciplines.

GENERAL STUDIES are designed to develop and broaden one’s world view and sharpen critical thinking and communication skills.

ELECTIVES allow students to expand their skills, develop interests and provide opportunities for travel and exchange.

ABILITY & SKILL ENHANCEMENT COURSES (AEC), (SEC) include learning units that enable enrichment of knowledge specific to a discipline, or are skill-based and provide hands-on-training and competencies.

CHARETTES are end of semester challenges that allow students to apply their learning from the studios and workshops to participate in brief-driven, quick-fire design assignments.

INTERIM is an open elective that encourages exploration through an open-ended framework for learning by engaging with artistic practices. Contemporary artists are invited from all over the world to lead place- based projects.

INTERNSHIP in an art or design studio/ organization / industry provides students an opportunity to refine and apply their learning in a professional environment.

TERM PAPER allows the integration of theory and reflection with practice or artefact creation.

PROJECT involves the application, synthesis and demonstration of capabilities acquired, and is a qualifier to the thesis.

THESIS PROJECT in the final year is the synthesis and demonstration of capabilities acquired. The first semester includes a qualifying research project; the second a Final Thesis project which is interdisciplinary, within a current context.

CO-CURRICULAR ACTIVITIES

provide opportunities for students to stay healthy as well as broaden their talents in various activities.

CURRICULUM COMPONENTS

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

SEMESTER 1 & 2 ODD & EVEN

FOUNDATION STUDIES

(Common and Compulsory to All Specialisations)

Studio

Generic Skills
Contextual Enquiry
General Studies
Interim (Learning Expeditions)

SEMESTER 3 – ODD

DISCIPLINARY STUDIOS

Studio
Workshops

SEMESTER 4 – EVEN

OPEN ELECTIVE – INTERIM DISCIPLINARY STUDIOS

Studio
Workshops

SEMESTER 5 – ODD

DISCIPLINARY STUDIOS

Studio
Workshops

SEMESTER 6 – EVEN

OPEN ELECTIVE – INTERIM DISCIPLINARY STUDIOS

Studio
Workshops

SEMESTER 7 – ODD

PRE-THESIS PROJECT TERM PAPER

SEMESTER 8 – EVEN

THESIS PROJECT EXHIBITION