

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

» Facilitation

1. Organise and facilitate learning situations and activities with different types of learners.
2. Be familiar with a variety of tools to facilitate learning in groups and from peers.
3. Understand and use strategies to build exploration, collaboration and interaction while working with learners.

» Making and learning with materials

4. Have facility working with both physical and digital materials to build objects.
5. Play with and explore unfamiliar materials to learn how they can be used.
6. Use materials to build learning in a various contexts, keeping in mind factors such as availability, safety and skill levels of learners.

» Communication and visualisation

7. Use appropriate tools and media to communicate processes and procedures.
8. Use tools to synthesize and visualise data of various sorts.
9. Use documentation both as a communication tool as well as a learning tool.

» Design thinking tools

10. Consider resources, users and function while designing/deconstructing/redesigning objects.
11. Collect meaningful feedback and respond to it by changing parameters.
12. Use iteration meaningfully in the process of building experiences or objects.



4 Years | Undergraduate Professional Program

## Bachelor of Design (B.Des) in Creative Education 2026



**FOR FURTHER INFORMATION**

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

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## CREATIVE EDUCATION 2026

Education in India is evolving rapidly, and today's learners and their parents are actively seeking what truly defines quality education in a world that is constantly changing. Learning no longer starts or ends at any one stage. Whether in kindergarten, school, college, the workplace, or during a mid-career transformation, learning continues throughout life.

At the heart of this landscape is the creative practitioner, a thinker, maker, and problem solver who shapes materials, systems, and ideas to improve society and influence culture. Creative Education (CE) course is designed to help learners discover their ground, understand how learning systems function, and identify where their skills can be applied. It equips them to shape their own identity and career in the creative economy, whether as system designers who view learning from a holistic, big-picture perspective, as critical observers of evolving education models, or as innovators who design creative opportunities for individuals and communities.

### ELIGIBILITY

As per AICTE guidelines published on the admissions page of the Srishti Manipal Institute (SMI) 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 discipline specific studios. The choice of learning units taken as an academic major may also include similar discipline specific studios chosen from the other specialised courses.

An Academic Minor is a student's second 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
Disciple Specific 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
Holistic Education (HED)	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.

**STUDIOS** are learning spaces where students develop core 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.

**HOLISTIC EDUCATION (HED)** 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 DISCIPLE SPECIFIC STUDIOS

Studio  
Workshops

### SEMESTER 4 - EVEN

#### OPEN ELECTIVE - INTERIM DISCIPLE SPECIFIC STUDIOS

Studio  
Workshops

### SEMESTER 7 - ODD PRE-THESIS PROJECT

#### TERM PAPER

### SEMESTER 8 - EVEN THESIS PROJECT

#### EXHIBITION

### SEMESTER 5 - ODD DISCIPLE SPECIFIC STUDIOS

Studio  
Workshops

### SEMESTER 6 - EVEN

#### OPEN ELECTIVE - INTERIM DISCIPLE SPECIFIC STUDIOS

Studio  
Workshops