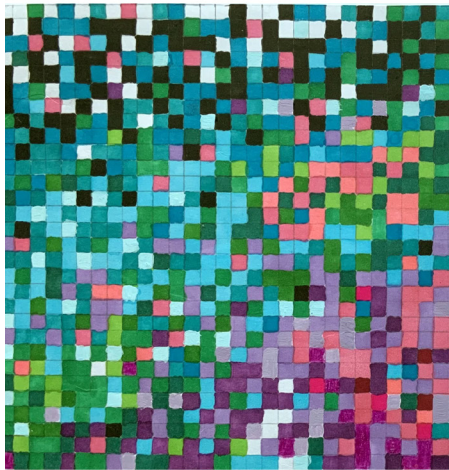


3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

## B.Voc. in Interior Design and Build



### FOR FURTHER INFORMATION

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### INTERIOR DESIGN AND BUILD

As more and more spaces need to be adapted for a variety of purposes, the interior design and build industry requires individuals capable of a sensitive approach towards design, with in-depth technical understanding and detailed knowledge of practical modes of timely and cost-effective execution.

#### ELIGIBILITY

Published on the admissions page of the Srishti Manipal website.

#### MEDIUM OF INSTRUCTION

English; all our transactions and transcripts will be in English.

#### DURATION

6 semesters (3 years); based on the National Skills Qualification Framework (levels 4, 5, 6, 7).

#### MODES OF DELIVERY

**THEORY** Master classes, appreciation, lecture-demos, readings

**TUTORIALS** Learning by working on given tasks, interjected with short periods of instruction/demonstration to learn specific techniques or ideas

**MASTER CLASSES** Interactions that could be face-to-face, on Skype or as webinars

**PRACTICAL** Studio settings where students will use techniques and concepts they have learnt to facilitate making, doing and thinking. This learning mode is envisioned as a space for experimenting, synthesizing knowledge and practices through immersive engagement, intuition, contextual learning, design processes and creative methodologies

**FOCUSED AREA STUDY** Specialized learning in a specific aspect of a discipline that has a direct skill based industrial input. Core skills are amplified based on cutting edge industry trends as crystallized through the round table and the mentor labs

**SELF-STUDY SESSIONS** Sessions where documentation, online resources and forums are used to learn specific topics- this could include taking short online courses (when such are available) and working on open-source projects

**PORTFOLIO** Building of a curated collection of work

**PRACTICUM** Work based learning experience

**PROJECTS** Punctuations in a semester, requiring students to work individually or collaboratively towards a real or simulated design brief

**SEMINAR** Students work towards the articulation of a position on the one hand and being sensitive to the position of the other. Seminar is a mode where learners explore a curated - theme, technology, method or innovation through guided interaction with industry experts, professionals or students themselves, in a collaborative mode

**ROUND TABLE** Brings in experts from the industry as keynote speakers, in addition to students who have come in fresh from industry apprenticeship, to create a reflection on how the industry and institution collaborate in order to produce vocation specific learning

**MENTOR LABS** Non-prescriptive by nature, mentors labs enable rather than instruct in different areas such as technical knowhow, innovation and design, leadership and motivation, business and entrepreneurship

**INDUSTRY EXPOSURE** Facilitate building networks and keeping abreast with the developments that are constantly occurring in industry – field visits, trade shows, festivals, symposiums, seminars conferences

**APPRENTICESHIP** Involves working in a professionally mentored environment under a practitioner from the industry such as a master craftsman, designer or artist

**CAPSTONE PROJECT** A compulsory industry-based project situated in a real world production pipeline, focusing on developing industry standard solutions. Students will apply their skills and learning in research, design process, ideation, prototyping, making and testing.

CURRICULUM COMPONENTS	SEMESTER
Theory	1, 2, 3, 4, 5
Tutorial	1, 2, 3, 4, 5
Master Class	1, 2, 3, 4, 5
Practical	1, 2, 3, 4, 5, 6
Self-Study	1, 2, 3, 4, 5, 6
Seminar	2, 4
Focused Area Study	5
Projects	1, 2, 3
Mentor Lab	5
Portfolio	1, 2, 3, 5
Language	1, 2, 3, 4, 5
Electives	1, 2, 3, 4
Holistic Education	1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure	2
Apprenticeship	4
Capstone	6

**COMMON LEARNING UNITS**

**YEAR 1**

SMVPC01	Elective - 1
SMVPC03	Language - 1
SMVPC05	Project - 1
SMVPC07	Industry Exposure - 1
SMVPC09	Holistic Education - 1
SMVPE01	Portfolio - 1
SMVPC02	Elective - 2
SMVPC04	Language - 2
SMVPC06	Project - 2
SMVPC08	Industry Exposure - 2
SMVPC10	Holistic Education - 2
SMVPE02	Portfolio - 2
SMVPS02	Seminar

**YEAR 2**

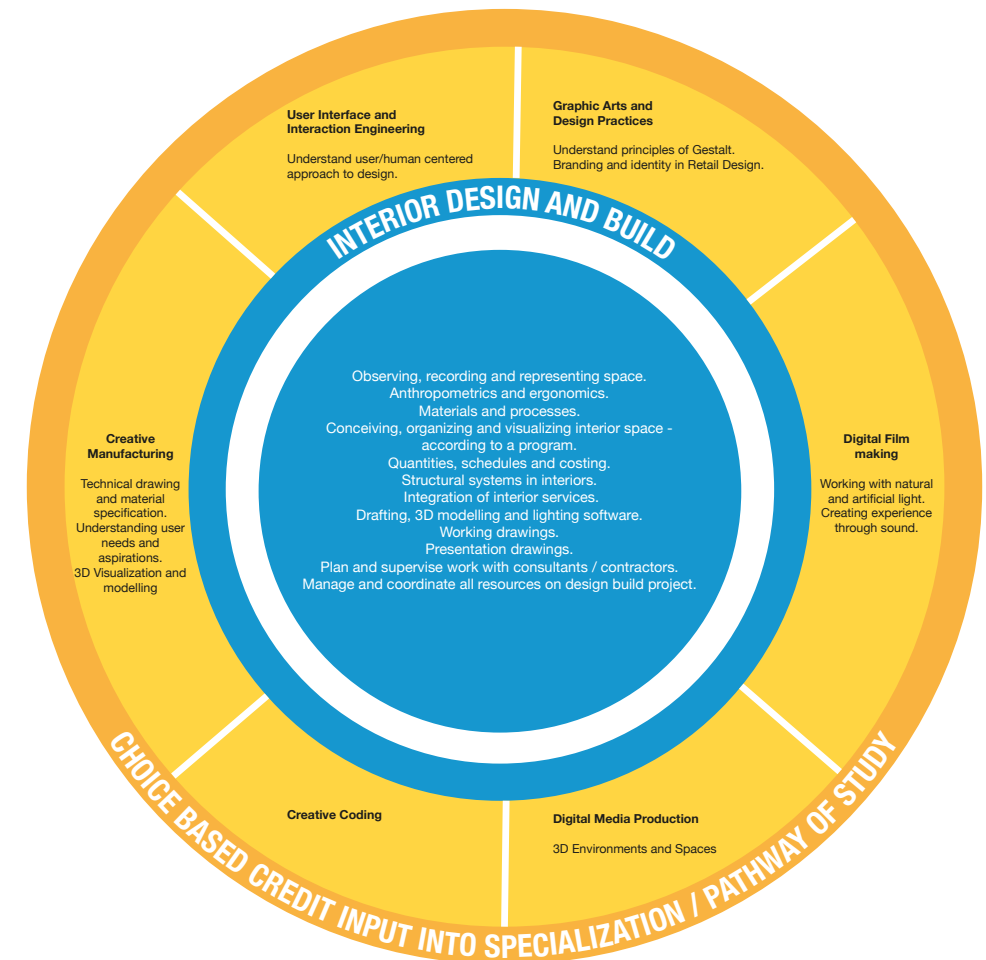
SMVPC11	Elective - 3
SMVPC13	Language - 3
SMVPC15	Project - 3
SMVPC17	Apprenticeship - 3
SMVPC19	Holistic Education - 3
SMVPE03	Portfolio - 3
SMVPC12	Elective - 4
SMVPC14	Language - 4
SMVPC16	Project - 4
SMVPC18	Apprenticeship - 4
SMVPC20	Holistic Education - 4
SMVPE04	Portfolio - 4
SMVPS04	Seminar

**YEAR 3**

SMVPC21	Language - 5
SMVPC23	FAS - 5
SMVPC25	Mentor Lab - 5
SMVPE05	Portfolio - 5
SMVPC22	Language - 6
SMVPC24	FAS - 6
SMVPC26	Mentor Lab - 6
SMVPE06	Portfolio - 6
SMVCAP6	Capstone

**COURSE AIMS AND OBJECTIVES**

- » To produce creative and technically competent designers to meet the demand for trained professionals who can conceive and build spaces across a range of market requirements and execute their construction quickly and efficiently.
- » To focus on technical know-how, material understanding and design thinking throughout the creative process towards developing the ability to integrate technology, skill and management into the practice.
- » To provide for the holistic development of a design professional, capable of engaging both with traditional building craft as well as innovations in 3D-printing technology and prefabricated interiors; able to provide a client with an appropriate and economical design solution.



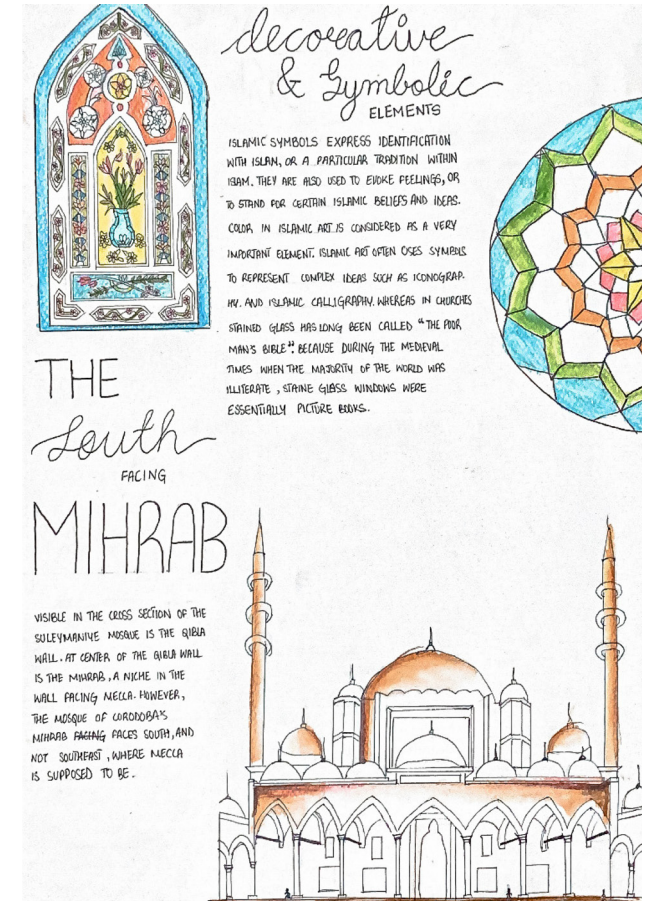
## INTERIOR DESIGN AND BUILD

The Interior Design and Build course is a systematic approach to a project in which the entire process of design and construction is streamlined and undertaken by a single entity. The course will explore new innovations that are changing the face of design-build interiors. For example, 3D-printing technology and prefabricated interiors will help learners to develop the ability to integrate technology, skill and technique into the practice.

This course is an intensive, practice-based and practice-oriented training. Emphasis is given to extensive internships in industry, hands-on workshop learning, skill development in visualisation and representation. The core skills acquired through the above to build a well-rounded designer are:

Sound technical knowledge and project implementation skills. Sensitivity to design quality, innovation and aesthetic characteristics. Material and ecological responsiveness and cultural awareness.

LEARNING UNITS		EXIT CRITERIA
<b>YEAR 1</b>		<b>At the end of year 1 students will:</b> <ul style="list-style-type: none"> <li>» Have a thorough understanding of basics of space, layouts and materials.</li> <li>» Have skills to observe record &amp; represent accurately.</li> <li>» Be equipped with the fundamentals of space making, design process and interior materials, technical conventions, software and basic interior services.</li> </ul>
SMID101	Drawing for Observation and Communication	
SMID103	Materials and Processes - 1	
SMID105	Design Thinking and Process	
SMID107	Measured Drawing	
SMID109	Anthropometrics & Ergonomics	
SMID111	Space Making	
SMID102	Digital Drawing	
SMID104	Spatial Studies	
SMID106	Materials and Processes - 2	
SMID108	Colour, Light and Space	
SMID110	Basic Structures and Construction	
<b>YEAR 2</b>		<b>At the end of year 2 students will:</b> <ul style="list-style-type: none"> <li>» Be able to conceptualise and execute a range of spatial requirements and interior services.</li> <li>» Have skills to coordinate and plan efficiently.</li> <li>» Be equipped to provide inputs in the design and detailing of spaces and furniture with regard to user requirements.</li> <li>» Be able to incorporate the design of spaces and services for the design build process.</li> </ul>
SMID201	Advanced Structures and Construction	
SMID203	Working Drawings and Details	
SMID205	Specifications and BOQ's	
SMID207	Materials and Processes - 3	
SMID209	Interior Services and Technologies	
SMID202	3D Computer Modelling and Animation	
SMID204	Basic Lighting Design	
SMID206	Professional Practice	

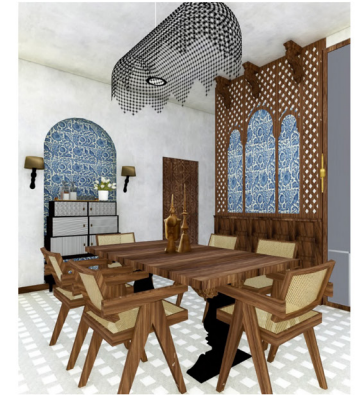


## YEAR 3

SMVCAP6 | Capstone

### At the end of year 3 students will:

- » Be able to conceptualise, plan and execute a complete interior design project.
- » Have the skills to manage sites and resources professionally.
- » Have the capacity to provide inputs in systems, lighting, technology and special user requirements.



Images courtesy Srishti Institute of Art, Design & Technology

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

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