



School of Design & Innovation

PLACEMENT BROCHURE

2026

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User Experience Design



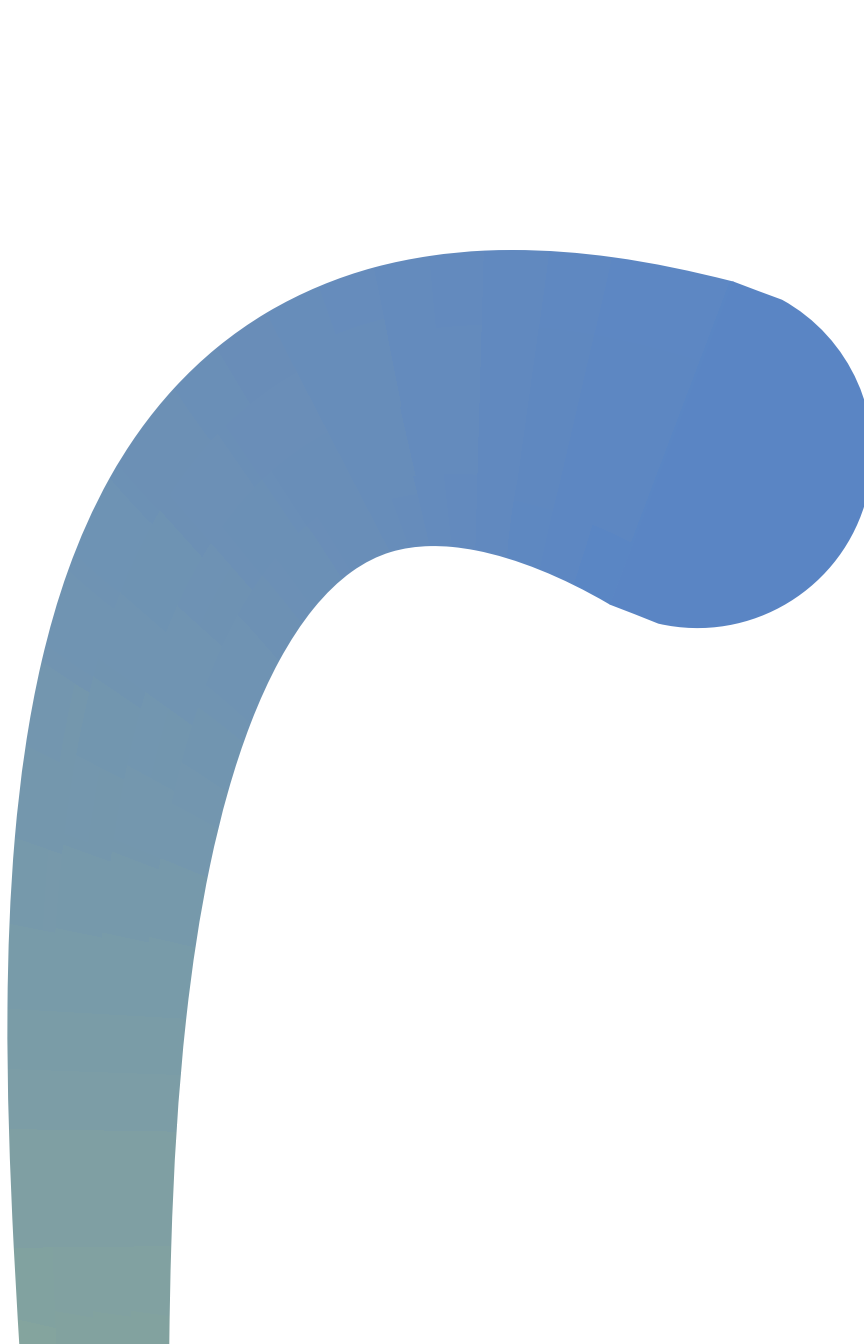
M.Des

Communication Design

Product Design

User Experience Design





About SDI

The School of Design and Innovation at RV University is recognised as one of the best design schools in Bengaluru.

At the core, SDI encourages students to work collaboratively across disciplines and create design solutions that are creative, aesthetic, and responsible. Our curriculum emphasises hands-on skills, digital skills, specialisation-specific skills, user research, knowledge of making, materials, processes, sensitivity to aesthetics, and knowledge of humans and their behaviour, society, culture, and the environment.

With dedicated studio and workshop spaces, during their time in SDI, students acquire and hone skills and learn design theories, methods, and processes that will help them develop and refine ideas that address business and social problems in a holistic way.

Message from Vice Chancellor

It gives me immense pleasure to present the Placement Brochure of our School of Design and Innovation, a vibrant hub of creativity, innovation, and purpose-driven learning.

Design is no longer confined to aesthetics; it is a strategic force shaping industries, experiences, and societies. At our institution, we nurture designers who are not only skilled in their craft but also deeply attuned to the needs of a rapidly evolving world. Our students are trained to think critically, collaborate across disciplines, and create with empathy, qualities that make them invaluable assets to any organisation.

This brochure is a testament to their journey: the rigour of their academic training, the richness of their portfolios, and the diversity of their thought. I invite you to explore the profiles within and discover a generation of designers ready to lead with vision and impact.

We are proud of our students and confident that they will bring fresh perspectives and meaningful contributions to the professional world.

A portrait of Prof. (Dr.) Ram Kumar Kakani, Vice Chancellor of RV University. He is a middle-aged man with dark hair, a mustache, and glasses, wearing a dark suit, a light blue shirt, and a blue patterned tie. He is standing with his hands clasped in front of him.

Prof. (Dr.) Ram Kumar Kakani
Vice Chancellor, RV University

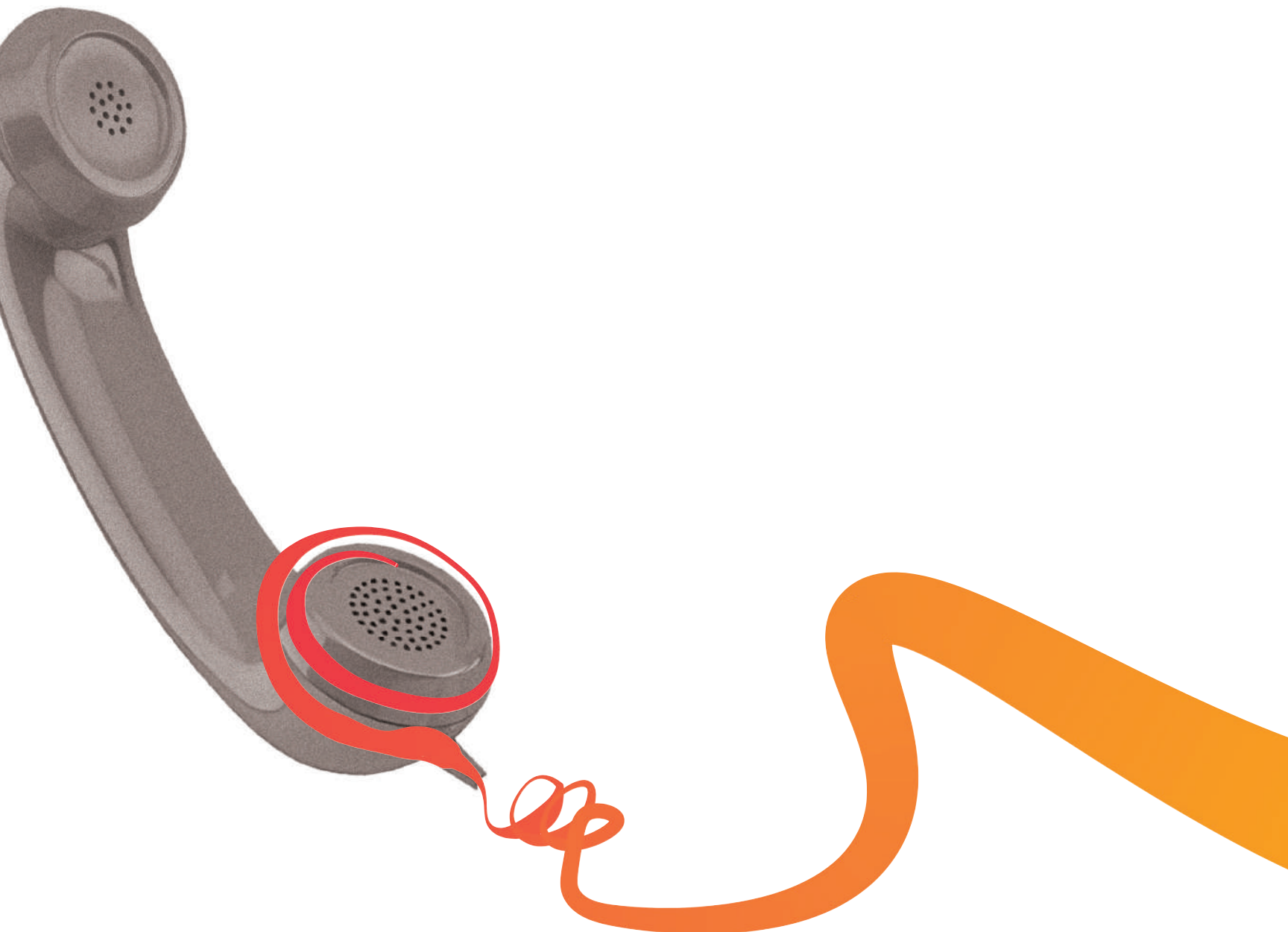


Prof. (Dr.) Anuradha Chatterjee
Pro Vice Chancellor, RV University and
Dean, School of Design & Innovation

Message from Pro Vice Chancellor & Dean

A warm welcome to the School of Design and Innovation! Since its advent, Design (and its various disciplines) has become one of the most sought-after areas of study, practice, and research in India, wherein graduates find fulfilling and lasting careers as design practitioners, strategists, researchers, advisors, academics, and entrepreneurs. We imagine design education as a journey full of experiment, inquiry, risk-taking, and evidence-based research and decision-making, which is a collaborative act between the student, faculty members, institution, industry, and community at large. Design requires an integrated approach to learning, which draws upon the fields of art, architecture, design, science, humanities, social science, engineering, economics, and so on, and it also requires us to be attentive to the constantly changing topography of our world.

At RV University, we see design as ethical, inclusive, and democratic; and as an act, a product, an experience, and above all, a mindset. We are invested in student-centred approaches to learning, and we look forward to our students taking a deep dive and immersing themselves in their education, to identify creative and critical approaches to difficult, urgent real-world problems. Our students are provided with the best of national and international perspectives on design, and they are encouraged to understand the value and use of emerging technology, as well as traditional knowledge systems. At RV University, School of Design and Innovation, we aim to create not just graduates but future design leaders and innovators who approach design with technological acumen, social purpose, a sense of justice, and a critical eye. As your Pro Vice Chancellor and Dean, I hope to meet with each of you, talk about my own journey as a creative, I wish you an exciting time here, and beyond!



B.Des. 2023

Communication Design

Who **we** are



A cohort of visual thinkers translating ideas, cultures, and narratives into compelling communication. Ready to collaborate with industry through typography, imagery, and visual systems that shape meaningful messages.

Curriculum

Communication Design

1

- Drawing and Visualisation 1
- Fundamentals of Design 1
- Explorations with Materials
- Ethnography
- Visual Culture
- Foundation Studio 1

5

- Signage and Wayfinding
- Storyboarding
- Information Design
- Minor 5 & 6
- Open Elective
- CD Studio 3

2

- Drawing and Visualisation 2
- Fundamentals of Design 2
- Explorations with Materials 2
- Liberal Arts Elective
- Material Culture
- Foundation Studio 2

6

- Advertising
- Visual Identity and Branding
- Animation Basics
- Minor 7
- Open Elective
- CD Studio 4

3

- Graphic Design: Tools & Techniques
- Image Making
- Minor 1 & 2
- Open Elective
- CD Studio 1

7

- Design Internship / Summer School
- Advanced Animation
- Professional Practice
- Design Research
- Minor 8
- CD Studio 5

4

- Legacy of Letterforms
- Narratives and Storytelling
- Data Visualisation
- Minor 3 & 4
- Open Elective
- CD Studio 2

8

- Capstone Coursera
- Capstone Research
- Capstone Project
- Minor 9

Meet the Designers

Emerging visual communicators
translating ideas and stories
into thoughtful design across
contemporary media.

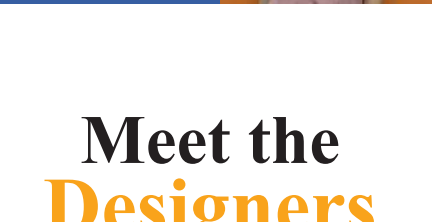
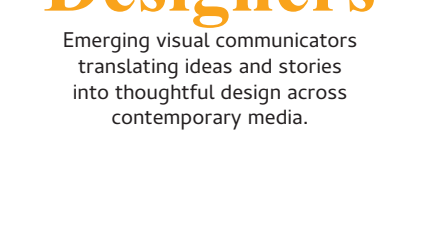


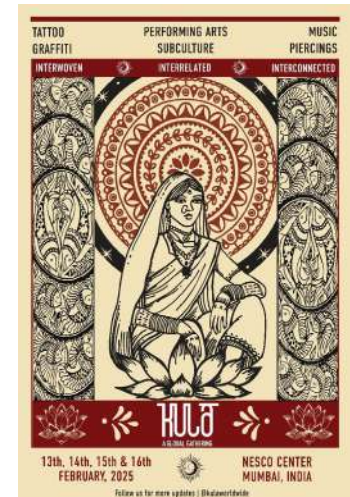
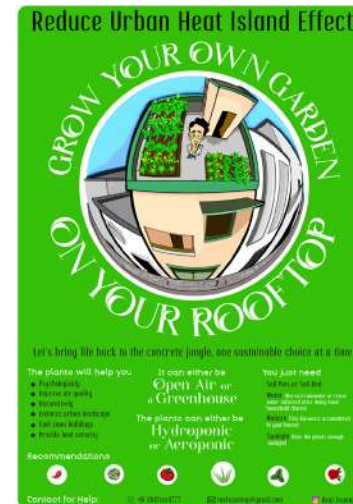
Image Making

Explores approaches to visual narrative through illustration, photography, and constructed imagery within graphic communication.



Poster Design

Examines poster design as a medium of public communication through visual composition, typography, and message articulation.



Legacy of Letterforms

Examines the historical evolution, structural logic, and expressive possibilities of letterforms within typographic communication.

abcdefghijklmnopqrstuvwxyz

ABCDEFGHIJKLMNOPQRSTUVWXYZ

1234567890

!"':><.,?/\#

the quick brown fox jumps over the lazy dog and runs away

THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG AND RUNS AWAY

the quick brown fox jumps
over the lazy dog and runs away

12345689

THE QUICK BROWN FOX
JUMPS OVER THE LAZY DOG
AND RUN AWAY

ABCDEFGHIJKLM

MNOPQRSTUVWXYZ

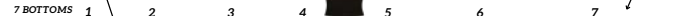
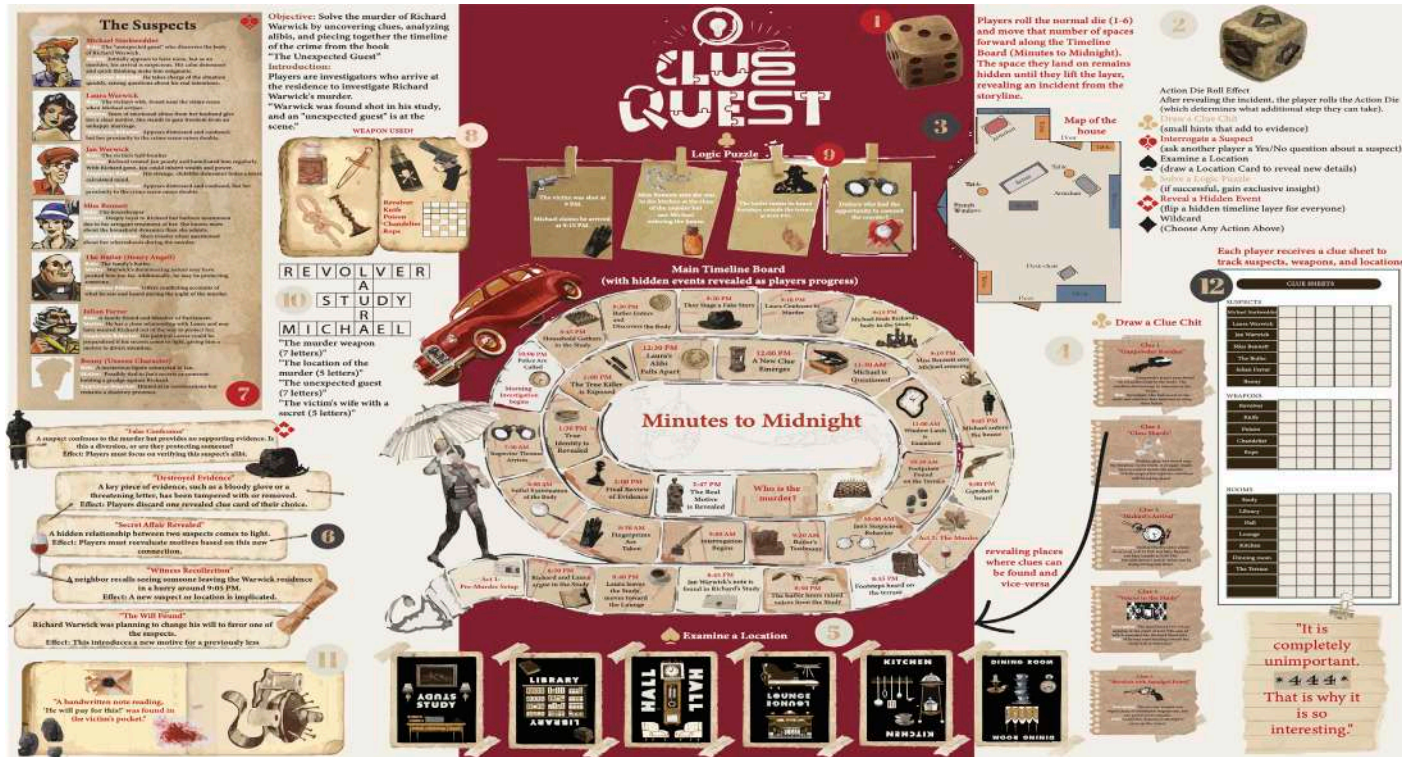
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LOREM IPSUM DOLOR SIT AMET,
CONSECTETUER ADIPISCING ELIT, SED DIAM
NONUMMY NIBH EUISMODO TINCIDUNT UT
LAOREET DOLORE MAGNA ALIQUAM ERAT
VOLUTPAT.

lorem ipsum dolor sit amet, consectetuer
adipiscing elit, sed diam nonummy nibh
euismod tincidunt ut laoreet dolore magna
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Investigates methods of translating complex data into structured visual representations through hierarchy, graphical systems, and analytical thinking.



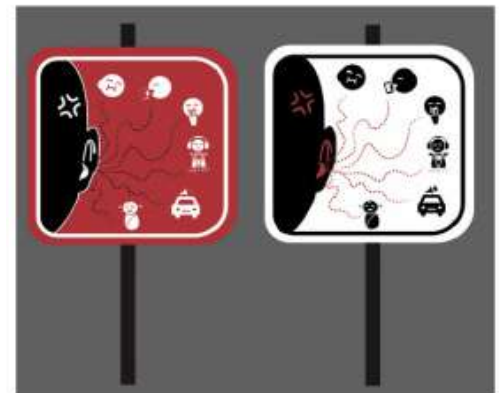
Publication Design

Explores editorial design for books, magazines, and digital publications through typographic systems, grids, sequencing, and visual narrative.



Signage & Wayfinding

Examines environmental graphic systems that support spatial navigation through signage, information hierarchy, and spatial logic.



Storyboarding

Storyboarding introduces sequential visualisation techniques used to structure narrative communication across animation, film, and digital media.

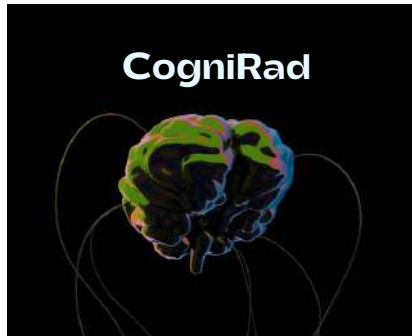


Explores strategies for organising complex information into clear visual structures that support comprehension and interpretation.



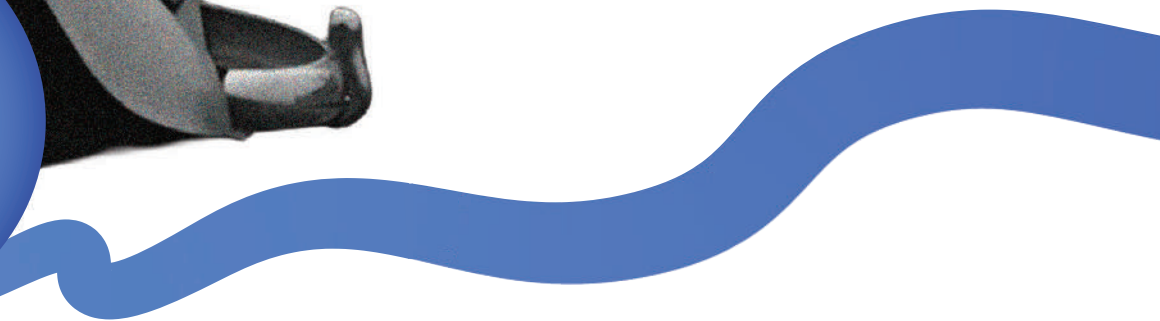
Branding & Identity

Examines the development of coherent brand identities through logo design, visual systems, and strategic communication across multiple media.



Tech Stack





B.Des. 2023

Product Design



Who **we** are



Makers and problem solvers exploring how objects are imagined, shaped, and brought into everyday life. Ready to engage with industry through prototyping, materials exploration, and human-centred product thinking.

Curriculum

Product Design

1

- Drawing and Visualisation 1
- Fundamentals of Design 1
- Explorations with Materials
- Ethnography
- Visual Culture
- Foundation Studio 1

5

- Computer Aided Industrial Design
- Product Design Strategy
- Minor 5 & 6
- Product Design Studio – 3 (Strategy)
- Open Elective

2

- Drawing and Visualisation 2
- Fundamentals of Design 2
- Explorations with Materials 2
- Liberal Arts Elective
- Material Culture
- Foundation Studio 2

6

- Design for Interactions
- Business Model Generation
- Minor 7
- Product Design Studio – 4 (Value)
- Open Elective

3

- Product Drawing & Visualisation
- Making Studio
- Form Development
- Minor 1 & 2
- Product Design Studio – 1 (Form)
- Open Elective

7

- Design Research
- Professional Practice and Design Management
- Minor 8
- Product Design Studio – 5 (Scale)
- Design Internship / Summer School
- Open Elective

4

- Product Illustration and Rendering
- Materials and Processes for Product Designers
- Ergonomics for Product Designers
- Minor 3 & 4
- Product Design Studio – 2 (Function)
- Open Elective

8

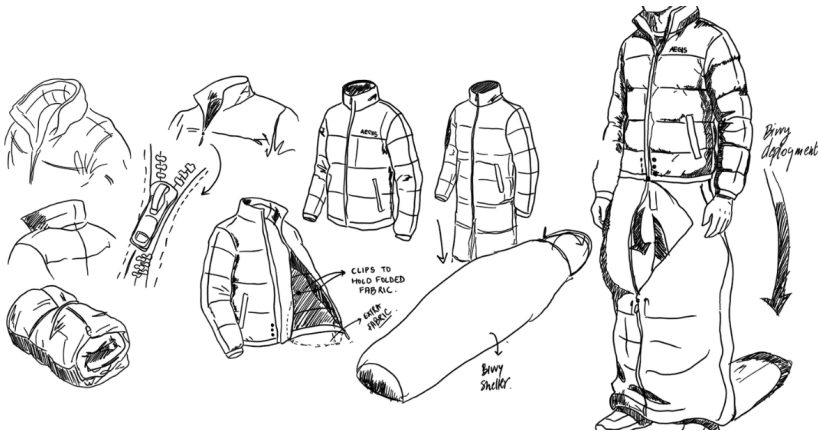
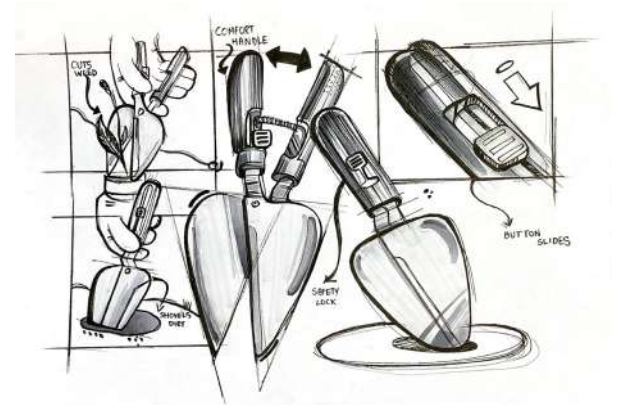
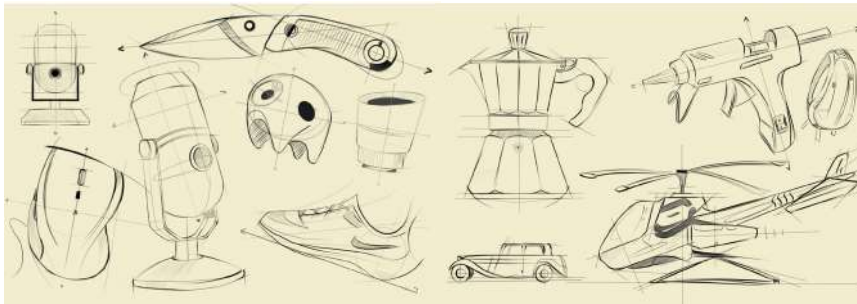
- Capstone Coursera
- Capstone Research
- Capstone Project
- Minor 9

Meet the Designers

Emerging product designers
exploring form, materials, and
human needs to create meaningful
everyday objects.

Product Drawing and Visualisation

Introduces techniques for communicating product concepts through technical drawing, perspective sketching and visual representation.



Form Development

Explores the development of three-dimensional product form through proportion, geometry, and spatial relationships.



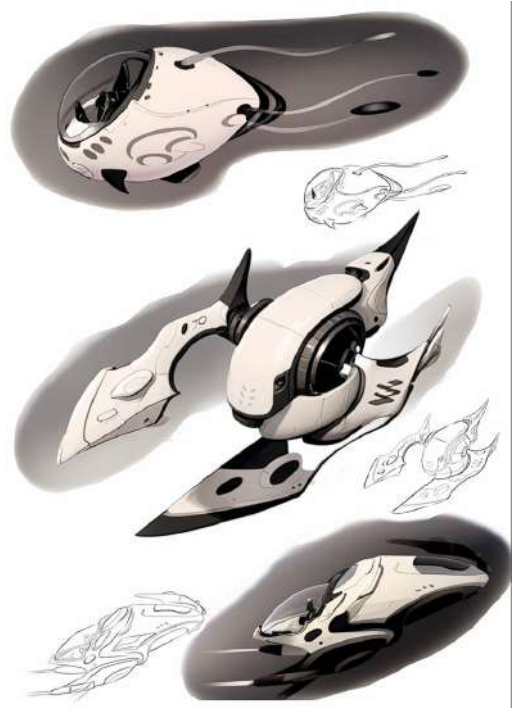
Product Design (Form)

Examines the articulation of product form in relation to aesthetics, usability, and user interaction.



Product Illustration and Rendering

Introduces rendering techniques that communicate product form, materiality, and lighting through professional visual representation.



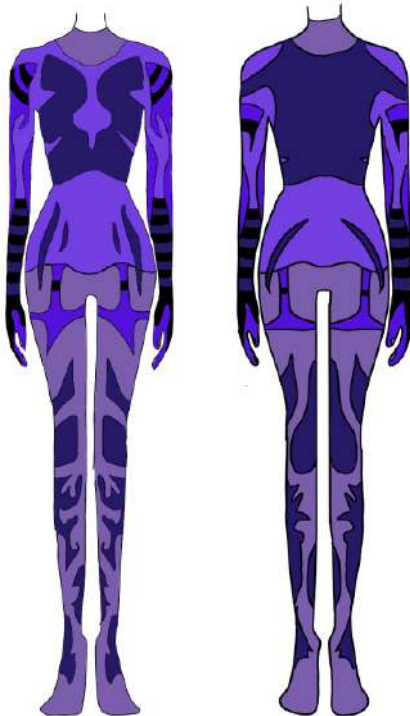
Ergonomics for Product Designers

Examines anthropometric and human-factor considerations guiding comfort, safety, and usability in product design.



Product Design (Function)

Explores functional principles in product development through mechanisms, usability, and performance considerations.



Materials and Processes for Product Designers

Examines materials and manufacturing processes guiding feasible and scalable product development.



Computer-Aided Industrial Design

Introduces digital modelling tools used in the development and refinement of industrial product forms.



Product Design Studio (studio-based)

A studio-based exploration integrating research, concept development, and prototyping within strategic product design contexts.

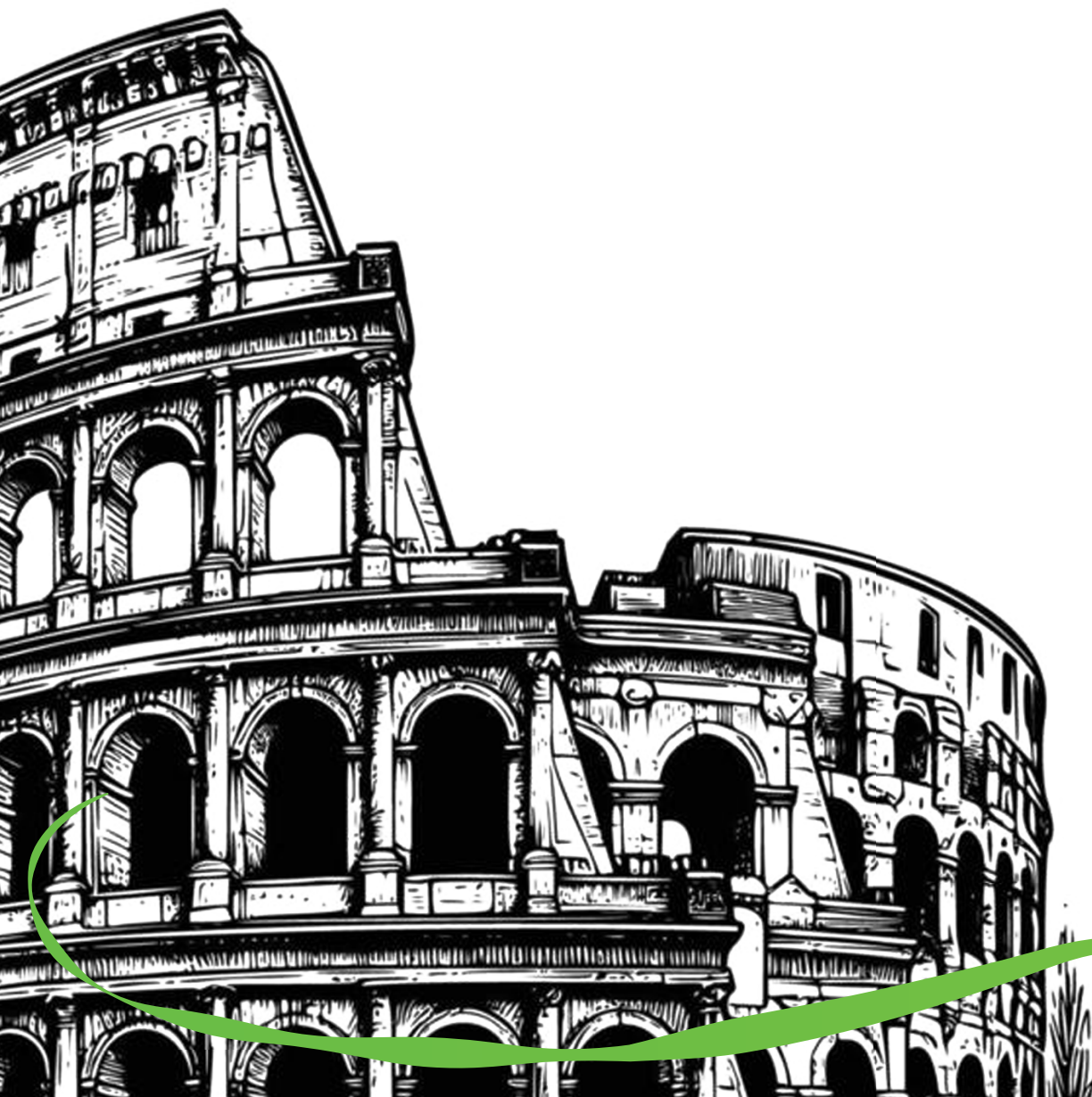
Thanal

Designed to flow. Meant to grow.



Tech Stack







B.Des. 2023

Spatial & Interior Design

Who **we** are



Designers exploring how space influences behaviour, movement, and experience. Prepared to shape contemporary environments through thoughtful planning, material understanding, and spatial storytelling.

Curriculum

Spatial & Interior Design

1

- Drawing and Visualisation 1
- Fundamentals of Design 1
- Explorations with Materials
- Ethnography
- Visual Culture
- Foundation Studio 1

5

- Environment Action & Impact
- Lighting Design
- Minor 5 & 6
- Spatial Design Studio 3 (Workspace)
- Open Elective

2

- Drawing and Visualisation 2
- Fundamentals of Design 2
- Explorations with Materials 2
- Liberal Arts Elective
- Material Culture
- Foundation Studio 2

6

- Professional Practice & Design Management
- Material & Form
- Minor 7
- Spatial Design Studio 4 (Institution)
- Open Elective

3

- Spatial Drawing & Visualisation
- Elements of Interior Composition
- Minor 1 & 2
- Spatial Design Studio 1 (Habitat)
- Material and Structure
- Open Elective

7

- Design Research– Lighting/ Acoustics / Landscaping & Interior
- Minor 8
- Spatial Design Studio 5 (System/Service Design)
- Design Internship / Summer School
- Open Elective

4

- Materials and Surface
- Digital Representation for Spatial Design
- Evolution of Interior Environments
- Minor 3 & 4
- Spatial Design Studio 2 (Hospitality/Retail)
- Open Elective

8

- Capstone Coursera
- Capstone Research
- Capstone Project
- Minor 9

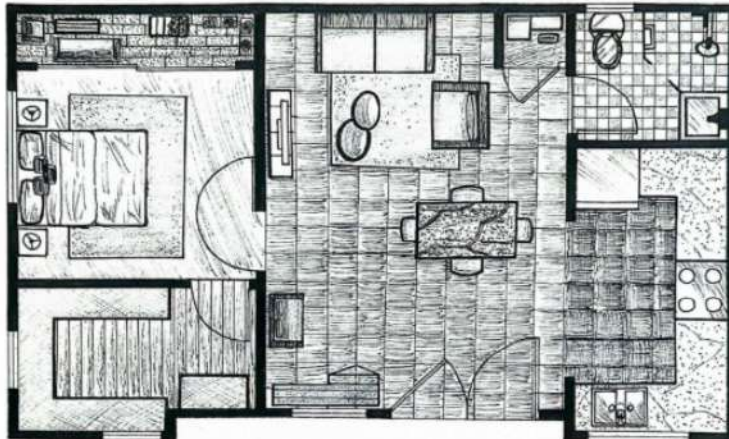
Meet the Designers

Future spatial designers shaping
environments that influence how
people move, interact, and
experience space.



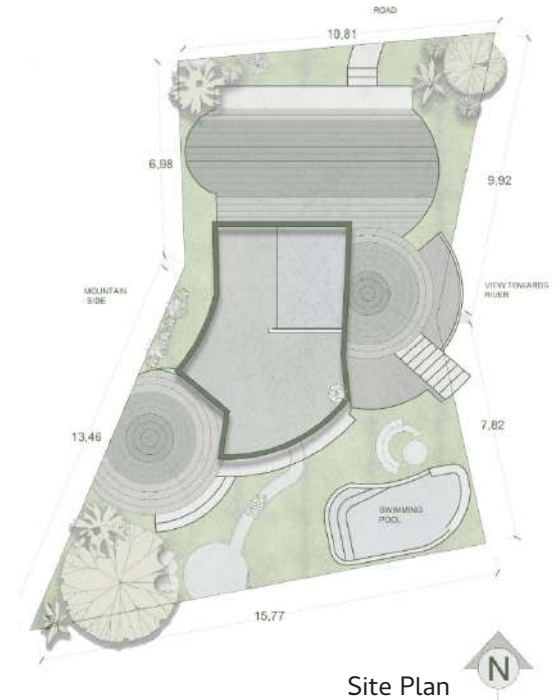
Spatial Drawing and Visualisation

Learning to communicate design ideas through hand sketches, technical drawings, and visual representation techniques.



Spatial Design Studio I (Habitat)

Habitat studio explores the user at a residential space and helps chart activity mapping and help lay the strong foundation of anthropometric standards and transitioning spaces.



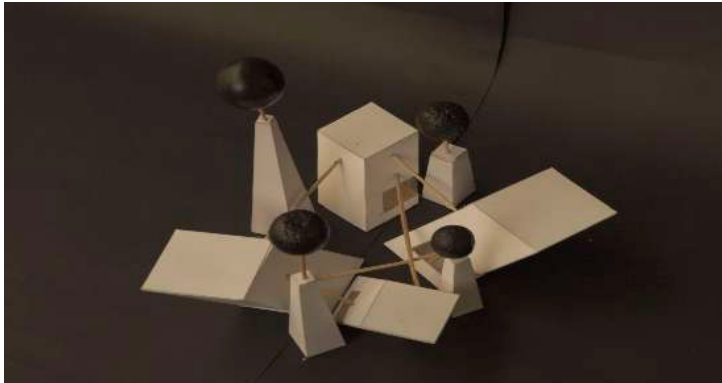
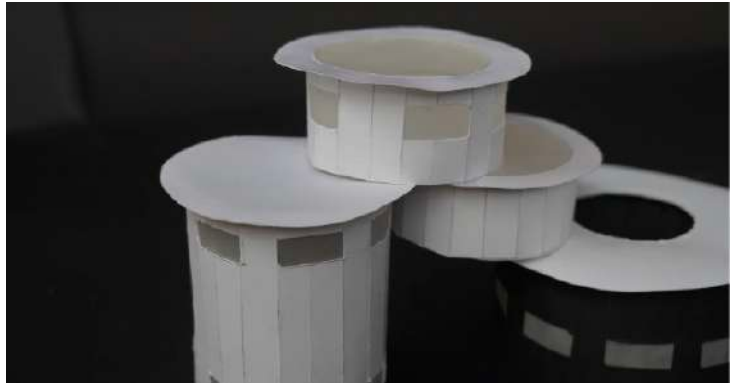
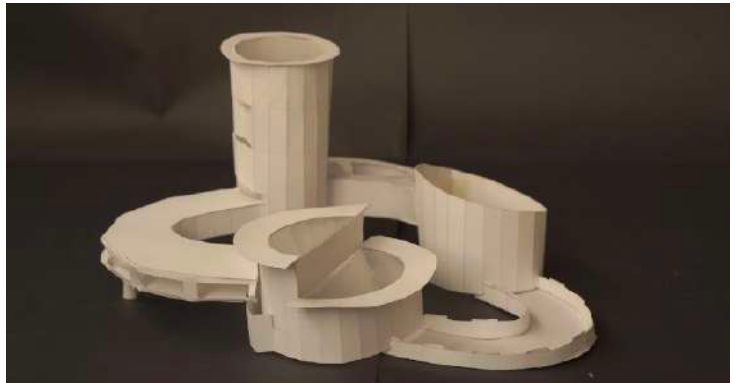
Physical Model Making

Scaled physical models enhance the understanding of Volume and function and explore the physical simulation of space in various aspects.



Concept and Ideation for Model Making

The progressive form development from the conceptual stage to technical/execution form through block model development, exploring the orientation, volume, connect and functional aspects of the design.



Spatial Design Studio II (Retail and Hospitality)

The Retail and Hospitality design helps the understanding of volumetric analysis of space catering to a large number of users and how it would have a psychological impact on every user.



Material & Form (Museum Redesign)

Exploring how different materials interact with space to make informed and thoughtful design choices.



Spatial Design Studio III (Workspace Design)

Designing office and collaborative environments that balance functionality, well-being, and the evolving nature of how people work.



Institution Studio



3D rendered outputs of studio projects



Tech Stack





B.Des. 2023

User Experience Design

Who **we** are



Curious designers examining how people navigate, interpret, and experience digital environments. Prepared to contribute to industry through research-informed interfaces and thoughtful interaction design.

Curriculum

User Experience Design

1

- Drawing and Visualisation 1
- Fundamentals of Design 1
- Explorations with Materials
- Ethnography
- Visual Culture
- Foundation Studio 1

5

- Digital Storytelling
- UX Evaluation (Qualitative)
- Minor 5 & 6
- Open Elective
- UX Studio 3 – Brand Experience / Content Aggregation

2

- Drawing and Visualisation 2
- Fundamentals of Design 2
- Explorations with Materials 2
- Liberal Arts Elective
- Material Culture
- Foundation Studio 2

6

- Advanced User Research
- UX Evaluation (Quantitative)
- Minor 7
- Open Elective
- UX Studio 4 – Digital Services / Business Application

3

- Visual Design for UX
- Design Methods
- Minor 1 & 2
- Open Elective
- UX Studio 1 – Information Sites

7

- Design Research
- UX Design for XR
- Minor 8
- Open Elective
- UX Studio 5 – Techno-Centric Solutions / Start Up System
- Design Internship / Summer School

4

- Digital Experience Design
- Cognitive Ergonomics
- Minor 3 & 4
- Open Elective
- UX Studio 2 – Information Systems

8

- Capstone Coursera
- Capstone Research
- Capstone Project
- Minor 9

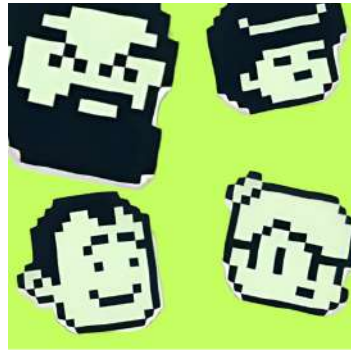


Meet the Designers

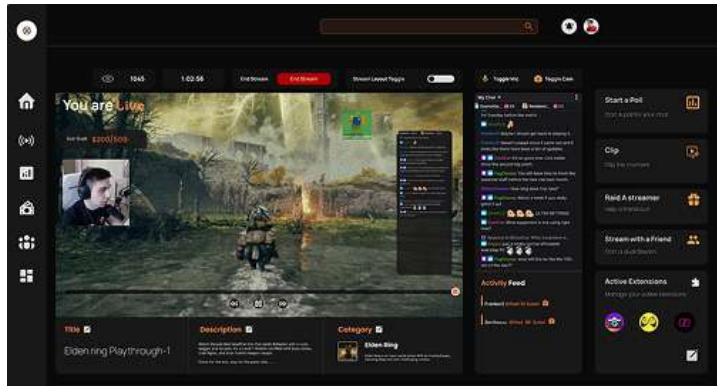
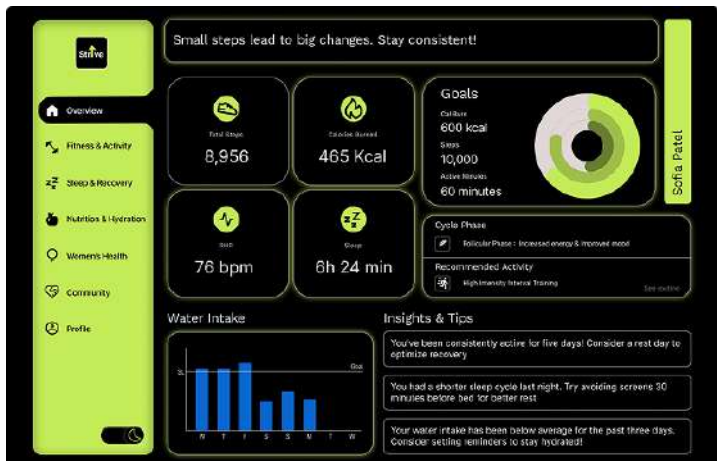
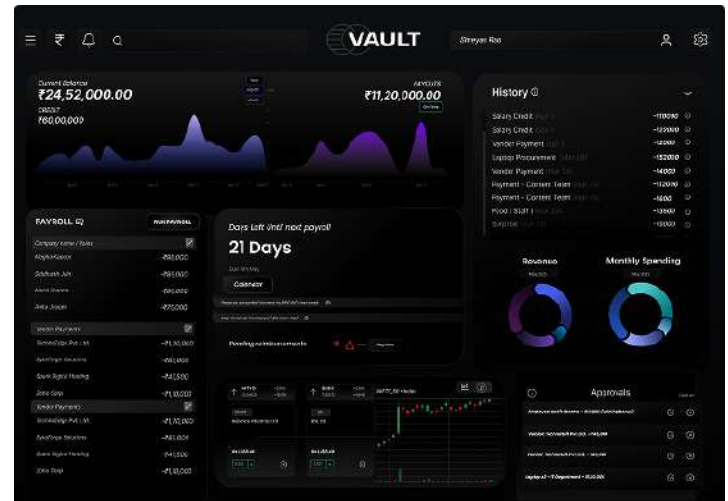
Future experience designers
shaping intuitive digital journeys
through research, interaction
thinking, and interface design.

Digital Storytelling

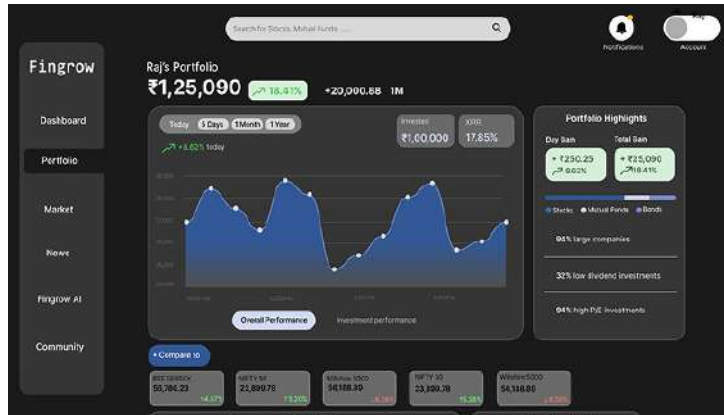
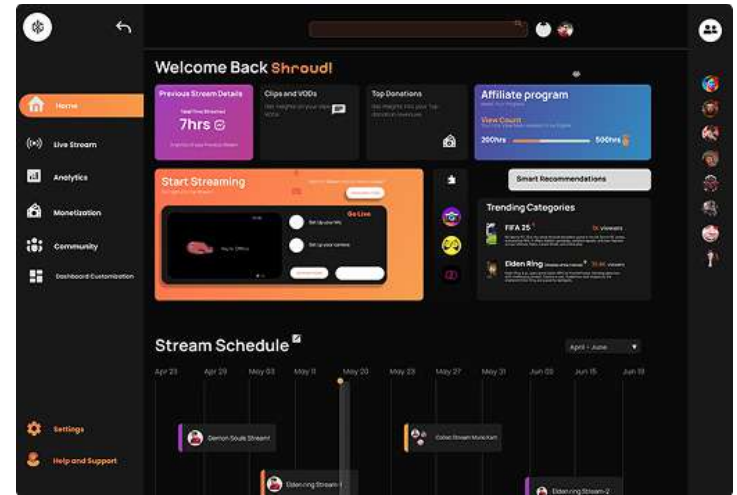
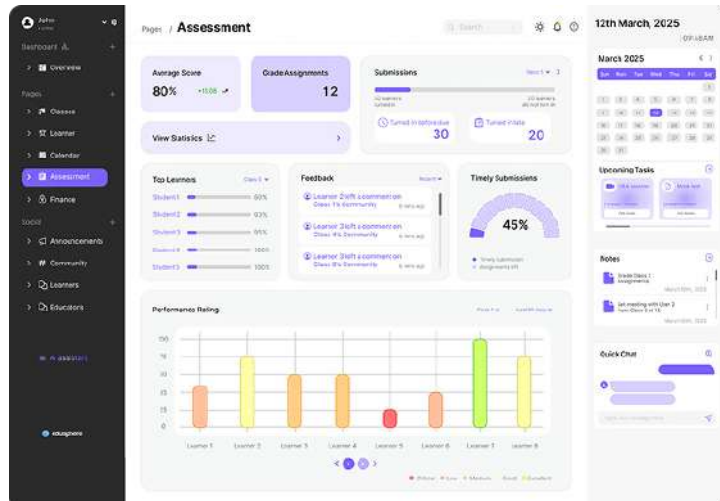
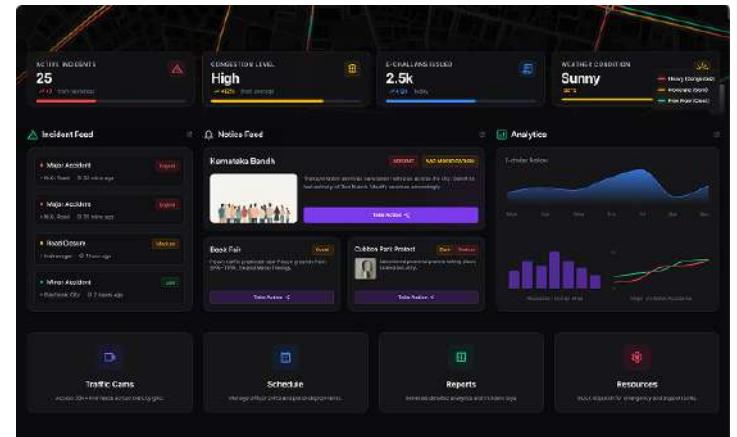
Explores narrative development in digital environments, combining multimedia elements and interactivity to strengthen engagement and clarity.



Explores the design of cohesive digital interactions through user journeys, interface systems, and Interaction Design Principles.

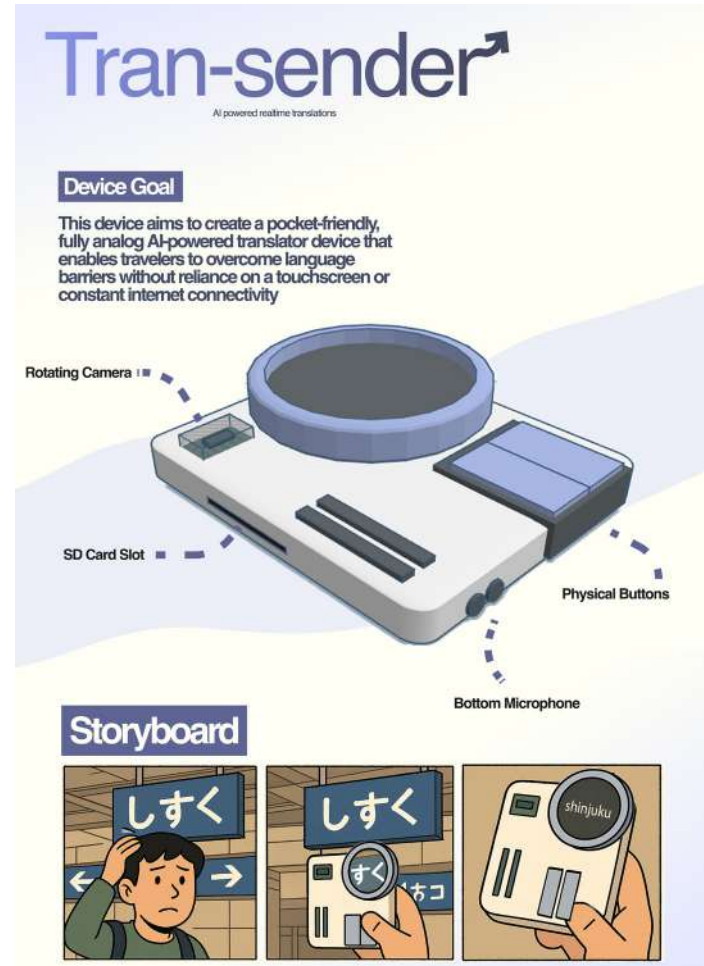


Interaction Design



Cognitive Ergonomics

Examines how perception, cognition, and decision-making influence the design of intuitive digital interfaces.



Information Systems

Investigates the organisation of complex digital systems to support clarity, usability, and interaction.



UX Studio
by Orkay - Genix

Management Information Systems

Information Systems | MITSW

edusphere
a dashboard curated for educators



Humaira Sheikh



Reetha S | User Experience
Oct 2021 - June 2022
Duration: 4 Weeks

Case Study

Utility

Shared living

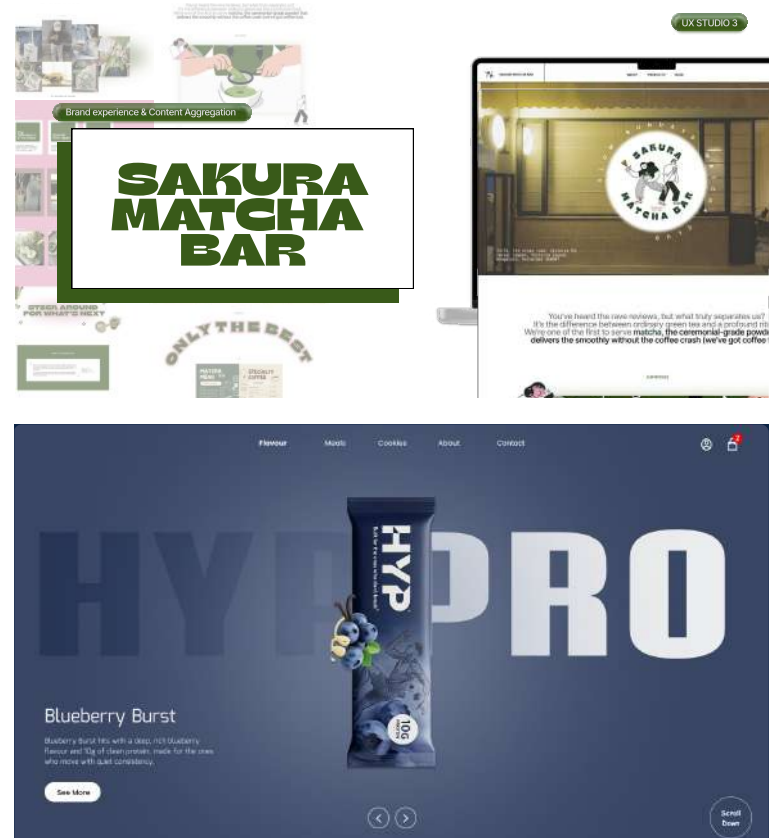
Dashboard

Finance

UX Studio

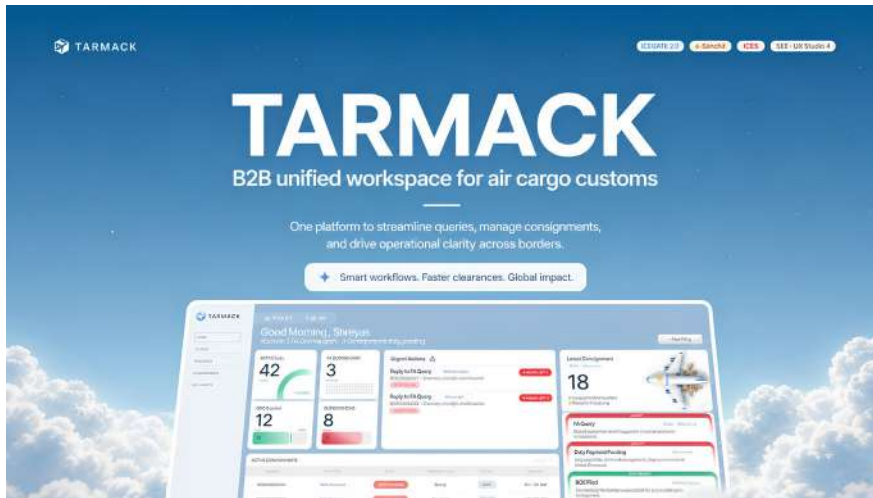
Brand Experience / Content Aggregation

Investigates how digital platforms curate content and brand touchpoints to shape cohesive user experiences.



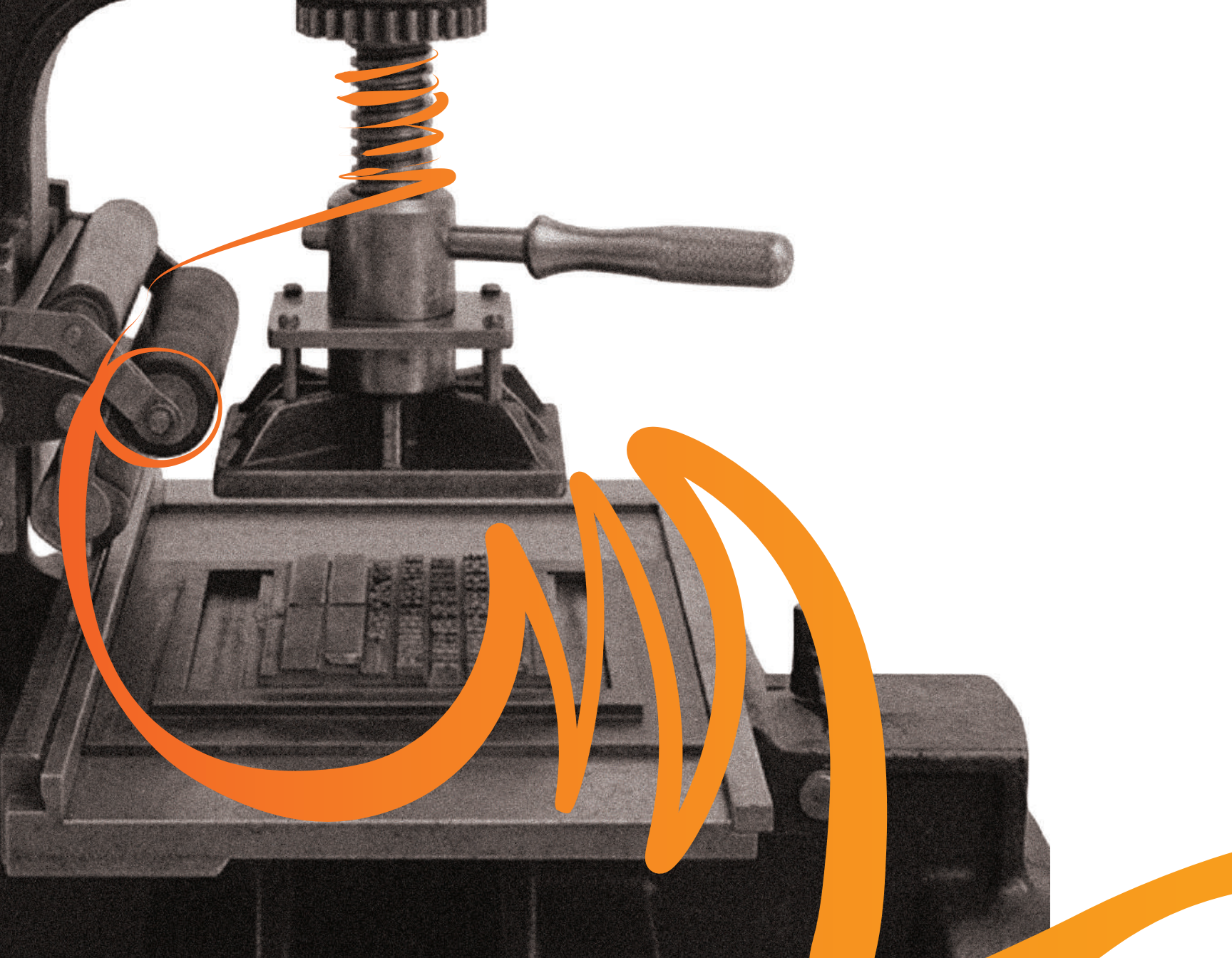
Digital Services / Business Application

Designing efficient applications by understanding backend systems & creating intuitive user interfaces that reduce cognitive overload & improve workflow efficiency.



Tech Stack





M.Des.2025

Communication Design



Who **we** are



Designers engaging critically with media, narrative, and visual culture in contemporary communication. Ready to collaborate with industry through strategic storytelling, campaign thinking, and evolving media practices.

Curriculum

Communication Design

1

- Design Fundamentals
- Narrative 1: Visual
- Introduction to Graphic Design : Layout & Typography
- Digital Tools
- School Elective
- CD Studio 1: Brand Systems & Identity Design

2

- Campaign Design & Content Curation
- Narrative 2: Sound & Motion
- Experimental – Field Work
- School Elective
- CD Studio 2: Animation

3

- Game Design
- Narrative 3: Immersive Media
- School Elective
- CD Studio 3: New Media
- Design Project: Start up

4

- Capstone Research
- School Elective
- Capstone Project

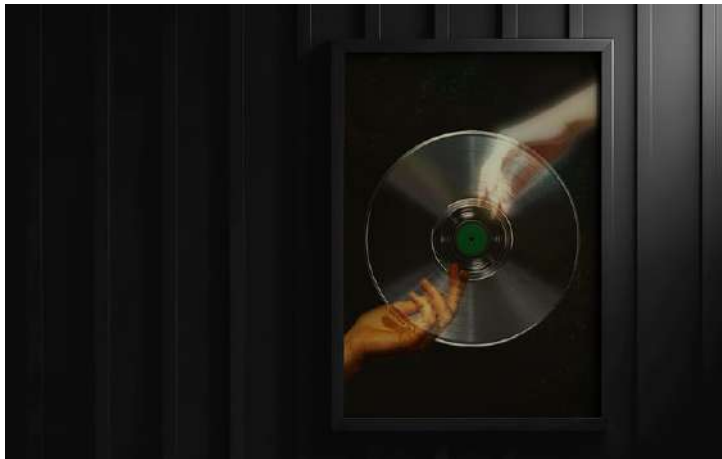
Meet the Designers

Emerging communication designers
engaging with media, narratives, visual
culture in a rapidly evolving world.



Narrative I (Visual)

Explores visual storytelling through imagery, sequence, and graphic structure across communication media.



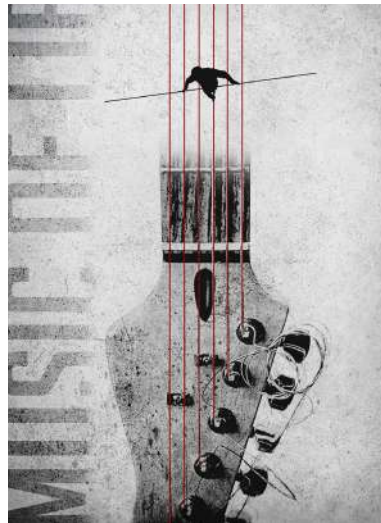
Introduction to Graphic Design

Introduces fundamental principles of visual communication including composition, hierarchy, and image–type relationships.



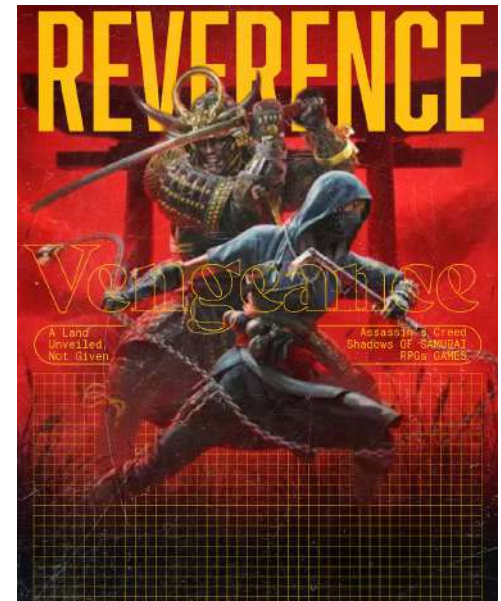
Layout & Typography

Examines typographic hierarchy, grid systems, and layout structures across print and digital formats.



Digital Tools

Examines typographic hierarchy, grid systems, and layout structures across print and digital formats.



Brand Systems & Identity Design

A studio-based exploration of brand identity systems through logo design, visual language, and communication strategy.



Campaign Design & Content Curation

Examines the influence of human perception, cognition, and decision-making on interaction design.



Tech Stack





A large, abstract, dark blue curved shape that starts from the top right, curves around the right side, and then curves back towards the bottom left, framing the text on the left.

M.Des.2025

Product Design

Who **we** are



Designers investigating products as intersections of technology, materials, and human need. Prepared to work with industry through strategic product thinking, prototyping, and innovation-led design.

Curriculum

Product Design

1

- Design Fundamentals
- Materials & Processes
- Digital Tools
- School Elective
- PD Studio 1 – Form

2

- Human Factors
- Product Design Strategy
- Design Research
- Experiential – Field Work
- School Elective
- PD Studio 2 – Function

3

- Design for Industry 5.0
- Technically Complex Product
- School Elective
- PD Studio 3 – System Design
- Design Project: Start Up

4

- Capstone Research
- School Elective
- Capstone Project

Meet the Designers

Future product innovators
investigating materials, technology,
and strategy to develop responsible
design solutions.



PD Studio I

A studio-based exploration of product form addressing proportion, aesthetics, and three-dimensional development.



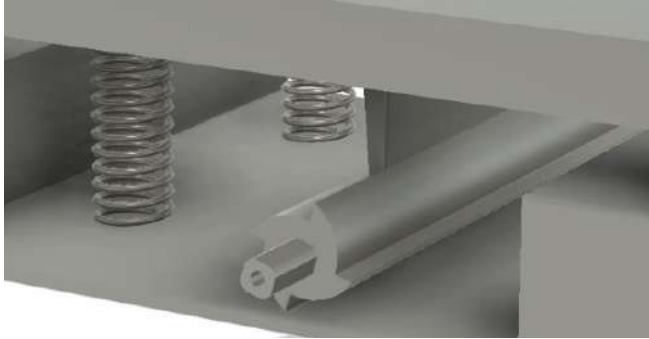
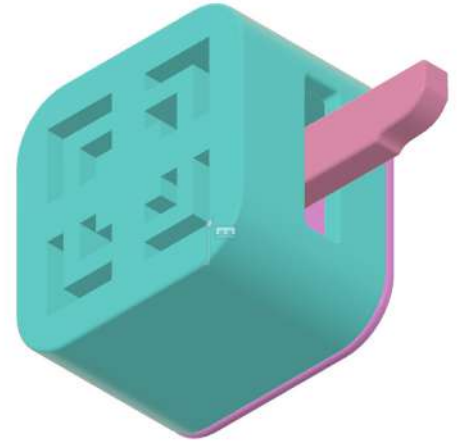
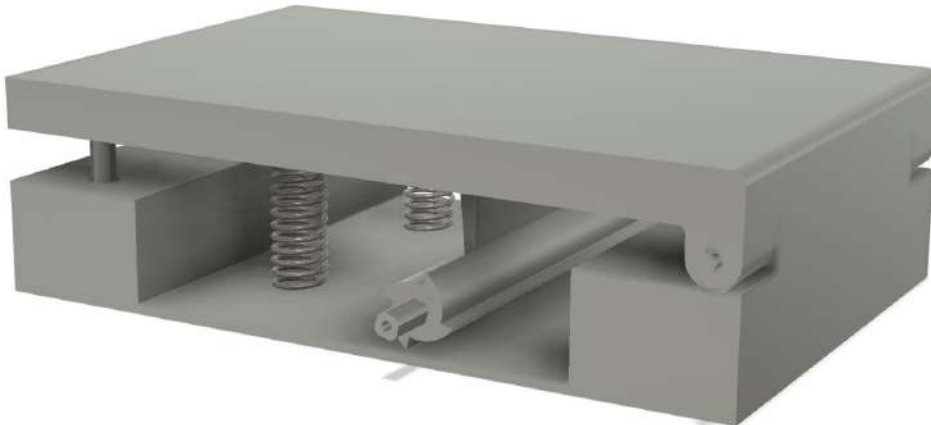
Product Design Strategy

Explores strategic perspectives in product innovation, market positioning, and product lifecycle thinking.



PD Studio II (Function)

A studio-based investigation of product functionality through mechanisms, usability, and performance.



Tech Stack







M.Des.2025

User Experience Design

Who **we** are



Designers focused on shaping meaningful relationships between people, interfaces, and digital services. Ready to engage with industry through research-led interaction design and thoughtful experience architecture.

Curriculum

User Experience Design

1

- Design Fundamentals
- Visual Design for UX
- Digital Tools
- School Elective
- UX Studio – Information System

2

- Cognitive Ergonomics
- Digital Experience Design
- Design Research
- Experiential – Field Work
- School Elective
- UX Studio 2 – Digital Services

3

- UXD with New Technologies
- EX Evaluation
- School Elective
- UX Studio 3 – Futuristic Tech
- Design Project : Start Up

4

- Capstone Research
- School Elective
- Capstone Project

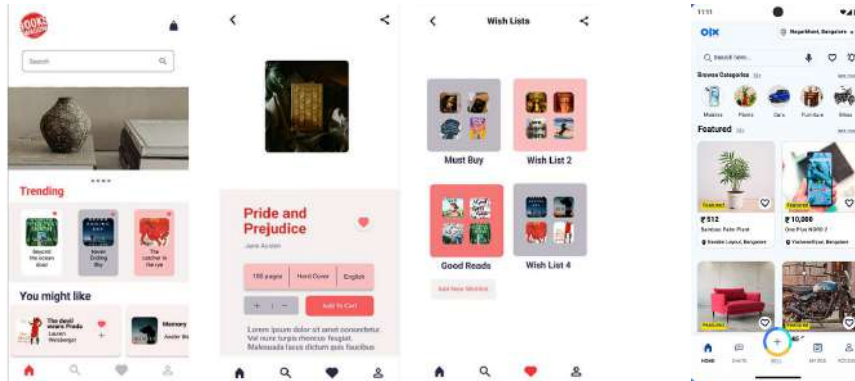
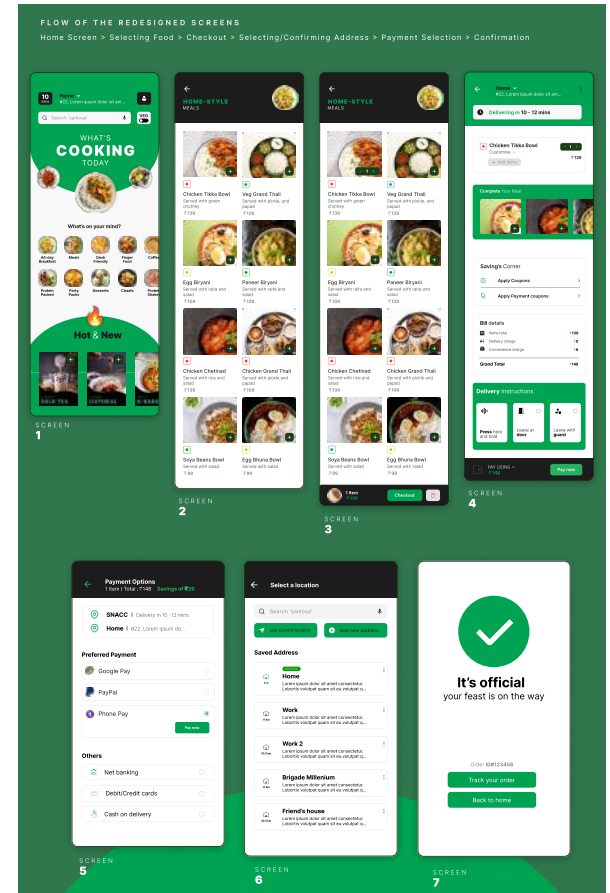


Meet the Designers

Emerging UX designers shaping
meaningful relationships between
people, digital platforms, and service
experiences.

Visual Design for UX

Explores visual interface design through layout, typography, colour, and hierarchy within digital environments.



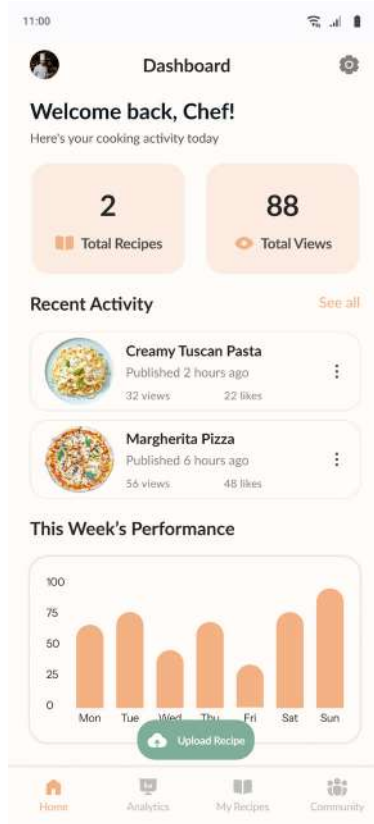
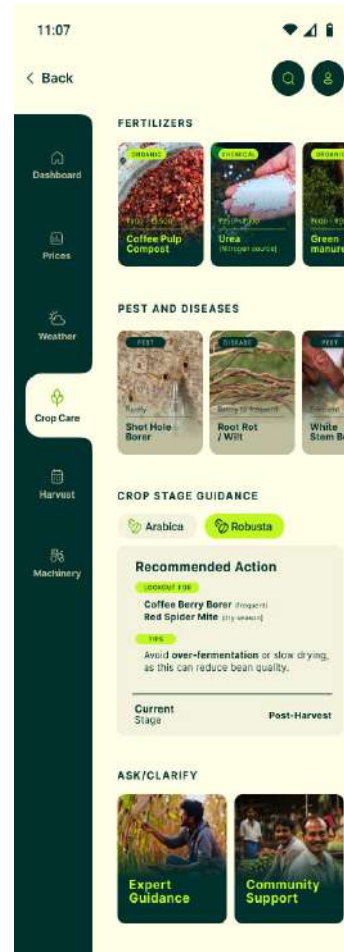
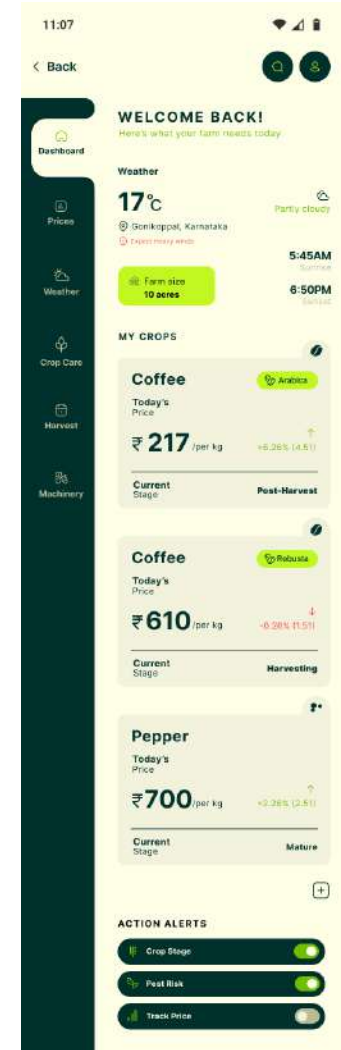
Design Tools

Introduces digital design and prototyping tools used in the development of interactive experiences.



Information Systems

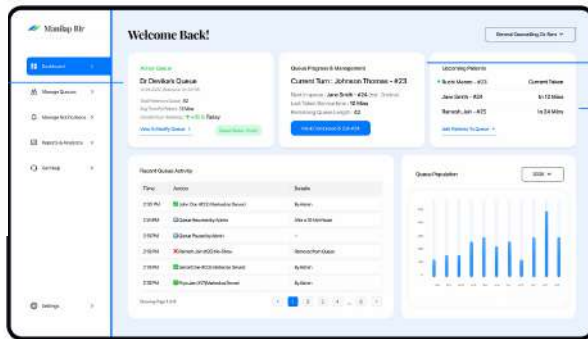
Examines the organisation and structuring of complex digital information systems.



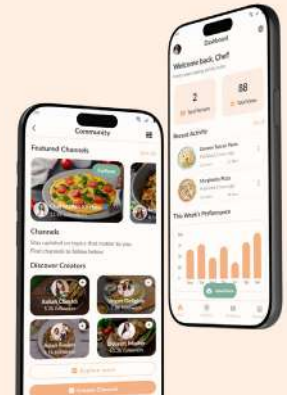
UX Studio

A studio-based exploration integrating research, ideation, and prototyping within user experience design.

High Fidelity Mockups

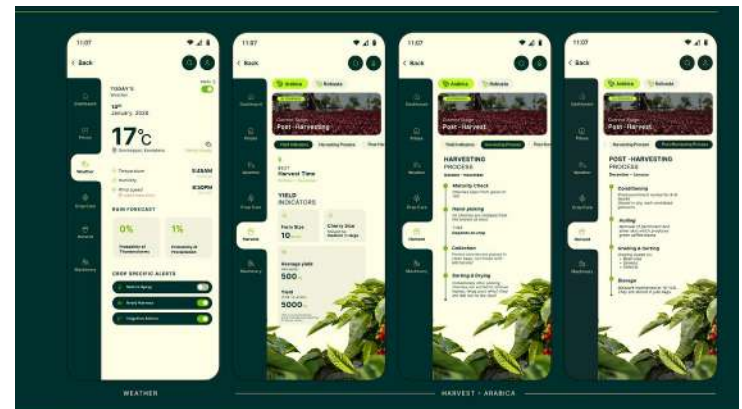


RVUN25MDE003 - Sudeep Nalla



Waste Management System

BY,
JOYAL SOJAN (RVUN25MDE022)



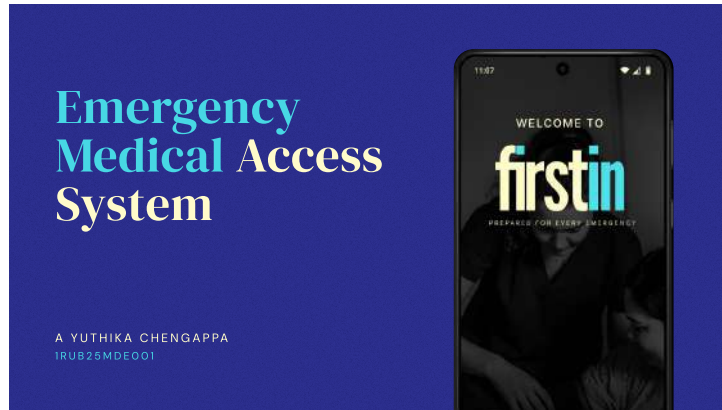
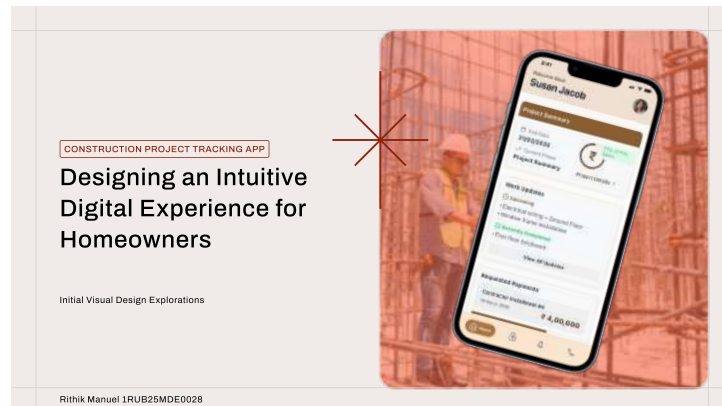
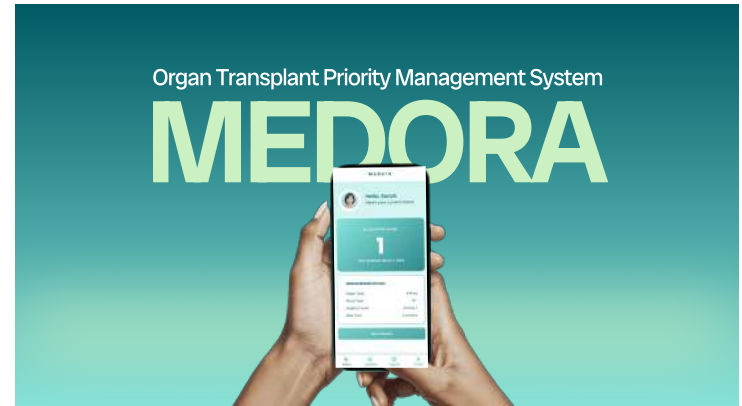
Cognitive Ergonomics

Examines the influence of human perception, cognition, and decision-making on interaction design.



Digital Experience Design

Explores the design of cohesive digital journeys across platforms and interaction contexts.



Tech Stack



Past Recruiters



Contact Us

Looking to team up with fresh talent or explore collaborations? We would love to connect.
Reach out and let's make an impact!

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Subhasis B

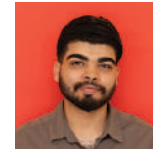
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(Communication Design)



Malavika Srikumar
Communication Design



Pavithra P
Communication Design



Rohan Sajith
Communication Design

Student Coordinators



Charitha Rao
Communication Design



Namitha Syam
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Udantika Mahindra
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Varnika Yada
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Jay Sinkar
User Experience Design



Humaira Sheikh
User Experience Design

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