

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

- » To abstract
  1. Navigating complexity and scale, to distil and express the essence
- » To envision
  2. An idea, a project, a future, a system, a practice, an industry
- » To be industrious
  3. To engage and persist, to analyze and synthesize, to translate and refine, to be proficient
- » To be curious
  4. To explore and stretch, to challenge convention, to push boundaries
- » To be empathic
  5. To people, to the ecology, to practices, to material
- » To be a conscious practitioner
  6. To understand world views, develop alertness, to lead and manage with the ability to understand systems
- » To be expressive
  7. To be able to construct new theoretical and practical frameworks



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



Postgraduate Professional Program | Master of Design

## M.Des. in Industrial Arts and Design Practices



**FOR FURTHER INFORMATION**

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APPROVED

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

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## INDUSTRIAL ARTS AND DESIGN PRACTICES

Learners can navigate and tailor their creative journey through pathways of – Product & Furniture Design and Natural Fibres & Textiles

Master of Design program in Industrial Arts and Design Practices is a comprehensive two-year journey that aims to nurture visionary designers who can drive creative impact, innovate and make things to foster a sustainable future, celebrate the rich heritage of the Indian craft industry, and lead innovation through in-depth research and hands-on making. The artistic practice allows you to develop sensibilities exploring multiple materials, techniques and technologies, craft and mass manufacturing industries leading to a rigorous search for form and content. The program opens up possibilities to establish a dialogue between multiple media, materiality and conceptual rigour.

### 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.