

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

- » Experiment, choose context-sensitive media and create meaningful work
- » Use multiple lenses to extract, interpret and engage with information
- » Engage with communities using varied art and design tools and methodologies
- » Emerge self-identity through ethical dilemmas, limitations and challenges
- » Strategically intervene and innovate towards change communication
- » Emerge practice with reflections on interdependence and symbiosis

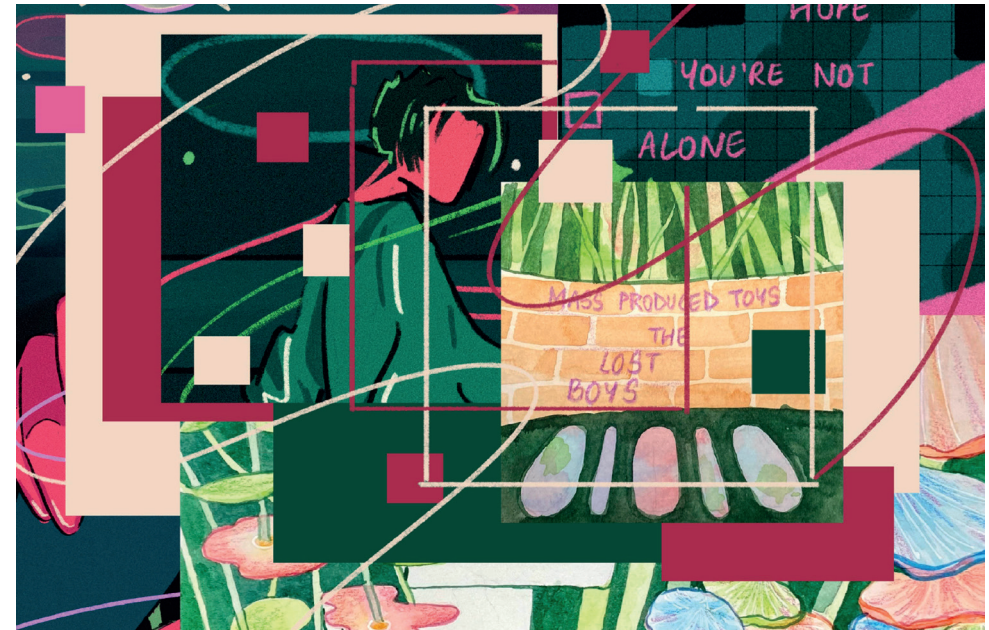


SRISHTI MANIPAL
INSTITUTE OF ART, DESIGN
AND TECHNOLOGY
(A Constituent Unit of MAHE, Manipal)



4 Years | Undergraduate Professional Program | Bachelor of Design

B.Des. in Information Arts and Information Design Practices



FOR FURTHER INFORMATION

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APPROVED

INFORMATION ARTS AND INFORMATION DESIGN PRACTICES

Art and design are critical to stimulate meaningful action around social, cultural, political and environmental issues facing the world today. From poverty and inequality, gender issues to climate change, artists and designers wield a powerful tool, in their ability to tell stories to impact life around them, to enable change and empower people.

The Information Arts and Information Design Practices (IAIDP) looks at information in all its varied forms. It looks at the processes by which information is gathered and gleaned, it pays great attention to understanding who this information is intended for; utmost emphasis is laid on developing, through a design or artistic process, the appropriate media for the dissemination and delivery of this information.

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