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SRISHTI MANIPAL INSTITUTE OF ART, DESIGN AND TECHNOLOGY (A Constituent Unit of MAHE, Manipal) | MANIPAL ACADEMY of HIGHER EDUCATION (Institution of Eminence Deemed to be University) | INSTITUTION OF EMINENCE | NAAC A++ GRADE ACCREDITED

4 Years | Undergraduate Professional Program | Bachelor of Design

B.Des. in Human Centered Design

APPROVED

FOR FURTHER INFORMATION

NAVEEN BAGALKOT
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HUMAN CENTERED DESIGN

Our vision is to create an interdisciplinary environment of learning that fosters a creative and located inquiry into human experiences with digital technology, both existing and emerging. We focus on designing systems, services, spaces and products by exploring possibilities and implications of digital technology keeping human concerns at the center. Along with informed positioning, imaginative critical making remains at the core of this program, treated as a tool to ideate, tinker, play and express with digital technology.

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

8 semesters (4 years); must be completed within 6 years from the start of the course of study.

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.

DISCIPLINARY STUDIOS are learning spaces where students develop core disciplinary 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.

CO-CURRICULAR ACTIVITIES provide opportunities for students to stay healthy as well as broaden their talents in various activities.

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CURRICULUM COMPONENTS	SEMESTER
Generic Skills	1, 2
Contextual Enquiry	1, 2
Performance of Understanding	1, 2
Disciplinary 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
Co-Curricular Activities	1, 2, 3, 4, 5, 6

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 disciplinary studios listed below, which are indicative and not exhaustive. The choice of learning units taken as an academic major may also include similar disciplinary studios chosen from those listed on the prospectus of other specialsed courses.

An Academic Minor is a student's second disciplinary 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

(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

DISCIPLINARY STUDIOS

Studio

SMHC2301	Fundamentals of Human Centred Design
SMHC2309	Interaction Design 1
SMHC2311	Interaction Design 2
SMHC2303	Visual Design for Screens
SMHC2323	SEC: Algorithms, Computation & HCI
SMHC2307	Sketching Interactions
	Programming as a Design Tool for Prototyping

Workshops

SMHC2325	UX Development in Practice
SMHC2327	Visual Narratives

SEMESTER 4 – EVEN

OPEN ELECTIVE – INTERIM

DISCIPLINARY STUDIOS

Studio

SMHC2304	Design Research
SMHC2306	User Experience Design 1
SMHC2318	SEC: Advanced Programming & Prototyping
SMHC2302	Insights to Concepts
SMHC2308	User Experience Design 2
SMHC2320	SEC: Tangible computing
SMHC2312	Facilitating Collective Speculations

Workshops

SMHC2322	Interaction Design Evaluation & Validation
SMHC2324	SEC: Quantitative research and statistical experimental design

SEMESTER 5 – ODD

DISCIPLINARY STUDIOS

Studio

SMHC2301	Fundamentals of Human Centred Design
SMHC2309	Interaction Design 1
SMHC2319	SEC: Programming as a design tool for prototyping
SMHC2311	Interaction Design 2
SMHC2303	Visual Design for Screens
SMHC2323	SEC: Algorithms, Computation & HCI
SMHC2307	Sketching Interactions
	Programming as a Design Tool for Prototyping

Workshops

SMHC2325	UX Development in Practice
SMHC2327	Visual Narratives

SEMESTER 6 – EVEN

OPEN ELECTIVE – INTERIM

DISCIPLINARY STUDIOS

Studio

SMHC2304	Design Research
SMHC2306	User Experience Design 1
SMHC2318	SEC: Advanced programming & prototyping
SMHC2302	Insights to Concepts
SMHC2308	User Experience Design 2
SMHC2320	SEC: Tangible computing
SMHC2312	Facilitating Collective Speculations

Workshops

SMHC2322	Interaction Design Evaluation & Validation
SMHC2324	SEC: Quantitative research and statistical experimental design

SEMESTER 7 – ODD

PRE-THESIS PROJECT

TERM PAPER

SEMESTER 8 – EVEN

THESIS PROJECT

EXHIBITION

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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.

Images courtesy Srishti Institute of Art, Design & Technology

For more information on the programs and courses

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