भारतीय प्रौद्योगिकी संस्थान, नई दिल्ली
Indian Institute of Technology, New Delhi

OFFICE OF CAREER SERVICES
IIT DELHI

अभिकल्प विभाग
Department of Design

PLACEMENT & INTERNSHIP BROCHURE

2026-27



About IIT-Delhi

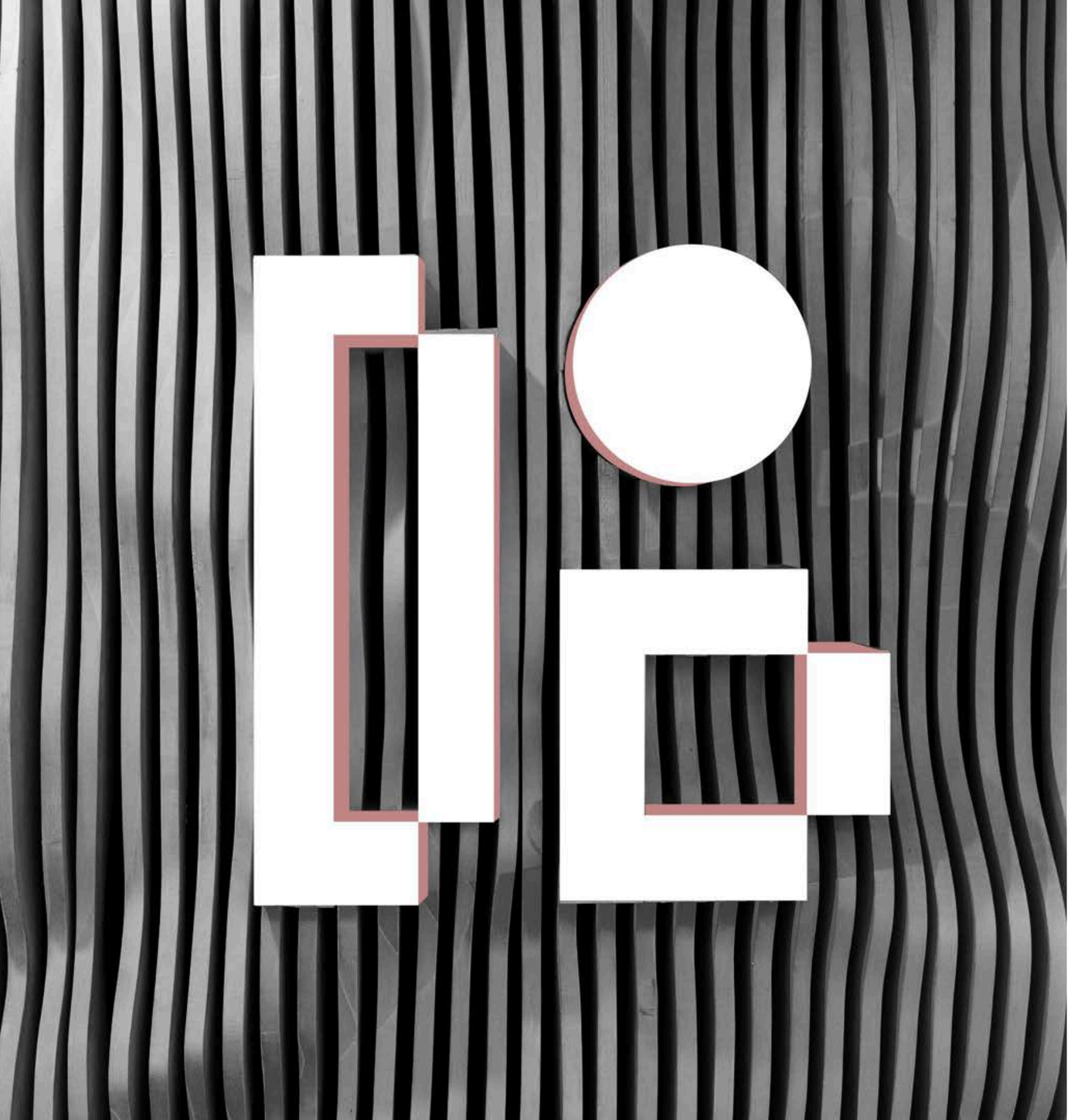
Indian Institute of Technology Delhi is one of the 23 IITs created to be Centres of Excellence for training, research and development in India's science, engineering and technology.

Established as the College of Engineering in 1961, the Institute was later declared an Institution of National Importance under the “Institutes of Technology (Amendment) Act, 1963” and was renamed “Indian Institute of Technology Delhi”. It was then accorded the status of a Deemed University with powers to decide its academic policy, conduct its own examinations, and award its degrees.

Since its inception, over 48000 have graduated from IIT Delhi in various disciplines, including Design, Engineering, Physical Sciences, Management and Humanities & Social Sciences. Of these, nearly 5070 received PhD degrees. The number of students who graduated with a B.Tech degree is over 23000. The rest obtained Master’s Degrees in Engineering, Sciences and Business Administration.

These alumni today work as scientists, technologists, business managers and entrepreneurs. Several alumni have moved away from their original disciplines and have taken to administrative services, active politics or are with NGOs. In doing so, they have contributed significantly to the building of this nation.





About Department of Design

The Department of Design was established in the year 2017 and traces its roots to the Instrument Design and Development Centre (IDDC), which has been pioneering design education at IIT Delhi since 1994.

Presently the Department has expert faculties in the three main Design domains of Industrial Design, Communication Design, and Interaction Design. The Department offers Doctoral (Ph.D.) and Master in Design (M.Des.) programmes, and started a B.Des programme in 2022 with the first batch expected to graduate in 2026. It also offers a Minor in Design for B.Tech students.

Being an integrated part of IIT Delhi, the Department of Design offers multi-dimensional learning opportunities to all the students.

Department Website



Head of the Department
Dr. Sumer Singh

Design education has profoundly transformed in recent years, mirroring shifts in technology, culture, and industry demands. Traditional boundaries dissolve as interdisciplinary approaches gain prominence, fostering collaboration between design and fields like technology, psychology, and business. The Department of Design at IIT Delhi is a beacon of excellence, reflecting this transformation. DoD IITD is renowned for its culture of research-driven design, where a fusion of academic rigour and creative exploration is at the heart of the department's ethos that transcends traditional silos.

Our full-time Bachelor of Design (B.Des) and Master of Design (M.Des) programs are crafted to meet the evolving needs of academia, industry, and society. The B.Des program, starting its inaugural batch in 2022-23, offers courses in product design, interaction design, and communication design. The M.Des program started in 1994. It is one of the oldest design programs in India, renowned for its rigorous immersive studio experience, emphasising hands-on practice, user-centred research, and industry-sponsored projects. Our PhD program is among the richest in interdisciplinary research in behavioural design, human-computer interaction, digital media, visual design, immersive technologies, sustainability, cognitive ergonomics, etc.

Design graduates from the Department of Design at IIT Delhi embody the epitome of excellence, innovation, and versatility. Armed with a holistic education that blends rigorous academic training, hands-on experience, and a spirit of inquiry, these graduates have emerged as trailblazers in their respective fields. In essence, graduates from the Department of Design at IIT Delhi are not just designers; they are visionaries, change-makers, and catalysts for innovation poised to leave an indelible mark on the world.

Meet our Faculty



Sumer Singh
Associate Professor



Aakash Johry
Assistant Professor



Aneesha Sharma
Associate Professor



Charu Monga
Assistant Professor



Gourab Kar
Assistant Professor



Jay Dhariwal
Associate Professor



Jyoti Kumar
Associate Professor



Mrityunjay Kumar
Assistant Professor



Nilakshi Yein
Assistant Professor



P. V. Madhusudhan Rao
Professor



Pramod Khadilkar
Associate Professor



Sabyasachi Paldas
Professor of Practice



Saurabh Tewari
Assistant Professor



Srinivasan V.
Associate Professor



Subir Dey
Assistant Professor

Students eligible for Internship & Placements



Masters of Design (M.Des)

DoD offers a two-year full-time M.Des program. The program started in 1994 and caters to the requirements of the society & industry for designers capable of creating human-centered solutions.



Bachelor of Design (B.Des)

DoD offers a four-year full-time B.Des program, and admission is through UCEED. The program started in the 2022-23 academic year.

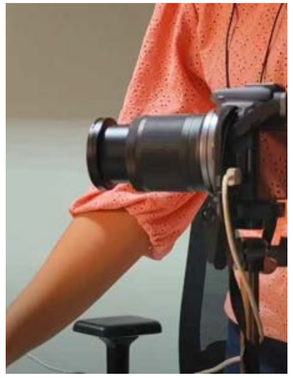
Students sitting for Placement And Internship: BDes 3rd & 4th Year ; MDes

Design Domains



Industrial Design

Product Innovation
Ergonomics
Prototyping
CAD Modeling
Design for Manufacturing



Animation/ Filmmaking

Storyboarding
Motion Graphics
Visual Storytelling
Character Design
Cinematics



UI/UX Design

User Research
Wireframing
Usability
Human Computer Interaction (HCI)
Design Systems



Speculative Design

Signal Mapping
Trend Analysis
Future Projection
Worldbuilding
Artefact Creation



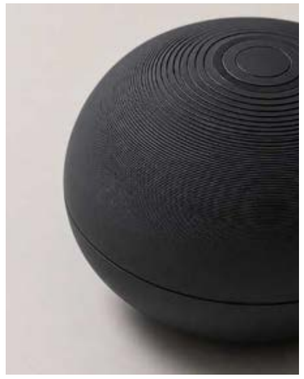
Game Design

Game Mechanics
Worldbuilding
Narrative Design
Playtesting
Level Design



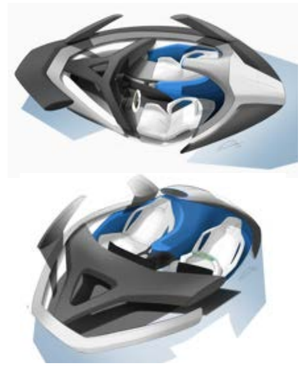
Visual Communication Design

Typography
Branding
Information Design
Motion Graphics
Publication design



Experience Design

Journey Mapping
Stakeholder Analysis
Systems Thinking
Co-design
Service ecosystem



Automotive Design

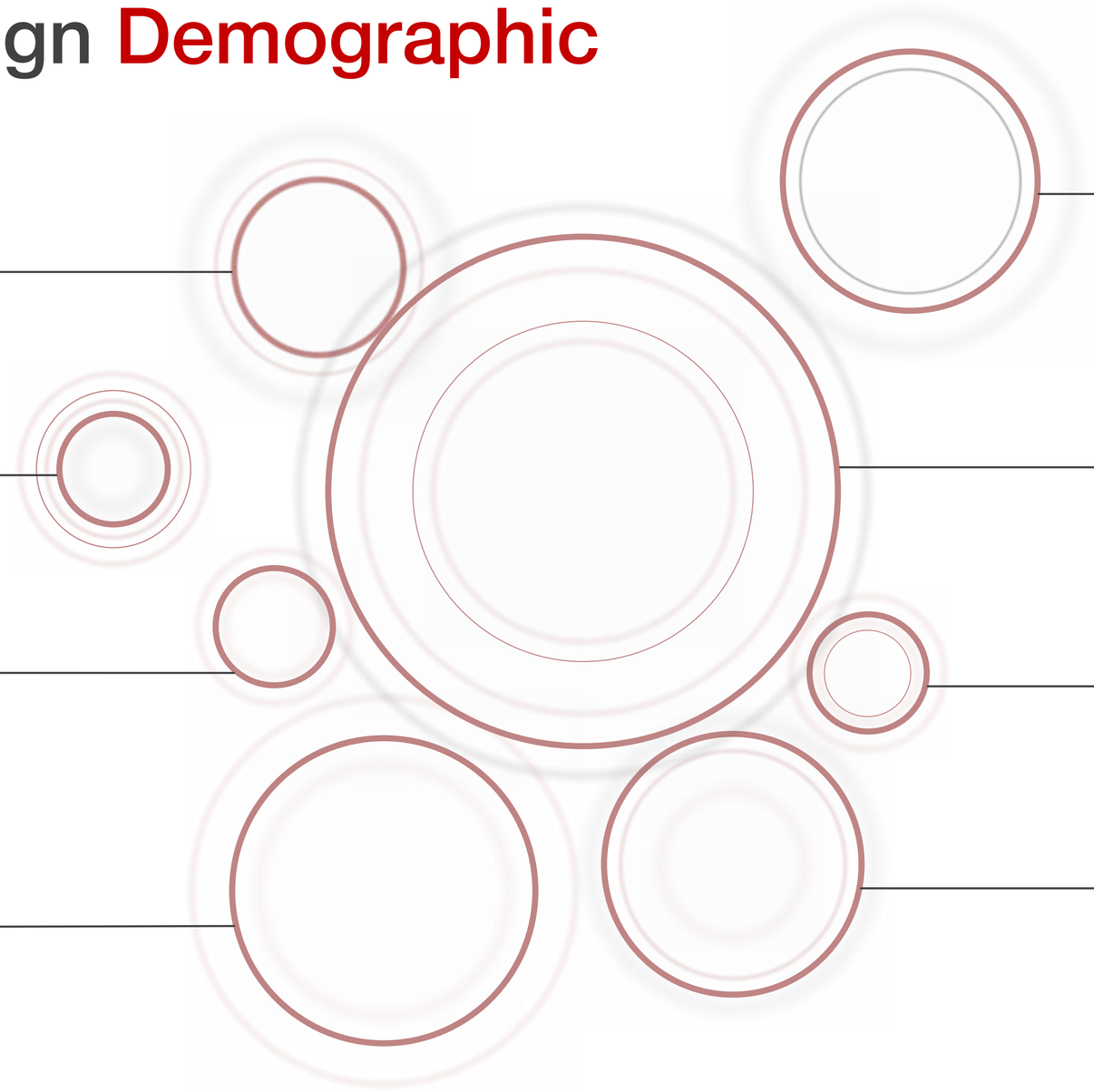
Sketching
Styling & Rendering
3D Modelling & Visualization
Surface Modelling
User Interface design for vehicles

M.Des. Courses

- Framework of Design
- Communication and Presentation Skills
- Applied Ergonomics
- Design and Innovation Methods
- Forms and Aesthetics
- Product Interface and Design
- Advanced Material Processes
- Design for User Experience
- Computer Aided Product Detailing
- Information Design & Data Visualization
- Design for Usability
- Game Design
- Behavioural Design
- Universal Design
- Advanced Typography and Layout
- Strategic Design Management
- Strategic UX



M.Des. Design Demographic



34%
Product/Industrial Design

30%
Service Design

26%
Behavioural Design

45%
Others

39%
Strategic Design

59%
UI/UX

24%
Game Design

35%
Graphic Design and
Visual Communication

**Speculative Design, Automotive Design, Environmental Design, Instructional Design, Universal Design*

Students eligible for Internship: 22 | Students eligible for Placements: 24

M.Des. 2025-2027



Recent Projects

- **Photonics Enclosure** - Design and develop a highly accurate opto-mechanical enclosure of photonics system for defence application
- **Chillaroo** - This helps kids build smart money habits through playful saving, spending, and decision-making adventures.
- **Unseen Hands** - A Short Documentary tracing waste and labour in informal waste work.
- **Craft to Contemporary** - Exploring craft-inspired experiences for modern urban settings.
- **Netflix: From Watching to Learning** - Contextual inquiry exploring how users adapt Netflix for non-native language learning and informing UX interventions that support language learning.
- **Ang Yapri Senai** - A kokborok language Interactive Activity Book to encourage conversations among adolescents and retrospect about the consequences of early marriage and adolescent fertility.
- **LIFE (Learning for Improved Functioning and Effectiveness)** - Designed the visual identity and custom branding for a life-skills curriculum for students in standard 6-8. Created over 100 presentation decks featuring tailored character illustrations, cohesive layouts, and engaging visual storytelling to make topics like financial literacy, civic duty, gender equality etc. accessible to young learners.
- **The Companion** - Recovery ecosystem for Mental-Well being of students. A design intervention for students experiencing emotional lows from accumulated small disruptions, productivity-linked guilt, fluid routines, and socially distributed emotional regulation.
- **Feature addition in ChatGPT using Contextual Inquiry** - A contextual inquiry based research to study how people use ChatGPT beyond simple Q&A and proposed design interventions based on the insights gathered from research



M.Des. 2026-2028



Recent Projects

- **Legible Grounds -** Designing wayfinding navigation system for IIT Delhi Campus
- **Young Money Toolkit** - A design approach to financial learning through activity-based experiences.
- **Body Sync** - A lifestyle tracking kit bridging the awareness–action gap in adolescents at the Pre PCOS-diagnosis stage.
- **ChemReact** - A tabletop card game with AR overlays for teaching molecular bonding to Class 10/11 students.
- **Reimagining Folklores** - An Interactive AR storybook based on the narrative frame of vikram betal's folklore having socio-educational foundation of ethical dilemmas.
- **Open. Talk. Listen.** - A kit to start the menstrual conversation at home!
- **Nest: AC-as-a-Service** - A Behavior informed AC-as-a-Service PSS Model for Urban India.
- **EatAble** - A Play based Learning kit for Independent Hand-Eating Skills in Children with Developmental Disabilities.
- **Mahila Bachat Gat** - Countering the operational barriers of rural women self help group, using behaviour informed interventions.
- **How the Heavens Go** - A story on our journey to understand the Universe.
- **The Wind from the Jute Fields** - Conserving oral histories of rural Bengal's borderlands through graphic storytelling.
- **Laminar** - An Interactive Play Experience for Improving Crowd preparedness and Awareness amidst Indian youth.
- **Designing Belonging in Transition** - A preventive design framework that builds belonging for first year design students during the transition into campus life.
- **Ringaal Revival** - An illustrated guide of Ringaal craft from Uttarakhand.
- **Photonics Enclosure** - Design and develop a highly accurate opto-mechanical enclosure of photonics system for defence application
- **Chillaroo** - This helps kids build smart money habits through playful saving, spending, and decision-making adventures.

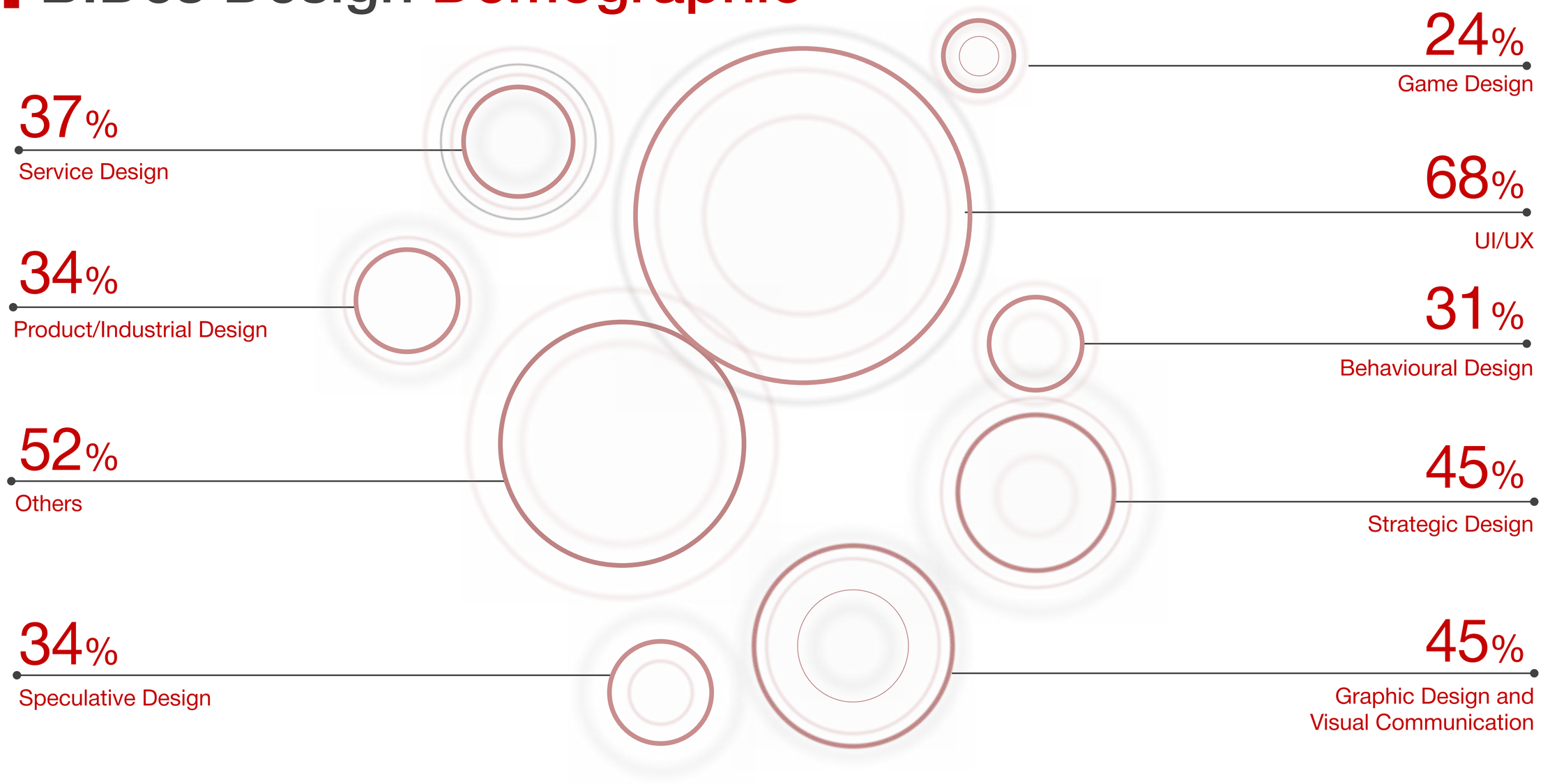


B.Des. Courses

- Design Thinking & Design Critique
- Market Research and Trend Analysis
- Branding-Identity and Packaging Design
- Design for UI/UX
- Design for Usability
- Design for User Experience
- Strategic Design Management
- System Oriented Design
- Design for Developing Nations
- Creativity & Sustainability in Nature
- Designing for Society & Culture
- Design Management and IPR
- Exhibition and Space Design
- Game Design
- Behaviour Design
- Elements of Design
- Typography and Layout
- Materials and Prototyping
- Applied Ergonomics
- Design Research Methods



B.Des Design Demographic



37%
Service Design

34%
Product/Industrial Design

52%
Others

34%
Speculative Design

24%
Game Design

68%
UI/UX

31%
Behavioural Design

45%
Strategic Design

45%
Graphic Design and Visual Communication

Automotive Design, Experience Design, Product Management, Systems Design

Students eligible for Internship: 20 | Students eligible for Placements: 18

B.Des. 2023-2027



Recent Projects

- **Scan & Go -** Redesigning barcode scanners for faster, more efficient quick commerce dark store operations.
- **Spot the Trick -** A digital game teaching children to identify and resist deceptive digital design practices.
- **Play to Pause -** An immersive game experience fostering self-awareness and self-regulation.
- **Dose of Care -** A medicine dispenser and reminder system designed for the urban elderly.
- **Manufacturing Belief -** Tracing the evolution of fake news and propaganda through visual media.
- **Vision to Volume -** Concept automotive form design for Mercedes-Benz, envisioning mobility in 2040.
- **From Fear to Stage -** A pre-performance intervention turning audition anxiety into participation for first-time college performers.
- **Engineering Awe -** A physiological feedback intervention that subtly reshapes how users interpret bodily signals as awe.
- **Memory Loop -** A video game exploring identity and memory as philosophical experience.
- **Guardians of the Yamuna -** An experiential learning toolkit inspiring students to become lifelong stewards of the Yamuna River.
- **Wayfinding in the Wild -** A signage system designed for the National Zoological Park, Delhi.
- **TriFit -** A platform linking gym-goers, trainers, and dietitians through coordinated fitness and nutrition tracking.
- **Quiet Resistance -** A speculative device countering mass surveillance and restoring autonomy for the working class.
- **Ideology to Identity -** An AI-assisted Brand Configuration System turning founder ideology into a complete visual identity.
- **After the Lease -** Redesigning the post-rental experience for effortless issue resolution and communication.
- **Rooted Together -** A platform standardizing plant care and peer-to-peer commerce within plant communities.

Projects of students eligible for Placements 2027



B.Des. 2024-2028



Recent Projects

- **Bol Gujarati -** Gamifying Gujarati language learning through a multiplayer card game for young urban adults.
- **Borrow with Confidence -** A trust-first digital platform helping first-time borrowers navigate the loan application journey.
- **Plug It In, Ease It Out -** Redesigning an accessible 3-pin plug for elderly and low-mobility users through human-object interaction research.
- **IIT Delhi Convocation Identity -** Brand identity design for IIT Delhi's 57th Convocation and Open House 2026.
- **The First Sixty Seconds -** A six-page graphite comic showing why calling 112, not filming, decides whether a stranger survives a crash.
- **Beyond the Flood -** An explainer video dispelling common myths around flash floods.
- **One Wrench, Every Fix -** A universal all-in-one wrench system for quick cycle repairs.
- **Understanding ADHD** - An illustrated poem using relatable characters and everyday moments to help children and parents empathise with ADHD.
- **Learning Through Play** - Design and development of educational toys for children, from concept to physical product.
- **Trading, Simplified** - A cognitive usability evaluation of the Upstox app, through heuristic analysis and high-fidelity prototyping.
- **Future of Tourism (2060)** - A speculative design project reimagining travel as reality-based, brought to life through VR, film, and physical exhibits.

Projects of students eligible for Internship 2027

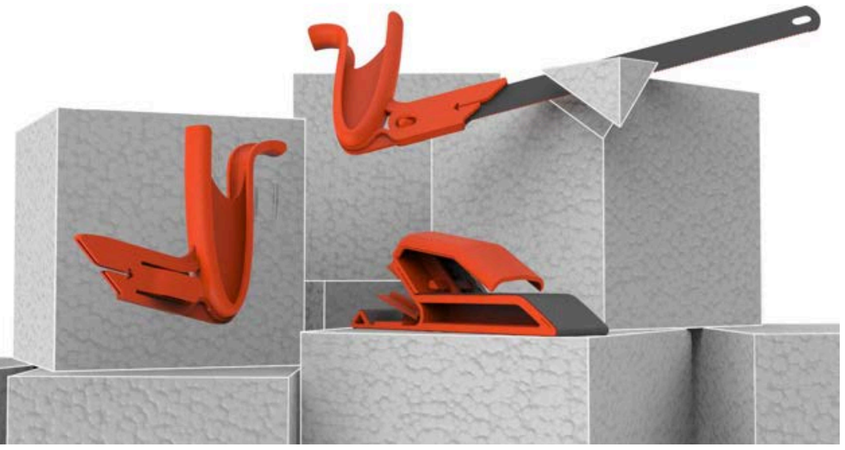


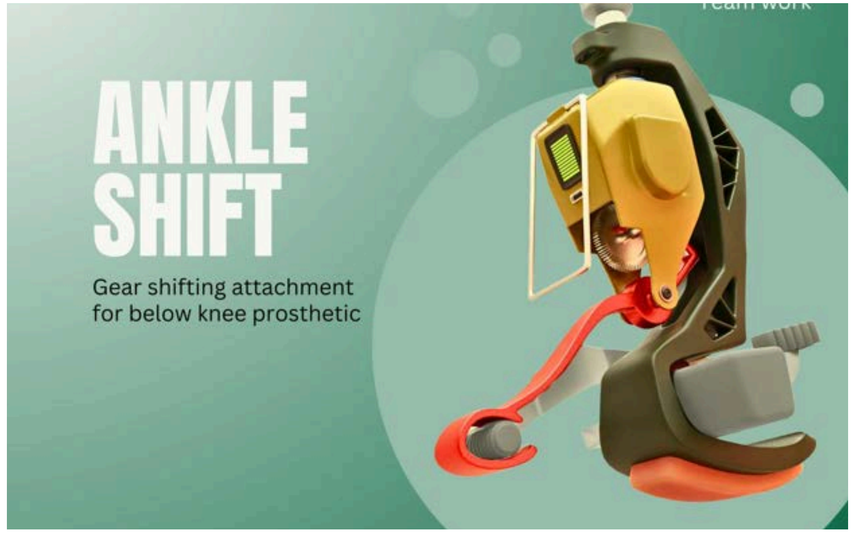
Product/Industrial Design













Product/Industrial Design







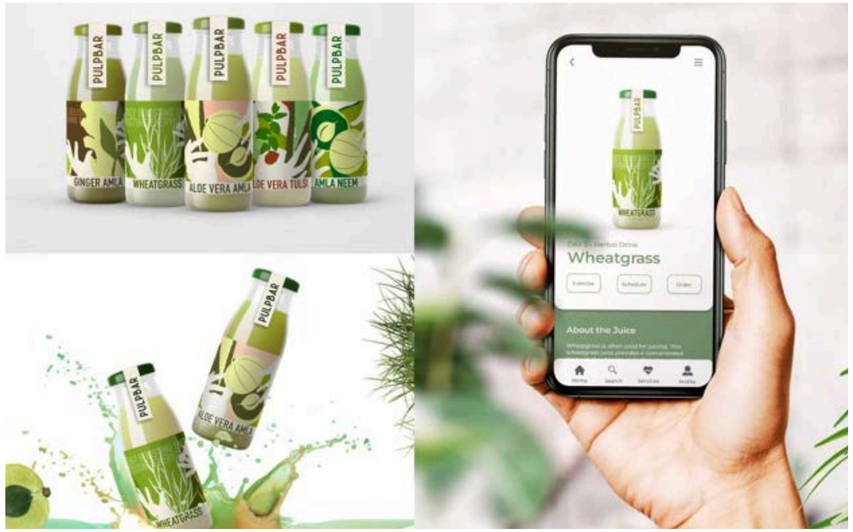






Visual Communication













Visual Communication





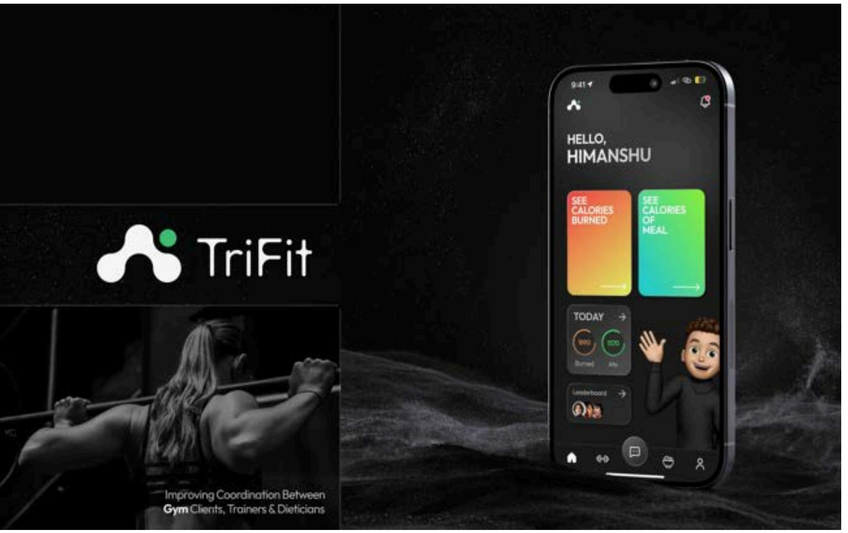


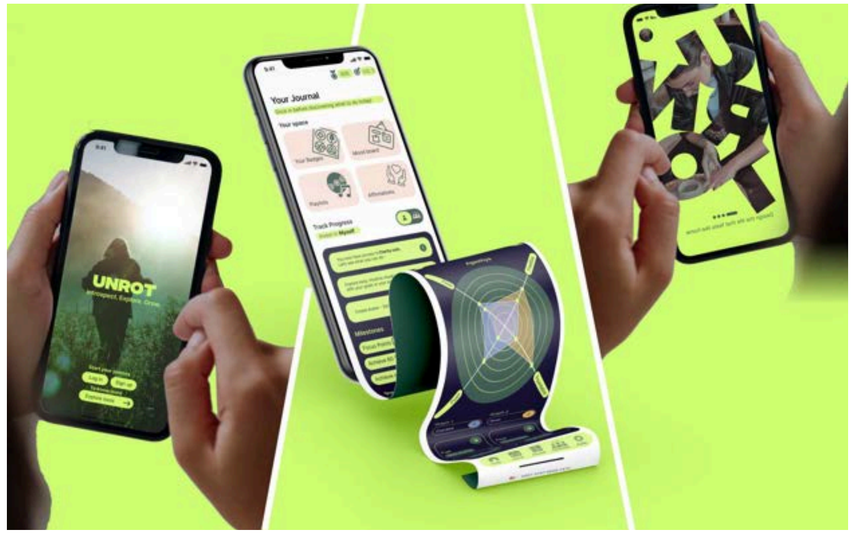




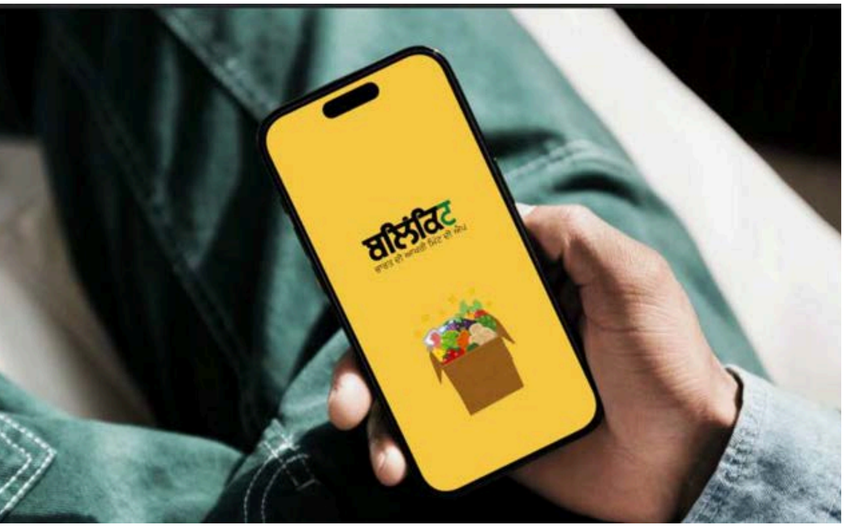


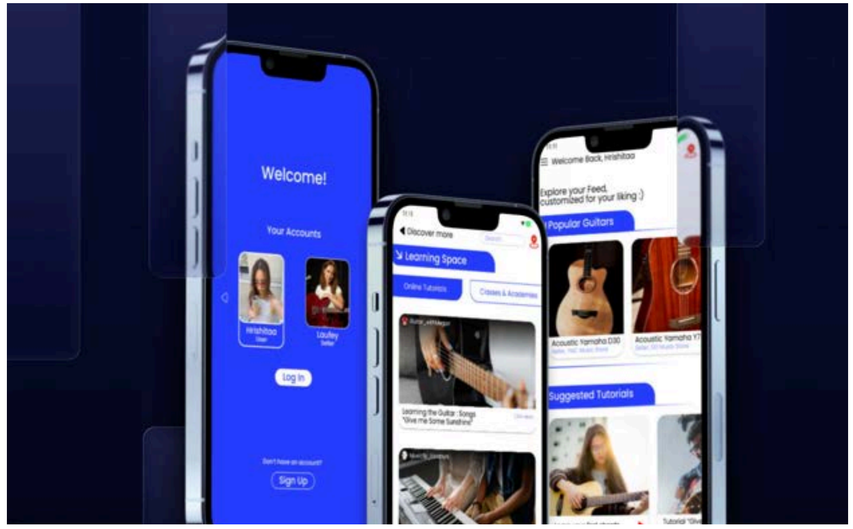
UI/UX Design

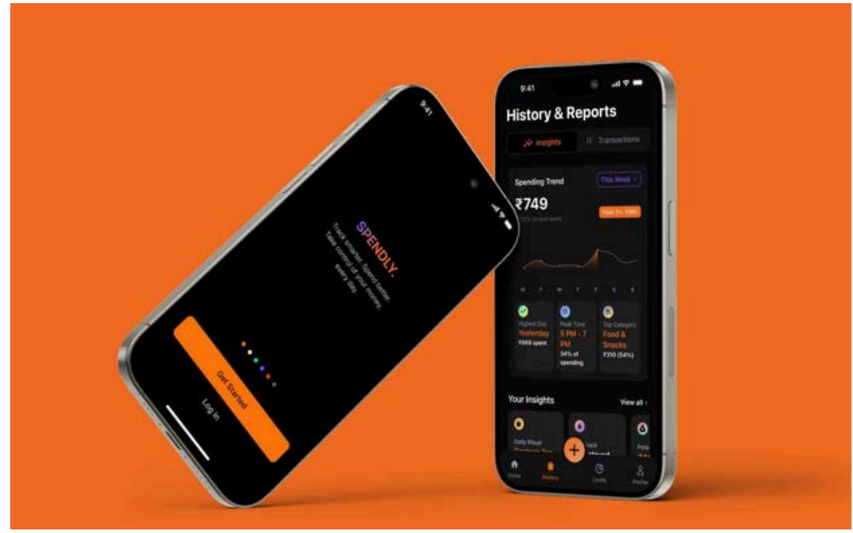

TriFit
HELLO,
HIMANSHU
SEE CALORIES BURNED
SEE CALORIES OF MEAL
TODAY
Improving Coordination Between
Gym Clients, Trainers & Dieticians


Your Journal
UNROT

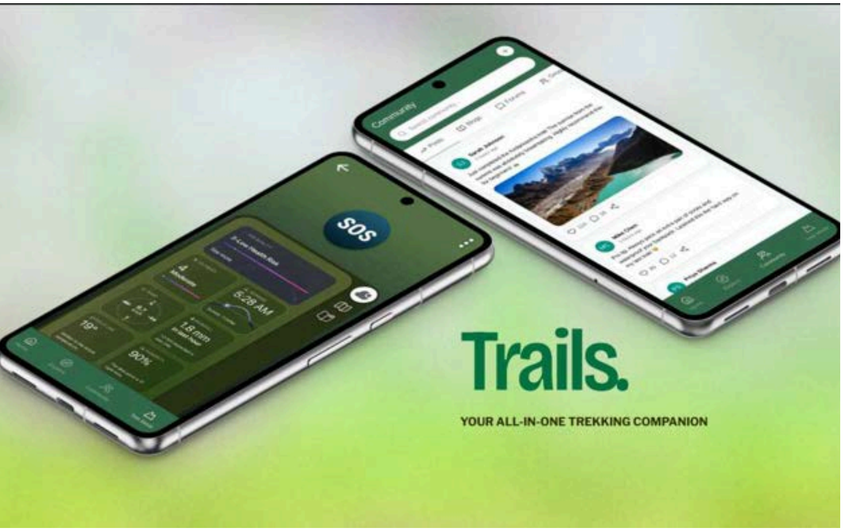

DARKROOM
The NO CLUB Club
Building a Secret Space to Belong


मस्तिष्क

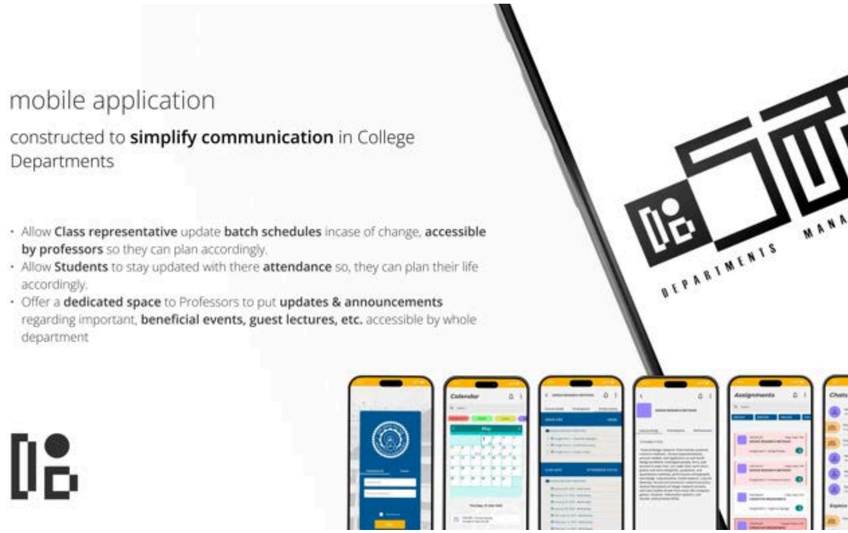

Welcome!
Your Accounts
Log in
Sign Up
Learning Space
Suggested Tutorials

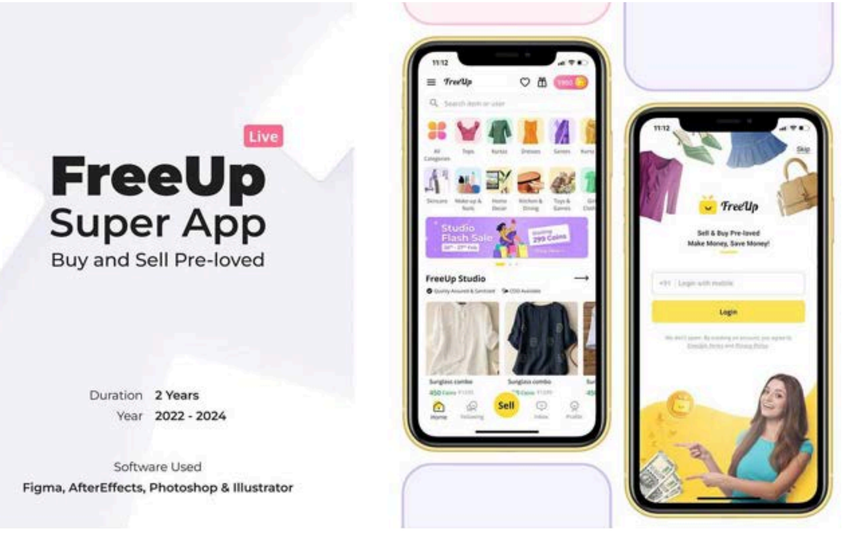

History & Reports
SPENDLY.
Get Started
Log in
Your Insights

UI/UX Design


Trails.
YOUR ALL-IN-ONE TREKKING COMPANION


BeeLinked
Building Belonging at IIT Delhi – Through Stories, Skills, and Shared Purpose.

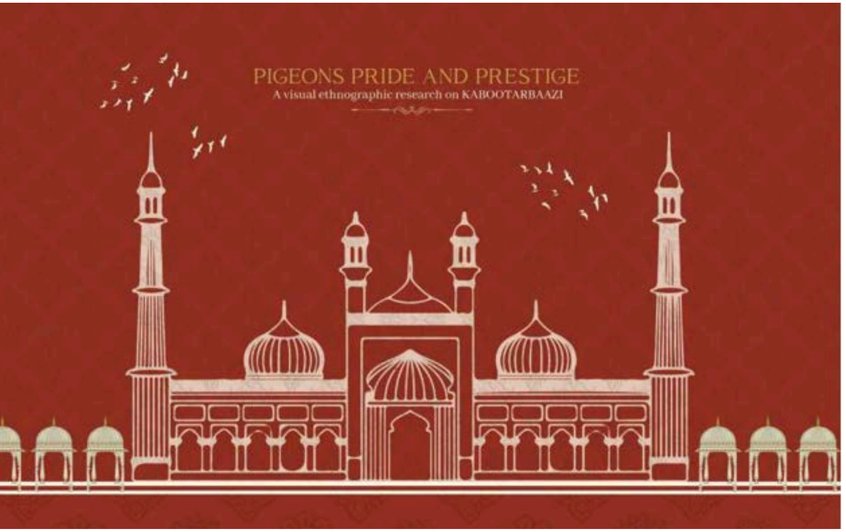

mobile application
constructed to simplify communication in College Departments
Allow Class representative update batch schedules incase of change, accessible by professors so they can plan accordingly.
Allow Students to stay updated with there attendance so, they can plan their life accordingly.
Offer a dedicated space to Professors to put updates & announcements regarding important, beneficial events, guest lectures, etc. accessible by whole department


Live
FreeUp
Super App
Buy and Sell Pre-loved
Duration 2 Years
Year 2022 - 2024
Software Used
Figma, AfterEffects, Photoshop & Illustrator


Care sync
Improving the experience of people living with HIV


Personalized alerts and suggestions
Floro
Learn every leaf.
One stop Community

Design Research

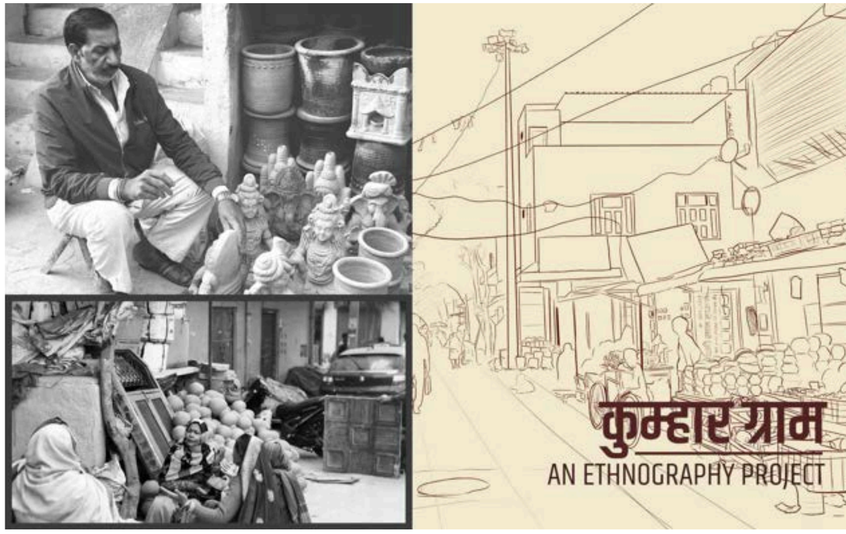










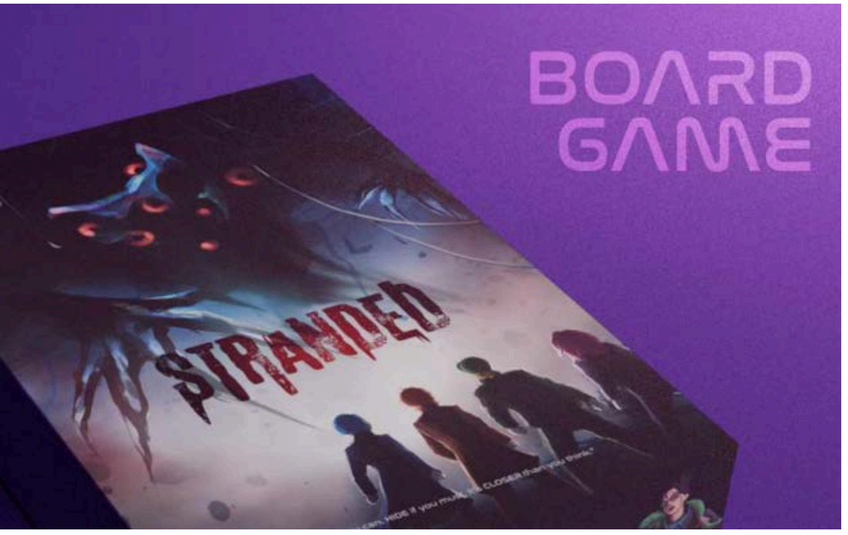


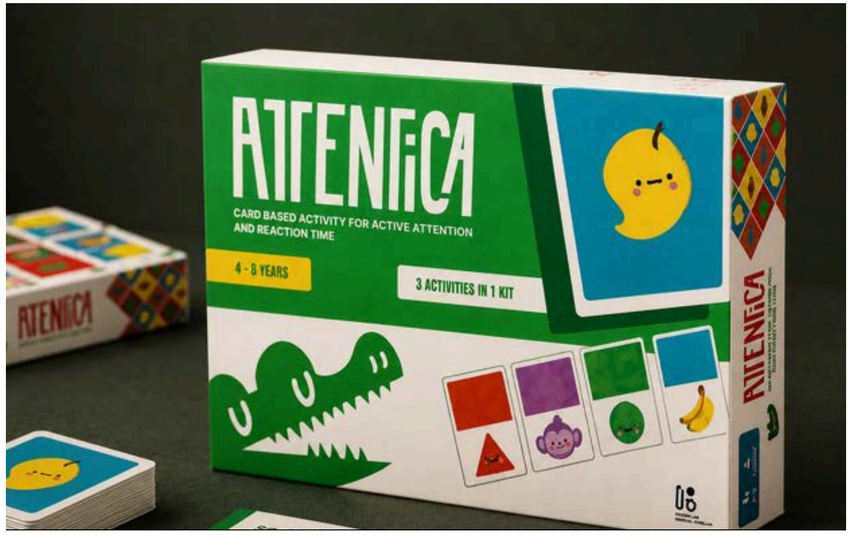
Game Design


PULSE
A CPR Street Rescue Game


VR GAME


RULEBOOK
winner


BOARD GAME
STRANDED


ATTENTICA
CARD BASED ACTIVITY FOR ACTIVE ATTENTION AND REACTION TIME
4 - 8 YEARS
3 ACTIVITIES IN 1 KIT


Iris

Student Achievements

Students from the department have achieved notable recognition across national and international platforms. Highlights include 1st Prize, 3rd Prize in Roblox Game Jam at DOD, IIT Delhi (2026)

Another team of students designed the "Force-Concentrator" Blister System. By using strategic micro-scoring and internal shearing points, the packaging reduces the required push-out force by up to 50% for pain-free access. This innovation won the 2nd Runner-Up at the 6th International Summit for Packaging Industry (ISPI) PACKATHON 2026 hosted by India Institute of Packaging - IIP.

In innovation, students secured 2nd position at Invention Factory 2024 (IIT Bombay), and ranked in the top 10 nationally at the College Youth Ideathon 2025 out of 44,000+ entries.









Events at DoD

The **Design Degree Show (DDS**) 2026 - **Anvay**, marked a significant milestone for the Department of Design at IIT Delhi, bringing together the 30th graduating M.Des batch and the inaugural B.Des batch. The show presented a diverse range of thesis and graduating projects, reflecting the students' journeys across product, interaction, mobility, spatial, service, and speculative design.

Annual Research Symposium (ARS)
PhD scholars share their ongoing research, emerging questions, methodologies, and findings with a wider audience. Together, these events created a vibrant space where design education, practice, and research intersected.

Both events were open to the public and attracted students, researchers, academicians, practitioners, industry professionals, and design enthusiasts from institutions across India.









Past Recruiters















































































Recruitment Process

Step 1

IIT Delhi sends an invite

Once you contact us, an email is sent by the placement office along with relevant details and a registration link.

Link to Register on Placement portal

Step 2

Companies fill the JNF/TNF

JNF-Job Notification Form and INF- Internship Notification Form needs to be filled by the recruiter. Once it is frozen, the opening is listed in the IITD Recruitment Portal.

Step 3

Shortlist, Interview & Recruit

Interested students apply through the portal. Resume(s) and Portfolios are sent via mail. Recruiters shortlist, interview and hire the students.

Contact Us

Faculty Coordinator :

Prof. Mritunjay Kumar

mritunjay@iitd.ac.in

+91 96519 53388

Nucleus team member (PG) :
Avani Dinar Karkhanis
+91 9920021730

Nucleus team member (UG) :
Jayanti Gupta
+91 75659 65652

Click Here to Register on our Placement Portal

Postal Address

Department of Design

Indian Institute of Technology, Hauz Khas, New Delhi-110016

अभिकल्प विभाग
Department of Design



Department Website

LinkedIn

Youtube

Instagram