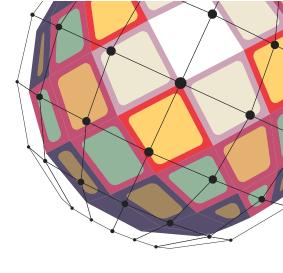


PhD 2025-26 ADMISSIONS



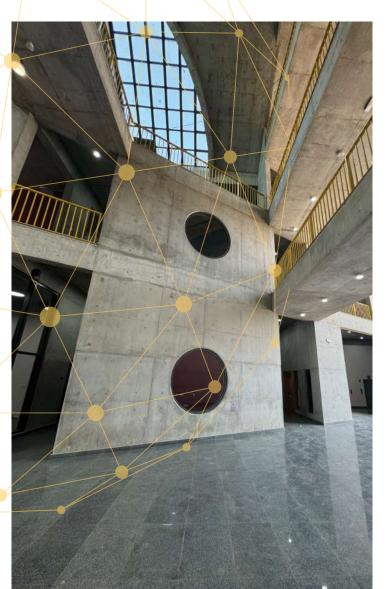






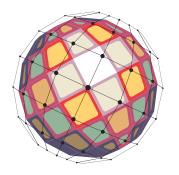
Indian Institute of Technology Hyderabad

is one among the 2 generation of IITs started by the Govt. of India. Today IITH offers 11 BTech programs, 1 BDes Program, 3 MSc programs, 18 MTech programs, 1 MDes program, 1 MA Program and 15 PhD programs in all branches of Engineeing, Science, Liberal Arts, Design. The very foundation of IIT Hyderabad is based on research and innovation. The vibrant research culture is evident from the number of patents and publications that IITH has. Based on unique fractal academics, the course curriculum is carefully designed to keep the enthusiasm of the students and to keep them in pace with the state of the art.



IITH enjoys a very special relationship with Japanese Universities and Industries that goes beyond academic and research collaborations. In fact, some of the iconic buildings in IITH campus carry the signature of Japanese architecture. IITH is creating a unique holistic educational ecosystem that offers interactive learning, a highly flexible academic structure, cutting-edge research, strong industry collaboration, and entrepreneurship. It is providing an environment wherein students and faculty are not afraid to translate their dreams into realities.

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.





PhD in Design

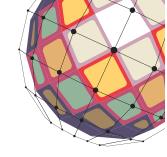
A regular full time **PhD (Doctor of Philosophy)** in Design provides a platform to pursue practice based and practice led research in art, design and culture.

Practice-based Research is an original investigation undertaken in order to gain new knowledge partly by means of practice and the outcomes of the practice.

Practice-led Research is the nature of practice that leads to new knowledge that has operational significance for that practice.

The main focus of the research is to advance knowledge about practice, or to advance knowledge within practice. In a doctoral thesis, the results of practice-led research may be fully described in text form without the inclusion of a creative outcome.





Research Areas

Architectural Design & Built Environment:

Architectural Design & Sustainability |
Architectural Theory | Urban Aerial Mobility
Design | Design and Development of
Autonomous Urban Vehicles | Tangible and
Intangible Heritage and Documentation

Digital Heritage, Culture & Preservation:

Digital Heritage | Photogrammetry and Haptics | Digital Heritage and Preservation for Traditional Craft | Documenting and Designing Folklore and Culture for Future Generations | Visual & Spatial Culture

Artificial Intelligence, Technology &

Emerging Systems: Artificial Intelligence & Art | AI and Design | ChatGPT and Design | Emerging Technologies (AI, IoT, AR/VR) | IoT Design | Computer Aided Design | System Design & New Media Design | Usability Engineering

Extended Reality (XR), Interaction &

Haptics: Augmented Reality | Virtual Reality and Haptics | Mixed Reality (XR) | Human Computer Interaction | Usability and User Experience of Advanced Interfaces | Designing for Accessibility and Inclusivity | Digital Accessibility

Game Design, Experience & Behavioural

Studies: Game Design | Behavioural Design | Understanding the Role of Affect and Cognition in Design Processes | Cultural and Contextual Influences on User Behavior (Think-Aloud, Phenomenological, and New Media Studies) | Studies involving Neurocognitive Approaches (EEG, EMG, GSR)

Design Education, Pedagogy & Learning:

Design Education | Design Education for Schools and Colleges | Teaching-Learning Methods through AR, VR and MR for School Education | Game-based Learning for School Education | Design Thinking

Communication, Visual & Media Design:

Visual & Animation Design | Film and
Animation | Communication Design | Digital
Narratives | Typography & Type Design |
Publication Design | Graphic Design |
Interface Design | UX UI Design |
Photography, Art and Design | Sound &
Music | Theatre | Performance and
Storytelling | Creative Writing and Fiction

Virtual & Immersive Narratives: Virtual
Reality | Augmented Reality | Extended
Reality | Artificial Intelligence | Interaction |
Immersion in Animation | Films | Graphic
Narratives | Visual Narratives | Sustainable
Approaches to Film Production | Urban
Graffiti and Mural Art | Indian
Animation Studies

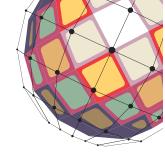
Product, Innovation & Industrial Design:

Industrial Design | New Product

Development | Design Innovation | Strategy |

Speculative Design

Social, Inclusive & Contextual Design: Social Innovation | Equitable Design | Design for Social Impact | Development of Applications for Geriatric Care, Rural Education, and Interactive Design | Analyse Data to Gain Insights and Provide Design Guidelines for Stakeholder Engagement



Funded Projects

cultural heritage Temple sites of Southern States of India

PI: Prof. Deepak John Mathew

Funding Agency: DST

Number of Seats: 02 (Partime/Full time)

Qualification & Eligibility: MDes / MArch /

MTech / MPhil / MFA / MA / MSc /

Postgraduate Diploma in Design of NID,

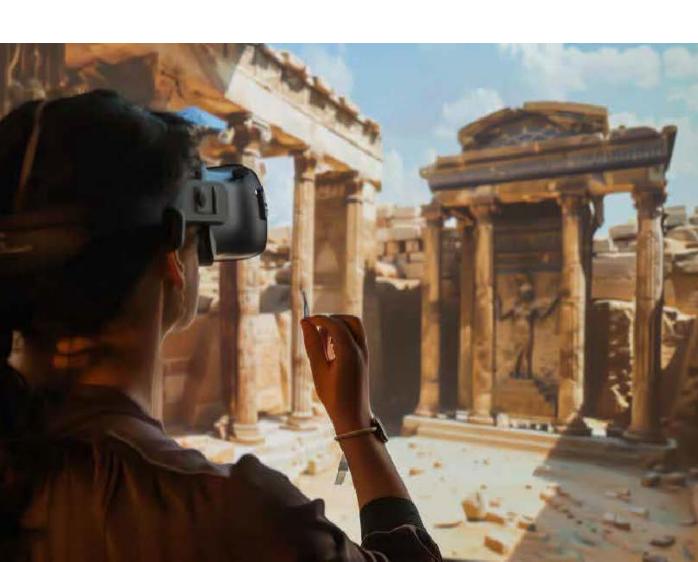
Ahmedabad and equivalent / B.Des (CFI, CFTI

or Government Statutory Institute)

- Virtual recreation & digital preservation of - For External Direct PhD: 2 years and above of relevant experience with NOC is eligible for admission as External Direct PhD (Part-time)

Desirable:

Photogrammetry, Information architecture, Graphic Design, Digital Design (UI, UX, front-end and Back-end), illustration, motion graphics, AR/VR/XR/ MR, Digital Preservation, Cultural Heritage, Temple Architecture, Virtual recreations, Geo-tagging



Eligibility & Selection Process

Eligibility

PhD (Doctor of Philosophy)

M.Des. / M.Arch. / M.Tech. / M.Phil. / MFA / M.A / M.Sc / Postgraduate Diploma in Design of NID, Ahmedabad and equivalent.

For general category students and/or for students where no concession in academic performance is called for, eligibility requires the following criteria as regards to performance in the qualifying degree:

- (1) A minimum of 60 percent marks (55% marks for SC/ST) in the final academic year of the program.
- (2) Candidates with MA/MSc should have qualified CEED/GATE/NET or equivalent examinations to be eligible for Teaching Assistantship.

For Heritage Architecture & Digital Experience Design Project, Candidates with knowledge in Virtual Reality and Augmented Reality / Digital Experience Design only should apply. Knowledge of 3D modeling, VR&AR and skills such as C#, Unity, Reality Capture, Cinema 4D, Unreal Engine, Blender, Oculus, Conservation / Disaster Management / Risk Assessment only should apply. Knowledge of GIS, Heritage is required.

Selection Process

PhD (Doctor of Philosophy)

The selection procedure depends upon the applicant's interest area and topic of interest and the suitability with the respective guide. Please write to the department/ faculty with your Ph.D. proposal and see if the guide is interested in the area. Admission is based on the candidate's area of interest and performance in Personal Interviews, Academic qualification, and Design Portfolio. All candidates are required to upload one zip fle containing the following: Ph.D. proposal |

Portfolio of work/publications | Copies of certificates



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.





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.



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

Srikar is an Architect and an Industrial Designer by profession. He is an Product Design, PG alumnus of National Institute of Design. He also did another Masters in Strategic Design and Innovation from Politecnico di Milano, Italy. Srikar has led global consulting assignments with Iconic furniture manufacturing brands like Herman Miller and Steelcase. With 13 years of industry experience, he also worked in various capacities as a Design leader with brands like Kohler, DuPont, Godrej and Nokia in the areas of R&D, Design and Innovation, Advanced Materials in Design, CSRs, Sustainability, Analytics, Workplace Strategy. With his passion for research and teaching young minds; he travelled widely and been an active visiting faculty in leading design and architecture Institutes in India and abroad. He has been nominated as India design ambassador for Scandinavia (Norway and Sweden) representing Godrej for the company's efforts in the field of Healthcare design innovations. He is also a member of CoA, WDO, IADRA, CII 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

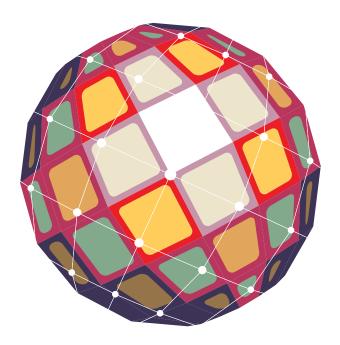
Shuhita interests have been in the areas of Victorian Literature and Culture, Postsecular Theory, Studies on Religion and Secularism, Gender, Sexuality and Queer Theory, Postcolonial Studies, Posthuman Theory, Cultural Studies, Thing Theory, Literature and Cinema of the Diaspora, Graphic Novels, Popular 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





For general enquiries: office@des.iith.ac.in

Head of the department: head@des.iith.ac.in

MDes admissions: mdes.admissions@des.iith.ac.in

PhD admissions: phd.admissions@des.iith.ac.in

Department of Design,
Indian Institute of Technology Hyderabad, Kandi,
Sangareddy, Telangana - 502284

design.iith.ac.in

