IDC School of Design
अभिकल्प विद्यालय

Driving Innovation Through Interaction Design

e-Postgraduate Diploma in

Interaction Design (ePGD IxD)

IDC School of Design, IIT Bombay

Cover page designed by Aakanksha Ujjwal Rane and Nandhini Sreekumar

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Ranked for Impact. Recognized for Excellence.

IIT BOMBAY

Indian Institute of Technology Bombay (IIT Bombay) stands as one of India's premier institutions of higher education and research, renowned globally for its excellence in engineering, science, technology, and design. Established in 1958, IIT Bombay has consistently been at the forefront of innovation, academic rigor, and intellectual leadership, producing world-class graduates who have made significant contributions to various fields. With the diverse and distinguished faculty, cutting-edge research facilities, and a vibrant academic environment, the institute fosters an ethos of creativity, critical thinking, and entrepreneurship. IIT Bombay's commitment to academic excellence and its deep engagement with industry and society have solidified its reputation as a leader in shaping the future of technology and education, both in India and around the world.

IIT Bombay Rankings

#3 Ranked	#2 Ranked	#126 Ranked
NIRF India Rankings-2025 (Overall Category)	Asian University Rankings – Southern Asia (Top Universities)-2025	QS World University Rankings-2025

IDC School of Design Ranking

#3 Ranked
IIRF - Top Design Colleges in India 2025

Overview

The world of user-centered digital innovation is evolving rapidly, driving unprecedented demand for professionals skilled in interaction design, smart product design, and cross-disciplinary digital expertise.

The ePostgraduate Diploma in Interaction Design (ePGD IxD), offered by IDC School of Design, IIT Bombay, helps professionals gain knowledge and skills relating to human interaction with interactive products, and provides them with hands-on practice with the process and the techniques related to interaction design.

Designed for working professionals, the flexible 36-credit curriculum covers the entire digital product lifecycle, from conceptualization and user research to prototyping and market deployment. The learners can personalise the programme as per their needs. Learners choose 5–6 courses out of 8, thus allowing them to fill the gaps in their knowledge by giving them a wide range of choices. The courses in the programme blend online learning, hybrid experiences, and in-person sessions in IIT Bombay studios, giving opportunities to gain the skills and practical expertise needed to lead in design and product organizations.

Shaping the Future of Digital Experiences: Global & India Market Insights

Global Market Outlook

- **UX / Experience Services**

(Source: Mordor Intelligence)

From 2025–2030, the UX/Experience Services market is projected to rise from USD 11.6 Bn - USD 26.1 Bn, growing at a 17.6% CAGR.

Drivers: AI-powered tools, design thinking, accessibility, cloud collaboration.

- **UI/UX (tools + services)**

(Source: Mordor Intelligence)

From 2025–2030, the UI/UX Market (tools + services) is projected to expand rapidly at a CAGR of 33.3%, reaching USD 9.3 billion by 2030 (up from USD 2.2 billion in 2025).

Drivers: Intuitive interfaces, cross-platform UX, digital-first experiences.

- **Industrial / HMI UI**

(Source: Growth Market Reports)

From 2024–2033, the Industrial & HMI UI market will grow from USD 8.8 Bn - USD 20.3 Bn, at a steady 9.8% CAGR.

Drivers: Industry 4.0, IoT, smart manufacturing, human–machine interaction.

India Market Outlook

- **Product Design Services**

(Source: Mordor Intelligence)

India's Product Design Services Market is expected to more than double by 2030, scaling from USD 1.2 billion in 2022 to USD 2.7 billion at a 10.9% CAGR.

Growth driven by Make in India, startups, and local innovation.

- **UI Services**

(Source: Market Research Future)

From 2024–2035, the Indian UI Services market is projected to grow from USD 1.5 Bn - USD 6.5 Bn, at 14.3% CAGR.

Boosted by: Digital transformation, outsourcing, mobile-first growth.

- **AR/VR & Immersive Design**

(Source: Grand View Research)

From 2024–2030, India's AR/VR & Immersive Design market is forecast to leap from USD 0.9 Bn - USD 4.4 Bn, at a stellar 30.3% CAGR.

Boosted by: AR/VR, metaverse, and interactive content demand.

Key Differentiators

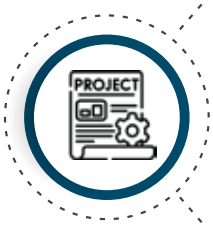
Alumni status of IIT Bombay

Diploma from IIT Bombay

Learn the fundamentals that will prepare you for any challenge

Flexible Learning: 36 credits; covering in min. 1 to max. 3 years

Versatile Specialization: Game Design, Design for VR/AR, Data Visualisation



Real-World Application: Work on projects to solve real-world problems

Hands-on Learning: Learn theory by applying it in practice

Learn from some of the best faculty members in the area

Who Should Attend ?

- Interaction, UI, or UX Designers seeking to enhance their skills and lead digital product innovation.
- Design Professionals from Other Disciplines who want to transition into interaction design.
- Product Managers & Practitioners aiming to strengthen design leadership and drive innovation in digital products and services.
- Software Professionals with UI development experience but lacking formal design training.
- Product Managers Responsible for Software Delivery are looking to align design with business strategy.
- Faculty Members in Design or Engineering aspiring to teach subjects such as interaction design and user experience.

Key Learning Outcomes

- Master end-to-end interaction and digital product design process.
- Align user needs with business goals through strategic thinking.
- Apply interaction design principles across diverse platforms and contexts.
- Learn hands-on skills, learn to apply theory into practice.
- Use research-driven methods to solve real-world design challenges.
- Build a hands-on portfolio showcasing tangible projects.

Programme Facilitators

Prof. Anirudha Joshi

Faculty Coordinator

Professor, Interaction Design,
IDC, IIT Bombay

Prof. Anirudha Joshi is a faculty member at IDC School of Design, IIT Bombay, specializing in Human-Computer Interaction, Usability Studies, and Visual Design. His expertise encompasses User Studies, Interface Design, and Design Research Methodologies. He is known for his pioneering work in Indian language interface design, including the development of Swarachakra. Professor Joshi's research and teaching bridge design practice, usability evaluation, and quantitative research methods. His applied research includes projects such as Swarachakra and TAMA, advancing accessible, high-impact interfaces for diverse user groups.

Prof. Girish Dalvi

Professor, Visual & Interaction Design, Typography & Design Research,
IDC, IIT Bombay

Prof. Girish Dalvi is a Professor at the IDC School of Design, Indian Institute of Technology Bombay (IIT Bombay). He specializes in Devanagari typography, the history of type design in India, type design methodologies, and culture-sensitive interaction design. He teaches courses on typography fundamentals, color and composition, design research methodologies (qualitative and quantitative), and visual studies. His research projects include Ek Mukta and the Devanagari Search Tool, focusing on Indian language interfaces and input mechanisms for Indic scripts.

Prof. Venkatesh Rajamanickam

Professor & Head,
IDC, IIT Bombay

Prof. Venkatesh Rajamanickam is a Professor and Head at the IDC School of Design, Indian Institute of Technology Bombay (IIT Bombay). He specializes in human-computer interface design, data visualization, technology and learning, design history, and affordable housing. He teaches courses on knowledge organization and communication, interface design, information graphics and visualization, and art and design fundamentals. His research focuses on creating effective visual communication systems and interactive interfaces for diverse applications.

Prof. Jayesh Pillai

Associate Professor, Immersive Media Design,
VR/AR & Interactive Storytelling,
IDC, IIT Bombay

Prof. Jayesh Pillai is an Associate Professor at the IDC School of Design, IIT Bombay. His work spans immersive media design, virtual and augmented reality, interaction design, and visual/interactive storytelling. He teaches courses such as Design for Virtual Reality, Immersive Media Design, Interaction Design, and Trends in Interactive Technologies. His research explores the "grammar" of VR storytelling and experiential fidelity, with projects and publications on VR/AR experiences for learning and communication. Learn more: jayeshpillai.in | imxd.in.

Prof. Swati Pal

Associate Professor, Product Design, Ergonomics &
Human Factors,
IDC, IIT Bombay

Prof. Swati Pal is an Associate Professor at the IDC School of Design, Indian Institute of Technology Bombay (IIT Bombay). She specializes in product design ergonomics, physical and cognitive ergonomics, design and occupational health, and design for the elderly. Her research focuses on creating human-centered design solutions that enhance comfort, safety, and usability across diverse user populations, with particular attention to workplace health and age-inclusive design.

Prof. Prasad Bokil

Associate Professor, Graphic Design, Visual Narratives,
Game Design, Design Semiotics,
IDC, IIT Bombay

Prof. Prasad Bokil is an Associate Professor at the IDC School of Design, Indian Institute of Technology Bombay (IIT Bombay). He specializes in graphic design, visual narratives, game design, and design semiotics, with current research exploring the applications of AI for design. His work bridges creative visual communication with emerging technologies, investigating how computational tools can enhance design practice and storytelling.

Programme Content

DEO604

Design of Interactive Products (12 credits)
Format- Online and in-person (course offered twice each year)

- Core foundation course with hands-on practice through a course project
- Covers design process, user studies, interaction design, and design evaluation
- Builds on the Monsoon Course on HCI, a course popular among industry professionals for 25 years

DEO605

Data Visualization (6 credits)
Format- Online

- Key design techniques and theory for data visualization
- Practical experience in building and evaluating visualizations

DEO606

Quantitative Research Methods in Design (6 credits)
Format- Online

- An advanced course on quantitative research skills tailormade for design research professionals
- Learn to formulate a design research hypothesis, identify variables, collect and analyse data, and apply statistical methods appropriately
- Learn to design experiments and identify common mistakes research designs

DEO607

Qualitative Research Methods in Design (6 credits)
Format- Online

- An advanced course for design researchers and professionals who wish to take their qualitative research skills to the next level
- Application of qualitative research methods in design contexts

DEO608

Theoretical Perspectives in Design (6 credits)
Format- Online

- An advanced course offering critical perspectives on technology and design
- Analyzes how ideologies shape technology and society

DEO609

Game Design: Principles and Practice (6 credits)
Format- In-person

- Key concepts for creating purposeful game
- Intensive synchronous, full-time course in which you design real, innovative games

DEO610

Introduction to Virtual and Augmented Reality (6 credits)
Format- In-person

- Extended Reality (XR) domains and VR technology
- Design processes for immersive, interactive experiences

DEO611

Human Factors in Interaction Design (6 credits)
Format- In-person

- Critical for professionals designing interfaces and interactive products
- Focus on usability, safety, and user satisfaction

Note: The list of modules provided is subject to change and may be updated or revised based on the discretion of the professor or instructor.

Upcoming Course Calendar

Course Code	Modules and Mode	Credits	No. of Lectures	Date	Instructor
DEO605	Data Visualization *(Online)*	6	6	Jan 2026	Prof. R. Venkatesh
DEO606	Quantitative Research Methods in Design *(Online)*	6	6	Jan 2026	Prof. Girish Dalvi + Prof. Anirudha Joshi
DEO608	Theoretical Perspectives in Design *(Online)*	6	6	Jan 2026	Prof. Girish Dalvi
DEO604	Design of Interactive Products *(In-person)*	12	12	May 2026	Prof. Anirudha Joshi
DEO611	Human Factors in Interaction Design *(In-person)*	6	6	May 2026	Prof. Swati Pal
DEO610	Introduction to Virtual and Augmented Reality *(In-person)*	6	6	May 2026	Prof. Jayesh Pillai
DEO609	Game Design: Principles and Practice *(In-person)*	6	6	May 2026	Prof. Prasad Bokil
DEO604	Design of Interactive Products *(Online)*	12	12	Aug 2026	Prof. Anirudha Joshi
DEO607	Qualitative Research Methods in Design *(Online)*	6	6	Aug 2026	Prof. Girish Dalvi

Course Schedule

Insights	Trimester 1	Trimester 2	Trimester 3
Mode of delivery	In-person	Online	Online
Period	May to July	August to December	January – April
Slot 1	DEO604- Design of Interactive Products (12)	DEO604- Design of Interactive Products (12)	DEO605-Data Visualization (6)
Slot 2			DEO606- Quantitative Research Methods in Design (6)
Slot 3	DEO611-Human Factors in Interaction Design (6)	DEO607- Qualitative Research Methods in Design (6)	DEO608-Theoretical Perspectives in Design (6)
Slot 4	DEO610-Introduction to Virtual and Augmented Reality (6)		
Slot 5	DEO609- Game Design: Principles and Practice (6)		
Recommended credits	6 to 18	6 to 18	6 to 18

Disclaimer:

Working professionals can earn the **ePGD in Interaction Design** from **IDC, IIT Bombay,** by completing **36 credits** from the prescribed courses within **3 years.** Courses (currently 8 per year) carry **6–12 credits each.** On earning 36 credits, participants become eligible for the diploma. Course offerings and credits are subject to change. If a participant wishes to pursue courses beyond the 36 credits, they will be required to pay additional fees for each extra course they choose.

Programme Insights

Duration

- 12 Months

Mode of Delivery and Session Timings

- Some courses in the programme are offered online through live lectures (usually on weekends), and some courses are offered in-person in IIT Bombay labs and studios in 6-16 day slots.

Programme Commencement Date

- January 2026

Campus Immersion

- **Mandatory Physical Exams and Campus Modules**
  - Some courses run in person, and some courses are offered online. Courses that are offered online include mandatory in-person presentations, exams or final assessments at IIT Bombay. Travel and accommodation are the responsibility of the participants. Campus immersion will coincide with the end-of-semester presentation, exam or assessment.

Eligibility Criteria

- A candidate should have an undergraduate degree (or equivalent) from a recognised university in any of these disciplines: design, engineering, architecture, fine arts, applied arts, information architecture, ergonomics / human factors, writing and communication.

  OR, if candidate has any undergraduate degree other than design, engineering, architecture, fine arts, applied arts, information architecture, ergonomics / human factors, writing and communication from a university recognised by IIT Bombay, and if you have work experience in the industry of 3 years or more in any of these roles: user interface designer, user experience designer, web developer, information architect, graphic designer, visual designer, copywriter, product manager, brand manager.

  OR, if the candidate has any undergraduate degree other than design, engineering, architecture, fine arts, applied arts, information architecture, ergonomics / human factors, writing and communication from a university recognised by IIT Bombay, and have qualified in the CEED exam.

Assessment Criteria

- Programmes in the ePGD IxD include a variety of assessments, such as home assignments, course projects, quizzes, vivas, and a final examination. To pass a course, participants must achieve at least 50% overall and 40% in the final assessment. The course instructor will provide a detailed assessment plan and passing criteria at the start of each course.

  Please note that even courses conducted online require an in-person presentation, exam, or assessment at the end of the course, which will take place on the IIT Bombay campus. Attendance in person is mandatory to successfully complete these assessments as per the schedule.

Pedagogy

The ePGD IxD programme is designed to be flexible and hands-on, offering 8 courses totaling 54 academic credits. Learners can pick any combination of courses to complete the required 36 credits for the programme. Finish at your own pace and complete in 12 months if you can dedicate the time, or take up to 36 months if you're balancing work and life. Once you reach 36 credits, you are eligible to receive an ePGD in IxD.

Explore the Courses:

- Design of Interactive Products (12 credits, either online or in-person, learners have a choice)
- Data Visualization (6 credits, online)
- Quantitative Research Methods in Design (6 credits, online)
- Qualitative Research Methods in Design (6 credits, online)
- Theoretical Perspectives in Design (6 credits, online)
- Human Factors in Interaction Design (6 credits, in-person)
- Introduction to Virtual and Augmented Reality (6 credits, in-person)
- Game Design: Principles and Practice (6 credits, in-person)

The programmes are offered online on weekends, in-person during summer, or in some cases, both modes. Online programmes conclude with an in-person final presentation. Check the schedule to plan your journey.

Learn by Doing:

Every course in the programme has strong hands-on components. You'll dive into theory through lectures, engage in in-class activities, and apply hands-on design challenges. Apply your learning to real-world projects, building skills that make a tangible impact. Even courses that are offered online have asked you to apply learning through individual assignments and group projects. You will have the opportunity to present your work online, and the final presentations will be in person on the IIT Bombay campus. You will get feedback on your work from experienced faculty members and specially trained mentors.

Programme Fee Details

Application Fee

INR 2,500/- + GST*

Total Programme Fee

(Inclusive of application fee)

INR 3,00,000/- + GST*

Note: *INR 50,000/- will be charged for an additional 6-credit course.

Instalment Pattern

Particulars	Instalment Amount	Payment Schedule
Instalment 1	Sem 1 courses total amount	Within 30 days from the start of the sessions
Instalment 2	Sem 2 courses total amount	Within 30 days from the start of the sessions
Instalment 3	Sem 3 courses total amount	Within 30 days from the start of the sessions

Diploma Specimen

- **Diploma** issued by IIT Bombay upon successful completion of the ePGD IxD.

भारतीय प्रौद्योगिकी संस्थान मुंबई

<विद्यार्थी का नाम >

को एतद्द्वारा (Name of the Programe in Hindi) में

इ-स्नातकोत्तर डिप्लोमा

की उपाधि प्रदान करता है ।

अभिषद की अनुशंसा पर संस्थान की मुद्रांकित यह उपाधि
विनियमों में विहित पाठ्यक्रमों को सफलता पूर्वक पूर्ण कर लेने पर
मुंबई, भारतीय गणराज्य में आज XX अगस्त, 20XX को दी गई है ।

Indian Institute of Technology Bombay

upon recommendation of the Senate hereby confers the

e-Postgraduate Diploma

in (Name of the Programe in English)

on

<Name of the student>

who has successfully completed
the courses of study as prescribed under the regulations.

Given this day, under the seal of the Institute at Mumbai in the
Republic of India, the XXth day of August 20XX.

अध्यक्ष, अभिषद
Chairperson, Senate

कुलसचिव
Registrar

अध्यक्ष, शासी मंडल
Chairperson, Board of Governors

Contact Us

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