

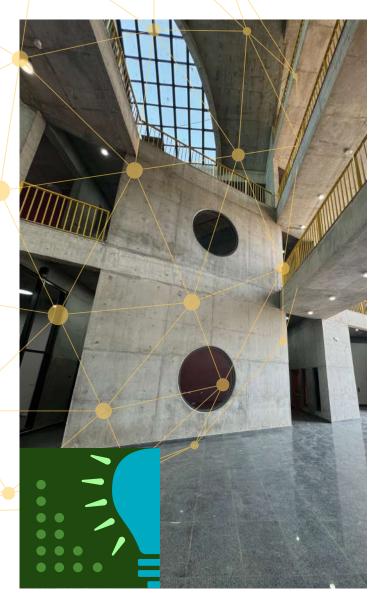
## MDES2025-26 ADMISSIONS



### Introduction IITH

### **Indian Institute of Technology Hyderabad**

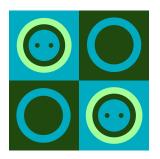
Indian Institute of Technology Hyderabad (IITH), established in 2008, is a premier institute ranked among India's top 10 engineering institutes by NIRF. It offers undergraduate programs in classical engineering, applied sciences, design, and interdisciplinary fields. Students have the flexibility to pursue minors or double majors and engage in cutting-edge research to earn an Honors degree.



IITH fosters a strong research culture, producing numerous patents and publications annually. It offers master's and doctoral programs across technology, design, science, and liberal arts, with flexible MTech options catering to industry needs. The institute actively promotes innovation and entrepreneurship through incubators, mentorship programs, and a minor in entrepreneurship, featuring courses taught by industry leaders.

IITH has strong global collaborations, particularly with Japanese institutions, influencing its campus architecture. With a unique ecosystem of interactive learning, research, and industry partnerships, IITH empowers students and faculty to transform ideas into impactful innovations, making it a hub for academic and technological excellence.

## Department of Design



The **Department of Design** offers a vibrant environment for

learning, practicing, research and exploring several facets of design. The department envisions to creatively engage in the space between technologies and society. This involves facilitating innovation in the key emergent areas such as Participatory & Collaborative Design, Communication & Interaction Design, Professional Ethics & Sustainability, Product Systems & Services, Design & Education, Wellness, Crowd Sourced Design etc. "Design" calls for thinking "from-the-scratch," thinking "Out-of-the-box" and thinking in line with the needs of contemporary society and devising creative solutions. "Design" is essentially aimed at enhancing the user experience. Improvement of any process / service / equipment by incorporation of ingenious means is what defines "Good Design." The Department of Design is committed to the growth of design education. To fulfill this vision, a joint PhD Programme with Swinburne University, Australia and a Design Minor programme has been initiated.



#### VISION

The vision of the Design Department at IITH is to be recognized for its leadership in the discipline and the profession by advancing design excellence in evolving themes of design that positively impact daily lives and inherits cultural values. Through its interdisciplinary faculty strength, the department is keen to tackle social & global challenges, towards a more sustainable future, developing entrepreneurial mindsets, and aims towards academic and research excellence.



#### **MISSION**

To prepare the new generation of designers to shape the quality of human experience in products, communications and system integrated solutions through design excellence. The Department of Design at IITH provides an inspiring, creative, collaborative, excellent research and student-centered learning environment while preparing responsible and thriving new generation of designers who apply their knowledge, skills and abilities to enrich the profession, the society and the global community with socially relevant design solutions keeping future perspective and sustainability in mind.





## Programmes at DOD IITH

## Department of Design currently offers:

- Doctor of Philosophy (PhD)
- Master of Design (MDes) MoE and Self Sponsored
  - Visual Design
  - Product Design
  - Interaction Design
- MDes by Practice
- MDes by Project
- Bachelor of Design (BDes)
- PG Certificate Program in Visual Design and UX (Online) with collaboration with Talentsprint

#### **Design Minor**

This provides an opportunity for students from different streams of Bachelor students of IITH to engage in a design oriented course.

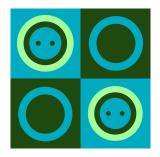
#### Note -

For those students who are inclined towards Academia & Research, the Department offers a Direct BDes to PhD with few criterias as per Institute Norms.

Mdes by Project program is based on availability of the projects in the Department.

MDes Applicants from MoE and Self Sponsored can apply for only 2 specializations out of 3.

### Mdes



**Design is pervasive.** It is a catalyst for change, impacting all human endeavours. Engaging in an immersive dialogue with the philosophies, ideas, tools and techniques of design discipline will greatly influence the way we live and experience the world around us. With this as a larger vision, the Department of Design at IIT Hyderabad is offering Master of Design (MDes) programme. MDes is a 2-year full-time program that aims to provide a broad understanding of design along with student-driven specializations in Visual Design, Product Design, and **Interaction Design.** 

The program is a dynamic mix of practice-based learning and applied research, opening students to be actively involved in the discussion of the past, present and future of designedly endeavours. The program envisions developing critical thinking, leadership and cross-disciplinary skills in design-related decision-making.

With a focus on industry requirements, the program offers the freedom to experiment and be innovative in its approach and exposure to multiple tools and mediums. It is also an avenue for those who have a bend for entrepreneurial capabilities to hone their futures.

#### Master of Design in Visual Design

The two-year program in Visual design is a window to the opportunities in expressing and communicating using tangible and intangible channels of graphic design, typography, illustration, publication, and visual branding and extending them to moving images, animations, film design, space and architecture, web and interaction design and newer technologies that demand user interaction and experience.

The specialisation offers courses in Graphics and Information Design, Moving Images, Film Making, Photography & Imaging, Experimental typography, Animation, Space design and Data and information visualization.



### **MDES**



#### Master of Design in Interaction Design

The two-year program in Interaction Design is an opportunity to learn aspects of various forms of interaction with humans, non-human, spatial and technological aspects of Interaction Design. The interdisciplinary nature of the courses at the design department allows the student to explore interactions in physical space, digital installations of spatial nature, digital installations, virtual reality, user interfaces, data narratives, digital systems and services, speculative futures and much more.

The specialisation offers courses in Interaction Design (UI/UX), AI, Virtual environments, Space Design and Data and Information Visualization.

#### **Master of Design in Product Design**

The two-year program in Product Design is an opportunity to develop a hands-on capability to design products for various domains; ranging from consumer goods, crafts, electronics, healthcare equipment, furniture, automobiles and other evolving domains. The domain also encourages students to be aware of best practices suitable for a sustainable environment and circular economy. Cross-Disciplinary aspects of product design and interaction design is another path students have an opportunity to explore further.

The specialisation offers targeted courses in **Strategies for Sustainable Design, Product Semantics, Ergonomics, Space Design and Advanced Materials.** 



## **Eligibility & Selection Process**

#### **Eligibility:**

#### **MDes (Regular - MoE and Self Sponsored, Project, Practice)**

The candidates should have a minimum of 55% marks (50% marks in case of SC/ST) or equivalent grades in the qualifying examination, which are:

Bachelor's degree in Engineering / Architecture / Design / Interior Design or equivalent (4 year program after 10+2)

Professional Diploma in Design (NID/CEPT or equivalent of a 4-year program after 10+2) BFA (4-year professional program after 10+2)

Master's degree in Arts / Science / Computer Applications (2-year program after 10+2+3)

#### Mdes by Project - RAP Research Assistantship (3 Years) Project Funded

- GATE/CEED Mandatory
- GATE/CEED Optional with 6 Months experience at IITH
- MTech/MDes (3 Years) IIT Graduates with Minimum 8.00 CGPA Without GATE/
   CEED with Project Funding

#### **Selection Process:**

**MDes (Project):** The selection is based on the suitability of the candidates for the project and portfolio review, followed by the interview.

**MDes (Practice):** The selection is based on a Design Aptitude Test (DAT), and the shortlisted candidates will have to appear for a personal interview and portfolio review.



## **Mdes by Project Positions**



— **Project:** Hybrid Cloud Digital Twin for the Built Environment using BIM

**Description:** Experts in BIM and computational design, simulation, specializing in digital twin development, with a focus optimizing Built environment. Candidates have deep expertise in BIM tools and computational design, with digital twin experience as a core competency, and preferable (but not mandatory) knowledge of ML, Al, and API integration.

**Eligibility:** Bachelor's degree in Computer Science, Engineering, Architecture, Civil Engg, Design or related field; or in a relevant discipline (e.g., BIM, Digital Architecture) preferred.

**Desirable:** Exposure to AI/ML / Air Quality / Building Design Optimization.

Principal Investigator: Dr Shiva Ji

Project: Developing Terrain Mapping of the Coastal Region, Virtual-Reality based simulation of Tidal waves and range Simulation with other inputs for interactive visualisation for the Dynamic path Planning Application for projectile motion, with the possibility of multimodal interactions and Cognitive load estimation.

Positions: 1

**Eligibility:** Bachelors degree in Engineering / Technology / Design / Architecture or relevant, with experience in interactive VR Design

#### **Necessary skills:**

- Knowledge of simulation in VR and hands-on experience of working with Unity3D or Unreal
- Knowledge of modelling software like Blender, 3DSMax, Rhinoceros 3D, etc.
- Knowledge of photogrammetry, LIDAR and other scanning techniques.

#### Desirable:

- The candidate should have demonstrated expertise in developing interactive systems like games or interactive systems.
- Usability testing and Field deployment of interactive systems
- Developing 3D terrain scanned models

Positions: 2

**Eligibility:** Bachelors degree in Engineering / Technology or Equivalent, with experience in VR Simulation and AI/ML modelling

#### **Necessary skills:**

- · Knowledge of simulation in VR and hands-on experience of working with Unity3D or Unreal
- Knowledge of modelling software like developing AI/ML models for simulation and experimental validation
- Knowledge of programming and scripting (C++/C#/JavaScript/ Pyton)

#### **Desirable:**

- The candidate should have demonstrated expertise in developing interactive systems like games or interactive systems.
- · Understanding of simulation tools.
- Experience of developing AI/ML Models

Principal Investigator: Dr Prasad Onkar

The Department of Design offers a vibrant environment with state of the art technology and facilities such as Photography Studio, Animation Studio, Clay Studio, Wood & Metal Workshop, Printing Lab, IT Labs, 3D Printing Facility, Book Binding, Silk Screen Printing and a library.

#### **Photography Studio**

Photography Studio at Department of Design provides state of the art facilities for professional photography and videography. Studio also provides audio-video editing and colour correction facilities for professional production. Here, students and researchers are encouraged to use modern inhouse facilities to innovate and experiment in the field of photography and filmmaking.



#### **Animation Studio**

The Department of Design's philosophy on animation is 'the narrative inspires the medium'. The Animation lab is a blend of traditional and modern animation technology. The students experiment with traditional processes of using paper, pencil, light boxes, puppets, clay, paper cut outs, sand, oil paint on glass, pixilation and moving of objects to narrate stories.

The modern technologies include drawing and painting displays, latest software on high end computers, 360-degree cameras and Head Mounted Displays (HMD's) to produce work such as Digital 2D, 3D, whiteboard, motion graphics, explainer videos, GIF's, Visual Effects (VFX), projection mapping, Augmented Reality (AR) and Virtual Reality (VR) animation.

#### **Printing Lab**

Equipped with two large format printers and a screen printing machine, this lab has facilities to perform all processes from printing up to the finishing. Lab provides in-house facilities such as trimming, binding and thermal lamination to the students to explore and carry out their work more efficiently in one place. A 3D printer capable of printing finished working models provides opportunities to the students not only to print the prototype but also develop the working products.

#### **Clay Studio**

Unique to IIT Hyderabad, clay studio is equipped with high-end tools and machineries required for both traditional potter making and specialized automaotive design.

#### **Wood and Metal Workshop**

The wood and metal workshop is equipped with high standard machines, power tools and hand tools to facilitate working with different materials such as metal, wood, acrylic, bamboo etc. Some of the highlights are Wood Carving CNC machine, Laser Cutting machine, Vacuum Forming machine, Panel saw, Table Saw, Spindle Moulder, Chain and Chisel mortiser, Wood lathe, Metal Lathe, Tig Welding, Arc Welding, Paint Booth etc. Students use this in-house facility for model making and fabrication with high precision.

#### VR Cave / AR-VR Lab

VR cave at IIT Hyderabad is a virtual reality space; primarily an empty room in the shape of a cube in which each of the surfaces comprising the walls, floor and ceiling may be used as projection screens to create a highly immersive virtual environment. Furnished with modern equipment and technology such as stereoscopic eyewear, wands, data gloves, joysticks etc., lab provides an ideal immersive virtual reality environment for the students and researchers.

#### **Design for Sustainability Lab**

Sustainability is a holistic approach which the lab intends to engage for issues to handle with research, development and educational activities. The lab intends to take-up local / regional / national challenges and strive for strategic sustainable solutions. It's objective is to foster a balance between people, society and economy and regenerate the carrying capacity of life-supporting ecosystems. The proposed lab would take up research projects, consultancy projects, and academic assignments, etc., in a leading role to inculcate attentive minds towards causes serving three aspects of sustainability in real life.

#### Virtual Experience Design Lab

The lab intends to explore virtual dimensions of perception and visualization for research in architecture and design. The lab will connect academics and research for fresh and innovative ideas into this domain. The output could be in the form of virtual reality, augmented reality, mixed reality for an immersive experience to the user. The lab would look for fitting applications for virtual architecture experience & projection computations for optimization of system, form, material and processes.





Shiva Ji, PhD
Associate Professor & Head, Department of Design
Research Interests:.Design for Sustainability,
Sustainability Assessment, LCA, New Age Products,
UNSDGs, Architectural Heritage Digital Reconstruction |
AR VR XR Digital Twin | Indoor Air Quality

Shiva Ji is a practicing Architect, and Assistant Professor in Department of Design and Department of Climate Change at IIT Hyderabad. He has attained B.Arch, MDes, MBA and PhD in sustainability assessment methods in built environments from IIT Guwahati. He has over 13 years of cumulative experience in industry and academics. He has accomplished several projects in the field and has over 39 designs launched in the market. He is involved with many research projects using state of the art technology in domains of architecture and design. He is a member with several national and International organizations and has chaired various technical sessions and conferences.



Deepak John Mathew, PhD Professor

**Research Interests:** Digital Heritage Preservation, AR/ VR, XR, Photography and Imaging, Design Education, Design Innovation, Autonomous Passenger Drones, Art and Design Education for School, Al and Art

Prof. Deepak John Mathew is a passionate design academic, photographer, and innovator who currently serves as Professor (HAG) at the Department of Design, IIT Hyderabad. As the founding head of the department, he played a key role in shaping its vision and establishing its academic programs, including India's first dual postgraduate course in Photography Design. Under his leadership, the department also built strong international collaborations, notably with the University for Creative Arts in the UK. He holds a PhD in Design Education and a Master of Fine Arts in Graphic Arts from M.S. University, Vadodara. Before joining IIT Hyderabad, Prof. Mathew spent over thirteen years at the National Institute of Design (NID) Ahmedabad, where he led the Photography Design discipline and helped redefine design pedagogy through innovative curriculum development. His work bridges art, technology, and education exploring areas such as digital heritage preservation, AR/VR, AI in design, and autonomous drone systems. A prolific researcher and writer, he has curated several national and international exhibitions and authored the highly regarded book Principles of Design through Photography. His writings frequently appear in magazines like Indian Architecture & Builder and Better Photography. Over the years, Prof. Mathew has received numerous honors, including the Inlaks Fine Arts Award, Alliance Française Young Artist of the Year, the Commonwealth Fellowship, and international research grants from the Shastri Foundation and UKIERI. His dedication to design, education, and innovation continues to inspire students, researchers, and creative professionals across the world.



Neelakantan Keshavan, PhD
Assistant Professor
Research Interests: Architectural Design, Space Design,
New Media Design, Aesthetics, Urban Studies, Visual Design,
Visual Culture, Performance Studies

Neelakantan's critical and creative enquiries, instead of rooting within domains tend to be more in the form of lines of thinking which pass through Architectural and Design Theorization, Embodied Knowledges and Practices, Aesthetics, Urban Studies, Space, Place, Visual Culture and Performance Studies. These lines tend to be particularly attracted to in-betweens and inter-disciplines and look forward to encountering Anthropology, Literature and Philosophy.

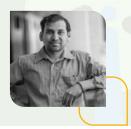


Delwyn Remedios, PhD
Associate Professor
Research Interests: Virtual Reality, Augmented Reality,
Extended Reality, Artificial Intelligence, Interaction, Immersion in
Animation, Films, Graphic Narratives and other forms of Visual

Narratives, Sustainable approaches to Film Production, Urban

Graffiti and Mural Art, Indian Animation Studies

Delwyn is an international award winning experimental animation filmmaker. His films explore a variety of mediums such as Traditional, Digital, Sand, Whiteboard, Explainer Videos, Motion Graphics, Stopmotion, GIFs, Projection Mapping and 360-Degree Virtual Reality animation. He has worked in the eLearning industry as a Visual Designer and has contributed to areas of Visual Storyboards, Character Designs, Illustrations, Motion Graphics, Info Graphics and Animation Production. Other industry projects include Children Book Illustrations, Book Cover Designs, Visual Representation of Oral Traditions, Graphic Novels, Comics, Caricatures, Mascot Design, Mural Art and Graffiti. He is the author and illustrator of a web comic series Shayne's World. His PhD experiments with Parallel Interactive Narratives in Cinematic Virtual Reality. At IIT Hyderabad, he teaches courses in Animation, Filmmaking and Illustration.



Prasad Onkar, PhD
Associate Professor
Research Interests: Virtual Reality, Haptics, Interaction
Design, Product Design, 3D Printing, Affect-Cognition
Interaction and Design Innovation

Prasad Onkar completed his PhD in Computer-Aided Conceptual Design from Centre for Product Design and Manufacturing (CPDM), IISc Bangalore. He holds Master of Technology (M. Tech.) degree in Product Design and Manufacturing from Visvesvaraya Technological University, Belgaum, Karnataka, and Bachelor of Engineering (B. E.) degree in Mechanical Engineering from Karnatak University, Dharwad, Karnataka. Prior to joining IIT Hyderabad, he was Assistant Professor at Department of Design at IIT Guwahati. He was also a Visiting Researcher at Virtual Prototyping Lab in the Department of Mechanical Engineering at Politecnico di Milano, Milan, Italy. He is also the convener of Unnat Bharat Abhiyan (UBA) and member of Rural Development Centre of the Institute.



Seema Krishnakumar Assistant Professor Research Interests: Visual Storytelling, Data Visualisation, Information Design, Interaction Design, Interactive Narratives, Multimedia and Photography

Seema has more than a decade long experience as a visual communicator, documentary photographer and design faculty. She has worked for several government and non- governmental organisations as a designer. Earlier she worked with DJ Academy of Design, Kerala State Institute of Design and National Institute of Design. Currently she is pursuing her PhD at IDC, IIT Bombay. She holds a Masters in Communication Design from Pratt Institute, New York where she was also a Fulbright – Nehru fellow for the same.



Ankita Roy
Assistant Professor
Research Interests: Heritage Documentation, Publication
Design, Interface Design, UX UI design, Ancient Scripts,
Paper Engineering, and Graphic Design

Ankita is an alumna of IIT Bombay and NID Ahmedabad, currently teaching Visual Communication and User Experience Design at the Indian Institute of Technology Hyderabad. She is pursuing her doctoral studies at Kyushu University, Japan. With over a decade of experience in industry and academia, she has worked with global organizations including Singapore Metro, British Airways, Tata, Airtel, and the Corbett Foundation as a Lead Designer and UX Consultant. Her Research and academic journey began as a Research Assistant at Nanyang Technological University, Singapore, followed by extensive work in the publication industry that shaped her research and design thinking. Her works are archived in major libraries in India and abroad. Ankita's book The Magic of Mandu — Suhur-e-Shaadiabad received the National Award for Excellence in Publishing from the Ministry of Tourism, Govt. of India. She also contributes actively to social, healthcare, and wildlife conservation initiatives, focusing on documenting India's architectural heritage.



Mohammad Shahid, PhD
Assistant Professor
Research Interests: Design Research, Experimental Typography,
Visual Culture, Visual Branding, Graphic Design,
Indic Script, Communication Design

Mohammad Shahid has a diverse design background with a Bachelor of Design (BDes) in Textile Design from National Institute of Fashion Technology (NIFT), Master of Design (MDes) and PhD in Design, both from Department of Design, IIT Guwahati with core specialisation in Visual Communication/Graphic Design. His PhD thesis is based on "Understanding the visual vocabulary of the title design and its role in Bollywood movie posters." His current research area is experimental typography where he is exploring different ways of making alphabets (especially Indic Script) learning more playful and engaging.



Srikar AVR
Assistant Professor
Research Interests: Product Design, Furniture Design, System
Design, Advanced Materials, Workplace Design and Ethnography,
3D Printing, Rapid Prototyping

Prof. Srikar, an alumnus of NID, Ahmedabad and Politecnico di Milano is an accomplished multi-disciplinary professional with over two decades of experience in both Industry and academia. As an academician he is actively integrating product, service, system, strategy and spatial design domains with a pedagogical Lense. In his stint with the industry, Srikar has led global consulting assignments shaping the world of CRE (Corporate Real-Estate) and organizational ergonomics with Iconic furniture brands like Herman Miller and Steelcase. And as a Design leader with brands like DuPont, Microsoft, Kohler, Godrej and Nokia in the areas of Product and Service Design Innovation, Workplace Strategy, CSRs, Ethnography. He and his teams garnered national and international awards for design work that significantly advanced various business verticals. Driven by his passion for research and mentoring young minds, he has travelled extensively and served as visiting faculty at leading design and architecture institutes in India and abroad. He has been nominated as India design ambassador to Norway, Sweden, South Korea, Thailand etc. to collaborate in the area of multi-disciplinary design innovations. He is currently a member of CII National Committee on Design (A leading Design Policy Think-Tank in India). His DSSI Lab (Design for Social and Spatial Innovations Lab) at IIT Hyderabad is working on various projects to bring co-creation and design centric approach to advance positive impact on environment and human well-being. He also leads various other labs and programs across the institute to foster multidepartmental collaboration. He is an active member of CoA, WDO, IADRA, CII, ISC, AWA etc.



Saurav Khuttiya Deori, PhD
Assistant Professor
Research Interests: Visual ethnography research,
Heritage preservation, Branding- identity designs and
print publications, Graphic Design

Saurav Khuttiya Deori has pursued his master's and Ph.D. programs at the Indian Institute of Technology Guwahati with interest in Visual communication. His Ph.D. research include studies on architectural ornamentations of the early monuments of the Ahom dynasty of Assam. For his Ph.D. work, Saurav was the recipient of the 'Best Thesis Award' for the year 2021-2022 of the Department of Design, IITG. He was also associated with a thematic project under the Design Innovation Centre (DIC), IIT Guwahati, funded by the Ministry of Education, Govt. Of India. The project aims to develop various promotional tools to uplift the tourism industry of Assam. Saurav has worked on multiple branding, print and publishing projects for IIT Guwahati, Directorate of cultural affairs, Govt. of Assam and Govt. of Bodoland Territorial Council, India.



Anusmita Das, PhD Assistant Professor

**Research Interests:** Design Thinking, User Experience Design, User Experience and Cultures, Research Methodologies, Visual Culture, Visual Identity, Urban Semantics, Temporal Urbanism and Cultural Heritage, Behavioural Design, Digital Accessibility, Social Innovation, Equitable Design

Anusmita is an alumnus of the Department of Design, IIT Guwahati where she pursued her Master's and Ph.D. in Design. As one of the founding members of NID Madhya Pradesh, she played a crucialrole in establishing the Foundation Studies Department of the institute. Anusmita has also worked extensively with Tech startups as a UX Designer, designing software applications that focus on user needs. Owing to her diverse experience in academics and industry, her interests lie in domains that allow her to explore design and research inquiries rooted in the Indian cultural context.



Sonali Srivastav, PhD
Assistant Professor
Research Interests: Film and Media production,
Storytelling, Visual Cultures

Dr. Sonali Srivastav has worked in the media production industry in various capacities such as a camera person, scriptwriter, editor and producer for documentaries, TV shows and news. For her Ph.D., she worked in the area of web narratology and market dynamics of OTT platforms in India and attended the Summer Doctoral Program at the Oxford Internet Institute, Oxfordshire on scholarship. A Gold Medallist in M.A. Mass Communication from AJK MCRC, Jamia Millia Islamia, she attended Indraprastha College for Women, Delhi University for her Bachelors in Mass Media and Mass Communication. Currently she is exploring the areas pertaining to audio visual art forms and building narratives.



Md Haseen Akhtar, PhD Assistant Professor

Research Interests: Healthcare Infrastructure and Services Design, (more than) Human Centered Design, Computational Design, Emerging Technologies in Design (XR and AI), Human Computer Interaction (HCI), Brain Computer Interfaces (BCIs), Behavioral Design, Critical, Social and Frugal Design and Innovation, Design Education and Design for Global Health

Dr. Md Haseen Akhtar completed his Ph.D. in Human Centred Design from the Department of Design, IIT Kanpur as a Prime Minister Research Fellow (PMRF). He holds a Master of Design degree in Industrial and Product Design from IIT Kanpur and a Bachelor of Architecture (B.Arch.) degree with Gold Medal from NIT Trichy, Tamil Nadu. He has served as a Fulbright-Nehru Fellow at the Jacobs Institute for Design Innovation and Department of Architecture, CED, University of California Berkeley, where he worked on computational design and emerging technologies. He taught final-year B.Arch. Architectural Design Studio, M.Arch. thesis studio, and Emerging Technologies Studio during his Fulbright fellowship at UC Berkeley. He has also taught several UG foundational design courses at NIFT Hyderabad and PG design courses at IIT Kanpur during his PMRF tenure at IIT Kanpur. Prior to joining Department of Design, IIT Hyderabad, he was a Postdoctoral Researcher (FARE Fellow) at IIT Kanpur working in HCI Domain. He is also a recipient of the BIRAC Biotechnology Ignition Grant and holds 4 patents and design copyrights for healthcare innovation.



Pranav Satpute, PhD
Assistant Professor
Research Interests: Industrial Design, Design Innovation,
New Product Development, Design for Social Impact

Dr. Pranav Satpute is an Industrial Designer with over a decade of experience in industrial design, new product development, computer-aided product design, and product management. He holds a Bachelor's degree in Mechanical Engineering from Pune University, and a Master's and Ph.D. in Design from the Department of Design, IIT Guwahati. His doctoral research focused on exploring the role of industrial design and innovation in product-integrated photovoltaic (PIPV) solutions for rural India. Prior to his Ph.D., he was involved in the Design Innovation Centre (DIC) project and other initiatives sponsored by the Government of Meghalaya and the Asian Development Bank at IIT Guwahati, where he contributed to the development of efficient crafting processes and tools for bamboo artisans in Meghalaya. He has worked with design studios and several multinational companies as an industrial designer, contributing to the design and development of a wide range of products including automotive seating systems, electronic devices, street lighting and smart poles, and urban infrastructure solutions. His expertise lies in bridging technology with innovative design, with a focus on creating functional, sustainable, and impactful products.

## Adjunct Faculties at DOD IITH



Ajith Abraham George
Research Interests: Sound Design & Mixing and
Sound Engineering, Innovation in Sound and Music, Intervention
in Sound, Multi Language Sound and Music

With 25 years of experience in the field of Audio engineering, Ajith has been involved in many films as a Mix Engineer or Sound Designer across many languages. He was instrumental in setting up the KR Narayanan National Film Institute in Kottayam Kerala the third National film Institute in India, and a consultant at SJCC college of Communication the first multimedia institute in Kerala.



Nina Sabnani, PhD
Research Interests: Animation, Illustration & Film Making,
Narratives, Visual Design, Storyteller, Character Design, Colors

Nina Sabnani is an artist and storyteller who uses film, illustration and writing to inform and enlighten her audience. Graduating from the Faculty of Fine Arts, Vadodara she received a master's degree in film from Syracuse University, NY, which she pursued as a Fulbright Fellow. Her doctoral thesis on the Kaavad tradition has been published by Niyogi books; Kaavad Tradition of Rajasthan, a Portable Pilgrimage. Her animated films are often rich collaborations with artists and folk fablers and have earned critical acclaim. Her film Hum Chitra Banate Hain won the National Award in 2016. In 2018 she received The Big Little Book award: a lifetime achievement award for Illustration at the Tata Lit Live Festival, Mumbai. In 2021 she was conferred with The Legend of Indian Animation award from Toonz Media Group. Nina's research interests include exploring the dynamics between words and images in animated films and book illustrations. She taught at NID Ahmedabad for 22 years and retired from IDC, IIT Bombay in 2021. At present, she is associated with Srishti Manipal Institute of Art Design, and Technology, Bangalore; and School of Design UPES, Dehradun, IIT Bombay and IIT Hyderabad. Nina currently lives in Chennai.

## Adjunct Faculties at DOD IITH



Ambarish Kulkarni, PhD
Research Interests: Design Research,
Product Development, Engineering Design & VR, Design
Education, Innovation by Design

Ambarish has been a Senior Lecturer in Computer Aided Engineering (CAE) in the School of Engineering (SOE) at the Swinburne University of Technology (SUT) since 2017. He has over 12 years of industry experience in conducting applied research and over 10 years of academic experience in Product/ Process Development, Engineering Design/Virtual Reality (VR) and contributed over 40 papers, articles and reports.



Shuhita Bhattacharjee, PhD

Research Interests: Victorian Literature and Culture, Postsecular
Theory, Gender, Sexuality, Postcolonial Studies, Posthuman Theory,
Thing Theory, Cinema of the Diaspora, Graphic Novels, New Woman
Literature, Anglo-Indian Literature

Shuhita interests have been in the areas of Victorian Literature and Culture, Postsecular Theory, Studies on Religion and Secularism, Gender, Sexuality and Queer Theory, Postcolonial Studies, Posthuman Theory, Cultural Studies, Thing Theory, Literature and Cinema of the Diaspora, Graphic Novels, Popular Literature and Culture, New Woman Literature, Discourses of the Hijab, and Anglo-Indian Literature. A significant aim of her first monograph is to complicate the predominant geopolitical assumption of a modern 'crisis of faith' and 'decline' of religiosity. She is currently working on second monograph in which she examine the representations of colonial idols in fin-de-siècle literature and culture. A particular interest area is the notion of dark humour and subalterity in contemporary cultural discourses and performances.

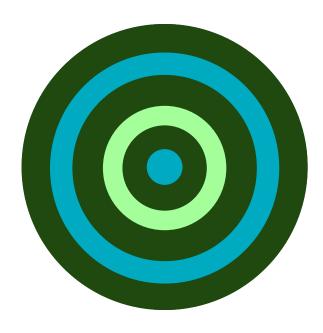
## Adjunct Faculties at DOD IITH



#### **Uday Athvankar**

**Research Interests:** Game design, Product design, User studies, Communication theory, Drawing and sketching, Marketing and product planning and Qualitative research techniques

After being trained as an architect from J.J School of Architecture, Prof. Uday Athvankar worked in the field for 4 years with Architect Kamu Iyer, before switching over to Industrial Design in 1970. As a UNESCO scholar, he studied Industrial Design at Institute of Design, Illinois Institute of Technology, Chicago. Over 45 years,he has been dividing his time between Industrial Design teaching, Design research and Design related consulting for companies. As an Industrial Design Faculty at IDC, IIT Bombay, Prof. Uday Athvankar taught various courses that include Game design, Product design, User studies, Communication theory, Drawing and sketching, Marketing and product planning and Qualitative research techniques at PhD level. He has been a design consultant to many industries and start-ups on product innovation.



## Design Team at DOD IITH



Vijay Kumawat Senior Technical Superintendent

**Research Interests:** Graphic and Visual Design, History of Graphic Design, Design Interventions, Deep Learning and AL, Digital conservation and preservation, Signage Systems, Identity Design, Design Strategy, Print Making, Book Design, VR/AR/XR, Haptics on National Monument

Vijay Kumawat is a Design Graduate from NIFT Himachal Pradesh and currently works in the Department of Design at IIT Hyderabad, where he is also pursuing his Ph.D. in Design. With over a decade of experience across diverse design disciplines, he has collaborated with leading organizations such as NID Gandhinagar, NID Bangalore, D'source-Ekalpa (MHRD, Government of India), GMR Group, Formula 1 Racing Marshalls (Elite Techno Groups), Wacom India, Archaeological Survey of India, Hyderabad Runners, CII, Airtel, AICTE, and the National Stock Exchange. At IIT Hyderabad, he plays a key role in the Design Innovation Centre (DIC), supported by the Ministry of Education, contributing to digital preservation, design innovation, and national-level collaborations. He also oversees the development and operations of departmental laboratories in XR, Rapid Prototyping, Photography, and Digital Heritage. His interests span Graphic and Visual Design, Photogrammetry, Digital Heritage, Design Strategy, and emerging technologies like AI, VR, and the Metaverse bridging traditional design wisdom with contemporary innovation to build sustainable, inclusive, and future-ready ecosystems.



Rajkumar Bejjanki
Senior Technical Superintendent
Research Interests: Transmedia Branding, Instructional Design,
Art & Illustration, Calligraphy, Photography, Filmmaking

Rajkumar Bejjanki is a Post Graduate in 'Mass Communications' from the 'University of Hyderabad' and also holds a 'Bachelor of Fine Arts (Painting)' from 'Potti Sreeramulu Telugu University, Hyderabad'. He has more than a decade of work experience in visual communications with high-profile organizations and start-ups, and some professionally stimulating organizations like Tech Mahindra, ICRISAT, Ubiquus, Trianz Holdings, and the National Institute of Open Schooling. He has also worked closely with communication designers and marketers in companies such as Glaxo Smith Kline, ICRISAT, Biocon and Tata Steel. His primary areas of interest are transmedia branding, instructional design, art & illustration, calligraphy, photography, and filmmaking.

## Design Team at DOD IITH



Satyendra R

Junior Technical Superintendent

Research Interests: Robotics, IoT, R&D, Prototyping,
Fabrication, 3D Printing

Satyendra R. Nishad holds an M.Tech. Degree in Robotics from the Defence Institute of Advanced Technology, Pune. Before joining IIT Hyderabad, he worked as a Laboratory Manager at the Technische Universität Berlin, Germany. He also has a research background, as he has experience of working as a Research Fellow at IIT Patna. Additionally, he has experience of working with some of the prestigious research organizations in the country, such as ISRO (Indian Space Research Organisation) and BARC (Bhabha Atomic Research Centre) during his studies. At IIT Hyderabad, he works as a Junior Technical Superintendent in the Department of Design. His areas of interest are R&D, Prototyping, Fabrication, 3D Printing, etc.



Vivekananda Chary
Junior Technician
Research Interests: Design Thinking, Wooden Work,
Prototyping, Metal Work, Intricate work, Mechanical
Interventions

Vivekananda Chary is a Diploma holder in Interior design from 'Lakhotia Institute of Design Hyderabad' currently pursuing graduation from Prof. G Ram Reddy Center for Distance Education Osmania University Hyderabad. He has ten years of experience in the home interior and has worked on several projects in Hyderabad. His primary areas of interest are furniture design, mechanical innovations, conceptual product design, prototyping, laser cutting, engraving, and CNC products. He holds a design patent for Rethinking the design of an electric truck carrier, while another patent is under examination.

# Design Team at DOD IITH



Priyadarshan Borra
Junior Technician
Research Interests: Stores and Purchase, Architecture,
Space Design, Photography

B R Priyadarshan has completed his bachelor's in Architecture from Jawaharlal Nehru Fine arts and Architecture University, Hyderabad. He has worked in various architectural firms involved in designing buildings, churches, and commercial projects. His area of interest includes Architectural design for commercial and residential projects. At IITH he is involved in designing the entrance gate tower, bus stops, foot over bridge near the faculty and staff towers.



Gopal Manthuri
Junior Assistant
Research Interests: Stores and Purchase, Administration,
Procurement, Inventory Management, Department Management

Gopal joined IIT Hyderabad in 2024 and continues to be a valuable member of our department. His working expertise are Stores and Purchase, Administration, Procurement, Inventory Management, Department Management.



P Jagadeesh
Assistant - Workshop
Research Interests: Carpentry, Metal Welding, Prototyping,
Machine and Equipment Maintainence

P Jagadeesh has a diploma in carpentry from Word and Deed ITI. He joined Department of Design at IITH in 2016 and has experience in welding and woodworking. He supports student projects in product design.

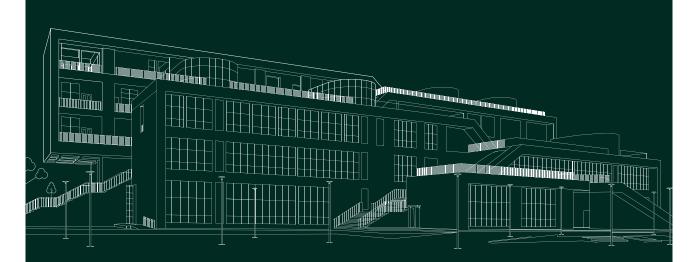
## **Dates & Information**

FOR IMPORTANT DATES ABOUT ADMISSIONS,
Visit the department website design.iith.ac.in

FOR GENERIC AND APPLICATION DETAILS

Visit institute website

iith.ac.in







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