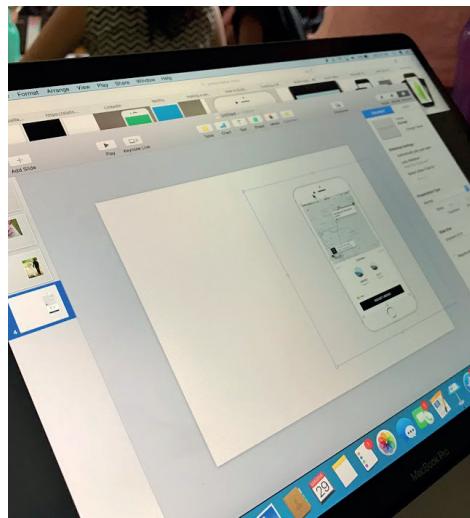


UPON SUCCESSFUL COMPLETION OF THIS COURSE GRADUATES WILL HAVE DEVELOPED THE FOLLOWING CAPABILITIES:

The complexity and the diversity of the design situations demand a pliable, customized design process. Equipped with following capabilities, we encourage our students to define and perform their own design process:

- » **Imagine**
Construct concepts in an unhindered and unbounded manner.
- » **Speculate**
Take risks while constructing plausible concepts even with limited information.
- » **Discern & Align**
Take an informed stance after perceiving, questioning, and distinguishing between information from different sources.
- » **See & Connect**
Consciously unearth and combine diverse experiences and information.
- » **Be Honest**
Be aware of and be transparent in articulating your position.
- » **Make**
Construct artifacts, things, and systems as demonstrators of ideas and concepts.



4 Years | Undergraduate Professional Program

Bachelor of Design (B.Des) in Human Centered Design 2026



FOR FURTHER INFORMATION

SUBRAMANYA T N

subramanya.nagaraj@manipal.edu



For more information on the programs and courses

www.srishtimanipalinstitute.in

Help Desk: +919071784747 Direct: +91 80 24497101 / 02
admissions@srishtimanipalinstitute.in

HUMAN CENTERED DESIGN 2026

In the digital age, technology plays a critical role in the physical environments where humans experience the world. The evolving technological landscape invites designers to explore the complex socio-technical infrastructures driving these interactions, such as big data, machine learning, and advanced algorithms. The Human-Centered Design (HCD) program at Srishti Manipal Institute delves into a design approach that prioritizes the user's needs, wants, and limitations. It involves designing systems, services, spaces, and products to facilitate meaningful interactions and experiences between people, designed interactions, and the natural environment. With critical-making practices, you'll engage with complexity and ideate, tinker, play, and express using digital technology. Upon graduation, you will be able to apply your skills in various industries, including MNCs, startups, and R&D centres in India and abroad. These roles may involve the development of technology-based products, interfaces, and services as you take the steps to become a leader in strategic design thinking and innovation.

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 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 3 - ODD

DISCIPLE SPECIFIC STUDIOS

Studio

Workshops

SEMESTER 6 - EVEN

OPEN ELECTIVE - INTERIM

DISCIPLE SPECIFIC STUDIOS

Studio

Workshops