

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

- » Imagine: Construct concepts in an unhindered and unbounded manner
- » Speculate: Take risks while being iterative in constructing plausible concepts even with limited information.
- » Discern & Align: Take an informed stance after perceiving, questioning, and distinguishing between information from different sources and knowledge forms.
- » See & Connect: Consciously unearth and combine diverse experiences and knowledge forms.
- » Be Honest: Be aware of and transparent in articulating your position with respect to social, cultural, and political implications of digital technology.
- » Make: Construct to bring about artifacts, things, and people into novel assemblages as critical vehicles of inquiry.

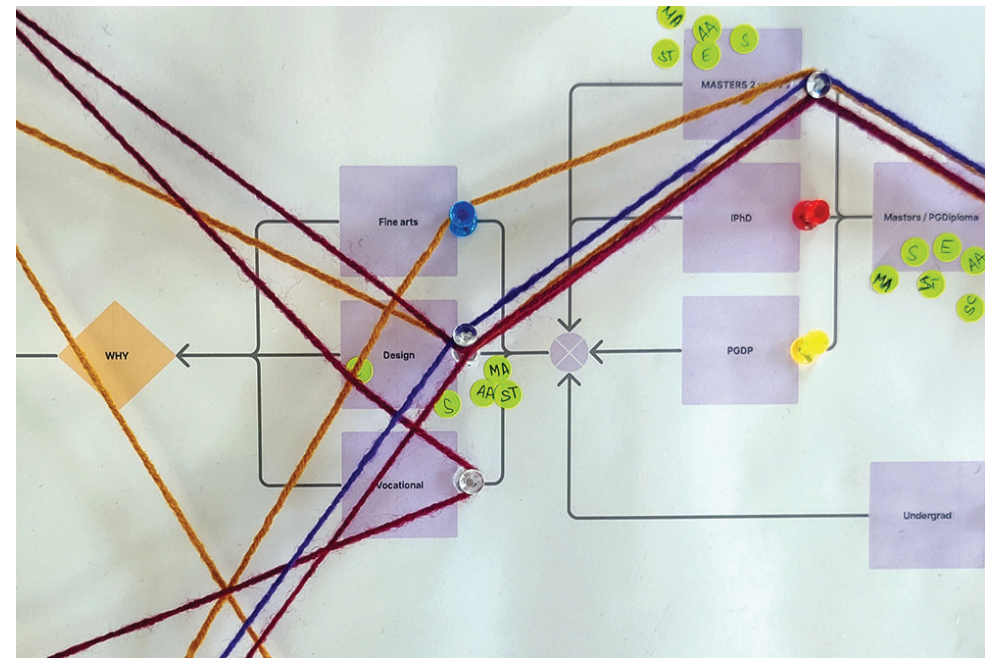


**SRISHTI MANIPAL**  
INSTITUTE OF ART, DESIGN  
AND TECHNOLOGY  
(A Constituent Unit of MAHE, Manipal)



Postgraduate Professional Program | Master of Design

# M.Des. in Human Centered Design



**FOR FURTHER INFORMATION**

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**For more information on the programs and courses**

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## HUMAN CENTERED DESIGN

The Postgraduate Program in Human Centered Design at Srishti Manipal fosters an independent, responsible, creative, and focused inquiry into human (and sometimes non-human) experiences with digital technology, both existing and emerging. This inquiry is driven by the activity of speculative and critical making with the digital material. With the emphasis of being sensitive towards communities and environmental systems, students develop their own unique practice of human centered design along the intersections of the following paths.

Creative and critical thinkers, Locating the self, Moving Beyond Screens and Moving Behind Screens. These paths are closely interlinked and intertwined. Each learner will have an opportunity to explore the intersections of the paths. This is supported by opportunities to engage in transdisciplinary projects.

### NAVIGATE | NEGOTIATE | NURTURE

The Postgraduate Programs at Srishti Manipal are designed with the overarching theme of **Engage and Experience** through which each student embarks on a journey that is creative and well supported.

All programs are interdisciplinary and transdisciplinary, and have three driving lenses:

#### **Navigate, Negotiate and Nurture.**

Students are expected to:

**Navigate** this program through self-directed inquiries that are conducted either on campus and in studios, or in the field.

**Negotiate** their learning through a choice-based system that includes a choice made through units offered in the Learning Hub.

**Nurture** their enquiries through a mentor-led program that gives them a chance for building a portfolio of interdisciplinary and transdisciplinary projects, wherein they can hone their skills and generate capabilities that foster deeper understandings developed in real-world or imaginary contexts.

Applicants to these programs of study must be capable of independent study and research, and appreciate a studio-based learning culture.

CURRICULAR COMPONENTS	SEMESTER
Studio	1, 2, 3
Seminar, Colloquium	1, 2, 3
Workshop & Ateliers	1, 2, 3
Project (Interdisciplinary & Transdisciplinary), Practicum	1, 2, 3
Independent Study	1, 2, 3
Self Directed Inquiry	1, 2, 3
Internship, Work Experience, Artist in Residence	2, 3
Culminating Performances of Understanding (Portfolio/Colloquium/Manifesto/Gallery Walk)	1, 2, 3, 4
Interlude	2
Research Paper	3
Capstone	4
Conference	4

## 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

4 semesters/2 years (Must be completed within 4 years from the start of the course of study).

## DESCRIPTION OF CURRICULUM COMPONENTS

**STUDIOS** encourage active, contextual learning where students develop core skills and knowledge. Studios facilitate collaborative and creative art and design solutions to complex, open-ended problems. Studios are learning spaces where students develop capabilities, while navigating an interdisciplinary and transdisciplinary environment.

**SEMINARS** are spaces for investigating a particular idea, topic, praxis, etc. by discussion and/or dialogue, and may also involve field research, theoretical reflections, critiques, pin-ups or presentations of either works-in-progress or completed works.

**WORKSHOPS & ATELIERS** provide intense learning experiences in making and doing, using art & design approaches.

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

**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.

**INDEPENDENT STUDY** is self-led and enables the pursuit of deeper understanding as a supplement to taught units.

**SELF DIRECTED INQUIRY** is continuous through each semester and allows articulation of personal lines of inquiry through the term. This culminates each semester in a performance of understanding that allows for the demonstration of this continuous engagement in inquiry or design.

**INTERNSHIP/WORK EXPERIENCE/ARTIST IN RESIDENCE INVOLVES** working in an industry or a design studio/artist or art studio for a prescribed period.

**PORTFOLIO** involves the development of a reflective and curated body of work, which represents professional practice over a period that is cumulative from semester to semester and is evidence of practice, research and inquiry.

**COLLOQUIUM** is an informal meeting or seminar which is usually of an industry/ academic nature where different researchers/ scholars/experts disseminate their 'works' and invite questions.

**MANIFESTO** is a script to ignite action. It is a public declaration of views, ideas, intentions, goals and decisions that inspires one self or group. It includes a description of self, feelings that motivate, skills and experiences that will enable to work towards a cause. It can be text or visual or a combination, as long as it is a reflection of clarity for action.

**GALLERY WALK** is an annotated display of work done to explain the development of their creative practice.

**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.

**RESEARCH PAPER** Running in tandem with the art/design project research paper can explore conceptual underpinnings of the project, develop public scholarship, prepare cases, and design research reports, evolve a business plan, creative practitioner statement etc.

**CAPSTONE** is the culmination of the practice and research capabilities acquired over the last three semesters. Students are required to submit either an artefact with an exegesis or a dissertation. Students are mentored during the capstone and go through seminars to get feedback from faculty and peer groups.

**CONFERENCE** provides a forum for students to share their research and creative practice.