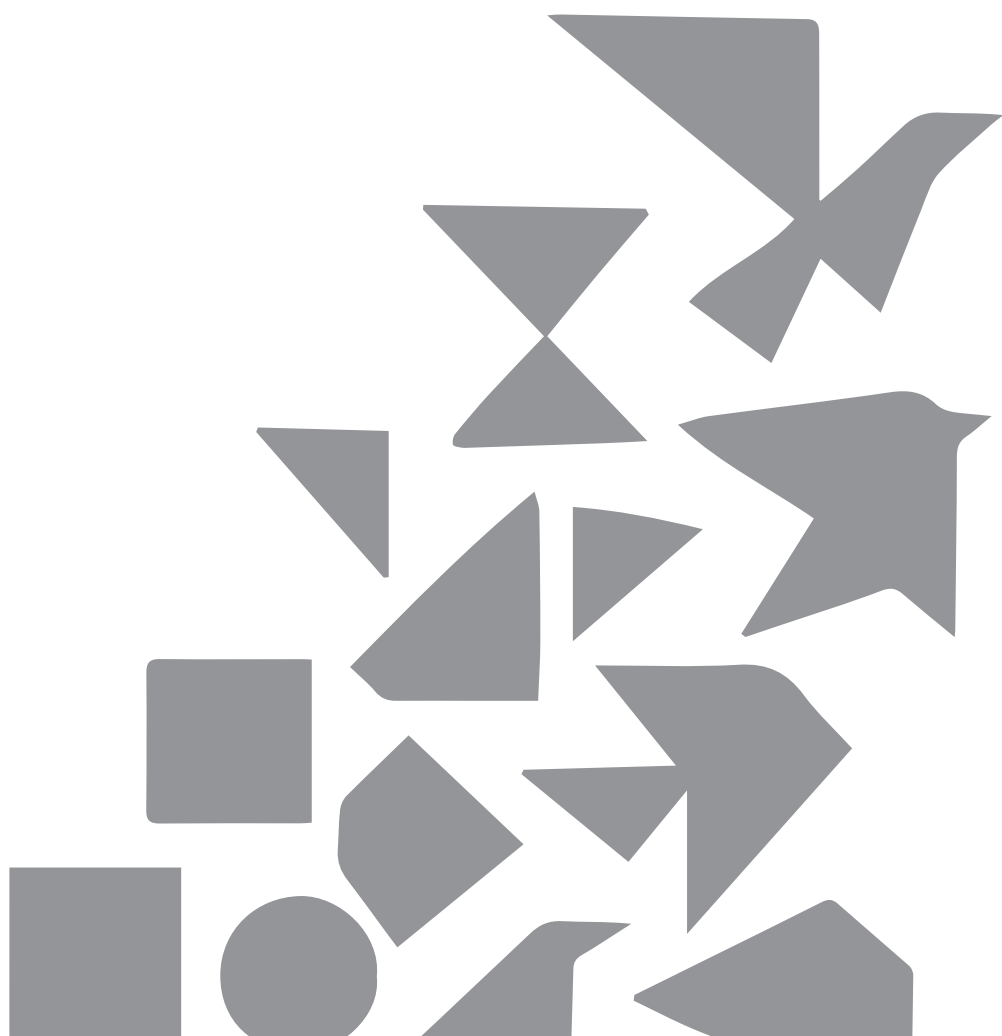


YOUNG DESIGNERS 2025

Third Convocation







Go, change the world[®]

About RV University

A Legacy of 8 decades in Nation Building,
through Education and Research that empowers
students to "*Go, change the world.*"

RV Educational Institutions (RVEI), governed by
Rashtreeya Sikshana Samithi Trust (RSST), is recognised
among the few value-based and quality-oriented
educational groups in the country. The Trust endeavours
to impart quality education to all strata of society.

RV University is a State Private University which has
been established in Karnataka State with RSST as the
sponsoring body through Act No.11 of 2019, passed by
the Karnataka Legislature.

The Missions of RSST and RV University is "Excellence in
Education with Societal Commitment".

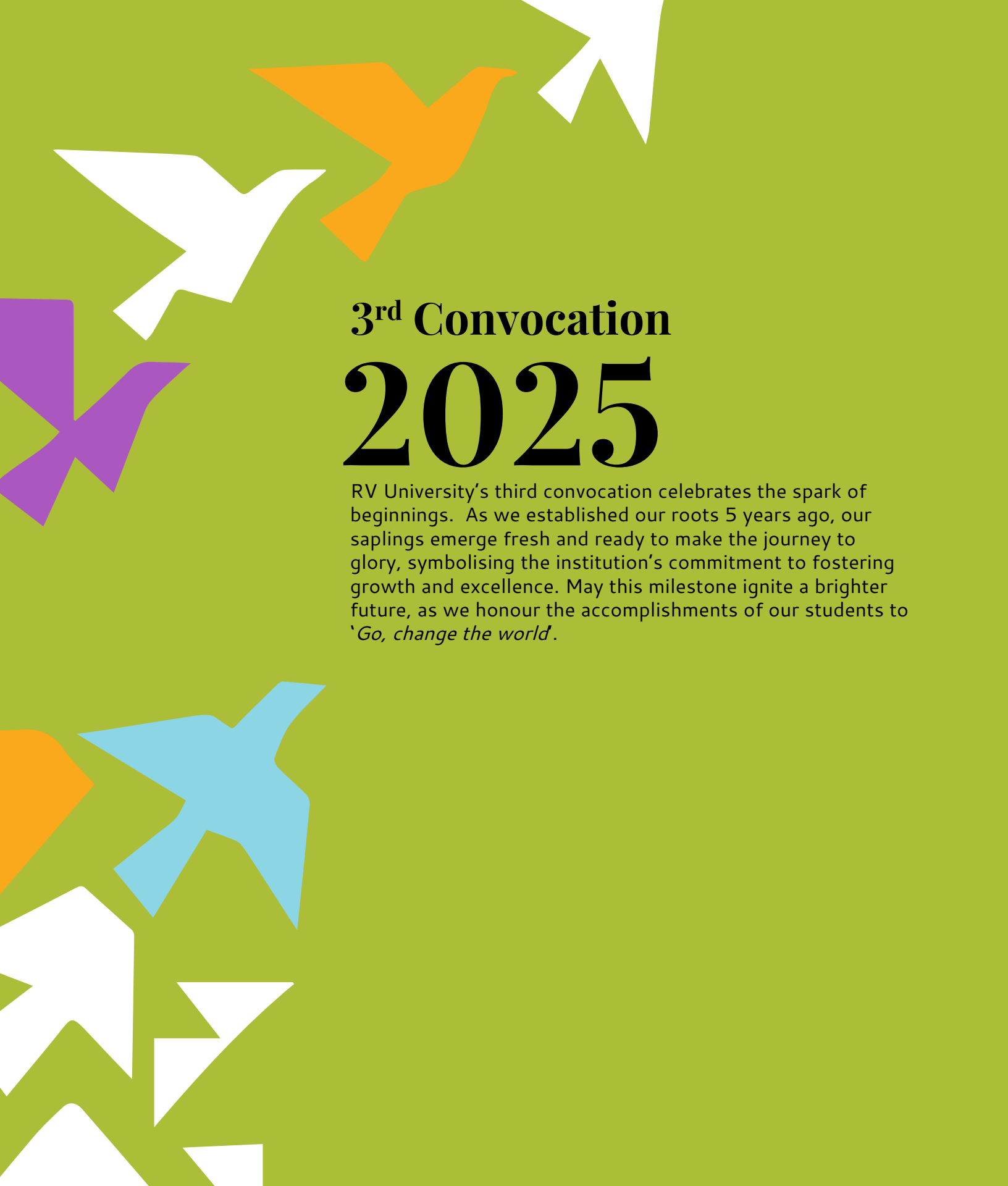




About School of Design and Innovation

The School of Design and Innovation at RV University, one of the best design schools in Bangalore, encourages students to work collaboratively. With dedicated studio space, students acquire and hone skills while learning design theories, methods, and processes that help them develop and refine ideas to address the identified problems in a holistic manner.

Our curriculum emphasises hand skills, digital skills, and specialisation-specific skills. Students are trained in user research, materials, and developing sensitivity to aesthetics, understanding of human behaviour, and awareness of society, culture, and the environment.

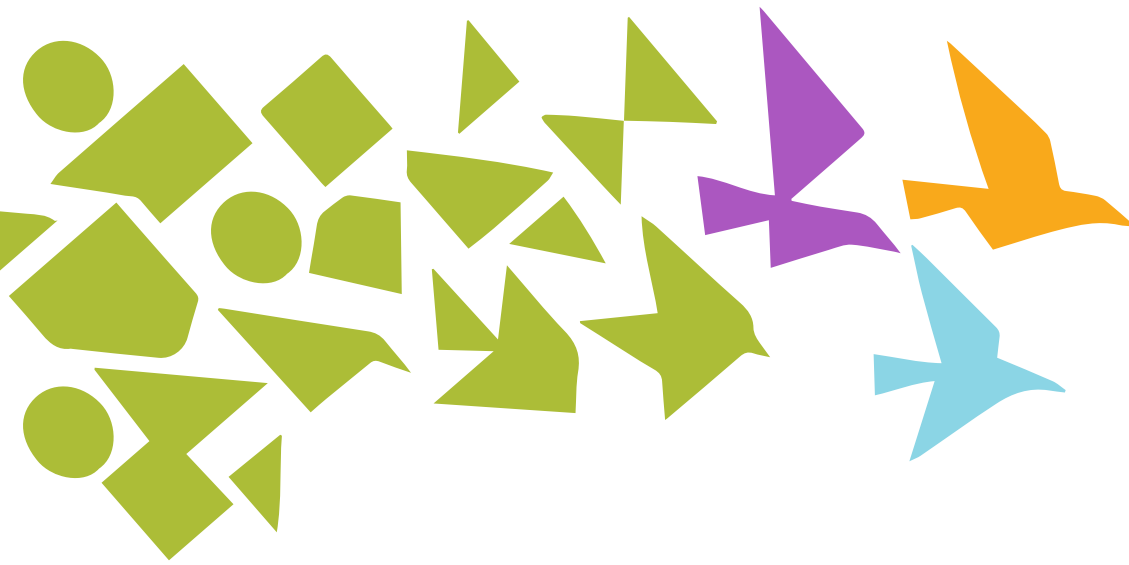
The background of the entire page is a solid olive green. Scattered across this background are several stylized, geometric birds in flight. The birds are rendered in white, orange, purple, and light blue. They are positioned in various orientations, some flying towards the top right and others towards the bottom left, creating a sense of movement and growth. The birds are composed of simple, angular shapes that give them a modern, abstract appearance.

3rd Convocation 2025

RV University's third convocation celebrates the spark of beginnings. As we established our roots 5 years ago, our saplings emerge fresh and ready to make the journey to glory, symbolising the institution's commitment to fostering growth and excellence. May this milestone ignite a brighter future, as we honour the accomplishments of our students to *'Go, change the world'.*

The Convocation Pledge

“ I hereby pledge that I will, in my daily life and conversation, and in thought, word and deed, conduct myself to be worthy of the degree conferred upon me by RV University. I shall utilise my knowledge, experience and skills to the best of my ability in the service of society in a sustainable manner with empathy, justice and fairness. As an RVian I will strive to *Go, change the world.* ”



Office Bearers of RSST

(Rashtreeya Sikshana Samithi Trust)



Dr. M. P. Shyam
President



Dr. Vinod Hayagriv
Vice President



Dr. A. C. Chandrashekar Raju
Vice President



Sri P. S. Venkatesh Babu
Treasurer



Dr. (H. C.) A. V. S. Murthy
Secretary



Sri D. P. Nagaraj
Joint Secretary



Sri Nikhil A Murthy
Assistant Secretary

Leadership at RV University



Dr. (H. C.) A. V. S. Murthy
Chancellor



Sri D. P. Nagaraj
Pro Chancellor



Prof. (Dr.) Dwarika Prasad Uniyal
Vice Chancellor (i/c),
Dean, School of Business &
School for Continuing Education and
Professional Studies



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



Prof. (Dr.) Sahana D Gowda
Registrar



Dr. Martin Luther William
Ombudsperson



Sri Nikhil A Murthy
Director

Programme Leadership at School of Design and Innovation



Rajavel Manoharan
Associate Dean,
Programme Director,
User Experience Design



Neha Dubey
Assistant Dean (i/c),
Programme Convenor,
Design Foundation



Mathew Bobby
Programme Director,
Spatial and Interior Design



Ginu George
Programme Director (i/c),
Communication and New Media Design



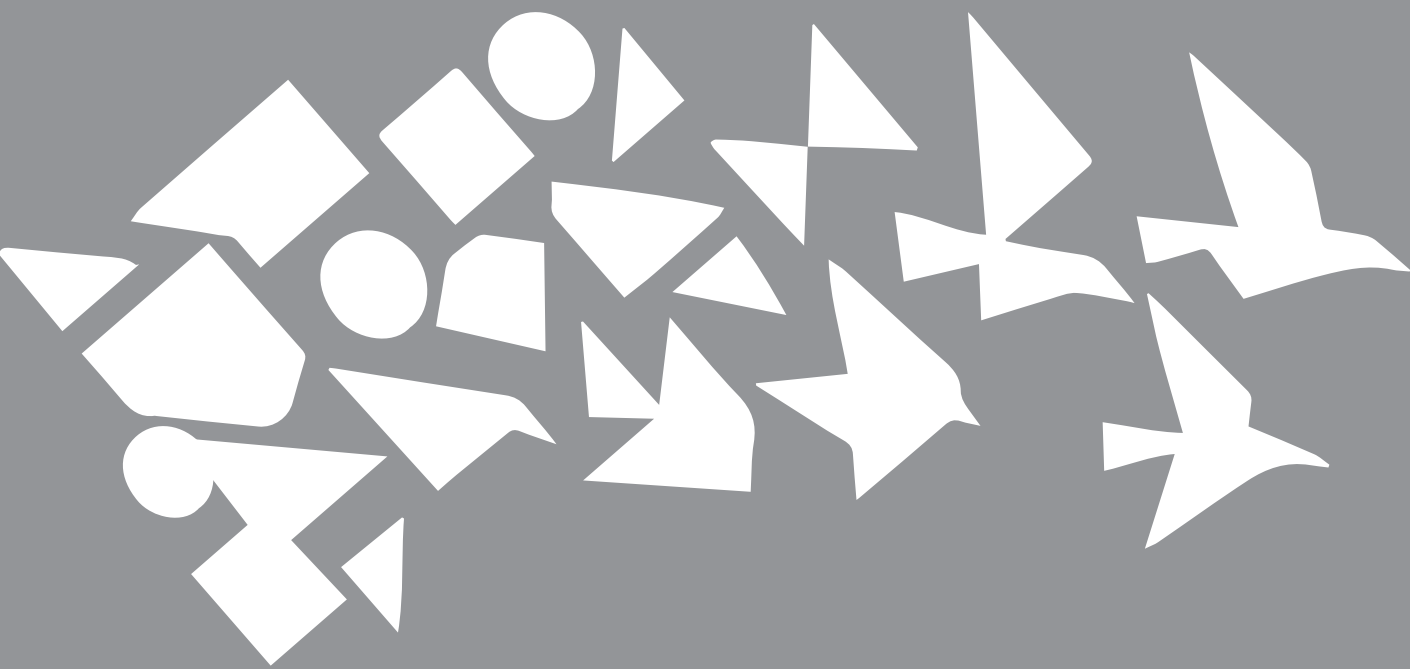
Vivek K Thashnath
Programme Convenor,
Product Design



Shalini Kunwar
Programme Convenor,
User Experience Design



Chrizzy Christopher
Programme Co-Convenor,
Design Foundation





Message from **Prof. (Dr.) Dwarika Prasad Uniyal** Vice Chancellor (i/c) Dean, School of Business and School for Continuing Education and Professional Studies RV University

“ Dear Graduating Students of the School of Design and Innovation, as your Vice Chancellor, it fills me with immense pride and joy to congratulate each one of you on reaching this incredible milestone. Today marks not just the culmination of your academic journey, but the beginning of a new chapter filled with promise, purpose, and possibility.

Your years at this University have been defined by curiosity, determination, and a relentless pursuit of excellence. Remember the friendships forged, the lessons learned both inside and outside the classroom, and the resilience you have cultivated. These are the true treasures you will carry forward.

As you step beyond these gates, go forth with confidence, armed with the knowledge and skills you have acquired here. Remember that your education is not merely a collection of facts and figures, it is a foundation for lifelong learning and meaningful contribution to the society. Embrace challenges as opportunities for growth, and never shy away from pursuing your passions, even if they lead you down an unexpected path.

A whole new world awaits you; whether you choose to lead, to serve, to create, or to explore, do so with conviction and humility. Remember your alma mater with fondness and know that you are always a part of our extended family.

“Be the change that you wish to see in the world.”
– Mahatma Gandhi

Congratulations once again. ”



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

“ In a world that is crowded and noisy, may you find silence and the space to stand out. In a world that is rife with complex and difficult problems, may you find simple and elegant solutions. In a world full of optimism for the future, may you find resonance and opportunities for your own purposeful action. In a world which is asymmetrical in its power relationships, may you find the courage to serve those that are disenfranchised. And, in a world that is marked with competing interests, may you always find the courage to proceed fearlessly with kindness. Lead, don't follow, and inspire all around you by being the uncompromising, wonderful beings that you are. Go, change the world! ”



Message from Prof. (Dr.) Sahana D Gowda Registrar RV University

“ Congratulations on reaching this significant milestone in your life! Today, we celebrate your hard work, dedication, and perseverance that have brought you to this momentous occasion. As you step forward into a new chapter, take pride in all you have accomplished and carry with you the knowledge and skills that you have gained during your time at RV University.

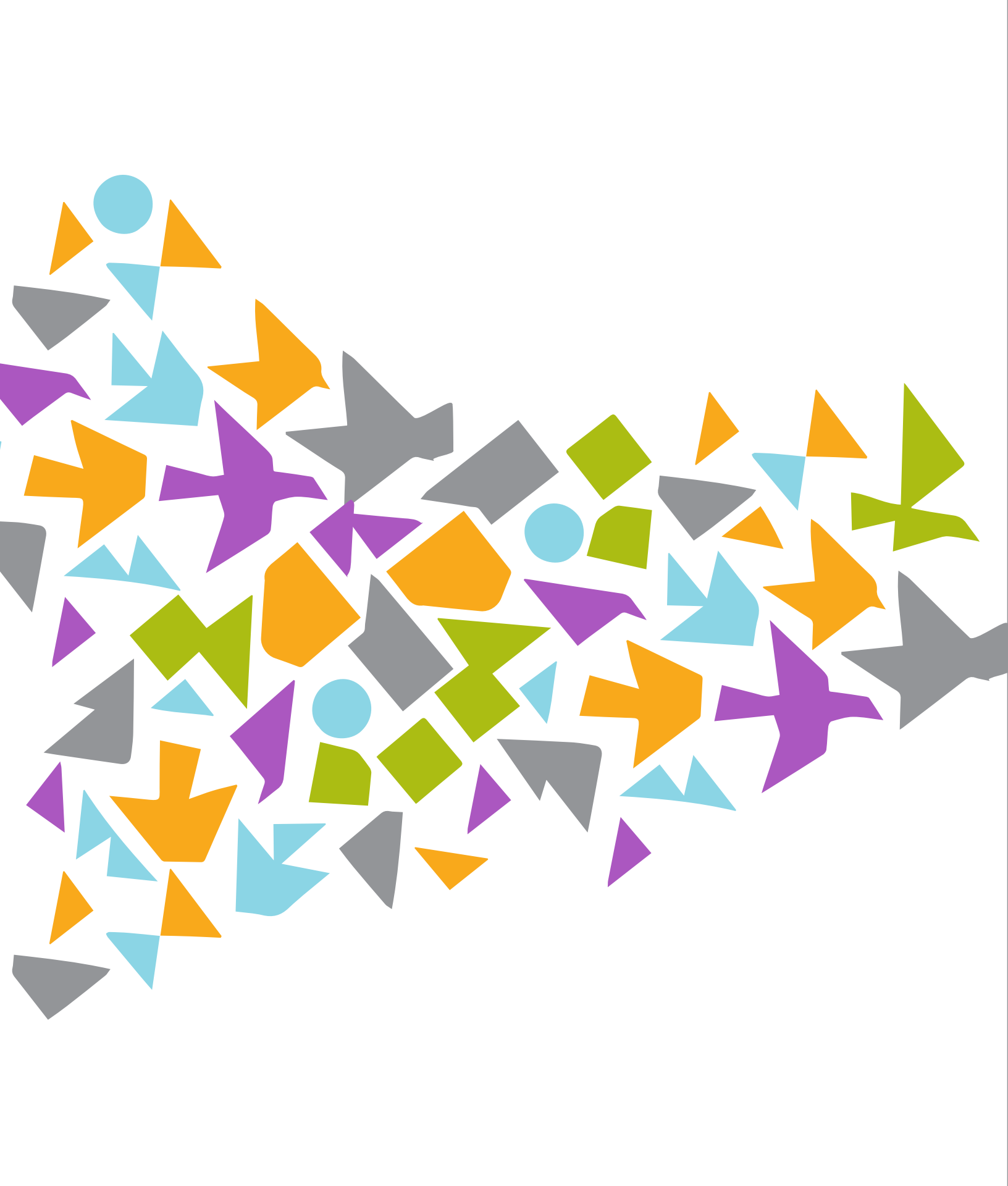
Remember that learning is a lifelong journey. The challenges you faced and the way you have overcome the challenges have prepared you for the complexities of the world beyond these walls.

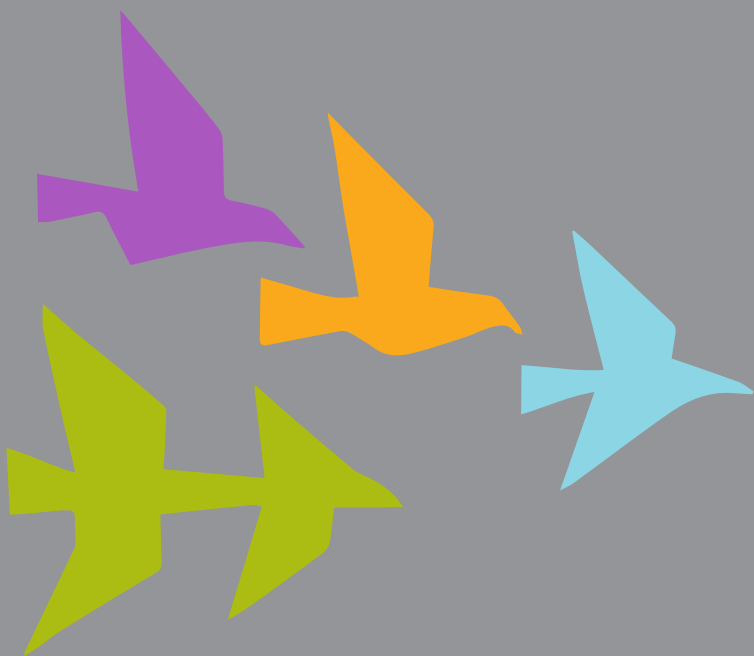
As you venture into the world, remember the values and principles instilled in you by RV University. Strive for excellence, maintain your integrity, and always be willing to contribute positively to the society. Your journey has just begun, and the future is filled with limitless possibilities.

Stay connected with your peers and mentors, for they will be a source of support and inspiration throughout your life. And never forget to give back to the community that has helped shape you into who you are today.

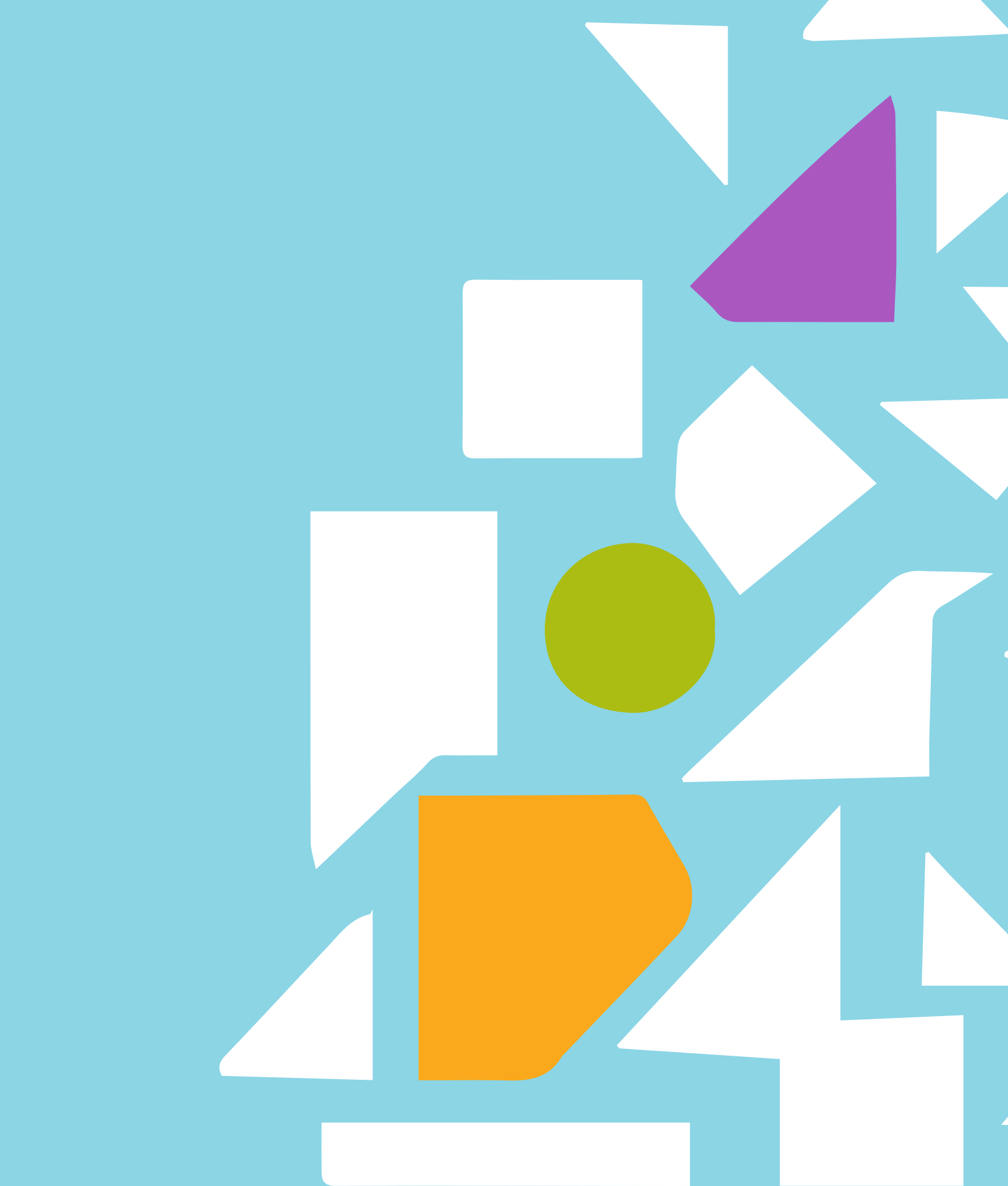
We are incredibly proud of each and every one of you. Congratulations once again, and may your future be bright and full of success.

Best wishes. ”





Bachelor of Design 2025





Product Design 2025



Adhya Devatha



I'm Adhya, a curious and impact-driven designer who loves exploring new materials, inclusive systems, and ways to make everyday life more empowering. I'm especially drawn to designing with empathy, for people often left out of conventional narratives.

About Project :

This project focuses on improving life for people living with Parkinson's disease in India, where stigma and poor infrastructure often worsen the experience. Built on deep field research, the solution includes assistive product design, spatial improvements, and tech-enabled monitoring tailored to the Indian context. Whether it's improving grip, enabling movement, or supporting communication, the system is about restoring independence, dignity, and comfort in everyday routines. What makes it different is its cultural sensitivity understanding that empowerment looks different in different homes. This isn't just a product intervention; it's an invitation to rethink how society supports those navigating chronic conditions with grace and resilience.





Anika Regi Thomas



I'm Anika, a designer who translates complex ideas into tactile, human-first experiences. I believe the best design simplifies, educates, and empowers. My love for art and communication shapes how I craft visual systems that build bridges between people and understanding.

About Project :

This project uses interactive fabric sheets to raise stroke awareness in underserved communities. One sheet features a detachable face and limbs to show stroke symptoms; the other uses Velcro-backed icons to teach healthy versus unhealthy habits. Designed for low-literacy users, the sheets turn medical information into a hands-on, visual experience. Volunteers use these tools in urban slums to teach early detection and prevention strategies. The project stands out for its simplicity and impact, reaching people where language, literacy, and access often fall short. By turning awareness into action, this project helps save lives through empathy-led health education. One fabric sheet, one conversation, one household at a time.





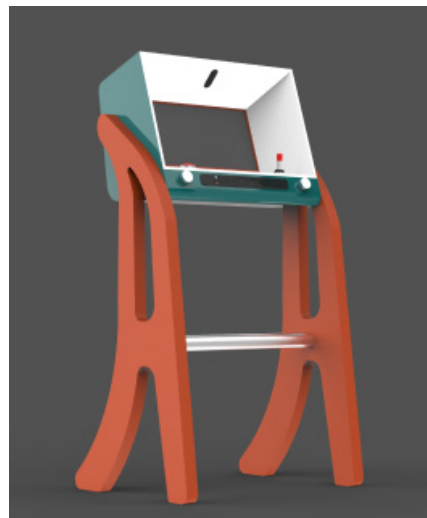
Anushka Maddukuri



I'm Anushka, a product designer drawn to craft, community, and culture. I design with empathy, impact, and a love for stories that deserve to be seen. From kitchen tools to exhibition spaces, I believe every product should hold meaning and leave behind care.

About Project :

She Who Weaves is an immersive exhibition staged in a Mysore heritage home, capturing a day in the life of a woman artisan. Rather than displaying handlooms as objects, the exhibit evokes lived experience by bringing sounds, rituals, and routines into focus. The space invites visitors to listen, observe, and feel rather than simply consume. It was born out of my passion for narrative, slow design, and honouring invisible labour. This project challenges how we engage with tradition, inviting empathy and reflection over mere admiration. It's an attempt to turn craft into connection, offering not just a story, but an experience that lingers long after you leave.





C R Aditi Gangamma



I'm Aditi, a designer by training, a storyteller at heart, and a firm believer that objects should speak. I design things that don't just function, they start conversations.

About Project :

SevenBeats is a Bluetooth speaker inspired by the bold, industrial design language of SEVENFRIDAY watches. This project blends mechanical aesthetics layered materials, visible components, and strong geometry with audio technology, creating a speaker that feels as expressive as it sounds. From brand decoding to prototyping, every design choice was made to honour form and function equally. It's not just a gadget, it's an artefact that holds presence. SevenBeats celebrates audio as experience and makes luxury feel both tactile and playful.





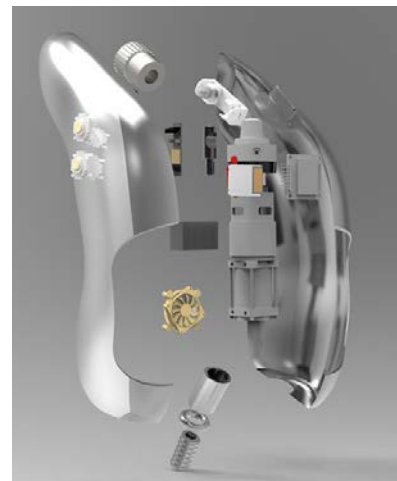
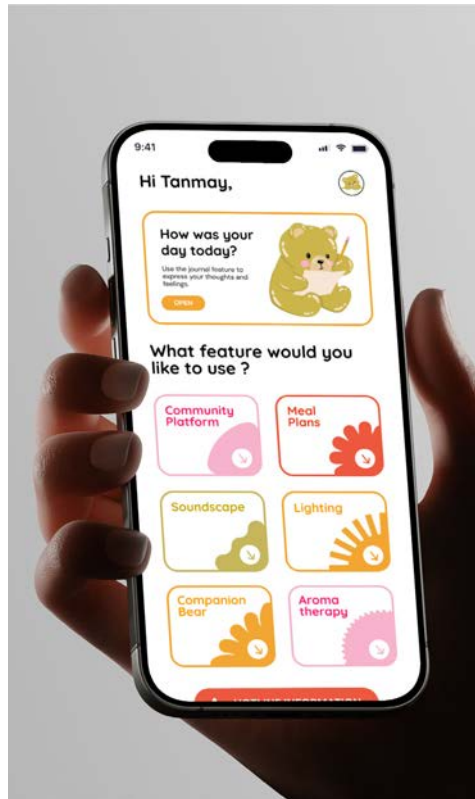
Diya Sajit



I'm Diya, a product designer who loves crafting user-centred, tech-enabled solutions that feel both human and scalable. Whether it's airports or interfaces, I draw from literature, art, and real-world stress points to build experiences that matter. Visual media is my love language and empathy is my design compass.

About Project :

Smart Airport Systems is an AI-powered digital platform that reimagines how passengers and staff experience air travel. Built during my internship at Tata Elxsi, the project integrates real-time navigation, ticketing, recommendations, and accessibility into one seamless ecosystem. Motivated by user frustrations long queues, unclear signage, and fragmented systems, the platform aims to reduce stress and improve operational efficiency. Gen AI enables predictive insights and personalised support, while features like a carbon tracker encourage sustainable choices. This wasn't just a design exercise, it was a personal journey, learning how empathy, tech, and collaboration can come together to humanise complex environments. With this, I hope to make travel less overwhelming, more intuitive, and more inclusive.





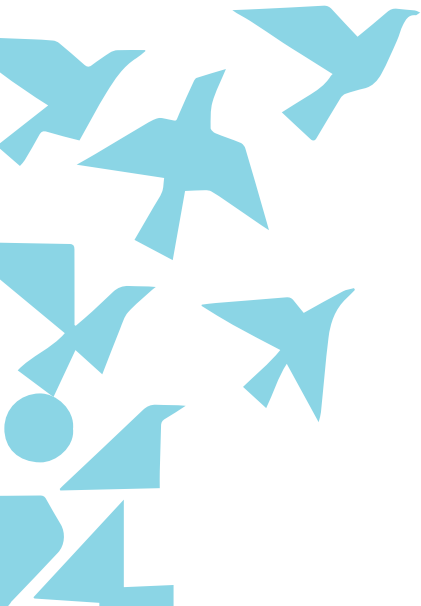
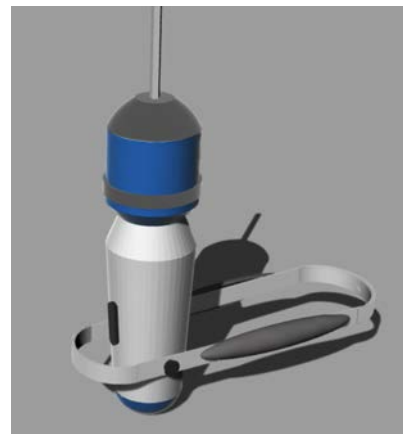
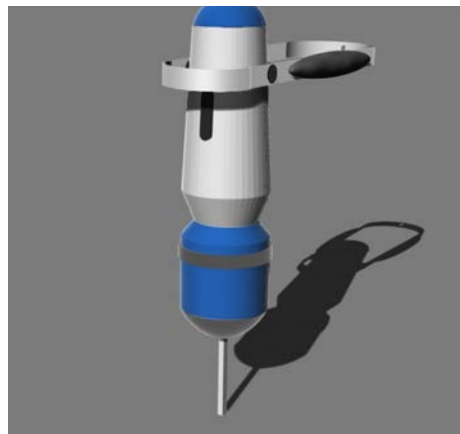
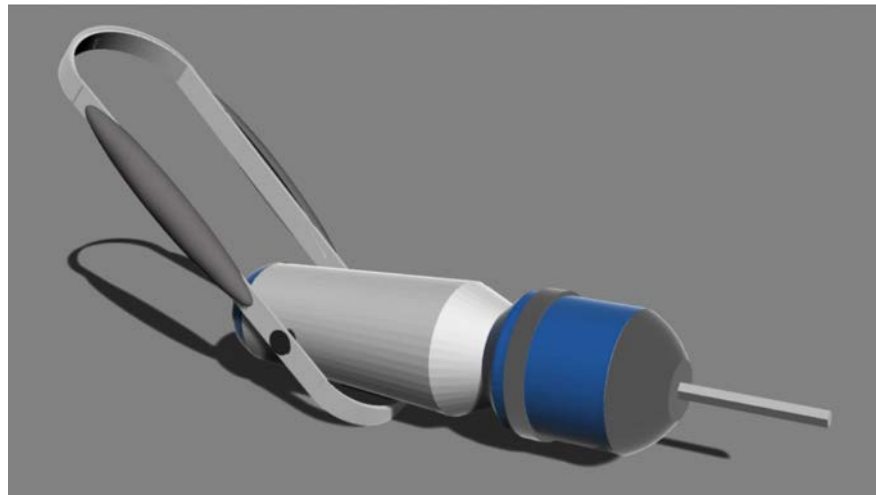
Rudraa Prasad Joshi



I design with flair and function. By bringing ergonomics to the forefront, I transform awkward into effortless blending form, comfort, and performance for everyday tools and experiences.

About Project :

This project reimagines the humble screwdriver through ergonomic innovation. Inspired by real-world feedback from electricians, the cordless tool addresses wrist strain and repetitive stress through a contoured grip, gyroscopic control, and ISO-compliant torque design. It's built not just for functionality, but for comfort in long-use scenarios, transforming a basic tool into a more intuitive and injury-preventive device. The design is driven by the idea that good products don't just work well, they feel right in the hand. It's an everyday object, redefined with care and precision.

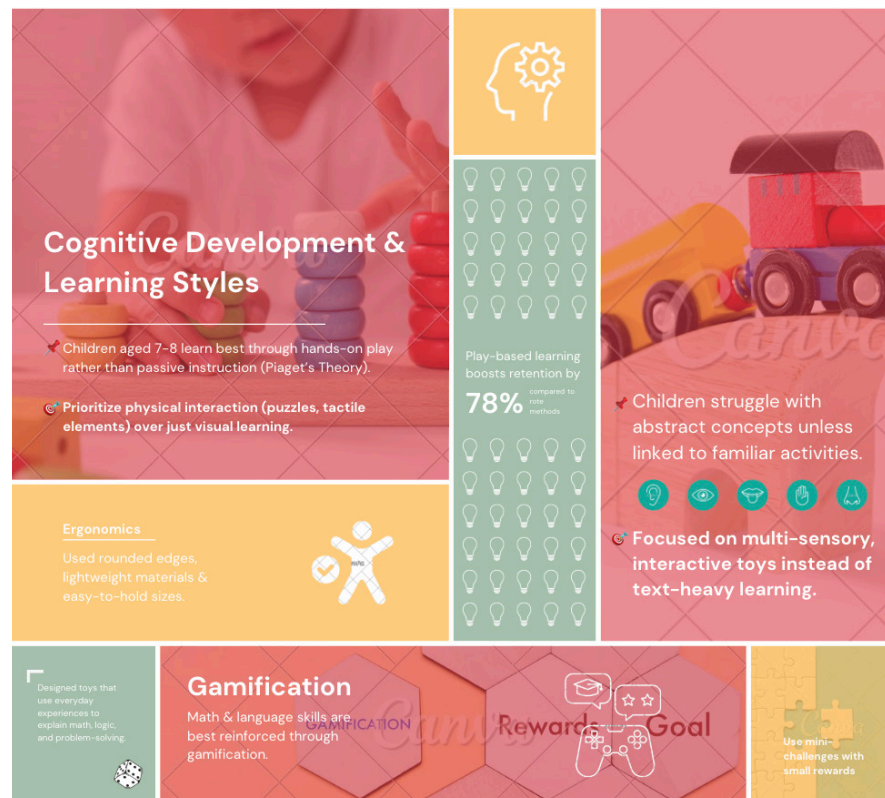




I'm Khushi, a designer who believes learning should feel like play. I create hands-on tools for young learners that are joyful, tactile, and rooted in curriculum. My aim? To bring wonder back to classrooms.

About Project :

Practicity Toy Box is a set of interactive, screen-free learning toys for Grade 2 children, co-designed with Kreedo Early Childhood Solutions. Built for low-resource classrooms, the toys enhance literacy, numeracy, EVS, and logic through physical engagement using stamps, cubes, shapes, and colours to spark curiosity and creativity. The goal was to create tools that are affordable, durable, and joyful, especially for schools where rote learning dominates. The project combines pedagogy with play to promote inclusive, sensory-rich learning. It helps bridge gaps in access and offers every child the chance to learn with dignity and with delight.





Maanya K S



I'm Maanya, a curious and methodical designer who enjoys unravelling how systems work. I blend structure with creativity to build user-friendly, human-focused products, where every interaction feels intentional, intuitive, and a little more delightful.

About Project :

This project enhances the usability of an Indian-made automatic coffee machine. Through detailed user research and interface analysis, I redesigned key components, introducing a new nozzle system, simplified front door, and a more intuitive UI tailored for Indian office users. The aim was to reduce errors, improve cleaning, and streamline day-to-day operations. The design respects local manufacturing realities while raising usability standards. By focusing on clarity, comfort, and familiarity, the project helps people enjoy coffee better, making the machine work for humans, not the other way around.





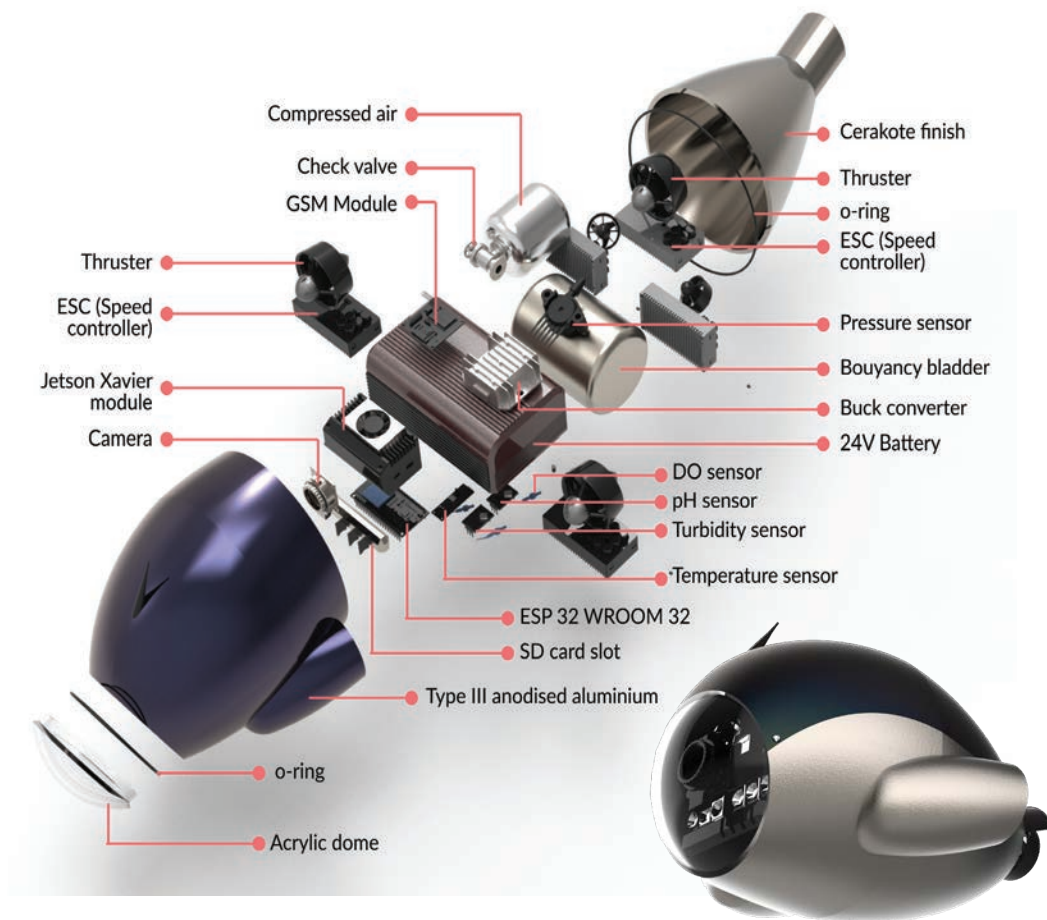
Megha Parthasarathy



I'm Megha, a designer who works at the intersection of systems, stories, and services. From optimising operations at Ather to redesigning visitor experiences at Bannerghatta, I thrive on layered, complex challenges that require empathy, structure, and impact. Right now, I'm exploring design's role in bridging systemic gaps.

About Project :

My project tackles coral reef bleaching through a systems-thinking lens. Using design as a bridge between marine scientists, local communities, and policymakers, I created a platform that enables monitoring, engagement, and informed action. The approach combines marine biology with service design to simplify complex data and processes, making them more accessible. The solution includes coral-monitoring drones and incentive models to support conservation behaviours. I was motivated by the ecological urgency and the disconnect between available data and public awareness. This project aspires to convert passive concern into active stewardship, giving the ocean's caretakers the tools and visibility they need to restore and protect our reefs.





Monish H



I'm Monish, a designer deeply curious about the balance between nature, sustainability, and smart technology. I see design as a bridge between human need and environmental urgency, and I'm drawn to creating solutions that are practical, scalable, and circular.

About Project :

This project tackles indoor air pollution in Indian cities using a graphene aerogel-based purifier that's compact, affordable, and environmentally conscious. Unlike bulky HEPA systems, the design uses USB-powered modular units, ideal for small homes. The purifier targets pollutants like PM2.5 and CO2, and is made from recycled carbon waste, creating a pollution-to-solution loop. Inspired by real living conditions in Bengaluru, the system responds to poor ventilation, energy use, and affordability. It isn't just a cleaner, it's a call for decentralised, user-owned, sustainable air solutions. By turning waste into utility, it reimagines everyday air purification as something everyone can access and benefit from.



**"TURNING POLLUTION INTO A SOLUTION
— A COMPACT GRAPHENE-BASED
PURIFIER THAT TRANSFORMS INDOOR
AIR FOR HEALTHIER LIVING."**





Nandana Pradeep



I'm Nandana, a detail-loving designer who finds inspiration in nature, people, and everyday stories. I enjoy crafting purposeful experiences that feel natural, meaningful, and quietly joyful. I design with care, blending human needs and environmental empathy into thoughtful, tactile products.

About Project :

Aireio is a mobile, self-cleaning air purifier designed for Indian homes. It tackles issues common with traditional purifiers such as limited reach, high maintenance, and recurring costs by using LiDAR navigation, smart sensors, and a self-cleaning filter system. Its sleek, minimal design allows room-to-room movement, reducing pollution while fitting seamlessly into modern interiors. The idea emerged from research into air quality, where I found a disconnect between user needs and available solutions. Aireio transforms air purification from a static, high-cost appliance into a flexible, sustainable everyday utility. It's an effort to bring healthy air and peace of mind within reach for every home, one clean breath at a time.





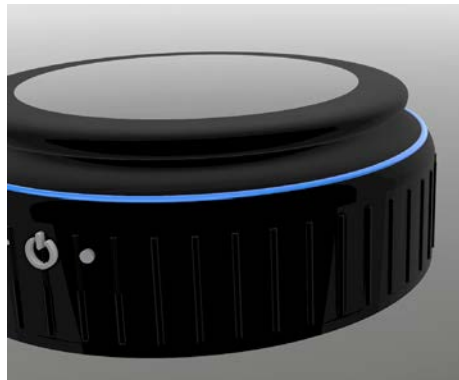
Nithya Harshavardan



I'm Nithya, a healthcare-focused designer drawn to the fusion of empathy, form, and emerging tech. I believe the best medical tools are those that listen, connect, and adapt as intuitively as the people using them.

About Project :

AcuSteth is an intelligent, modular stethoscope designed to modernise auscultation using AI, wireless audio recording, and cloud-based diagnostics. It fits comfortably in a doctor's pocket while providing enhanced capabilities like symptom learning and remote consultation. The device blends tradition with innovation, maintaining the emotional trust of a stethoscope while improving diagnostic accuracy and access. AcuSteth isn't just a tool, it's a thoughtful bridge between analogue practice and digital potential, bringing smarter, more compassionate care into everyday clinical settings.





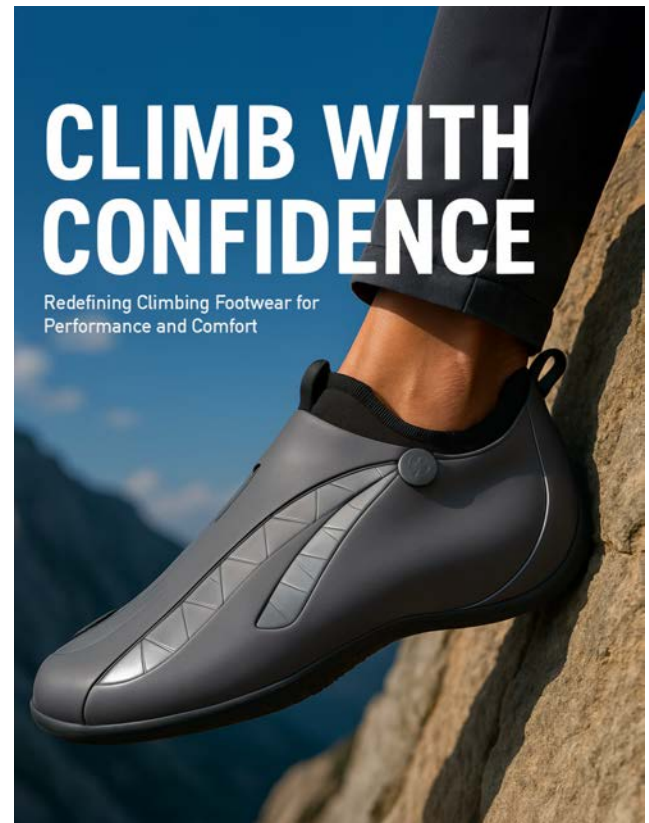
Rishon



I'm Rishon, a designer with a love for play, clarity, and user joy. From board games to health tech, I create products that are both engaging and purposeful. I believe in the small details that make big differences.

About Project :

My project addresses a fundamental problem in rock climbing gear: The compromise between climber comfort and shoe performance. Even though these shoes are necessary for grip and accuracy. Up to 90% of climbers report experiencing extreme foot fatigue, pain, and even chronic injuries as a result of wearing them. I created an adjustable downturn climbing shoe that can dynamically change between neutral and aggressive downturns with a twist of a knob. This invention directly addresses user demands for comfort during prolonged sessions and precise control on a variety of climbs by offering essential adaptability and fit. This product, which is especially made for intermediate climbers, attempts to reduce foot fatigue and improve breathability, revolutionising the climbing experience by striking a balance between peak performance and long-term health on the wall.





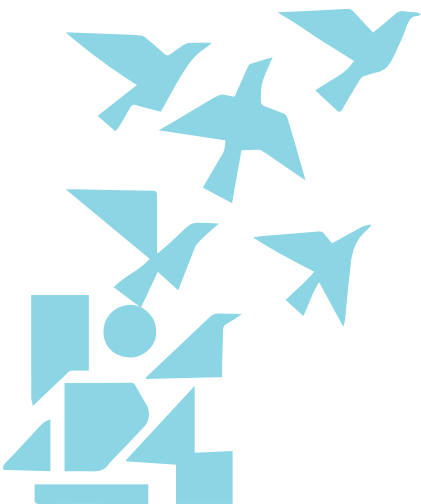
S Prithvi Rao



I'm Prithvi, a product designer obsessed with systems, storytelling, and the humans hidden inside data. Whether sketching speculative futures or unravelling industrial workflows, I use design to make the invisible visible and to make complexity feel human again.

About Project :

This project addresses the knowledge gaps emerging in industrial environments due to retiring expertise and increasing complexity. Through my internship at Siemens, I explored how UX design can support frontline workers through intuitive digital tools. The solution reframes expertise not as data, but as lived insight bridging it with structured systems that aid learning, decision-making, and real-time troubleshooting. Rather than automating away the human, the design strengthens human-machine collaboration. It brings micro-learning, interface clarity, and procedural support to workers navigating stress and ambiguity. This project isn't just about AI integration, it's about building tools that empower those who keep factories running. Design becomes strategy. Empathy becomes infrastructure.





Sadhana Murugesan



I'm Sadhana, a designer who stumbled into this world with curiosity and stayed for the challenge. I believe good design cares deeply. It notices the small discomforts people learn to live with and chooses to do something about them.

About Project :

This handheld dishwashing tool is designed to reduce physical strain in Indian households, especially for domestic workers and homemakers. With ergonomic research rooted in real user feedback, the 224g device features a comfortable handle, rubber grip, and optimised control suited to Indian hand sizes. The project highlights an overlooked problem pain from daily chores and offers a dignified, practical solution. More than just a product, it's a recognition of invisible labour, a step towards better health outcomes, and a small but meaningful shift in valuing those who do the work. It turns everyday discomfort into an opportunity for respectful, human-centred design.





Sanjana Mahendrakar



I'm Sanjana, a designer with a strategic mind and a soft spot for social impact. My time at IIM Bangalore taught me how creativity and management can coexist beautifully. I'm passionate about designing for women's health, family systems, and cultural continuity.

About Project :

Rebloom is a postpartum care app designed to support new mothers through a mix of traditional wisdom and modern science. Co-created with Shreya, the platform offers curated courses, nutrition guidance, and product recommendations tailored to each family's culture and needs. It fosters communication within families, encouraging empathy and shared responsibility in caregiving. Inspired by conversations with new mothers and gaps in existing care, Rebloom recognises the emotional and physical toll of this often-overlooked life stage. It's not just about digital resources, it's about rebuilding support systems. Rebloom aims to prevent postpartum depression, promote healing, and shift how Indian families care for mothers, starting with connection, education, and compassion.





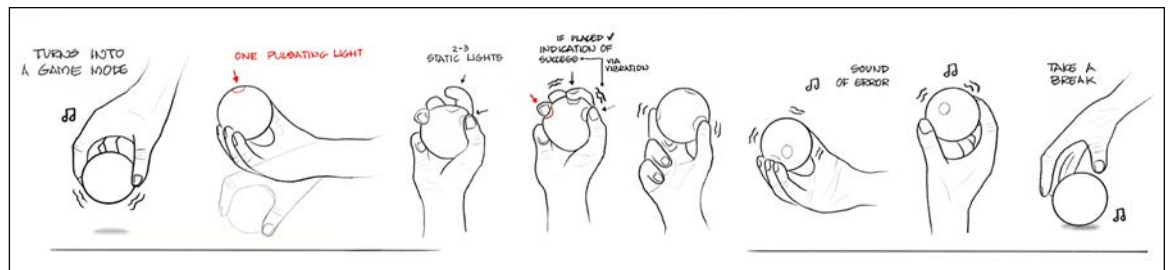
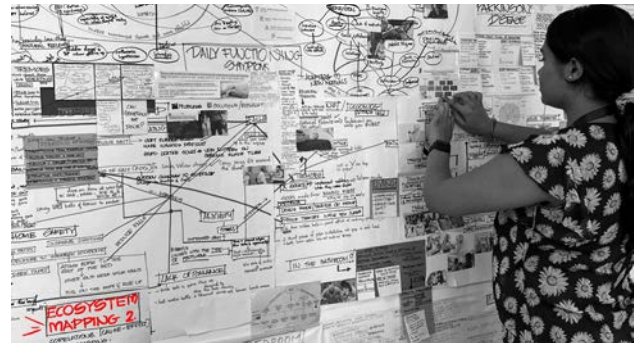
Shraddha Hangal



I'm Shraddha, a multidisciplinary designer focused on crafting first-of-their-kind products and systems. I thrive on ambiguity and draw inspiration from real-world contexts. Whether working solo or with teams across healthcare, tech, or social design, I bring curiosity, clarity, and a strong intent to make complex ideas tangible.

About Project :

Newro is a comprehensive solution for people living with Parkinson's disease, designed by a team of four. Rather than isolated devices, Newro is a cohesive ecosystem built around three key symptoms, tremors, freezing of gait, and home safety. The suite includes Quell (a therapeutic wearable), Tredo (smart shoes), and modular assistive pods, integrated through a connected app that personalises care. Grounded in real conversations with patients and clinicians, the system responds to physical, emotional, and environmental needs. In a space often defined by clinical gaps and stigma, Newro brings back agency, comfort, and connection. It's not just a healthcare intervention; it's a quiet return to dignity.





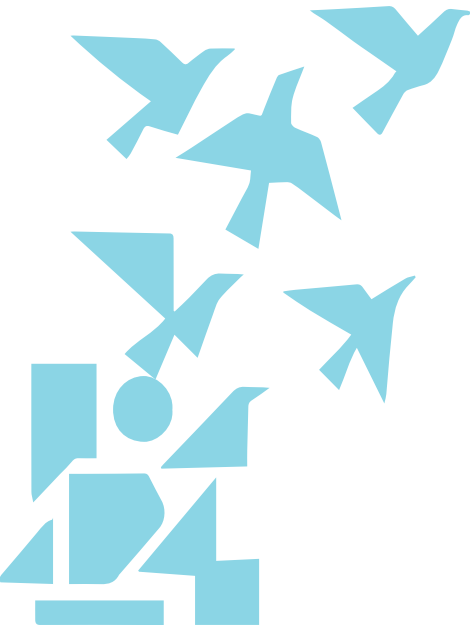
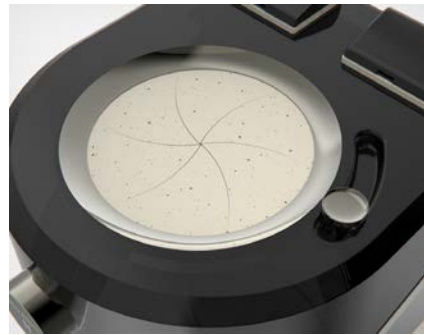
Shreya A H



I'm Shreya, a designer whose journey began with curiosity and grew into conviction. Design reshaped how I see the world and what I expect from it. I'm committed to solving everyday problems with empathy, rigour, and a healthy bit of questioning.

About Project :

This project introduces a fully automated self-dispensing composter tailored for urban Indian households. It simplifies wet waste management by integrating timed additive release, odour control, and clean design. The bin transforms composting into a no-fuss task. Users just add waste and collect compost. Inspired by challenges observed at home, the idea tackles the lack of efficient, mess-free composting systems. Unlike existing options, it anticipates material needs like enzymes and cocopeat, making the process seamless. It's a functional yet thoughtful response to sustainability in everyday life, where nature and tech collaborate to make environmental care effortless, clean, and achievable for everyone.





Sindhu Sarma A



I'm Sindhu, a curious, heartfelt designer who thinks deeply and designs playfully. I'm fascinated by thoughtful forms, quirky function, and inclusive futures. When I'm not sketching or prototyping, I'm likely singing Carnatic ragas or binge-watching sitcoms with analytical glee.

About Project :

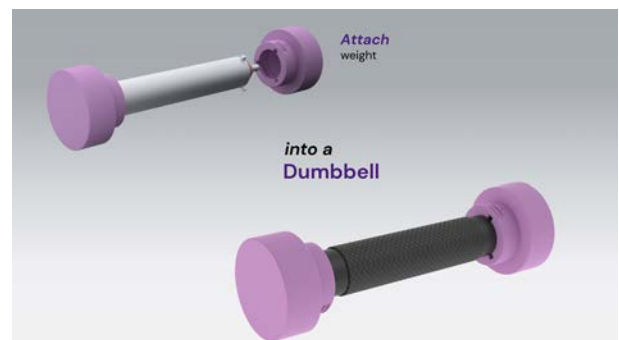
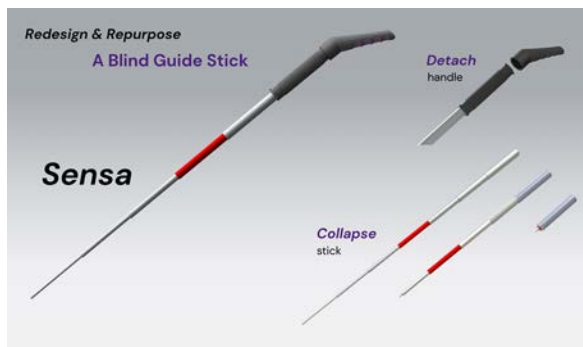
This portfolio features three distinct projects that explore the fusion of purpose, design, and identity.

SOLESPARK is a sneaker-cleaning device with UV sterilisation, eco-friendly pods, and app controls designed for Gen Z sneakerheads who value hygiene and tech.

CUISINART RelaXage Pro is a massage gun tailored for home cooks, offering quiet relief after long hours in the kitchen, inspired by Cuisinart's clean form language.

SENSA is a dual-purpose white cane and dumbbell for visually impaired users, combining mobility with fitness. It empowers independence, health, and self-confidence.

Together, these projects reflect a belief in designing for real lives where empathy meets imagination, and dignity meets delight.





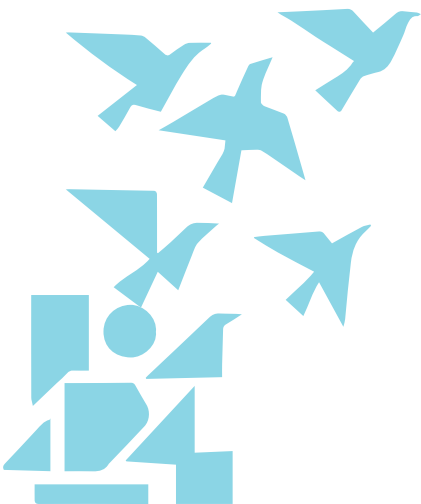
Sneha Avinash



I'm Sneha, a designer who finds beauty in the overlooked. For me, design is a way to give forgotten things like discarded flowers or invisible labour new meaning and new life. I design from empathy, purpose, and quiet rebellion.

About Project :

Petal Press is a sustainable product that empowers flower vendors by transforming unsold blooms into incense sticks. Compact, user-friendly, and mechanical, the device is designed for small stalls and street shops, requiring no technical background. It bridges two problems, urban floral waste and vendor income instability, through a simple, accessible innovation. Every mechanism was prototyped with precision, focusing on simplicity, portability, and impact. The project is deeply personal, inspired by everyday sights of vendors waiting all day to sell fragile goods. Petal Press isn't about scale, it's about care. It reimagines waste, respects culture, and creates economic dignity through circular thinking. A quiet solution for overlooked lives.





Sriram Sundar



I'm Sriram, an industrial designer who finds joy in function, form, and a bit of fun. Whether designing for tradition or modernity, I aim to make everyday life easier, brighter, and better.

About Project :

Lactra is a home-based dairy processor that lets Indian households prepare fresh butter, ghee, paneer, and curd with ease. Merging traditional knowledge with smart automation, the product supports multiple batch sizes, intelligent temperature control, and intuitive presets. Inspired by the cultural role of dairy in Indian kitchens and growing concerns around packaged food. The device encourages local milk sourcing and healthy preparation. Its modular design adapts to user needs while reducing waste. Lactra isn't just about convenience; it reconnects families with food traditions, offering control, quality, and confidence. It's design that celebrates heritage while embracing the pace of modern life.





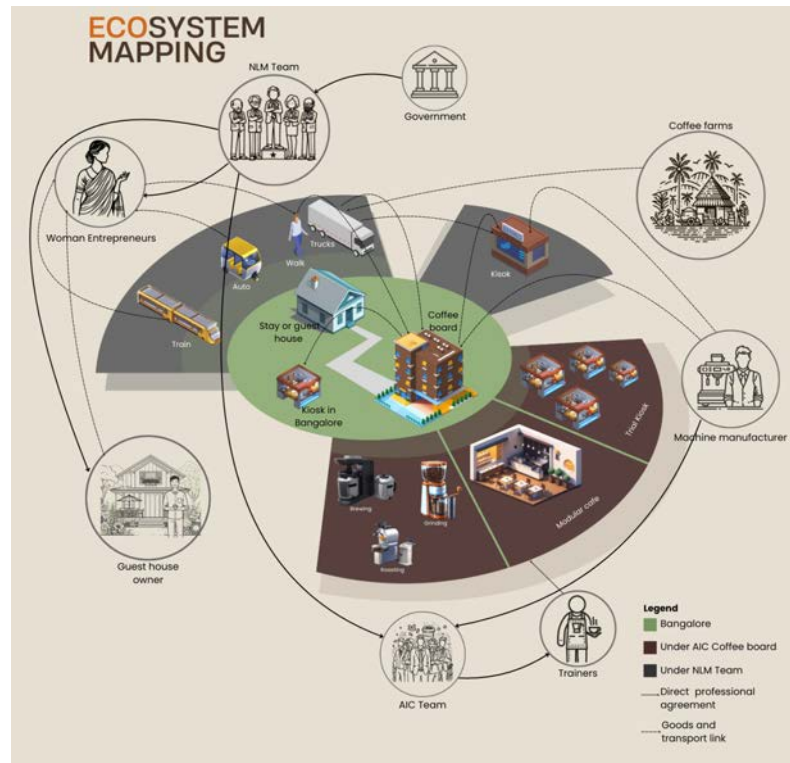
Anirban Gupta



I'm Anirban, a designer who believes good ideas grow at the intersection of culture, climate, and craft. I design with purpose, often blending local identity with sustainable, modular systems that empower real change.

About Project :

KaapiSakhi is a modular café kiosk designed to empower women entrepreneurs across Karnataka. Inspired by traditional crafts and architecture, the structure uses bamboo, wood-composite, and motifs from Mysore sarees and Hoysala temples. Easy to assemble and transport, the kiosk reimagines a café as a dignified, accessible space for rural and urban women alike. The idea emerged from on-ground conversations with aspiring entrepreneurs and aims to blend opportunity with cultural expression. More than a business outlet, KaapiSakhi is a platform for visibility, pride, and economic independence rooted in tradition, built for modern India.







Spatial & Interior
Design

2025



Bharat P



I'm Bharath, a Spatial & Interior Design graduate with hands-on internship experience. I create meaningful spaces that balance beauty and function. Passionate about texture, light, and storytelling, I'm now exploring AR/XR to redefine how we experience, perceive, and design interior environments.

About Project :

SettleBox, A box to settle anywhere. A modular, portable, and affordable housing solution designed for migrant construction workers and low-income urban populations. It features a two-level unit (240 sq.ft.) made of lightweight steel and MLP panels, allowing quick assembly, disassembly, and relocation. The design prioritises dignity, functionality, and sustainability, offering smart storage, convertible furniture, solar energy, and a water recycling system. Community needs are addressed through shared sanitation and child-friendly education zones. SettleBox aims to provide more than shelter. It offers comfort, security, and opportunity. Inspired by on-site experiences and the lack of adequate housing for transient populations, it merges human-centered interior design with innovation to create a flexible and replicable living solution.





Dhatri N Kestur



Design, to me, is a magic, shaping how we feel, think, and connect. I'm fascinated by how spatial design blends emotion with function, influencing behaviour silently. I'm excited to keep creating one sketch, one idea, one space at a time.

About Project :

Noolina Hejje – Kathe, Hadhi, Payana (Footsteps of the Thread – A Story, A Path, A Journey) is a cultural interpretation center in Sandur, Karnataka, celebrating the Lambani tribe's vibrant craft traditions. Drawing from Lambani embroidery, the design weaves tactile storytelling through pods, pavilions, and lanes resembling a stitched landscape. Featuring artisan studios, markets, performance zones, a restaurant, and tourist stays, it uses local materials to empower, not just exhibit craft. Born from real conversations with artisans, Noolina Hejje is a commitment to livelihood, identity, and mindful tourism. It's a thread of change, stitching pride into every space with purpose and care.





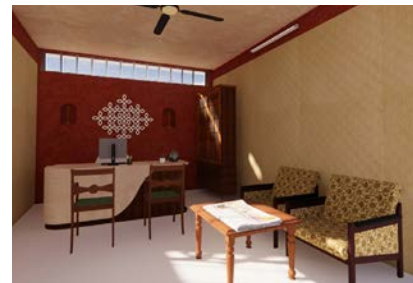
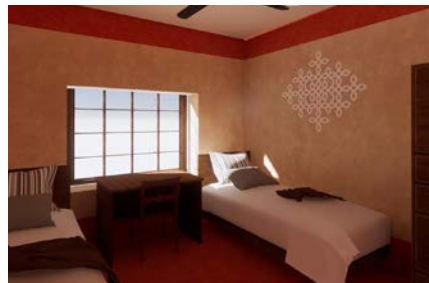
Harshitha Suresh



About Project :

Avala Mane (which means “Her Home” in Kannada) is a shelter designed for homeless women and their children in the heart of Bangalore. Inspired by the traditional vatra concept, the design creates a sense of belonging through shared courtyards, soft curved forms, and open spaces that encourage community interaction and everyday connection. Each woman has her personal space because dignity starts with privacy. What makes this project unique is its focus on emotional healing as much as physical shelter.

It started with a simple thought, what would safety and belonging look like for women who’ve had neither for a long time? Avala Mane is my way of creating a space that feels like a pause, a hug, and a fresh start. No capes involved, just a belief that good design can quietly make things better.





Lavanya M S



I'm Lavanya, a Spatial and Interior Designer passionate about storytelling through space. College was a slice-of-life adventure scooty runs, late-night submissions, CAD crashes, and creativity under pressure. I now bring empathy, problem-solving, and fresh energy to an ever-evolving design landscape.

About Project :

My design practice blends empathy, cultural sensitivity, and sustainability to craft purposeful, inclusive spaces. Bodhi Vatika, a modular rural center, fosters community through local materials and passive strategies. Blossom Breeze reflects identity a cozy, book-filled haven for a queer couple. Urban Chowk revives a traditional bungalow into a lively food court celebrating Indian street culture. At Kempegowda International Airport, I designed for visually impaired users, combining spatial clarity with assistive tech. These diverse experiences shaped my belief: good design begins with people. As I graduate, I carry forward a vision to design with purpose, inclusivity, and enduring spatial storytelling.





Sowparnika Mahadevan



I built models that lasted longer than the campus itself! Was college like a Karan Johar film? Almost swap the romance for BMTC buses, metro rides, sleepless nights, and intense juries. A chaotic, unforgettable ride that shaped my design journey.

About Project :

I'm not saving the world yet but I'm saving the idea that spaces matter. This project explores how two branches of Coffee House in Bengaluru function as third places, where community forms beyond home and work. Through design, nostalgia, and shared rituals, these spaces invite people to linger, connect, and feel a quiet sense of belonging. It's not about luxury; it's about a chair, a table, good filter coffee and what that can mean. I studied how design and management shape these experiences, arguing that even low-budget spaces can hold memory, foster community, and remind us why place still matters.





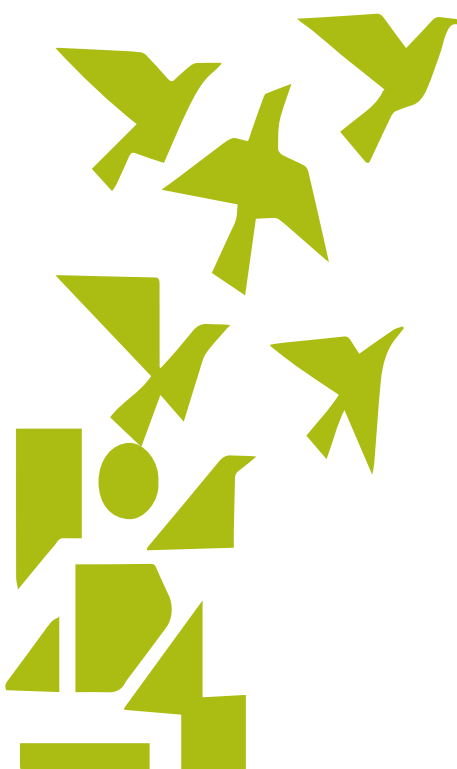
V Anjali



I'm Anjali, a spatial designer drawn to quiet, poetic spaces. Design school shaped my voice; Studio Slip sharpened it. From sourcing to styling, I've learnt to balance empathy with aesthetics and I'm excited to keep crafting spaces that feel deeply personal.

About Project :

La Dolce Vita is a styled residence in Godrej Hebbal, Bengaluru, designed for an empty-nester couple a CEO and a fashion designer. Rooted in elegant minimalism and European warmth, the home balances luxury with age-sensitive ergonomics: slip-resistant flooring, custom furniture heights, and thoughtful spatial planning. Each room is a curated vignette reflecting their love for travel, books, and fine craftsmanship. Textural layering, ambient lighting, and refined materials add depth without visual clutter. More than just a home, it's a spatial portrait celebrating their achievements, accommodating daily rhythms, and embodying the quiet richness of "the good life" in both spirit and style.





Yashika Bajaj



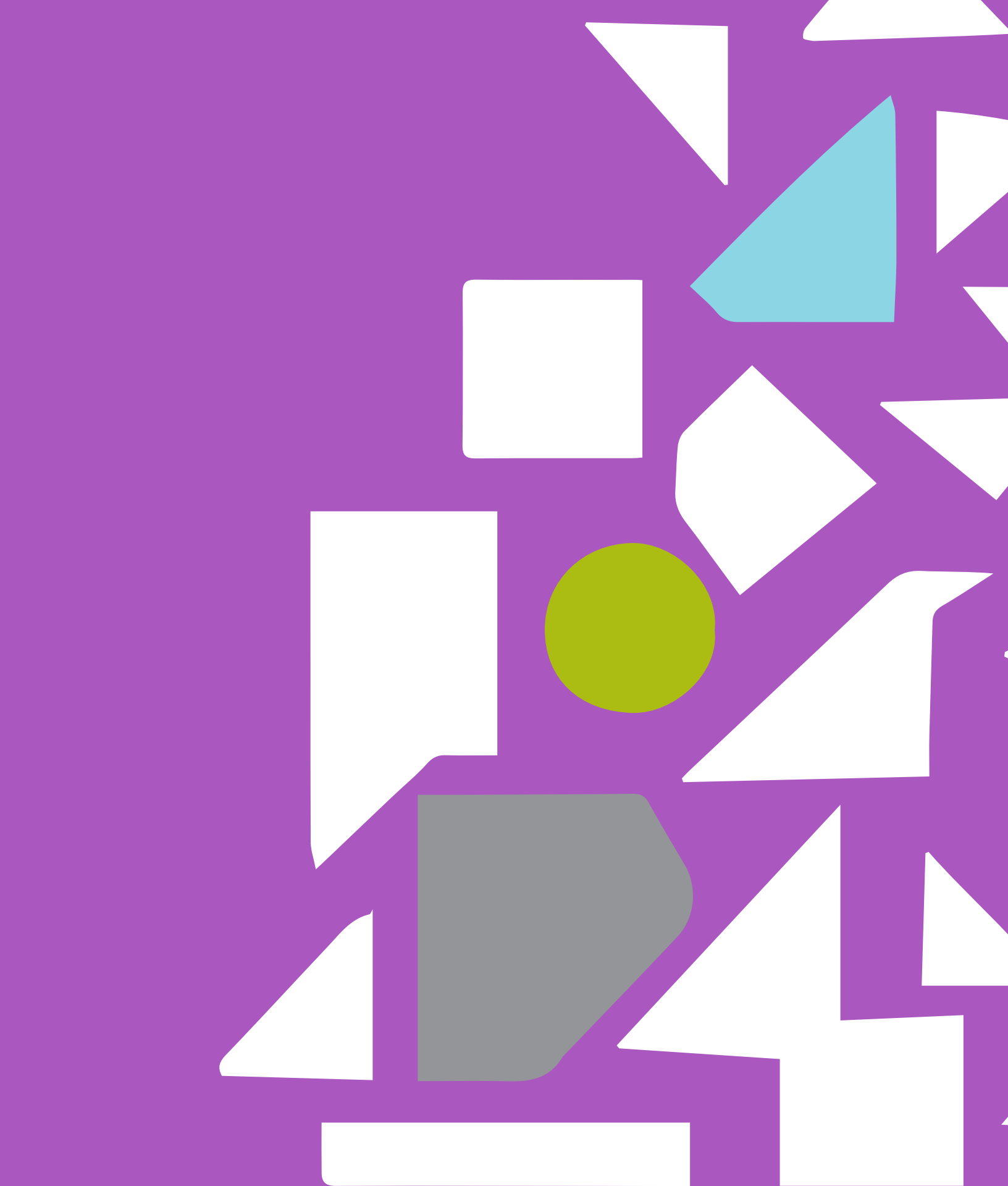
With four internships, a year's work experience, and countless coffees, I'm a fresher passionate about residential interiors. I believe good design feels right without shouting. Bonus: I'm short, statistically proven to make people feel 15% taller and 30% happier.

About Project :

Truffles is a reimagined continental diner concept that blends retro charm with retail flair. Designed for Truffles Hospitality Pvt. Ltd., the project transforms a refurbished residence into an old-school diner serving signature continental fare now closer to homes and offices. The twist? A vibrant retail extension featuring customisable neon signage and CD-inspired merchandise, turning dining into an experience-driven activity. This space caters to a new generation of patrons by merging nostalgia with contemporary branding. With a cozy, residential setting and an immersive retail corner, Truffles redefines the neighborhood diner as a lifestyle hub warm, familiar, and creatively engaging.









User Experience
Design
2025



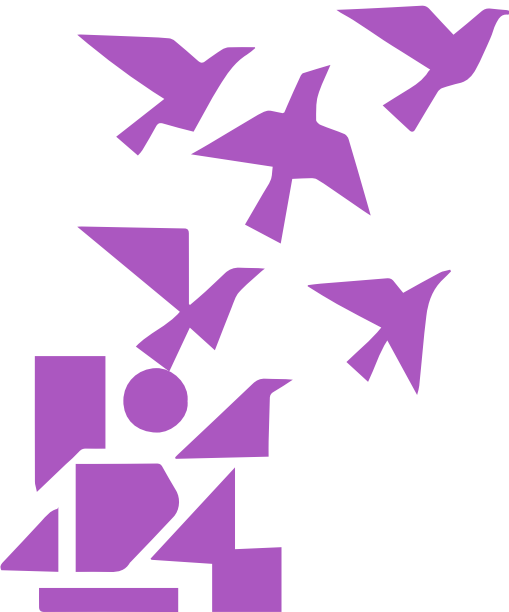
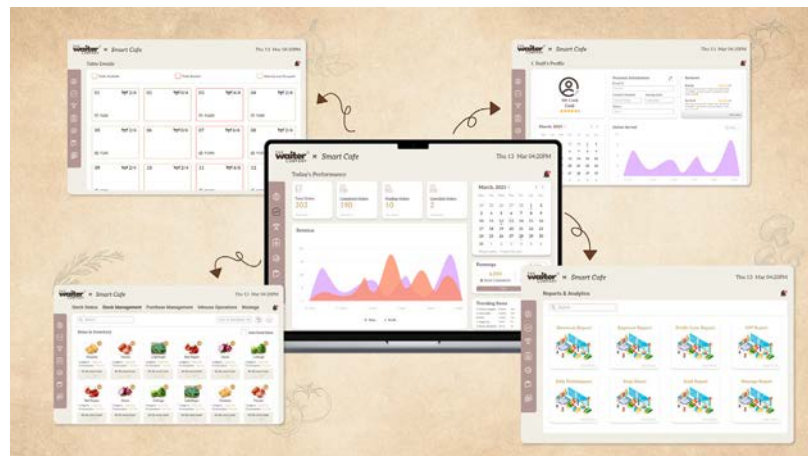
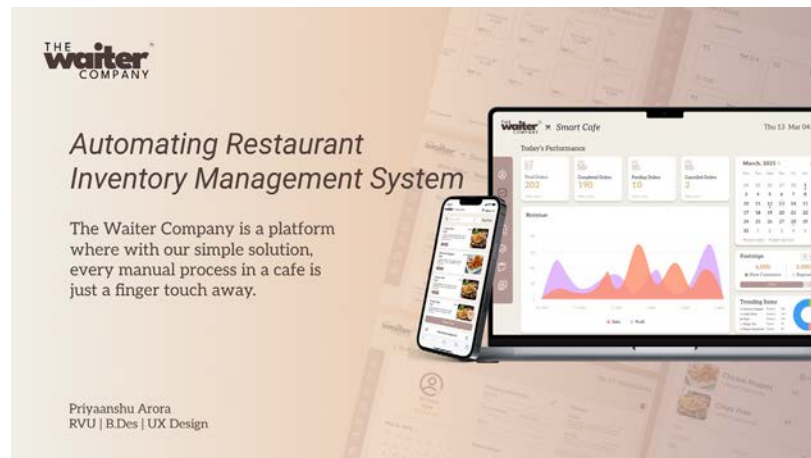
Aanya Bakshi



"As a UX designer, my passion lies in creating connection. I craft experiences that feel intuitive, meaningful, and delightful not just for usability, but for emotional resonance and impact that truly matters to the people who use them.

About Project :

As a UX designer at The Waiter Company, a bootstrap startup, I contributed to developing a tech-driven system to streamline restaurant kitchen workflows, improve communication, and boost efficiency. Our small, passionate team focused on real chef and staff needs addressing order accuracy, inventory management, and food waste. The project integrates a PoS system, waitstaff screens, smart dashboards, and a brand website, designed for clarity and ease of use. Motivated by the founder's dedication, this nine-month journey sharpened my design skills, expanded my collaboration with developers, and allowed me to mentor juniors and grow professionally.





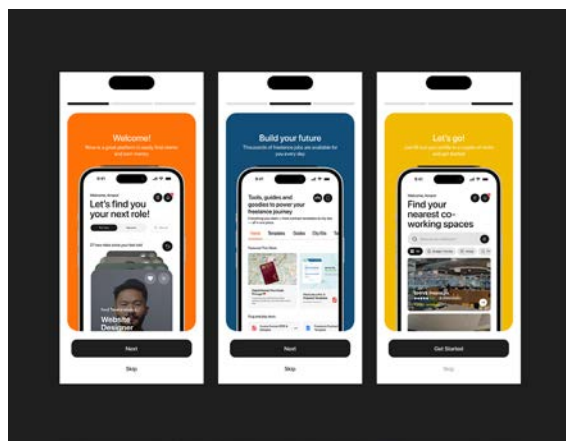
Aasiya Ali



I'm Aasiya, a designer who finds joy in details and bringing ideas to life. From interning at Adobe to freelance gigs, it's been a journey of growth. Outside design, I'm usually doodling, writing, or geeking out over Formula One.

About Project :

I believe independence is a luxury everyone deserves, yet people with physical disabilities often lose this through reliance on others during recovery. Motivated by this gap, my team and I designed a product-integrated mobile app for guided home physiotherapy sessions. The app supports users by offering personalised exercises and real-time feedback, enabling them to take charge of their recovery journey. By fostering autonomy and convenience, it helps users regain control of their routines on their own terms by transforming rehabilitation from dependency into empowerment, and making independence an accessible reality for all.





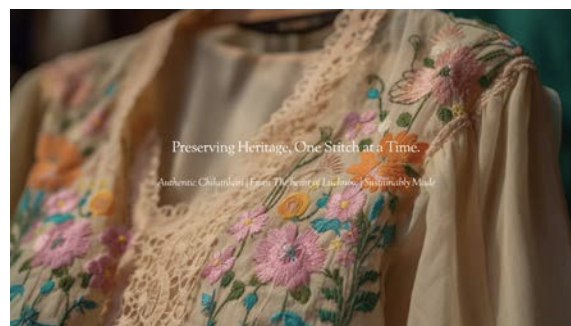
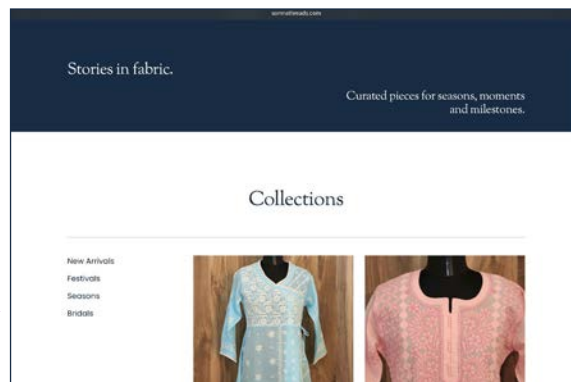
Adikeshav Kalyani



Design thinker and systems builder, I thrive at the intersection of design, business, and innovation. From interning at Salesforce Ignite to soon joining Lowe's India, I'm driven to craft experiences that are thoughtful, impactful, and quietly unforgettable.

About Project :

Somna Threads is a digital platform that ethically revives Lucknow's Chikankari tradition by empowering under represented artisans through e-commerce. Born from field visits and firsthand conversations, the project addresses systemic gaps in visibility, fair compensation, and credit for artisans' work. Blending storytelling, cultural sustainability, and slow fashion, it challenges exploitative models with a transparent, human-centered alternative. Founded by Somna Tugnait, it honors craftsmanship while reimagining commerce as a tool for dignity and livelihood. Here, every thread tells a story, and every story has a rightful narrator. Somna Threads creates meaningful impact, one artisan, one buyer, and one embroidered piece at a time.





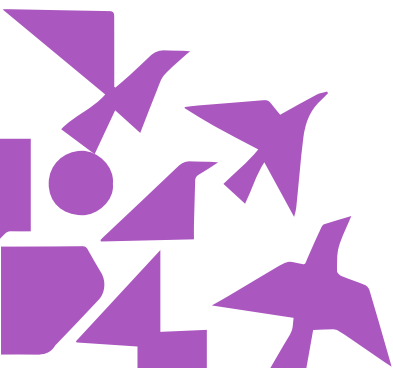
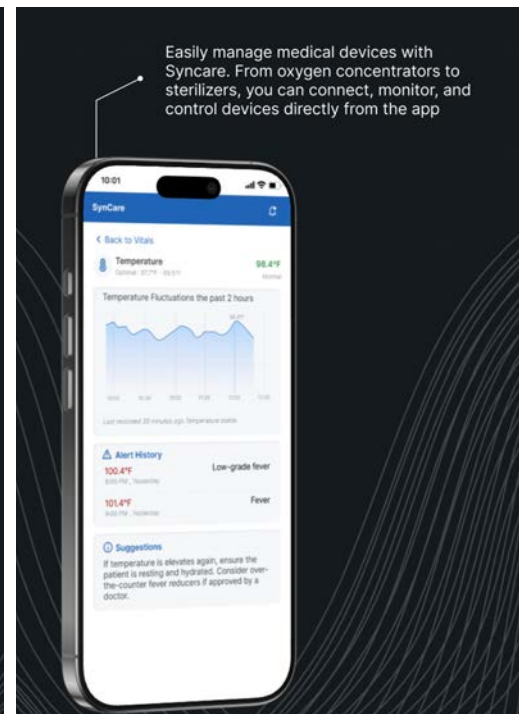
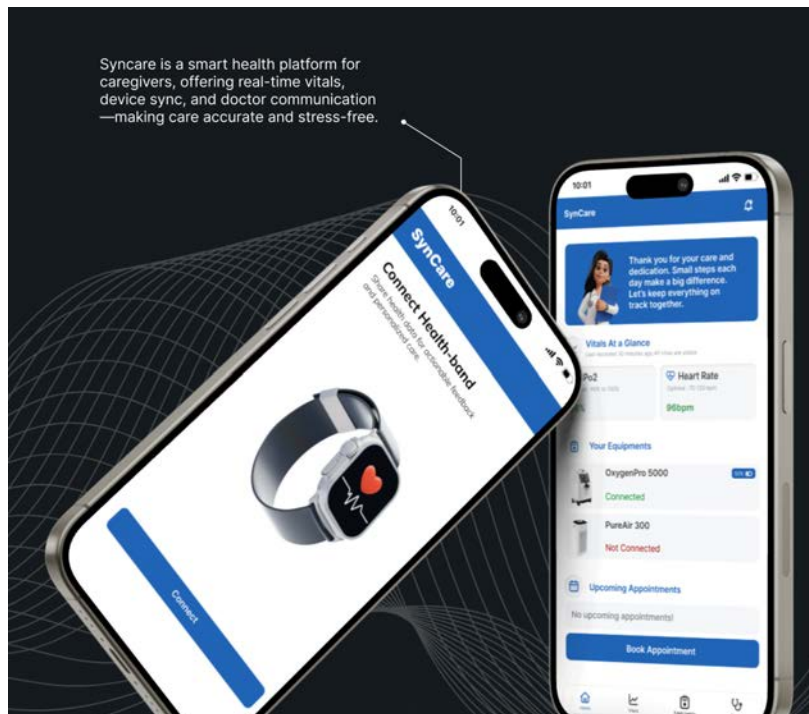
Aishwarya M G



"An aspiring designer, I've explored domains from e-commerce to healthcare. While creativity drew me to design, empathy made me stay. I now craft simple, functional, elegant solutions, guided by user journeys and the desire to create meaningful impact through thoughtful design.

About Project :

Caring for a loved one recovering from chemotherapy is both emotionally and physically taxing, especially when health monitoring is manual and error-prone. Our project creates an integrated cancer care system connecting a wearable health band to an app for real-time vital tracking and automatic adjustments to devices like oxygen concentrators. Instant alerts keep caregivers informed, while AI-generated insights provide doctors with clear, actionable data. By simplifying monitoring and reducing caregiver stress, this system brings peace of mind to families and ensures timely, informed care when patients need it most.





Akshaya Ganapathy



I'm Akshaya, a UX designer with a curious heart and a love for thoughtful design (and chai!). From internships to my capstone on K-12 education, every project has shaped me. Next stop: Lowe's, bringing empathy, creativity, and purpose to design at scale.

About Project :

Spark is a UX-led, AI-powered learning platform reimagining K-12 education in India. Inspired by my mother, a dedicated teacher, Spark addresses gaps in a rigid system by personalising learning for every child, the top scorers, quiet thinkers, and slow bloomers alike. It integrates multilingual, accessible design and supports diverse learning styles with flexible pacing. Spark creates a three-way feedback loop connecting students, parents, and teachers, fostering growth beyond exams. Built with real user insights and tailored to Indian curricula, Spark is a heartfelt effort to nurture the whole child, empowering every learner to shine in their own way.

APP SCREENS

DIGITAL SOLUTION

We brainstormed many ideas and decided to build an app. This app will **focus on students** and involve three main user groups. I've **highlighted the key features of the SPARK app**.

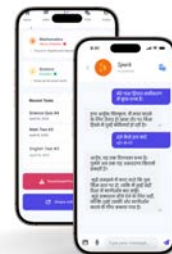
AI-Powered **Personalized** Learning Paths

Instead of a one-size-fits-all method, our platform uses AI to tailor lessons, quizzes, and challenges based on each student's unique pace, strengths, and weaknesses. It ensures every student gets targeted support exactly when they need it – promoting deeper understanding, not just memorization.



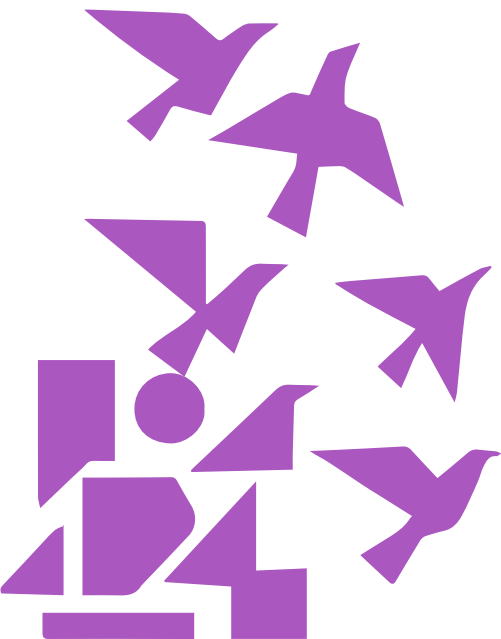
Built for Real-World India- **Offline + Multilingual Access**

Recognizing India's diversity, our platform works fully offline when needed and supports multiple Indian languages. It ensures that students in semi-urban and rural areas are never left out because of poor internet or language barriers – making education truly inclusive.



Integrated End-to-End Learning Platform

Instead of using separate tools for learning, assignments, attendance, and progress tracking, our platform combines everything into one unified system. This makes it seamless for students, teachers, and parents – no more juggling multiple apps or losing track of learning.





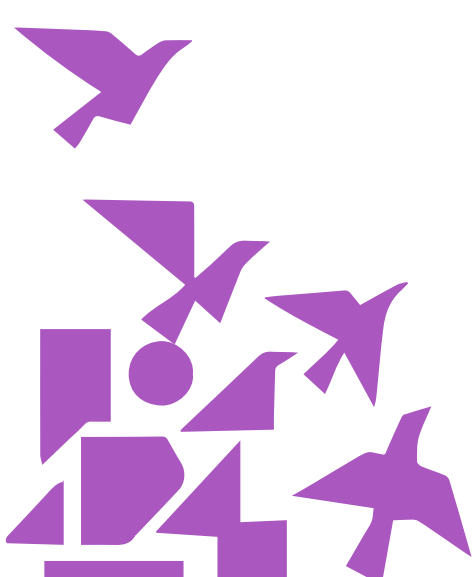
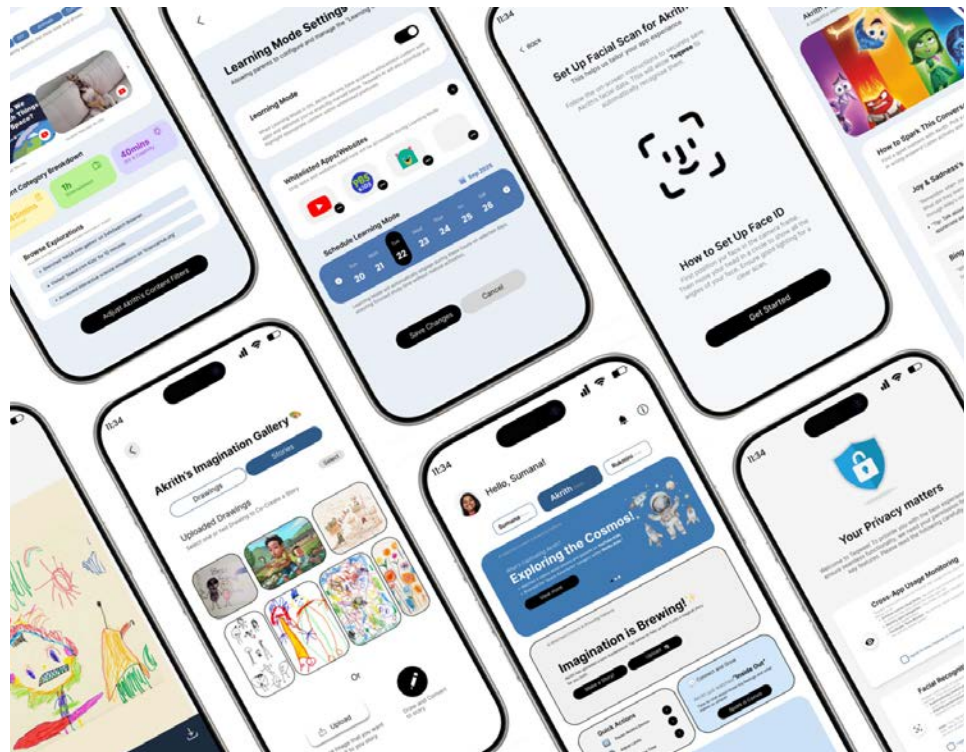
Amritha S



I move between digital systems and visual stories, each with its own rhythm. From internships to volunteering, I've learnt by doing. I seek creative spaces that challenge perspective where clarity, impact, and emotion shape everything from user flows to brushstrokes.

About Project :

Parenting in the Digital Age is a UX project addressing parents' complex relationship with their children's digital lives. Beyond technical controls, it focuses on the emotional challenges parents face guilt, confusion, and fear of mistakes. Through interviews and surveys, I designed a conceptual platform offering age-appropriate digital literacy tips, shared screen time goals, and a space to build healthy tech habits together. Unique in its emphasis on understanding over control, it empowers parents to confidently guide their children's digital journeys, fostering trust and open conversations. The platform creates a pause for families to stay connected and present amid screens.





Apala J Iyenger



Fuelled by coffee, curiosity, and the eternal hope that Ctrl+Z works in real life! I'm a designer who dances through life sometimes literally. Passionate about culture, witty conversations, and exploring new experiences, both on screen and beyond it.

About Project :

What if a life depended on a color you couldn't see? This question drives my thesis, addressing the challenges colorblind clinicians face interpreting Doppler ultrasound visuals. In critical diagnostics, red and blue indicate blood flow and blockage, but colorblindness creates uncertainty and risk. My project reimagines these visuals with accessibility at its core, ensuring diagnoses aren't compromised by invisible barriers. By designing inclusive, clear alternatives, it aims to make life-saving medical tools truly usable by all. Because good design should never leave anyone behind especially when lives depend on it.

1 Web Content Accessibility Guidelines (WCAG 2.1)

P

Perceivable:

Text alternatives, captions, adjustable fonts & colors.



15% of the world's population has some form of disability (WHO).

O

Operable:

Keyboard navigation, voice commands, no forced time limits.



1 in 12 men and 1 in 200 women experience color blindness.

U

Understandable:

Simple language, predictable behavior, error prevention.

R

Robust:

Compatible with assistive technologies.



26.9 million people worldwide are blind, and 253 million have low vision.



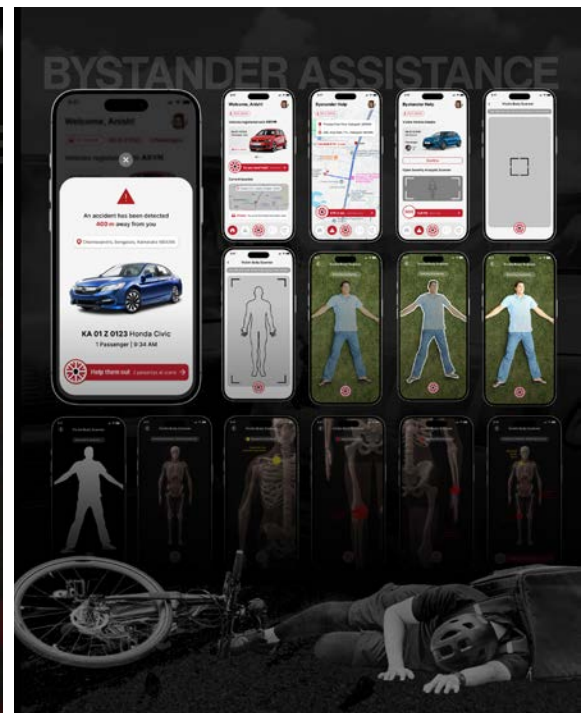
Arushi Basal



"When it all ends and my atoms are set free,
I hope they wander through the cosmos I never got to see
drifting past stars, brushing against moons,
exploring the universe that once lived only in my dreams."

About Project :

As part of a four-member team, I led the UX and experience strategy for Axon, an AI-integrated emergency response system aimed at reducing delays in road accident aid across India. Axon combines vehicle hardware detecting unusual driving via machine learning with a Bluetooth-connected app linking passengers, bystanders, contacts, and authorities in real time. I mapped user flows, designed high-fidelity, intuitive interfaces for alerts, voice-activated calls, and AI injury assessments, prioritising clarity under stress. By shaping micro-interactions and notification logic, I ensured Axon guides users empathetically in crisis, saving precious time and lives.





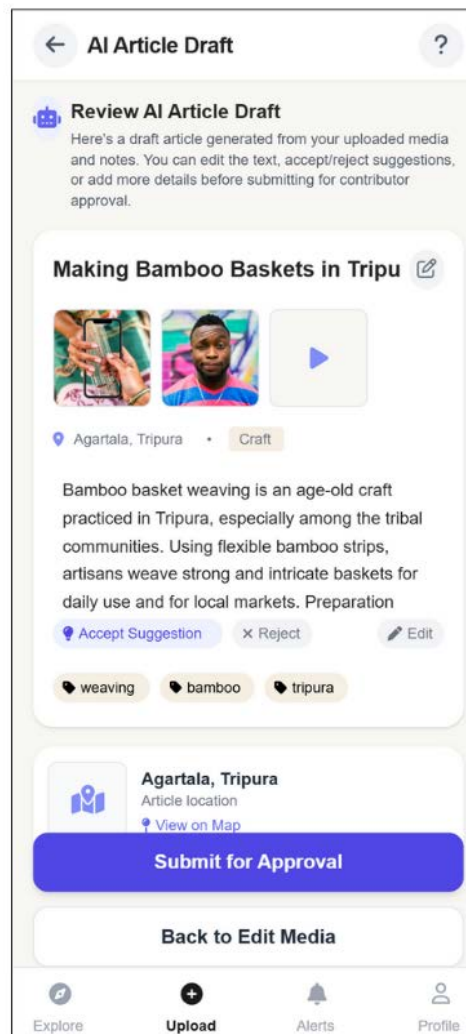
Bhargav M Aigar



Well, those last four years were definitely something! Packed with insights, adventures, and a rollercoaster of emotions. From late-night submissions to real-world escapades, every moment shaped me. The next chapter? Only time will tell if we ball or we sink.

About Project :

Echos is a mobile platform designed to preserve and celebrate intangible cultural heritage by empowering communities to document their own traditions through photos, videos, audio, and stories. What makes Echos unique is its bottom-up approach, placing the tools of cultural preservation directly in the hands of everyday people, not institutions. The idea was born out of the urgency to protect fading oral histories, rituals, and crafts that are often overlooked in the digital age. By archiving these lived traditions, Echos is helping safeguard identity, diversity, and intergenerational knowledge for future generations. It's not just an app, it's a movement to save cultural memory.





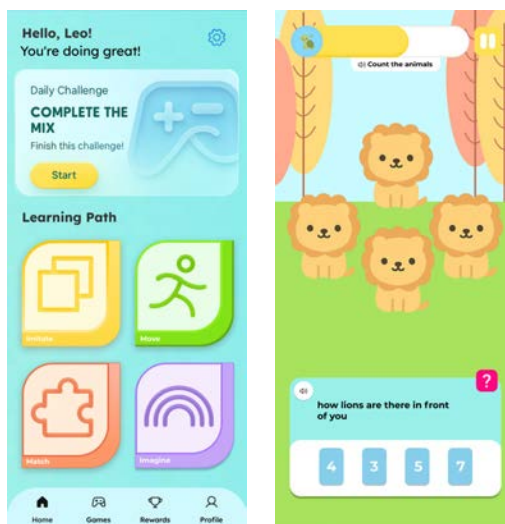
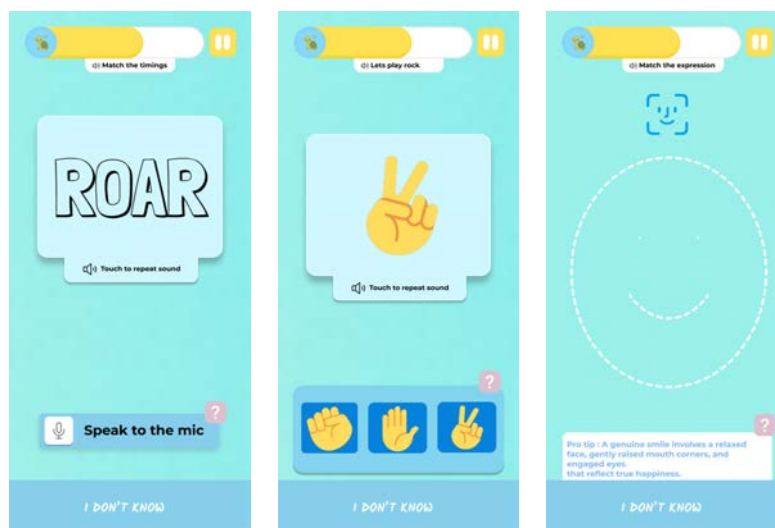
Dewarshi Singh



"Hey, I'm Dewarshi, a fourth-year UX Design student fascinated by the intersection of technology and human behaviour. I enjoy deep dives into user research, wireframing ideas, and building digital experiences. Always up for a design challenge and eager to keep learning.

About Project :

My project is a mobile-first educational app designed specifically for neurodiverse children aged 5 to 10. The app focuses on inclusive learning through gamified storytelling, sensory-adaptive interfaces, and emotional engagement. It bridges the gap between traditional educational tools and the real cognitive and emotional needs of children with conditions such as autism spectrum disorder (ASD), ADHD, and other learning differences.





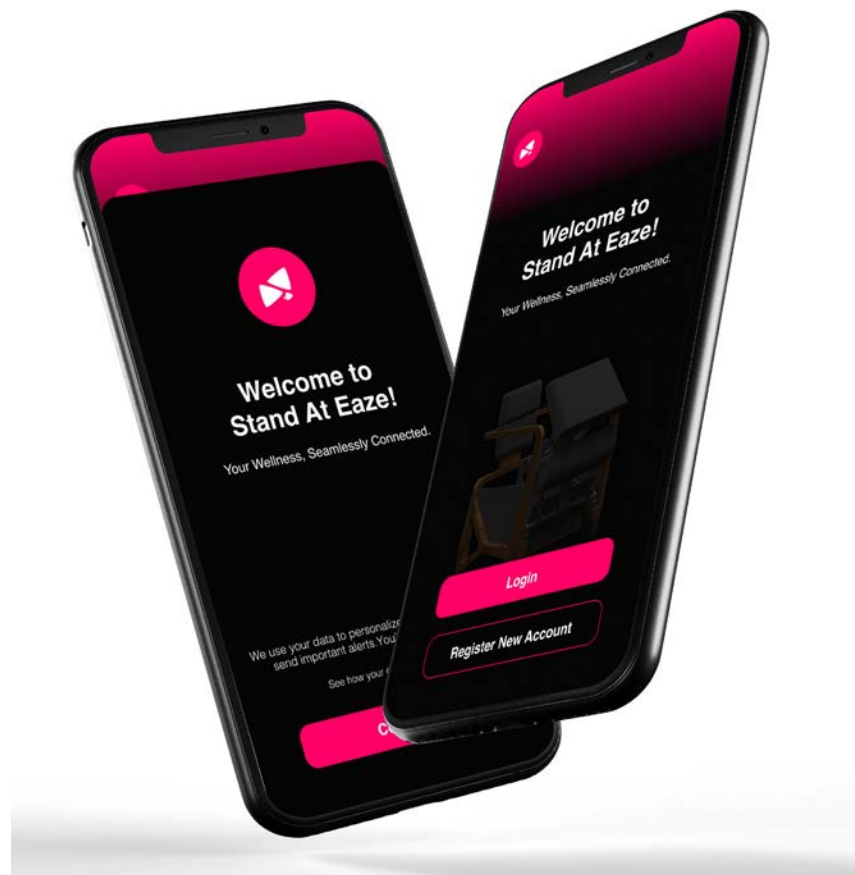
Gagan Prajeesh



I'm a designer driven by empathy and observation. At IISc, I designed an assistive device for the elderly learning how simple solutions can address complex needs. Like photography, design helps me notice details, ask questions, and improve everyday human experiences.

About Project :

My project explores the intersection of product design and digital health through enhancing Stand At Eaze, a chair that aids sit-to-stand motion for elderly users and those with limited mobility. By integrating passive sensors and a simple mobile app, it bridges the gap between physical support and health monitoring. The sensors discreetly track cycles, shifts, and inactivity, offering meaningful insights without disrupting use. Caregivers receive alerts and behaviour trends via an intuitive interface. Developed during my internship, this design prioritises dignity, usability, and trust supporting ageing populations with compassion, while easing caregiving burdens in a world with growing eldercare demands.





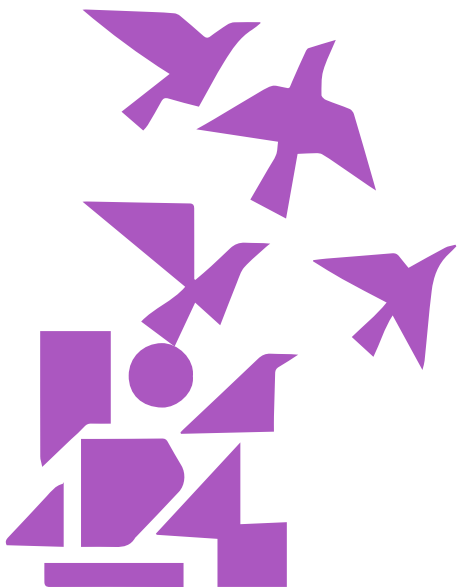
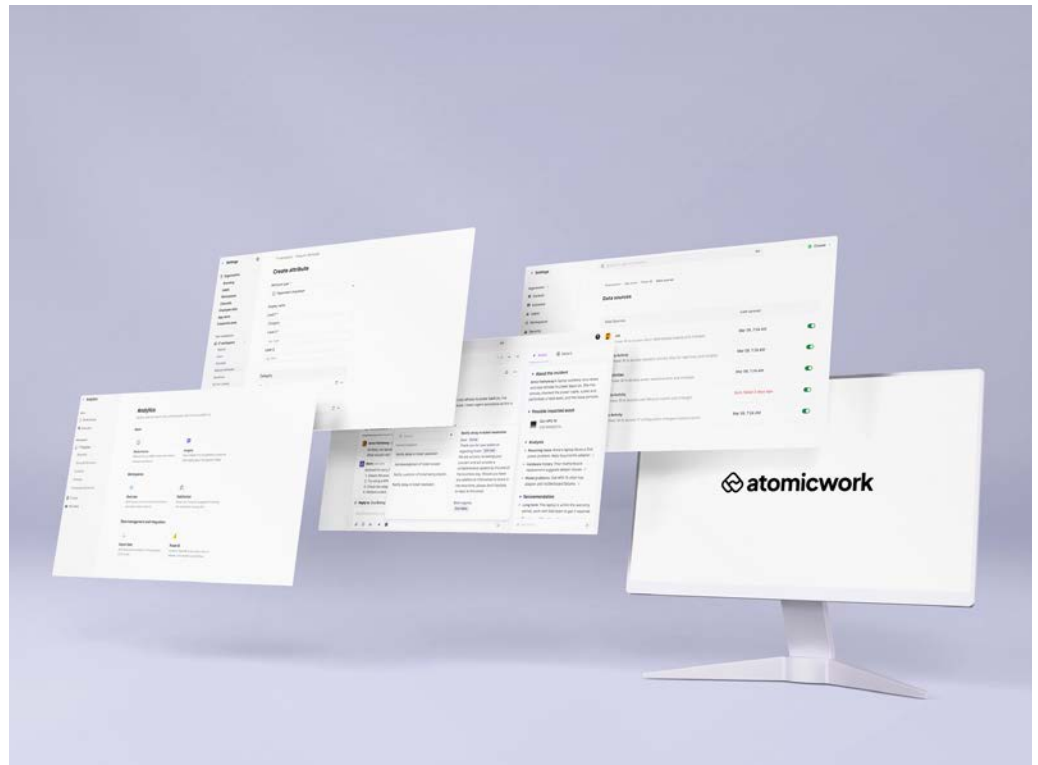
Gokul S



Part-time pixel pusher, full-time problem solver. I'm a UX Design graduate from RV University with a Figma habit and a passion for clean UI. From SaaS to AI, I design usable, delightful experiences and dream of unbreakable design systems. Manifesting that.

About Project :

Agent Assist is my reimagining of enterprise IT, where agents aren't drowned in tickets but empowered by AI. Built into Atomicwork's platform, it's not about replacing people with bots, but giving them a smart sidekick. Think summaries, smart replies, shortcuts, and accessibility all seamlessly embedded. No pop-ups, no tab chaos, just smoother flows. Inspired by watching real agents wrestle with repetitive work, this project puts humans first. The AI suggests, never dictates. It's fast, intuitive, and respectful. Real help, not hype. Less burnout, quicker resolutions because better support starts with empowered humans, not silent automation.





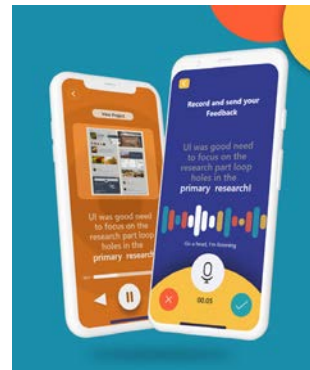
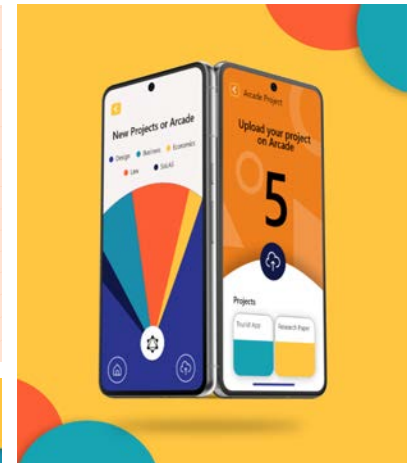
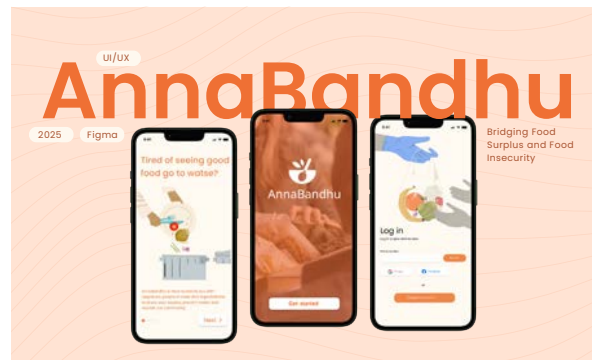
Janaki Raman S E



I'm Janaki Raman, a UX designer driven to solve real-world problems with intuitive, user-centred solutions. From research at Titan to branding at ISD Global, my journey blends empathy, creativity, and strategy. And, I'm just getting started.

About Project :

Retrospect is an AI-powered app enabling professors to deliver instant, voice-based feedback that's transcribed, categorised, and tagged within a student's project. It organises insights by design, research, execution, or presentation, helping students quickly understand and act. Beyond real-time feedback, Retrospect schedules one-on-one reviews and gamifies peer engagement with badges, fostering collaboration. Inspired by common communication delays in academia, it streamlines feedback to reduce frustration and boost motivation. In an increasingly digital education landscape, Retrospect saves time, reduces stress, and nurtures continuous, meaningful dialogue, making learning more responsive, inclusive, and human-centered.





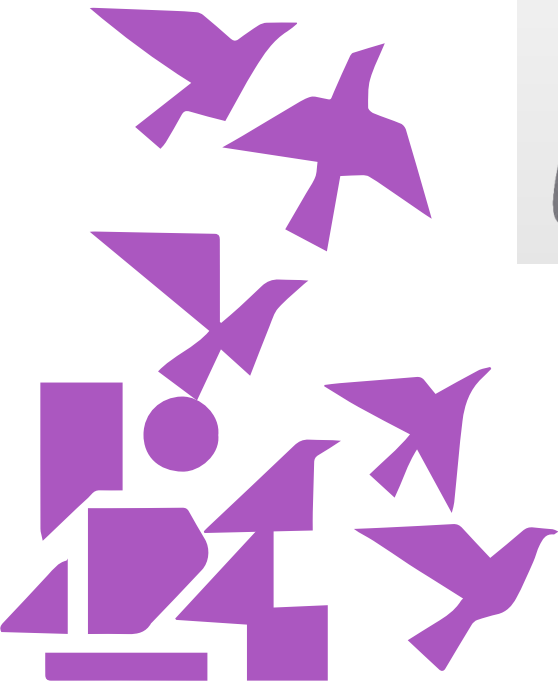
Janhavi Jadhav



I see design in everything and lessons in everyone it's all about observation. My internships gave me a strong foundation, but it's curiosity that keeps me moving forward, constantly learning, evolving, and finding meaning in the everyday details of design.

About Project :

I believe independence is a luxury everyone deserves, yet people with physical disabilities often lose this through reliance on others during recovery. Motivated by this gap, my team and I designed a product-integrated mobile app for guided home physiotherapy sessions. The app supports users by offering personalised exercises and real-time feedback, enabling them to take charge of their recovery journey. By fostering autonomy and convenience, it helps users regain control of their routines on their own terms transforming rehabilitation from dependency into empowerment, and making independence an accessible reality for all.





Madhumitha J S



I walked into design with curiosity, stayed for the friendships, and left with stories. Between chaotic deadlines, tea breaks, and late-night laughs, I learnt to design, communicate, and stay calm. I didn't just survive college, I made it memorable.

About Project :

MemoRA is a dual-phone ecosystem designed to transform Alzheimer's caregiving by supporting both patients and caregivers simultaneously. The patient's phone features a simplified, voice-assisted interface providing cognitive support and emotional reassurance. The caregiver's phone offers behavior tracking, emotional check-ins, routine management, and distress alerts. MemoRA's unique strength lies in parallel emotional support, using AI to adapt to moods and cultural cues for both users. Inspired by real caregiver struggles and patient fears, it fills an empathy gap in care technology reducing burnout, fostering independence, and nurturing dignity and human connection in Alzheimer's care.

MEMORA APP - CAREGIVER



KEY FEATURES

- **Behavioral Monitoring**
Track mood changes, behavior patterns, and mental well-being.
- **Routine Manager**
Create and sync personalized daily routines with the patient's device.
- **Emotion Insights**
Get a quick emotional summary of the patient's day.
- **Assistance Dashboard**
Remotely assist with tasks like calls, reminders, or directions.
- **Smart Alerts**
Receive real-time notifications about missed tasks or unusual behavior.
- **Personalization Settings**
Adjust tone, prompts, and features to suit the patient's comfort and habits.



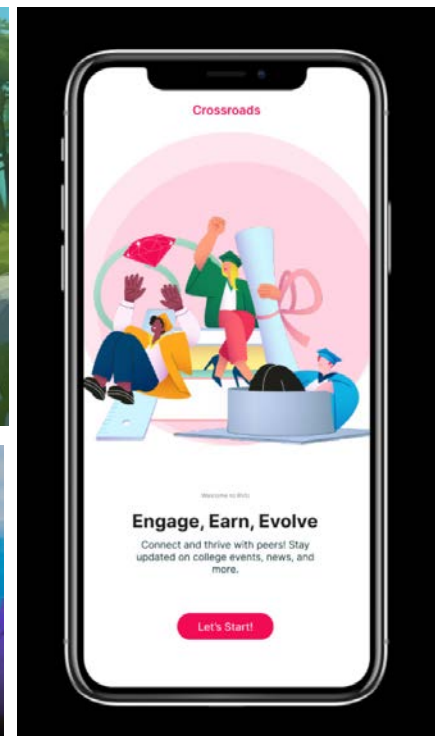
Merin Mathew



College? Absolute chaos. One moment it's bun samosas and canteen laughs, the next it's surprise classes and squirrels doing parkour. Buildings, gang fights, all-nighters, none of it made sense. But that's the charm. Would I do it again? Absolutely.

About Project :

In my Semester 7 Transdisciplinary Studio, our team designed Crossroads, a system fostering community connections at the vibrant new RVU campus. Motivated by our deep bond with the college, we aimed to make it a welcoming space for students, faculty, and staff to share knowledge and ideas freely. Embracing a transdisciplinary approach, we integrated spatial, UX/UI, graphic, product, and game design, alongside storytelling and economic insights. Our deliverables included a mobile app prototype, animated scrolly-telling, spatial model, mascot, reward system, and product concept, creating an inclusive, memorable hub for collaboration in an increasingly globalised world.





Nilesh Majalikar



I'm a design explorer who approaches challenges like open-road adventures curious, bold, and all in. I uncover fresh ideas, test possibilities, and craft interactive solutions that are not only practical but leave a lasting, meaningful impact on users and experiences.

About Project :

Bridging the Financial Literacy Gap for Students is a personal finance tracker designed to help students manage money confidently and stress-free. Inspired by peers struggling with budgeting and saving, the app offers goal-setting, spending insights, friendly reminders, and a clean, intuitive interface tailored to student life. Built through research and testing with real users, it goes beyond numbers to build financial confidence and smart habits early on. By making financial literacy accessible and relatable, this project aims to empower students to not just survive, but build a future they can truly own.





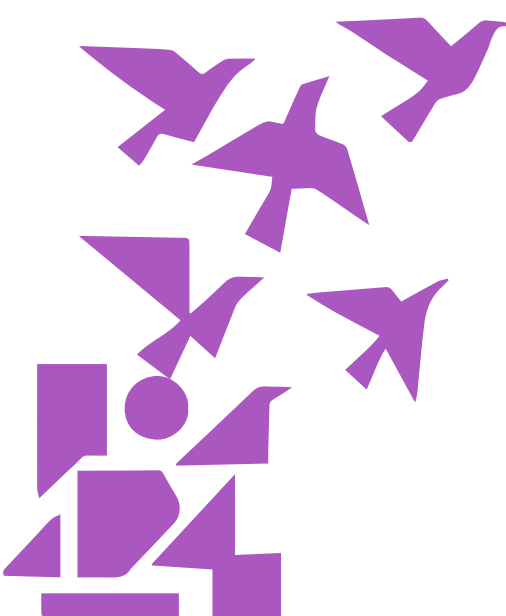
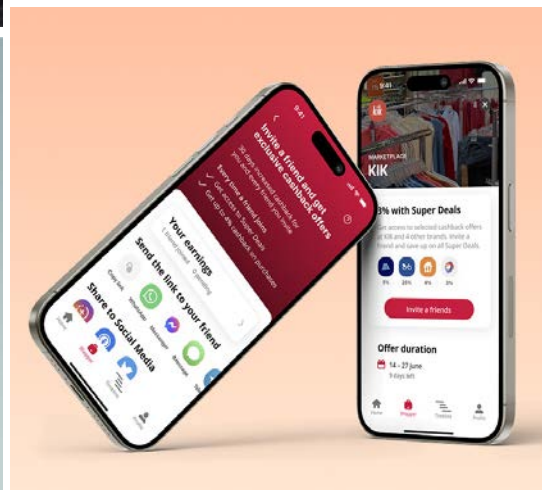
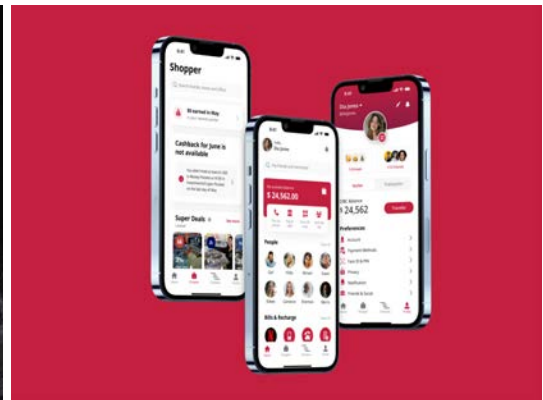
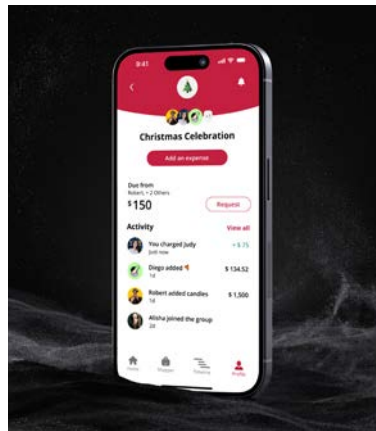
Niral Koul



Design isn't just what I do, it's how I think. From UX internships to product work, I craft intuitive, impactful experiences. Blending empathy with innovation, I design thoughtfully, whether wireframing, researching, or creating visuals that make the world feel beautifully seamless.

About Project :

Seamless & Secure reimagines QR code payments for CIBC with a merchant-first, accessible, and scalable design. Over 12 weeks, we created a system featuring low transaction fees (<1.5%), offline payment caching, and dynamic QR codes enabling flexible pricing. The WCAG 2.1 AA-compliant interface and inclusive user testing, including with visually impaired users, ensure broad accessibility. Built on a microservices architecture with a streamlined two-tap flow, it empowers small and unbanked vendors, reduces plastic waste, and strengthens economic resilience. This project demonstrates how thoughtful design bridges digital divides to build an inclusive financial future.





Piya Sarah Kurian



I began as a commerce student, but design called to me. Drawn to digital experiences, I found my stride in UX. At Walmart, I design with empathy crafting simple, safe, human-centred solutions from last-mile deliveries to in-car infotainment systems.

About Project :

During my Walmart internship, I redesigned the Walmart experience for Apple CarPlay to create a safer, distraction-free interface for last-mile delivery drivers. Balancing driver safety, efficiency, and brand identity, I simplified visual hierarchies, reduced cognitive load, and shifted key feedback to voice assistants. Inspired by drivers juggling navigation and orders under pressure, I aimed to humanise the tech making it feel like a helpful co-pilot rather than a screen. While not saving the world, this project improves daily delivery journeys, easing stress and enhancing safety for gig workers who keep convenience moving forward.





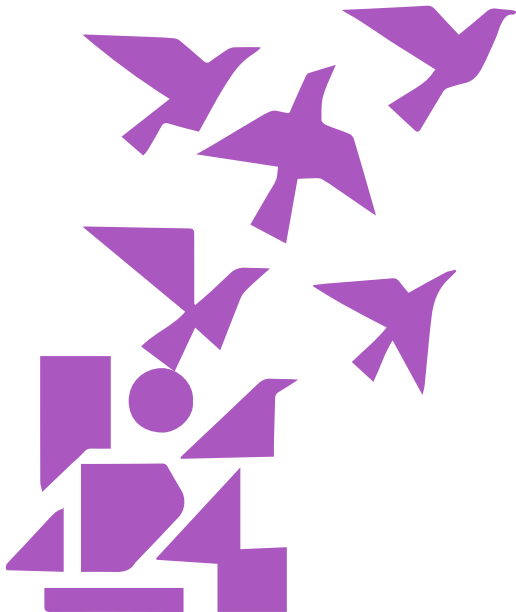
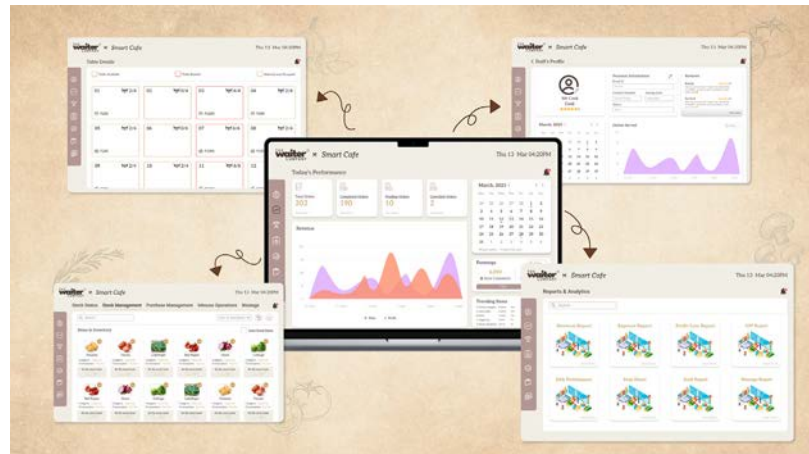
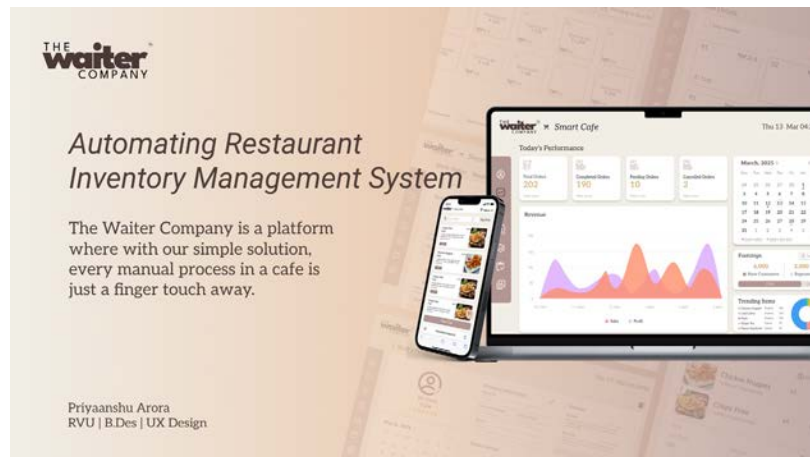
Priyaanshu Arora



I'm Priyaanshu Arora, a UX designer passionate about smart, people-first solutions. At The Waiter Company, I've learnt how design solves real business problems. I love turning messy systems into clean, intuitive interfaces that make everyday experiences impactful, functional, and fun.

About Project :

The Waiter Company is a smart, all-in-one SaaS platform designed to streamline restaurant operations, managing orders, inventory, and sales through a user-friendly system. Tailored for small and mid-sized restaurants with low tech adoption, it addresses real challenges like stockouts, miscommunication, and manual tracking. Inspired by local eateries struggling to stay efficient, it features QR-based ordering, real-time inventory, and auto-restocking. More than software, it's a tool for empowerment built through user-centered design. By reducing waste, saving time, and improving accuracy, The Waiter Company helps restaurant owners work smarter, not harder yet transforming everyday chaos into seamless control.





Rithwin R B



Barely survived deadlines, pulled all-nighters. I'm leaving with a passion for stories, I believe that it's the narratives that truly connect. Here's to designing, learning, and telling stories.

About Project :

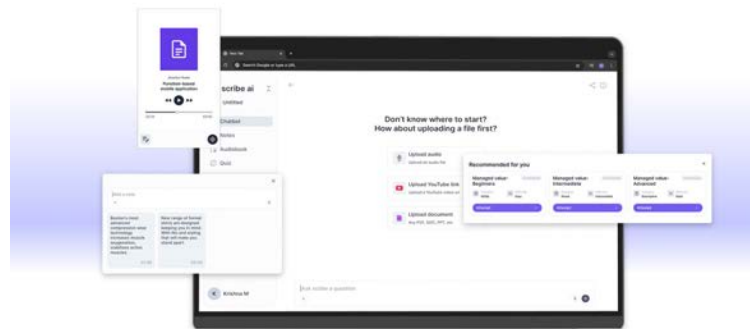
Scribe AI: This project explores how artificial intelligence—especially language models and tutoring systems—can enhance learning across age groups and educational settings. Instead of focusing solely on technological capability, it adopts a human-centred approach: how might AI act as a thoughtful learning companion, not a controlling presence?

What sets Scribe AI apart is its emphasis on design and empathy. It asks what students and educators genuinely need from AI-powered tools and how learning can remain approachable, meaningful, and human.

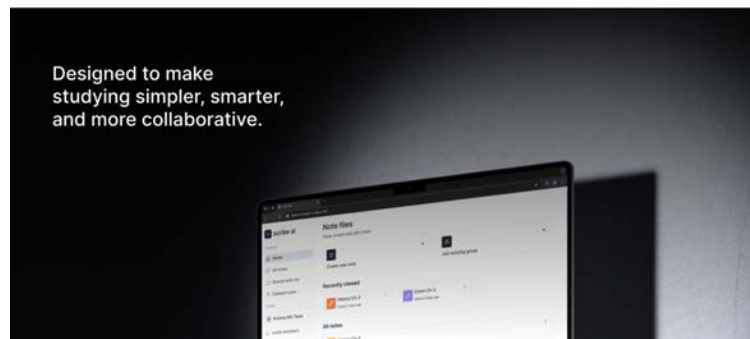
Driven by concerns around impersonal digital education, the project envisions AI that nurtures curiosity, autonomy, and well-being. Through research, wireframes, and prototypes, it designs educational services that are personal, fair, and values-led—proving AI can be both intelligent and compassionate.

Learn smarter, easier and faster

Your learning companion, powered by AI



Designed to make
studying simpler, smarter,
and more collaborative.





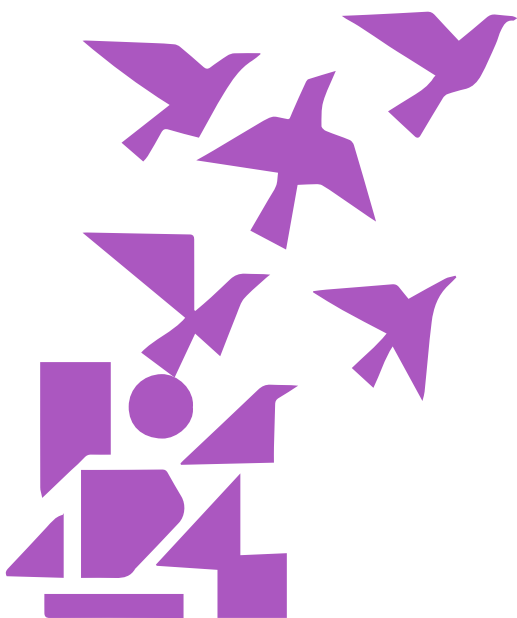
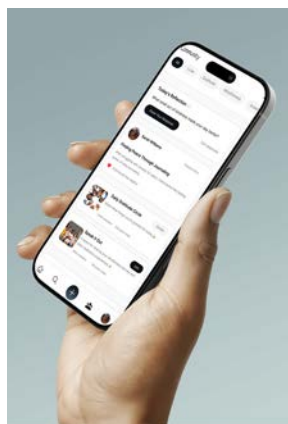
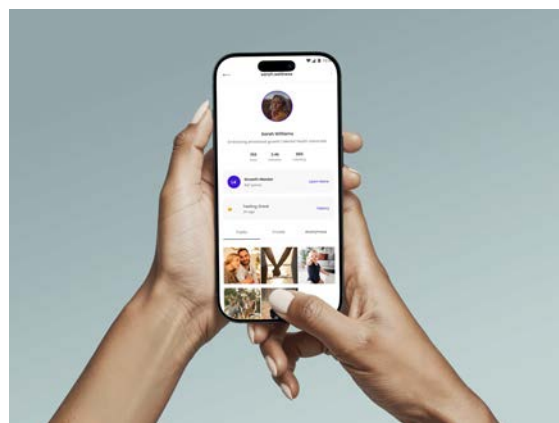
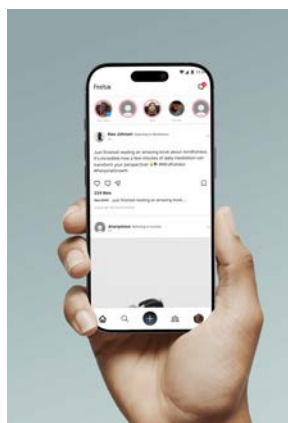
Shashank K Khambhaita



I'm Shashank K. Khambhaita, a UX/Product Designer from Gujarat, now in Bengaluru. From ISD Global to Unacademy, I design intentional experiences like Feeltok and language modules merging creativity and clarity. When I'm not designing, I'm exploring, editing, experimenting, and doing what excites!

About Project :

Feeltok: Dil Ki Baat, Simple Jazbaat is a social media platform that transforms digital content consumption by prioritising emotions. It offers a mindful space where users connect authentically, share their true feelings, and foster emotional growth. Designed to turn fleeting interactions into meaningful human experiences, Feeltok challenges the norms of typical social media by emphasising healing and genuine connection. In a world often dominated by superficial engagement, this platform reminds us that true connection should nurture and uplift not hurt. Feeltok is where hearts meet beyond screens, creating a kinder, more compassionate digital community.





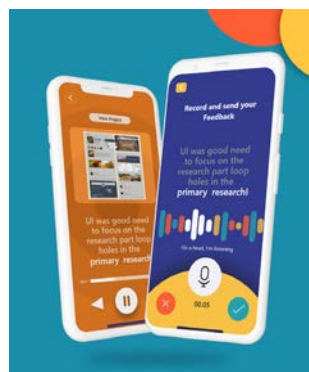
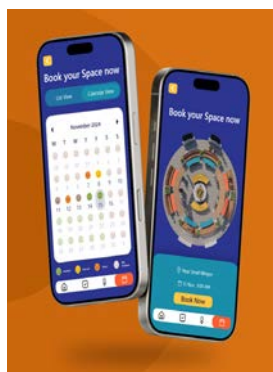
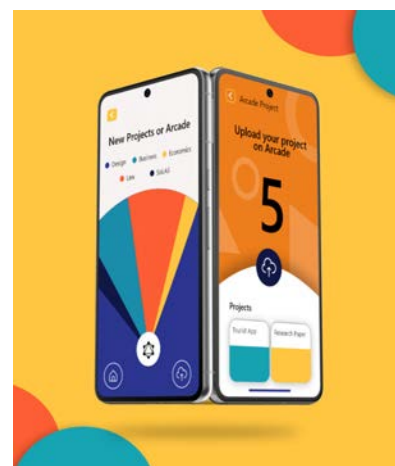
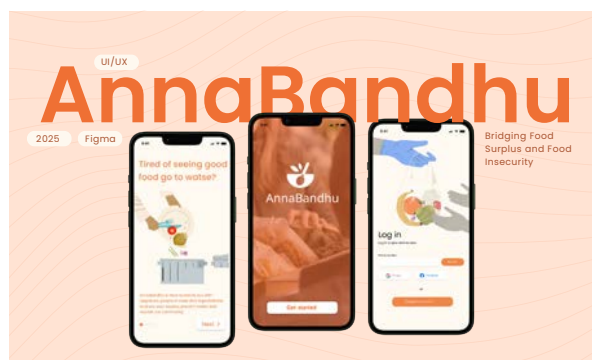
Shreeya Janakunavar



I'm a UI/UX designer obsessed with clean interfaces and guided by exploratory research. I thrive on turning complexity into clarity, blending empathy with structure to design purposeful, user-centred experiences that not only look good but truly work for people.

About Project :

AnnaBandhu is a mobile platform addressing the paradox of food waste and hunger in Bengaluru. Inspired by firsthand experience with daily food wastage, it creates a seamless, role-specific ecosystem connecting donors, recipients, and delivery volunteers. Donors list surplus food; recipients access it easily, supported by a Community Buddy System for digital inclusion. Volunteers use optimised routes and secure verification. Community Fridges provide accessible, caretaker-managed hubs, while composting completes the circular system. AnnaBandhu simplifies food donation, fostering dignity, empathy, and sustainable urban communities transforming waste into shared care and connection.





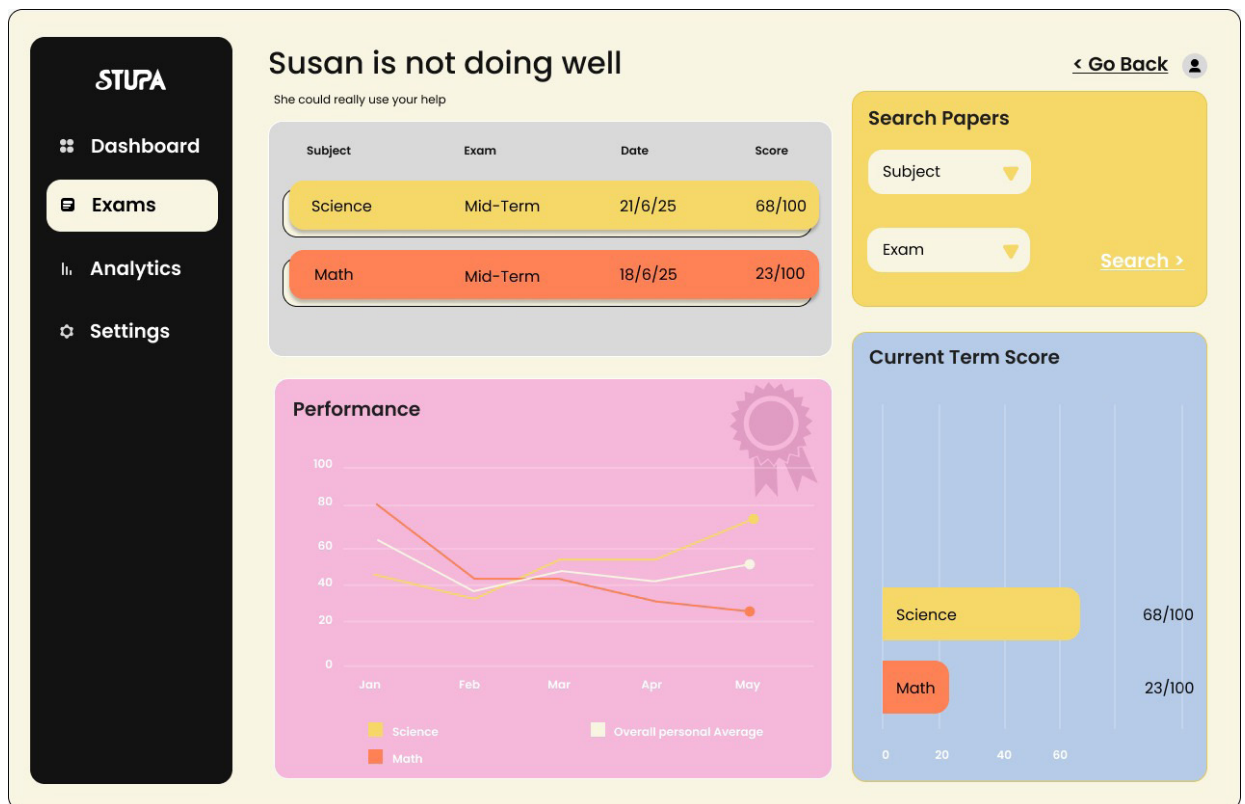
Sreeshanth S

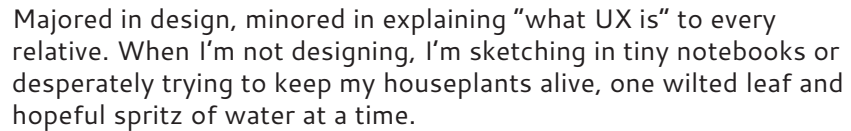


I'm Sreeshanth S, a designer drawn to storytelling and clarity. I turn complex ideas into engaging visuals that inform, inspire, and connect. For me, design isn't just visual, it's emotional, narrative-driven, and built to leave a lasting impression.

About Project :

Stupa is an innovative, AI-powered educational platform that transforms academic performance monitoring and improvement. Designed with a human-centered approach, it serves students, teachers, parents, and administrators through role-specific dashboards delivering actionable insights. Stupa analyses data to identify learning gaps, track progress, and recommend personalised interventions, fostering continuous growth. By integrating collaboration tools and clear visualisations, it empowers users to engage proactively in the educational journey. With its focus on inclusivity and real-time feedback, Stupa redefines how academic success is understood and achieved, making education more responsive, transparent, and effective for all stakeholders.





The Ruby Community System is a campus-wide initiative addressing student isolation and declining engagement. Noticing fewer extracurriculars and shared spaces, Khushi, Merin, Sowparnika, and I designed a multi-step framework starting with a House system to encourage cross-disciplinary bonds. A dedicated app tracks event participation, rewarding students with digital currency called Rubies. These can be exchanged in the student-run marketplace, Ruby Vault. The bi-annual fest, Crossroads, welcomes freshers and showcases talent. By gamifying involvement and creating real value, Ruby fosters belonging, revives campus vibrancy, and strengthens the university's cultural and social fabric.





Yashaswini Sahu



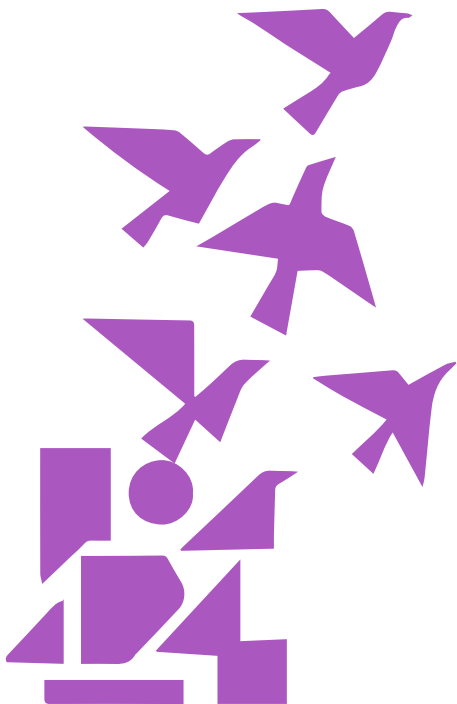
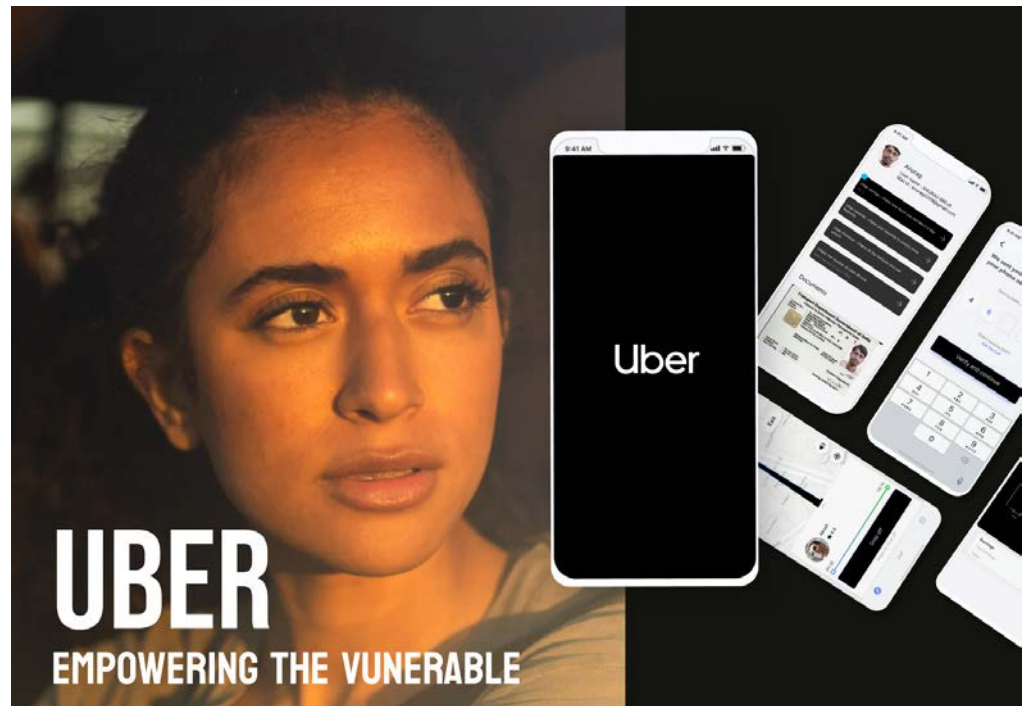
A big part of being happy is being excited – be excited for everything: making a cup of tea, seeing a friend, the next episode of your favorite show, buying something you’ve been saving up for, food, traveling, falling in love. Live a life you are excited about and worry a little less.

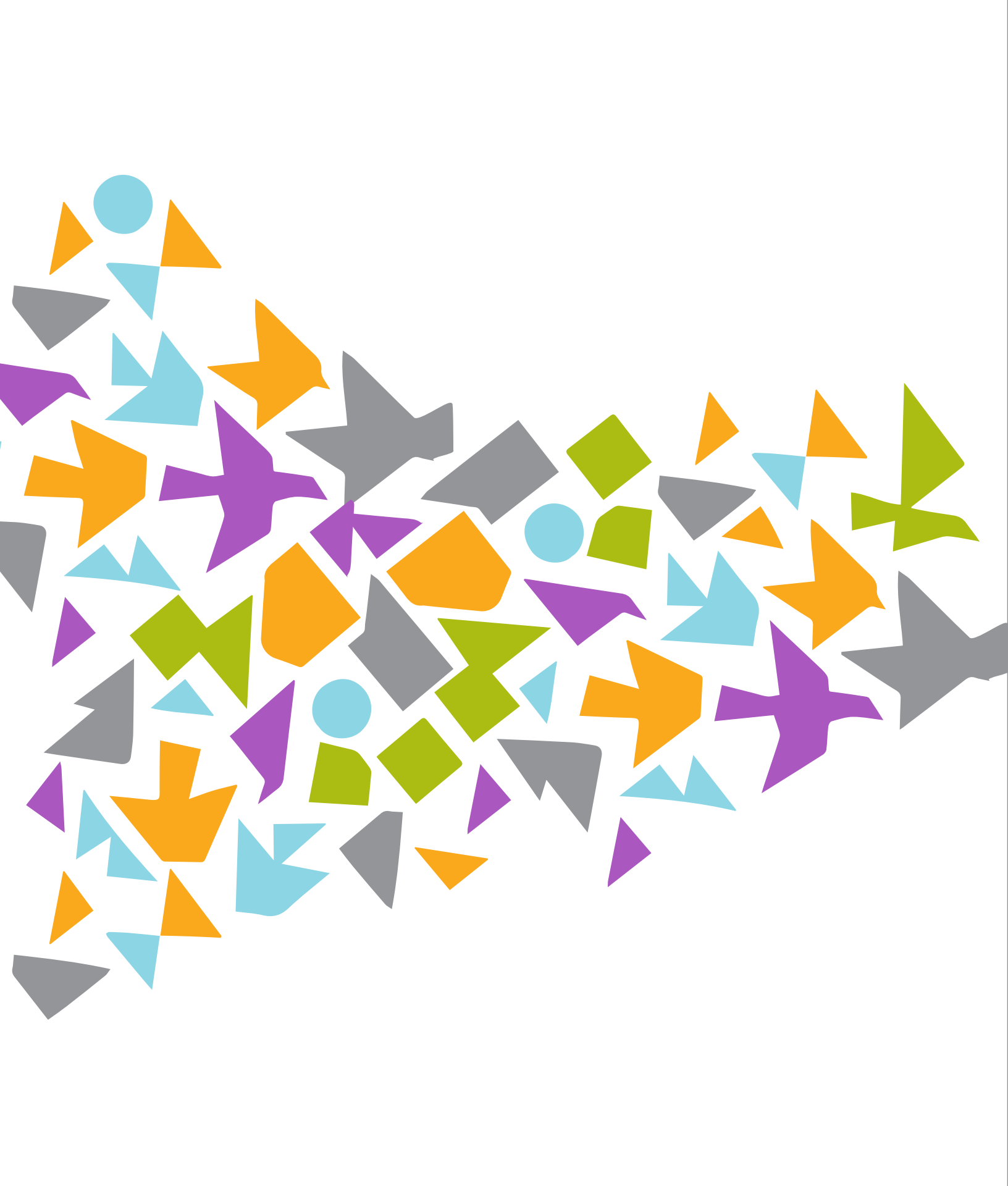
About Project :

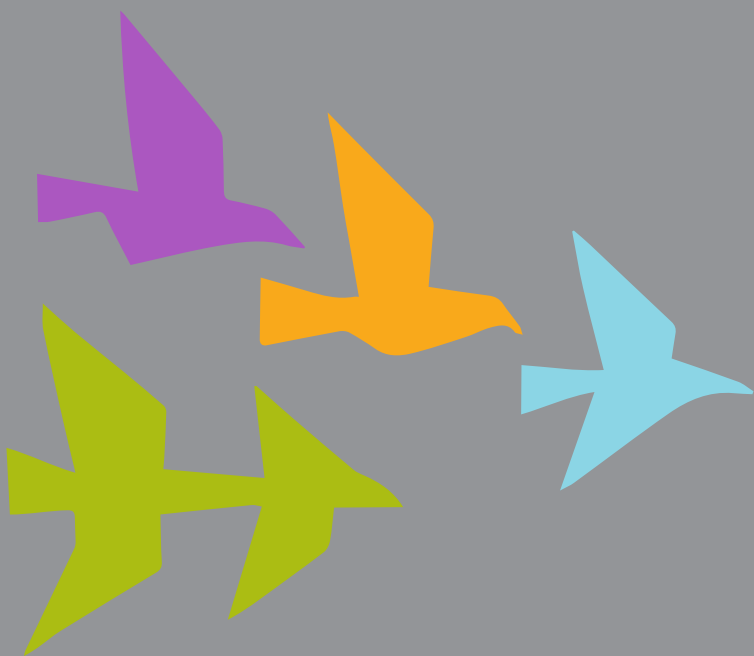
Designing Accountability in Uber

Ethical UX | Behavioural Design | Trust-Centred UX

This project tackles a critical gap in ride-sharing services: the lack of timely, effective action on harassment complaints from both riders and drivers. Interviews revealed that such issues are often addressed only after public escalation. To respond without disrupting existing workflows, I proposed a behavioural design intervention that links financial incentives with ethical conduct. Instead of daily payouts, driver earnings accumulate and are claimable monthly. If a verified complaint arises, access to the claim is temporarily blocked until resolved. This system promotes accountability without punishing honest drivers. By aligning trust with design, the solution fosters a safer, more responsive ecosystem and balancing user safety, business continuity, and ethical responsibility.







Master of Design 2025





User Experience
Design
2025



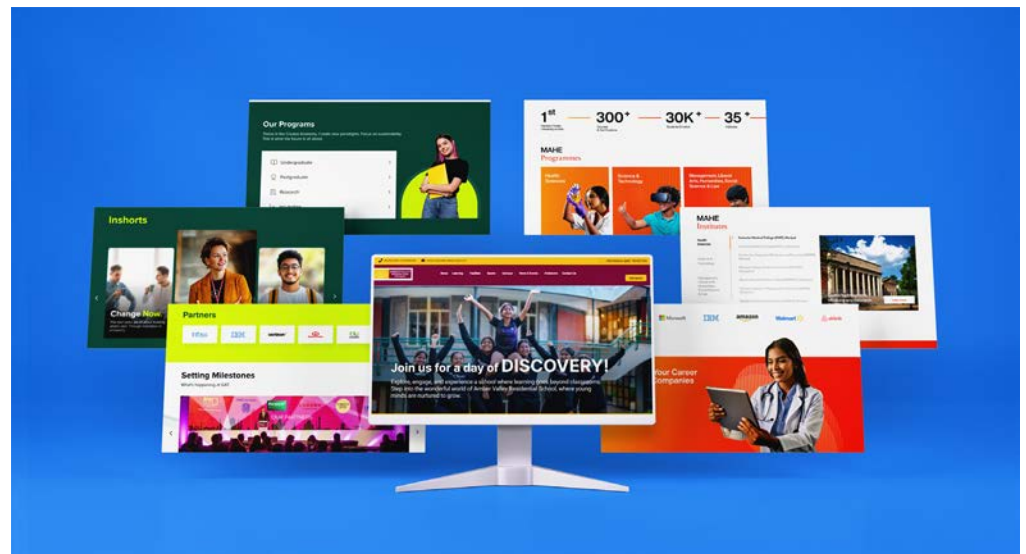
Aaron S



I'm Aaron, a UI/UX designer with a passion for clean interfaces, responsive thinking, and bringing emotion to digital spaces. I believe school websites should inspire as much as their campuses and I design with that warmth in mind.

About Project :

This project reimagines websites for three institutions (Amber Valley, Global Academy of Technology, and Manipal University) through user research, high-fidelity prototyping, and inclusive design. The goal was to replace outdated layouts with platforms that reflect each school's values and engage students, parents, and faculty. From responsive grids to refined typographic systems, every element was crafted to feel both accessible and welcoming. The insight was simple: if a school's website feels cold, students feel disconnected. By aligning information architecture with emotional clarity, these designs aim to foster stronger connections between institutions and communities. It's not just about looking modern, it's about feeling human, even in pixels.





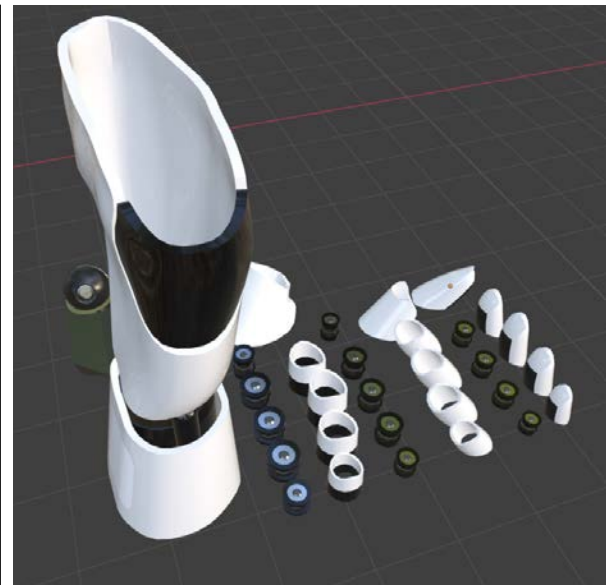
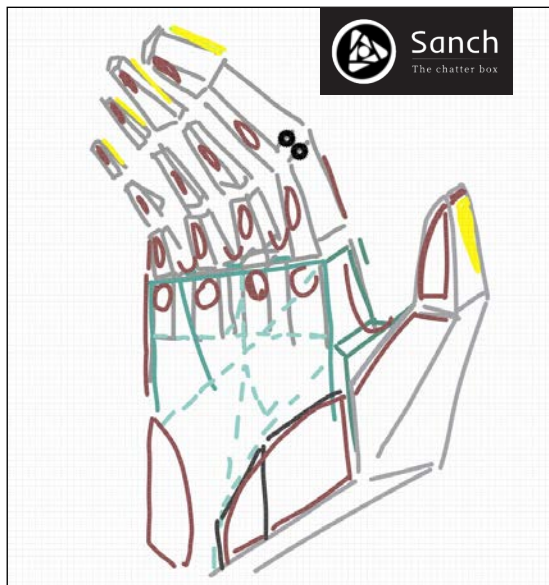
Adithya S



I'm Adithya, a designer committed to creating systems that empower marginalised voices. My focus lies in assistive design, accessibility, and human-tech harmony. I believe great design doesn't just solve problems, it restores rights and reframes possibility.

About Project :

Sanch is a dual-device system that enables two-way communication for people with deafblindness. Built with empathy and precision, the system translates messages across sensory modes, transforming touch into text and vice versa. It challenges the idea that communication must be visual or verbal, proving that accessible design can create powerful, silent dialogues. Grounded in inclusive design principles, Sanch enables autonomy and dignity for those often excluded from mainstream tools. It's more than a device, it's a framework for equitable interaction. By rethinking interaction itself, Sanch creates a future where accessibility isn't an add-on but a foundation.





Aditi Bathija

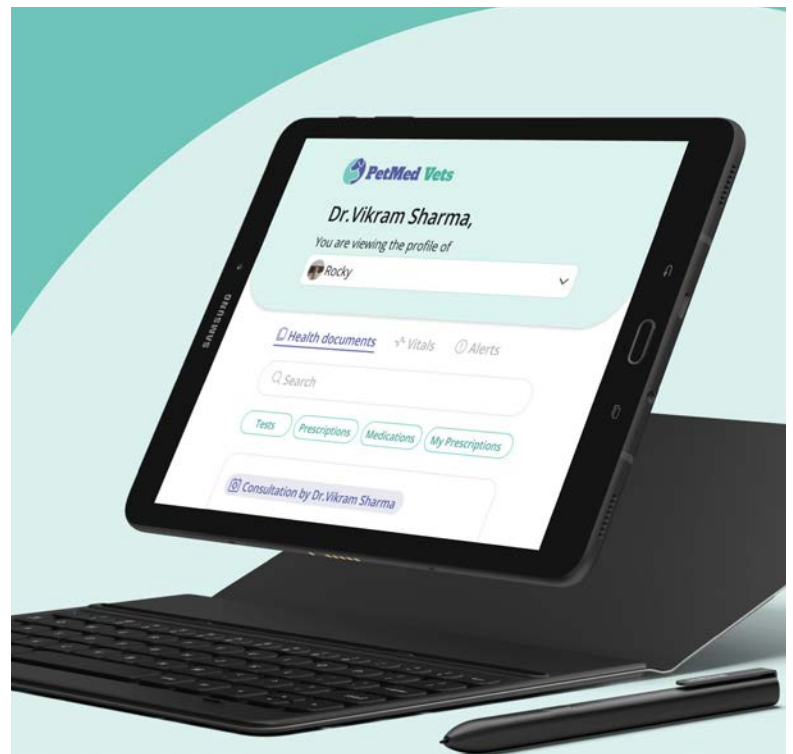
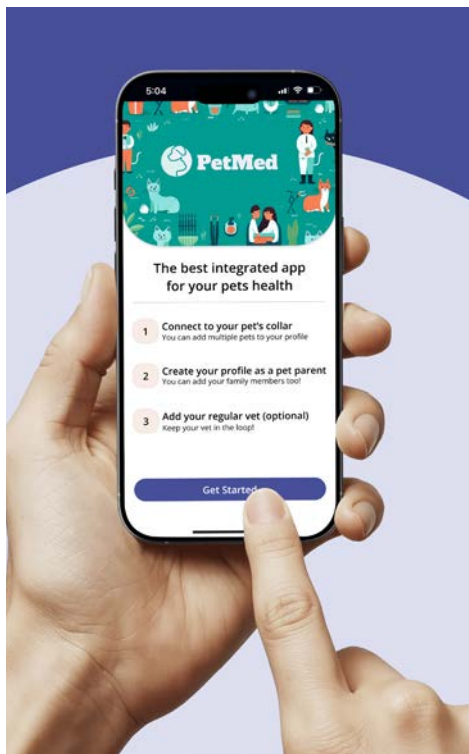


I'm Aditi, a designer who once thought design was all about colours and cool screens until I realised it's actually about listening, iterating, and staying present in the mess. I thrive on turning real problems into solutions that genuinely help people (and their pets).

About Project :

PetMed is a service ecosystem that connects pet parents and veterinarians through three integrated components: a smart collar for pets, an app for owners, and a diagnostic interface for vets. The collar tracks vital signs and health behaviours, allowing vets to access real-time data during consultations—reducing guesswork and stress. The app simplifies care routines, offers medical guidance in accessible language, and manages multi-pet households.

Born from personal frustration and shaped by vet interviews, the system balances empathy with tech. PetMed isn't just a product, it's a calm, data-rich circle of care that improves pet well-being, eases communication, and makes every clinic visit more informed, collaborative, and compassionate.





Akshayakumar Vaidya



I'm Akshay, a systems thinker who designs at the intersection of accessibility and inclusion. I believe innovation isn't complete until it uplifts everyone and deadlines are my favourite creative fuel (especially when they were due yesterday).

About Project :

Pi-Se is a tactile UPI payment device for visually impaired users. It features a refreshable braille strip, rotary dial, physical buttons, and multi-sensory feedback, providing secure, intuitive access to digital transactions. Designed from the ground up for tactile-first interaction, Pi-Se restores financial autonomy with features like biometric security and offline usability. It challenges the exclusionary norms of mainstream fintech and reimagines payment tech as a platform for equity. Pi-Se proves that inclusive design isn't about adding features, it's about starting from need, not novelty. In a cashless world, this device ensures no one is left behind. Here, inclusion isn't a feature, it's the foundation.





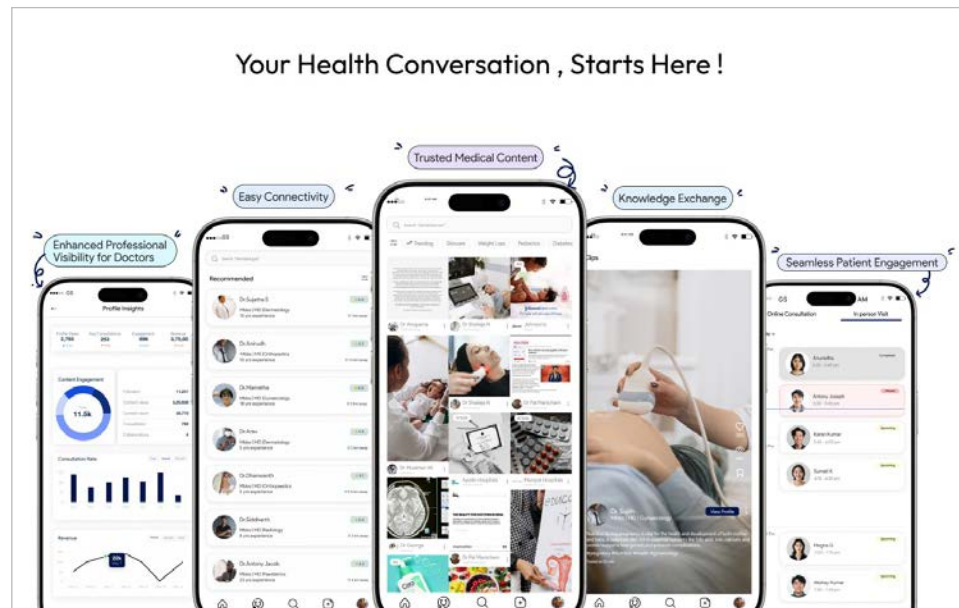
Anvitha Krupa P



I'm Anvitha, a designer focused on humanising tech. Whether it's healthcare, education, or emerging platforms, I believe smart systems should feel intuitive and soulful. I design with spirit, structure, and a strong sense of empathy.

About Project :

Medico is a digital platform that helps medical professionals share knowledge, grow their practice, and build trust. Designed exclusively for healthcare specialists, it streamlines content creation, outreach, and professional visibility while keeping privacy and ethics at the core. Medico isn't just another medical app, it's a storytelling space that empowers doctors to teach, connect, and build meaningful impact online. In an age where medical voices often go unheard, this project helps professionals reclaim space through smart, accessible design that supports credibility, growth, and reach.





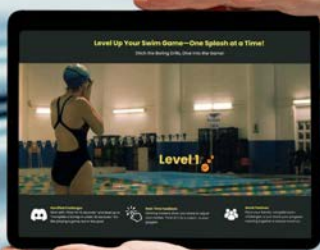
Sneha Bansode



I'm Sneha, a UX designer chasing meaning, not trends. I explore how tech and emotion come together to spark better experiences. Whether at a startup or on a skateboard, I design with intention, grit, and a little joy.

About Project :

DivePlay is an AR-enabled swimming goggle that helps children overcome fear of water by turning lessons into interactive underwater games. Designed for comfort and confidence, the goggles create playful goals, real-time feedback, and gentle encouragement. Inspired by my love for swimming and shaped by young learners' anxieties, this product transforms anxiety into excitement. It's not about tracking laps, it's about building trust, one dive at a time. DivePlay is a reminder that tech can teach, not just measure.



“DIVE INTO AR LEARNING”

In today's tech-driven world, AR is transforming experiences. This project introduces smart AR goggles to revolutionize swimming education through interactive games and innovative technology, making learning engaging, confidence-boosting, and enjoyable

Gamified Learning	Real Time Feedback	Connect & level up
Engaging lessons designed as games to boost learning and keep users motivated through fun challenges.	Instant responses help users improve accuracy and confidence while using the AR system.	Connect with friends in real-time, share progress, and enjoy multiplayer experiences together.

Put on your goggles.
Step into a world where swimming is a game, and every dive teaches you to level up.



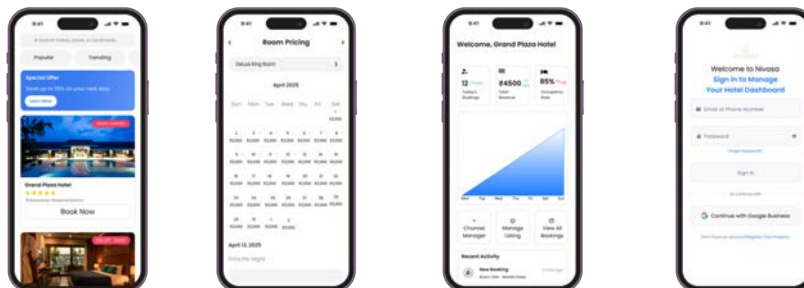
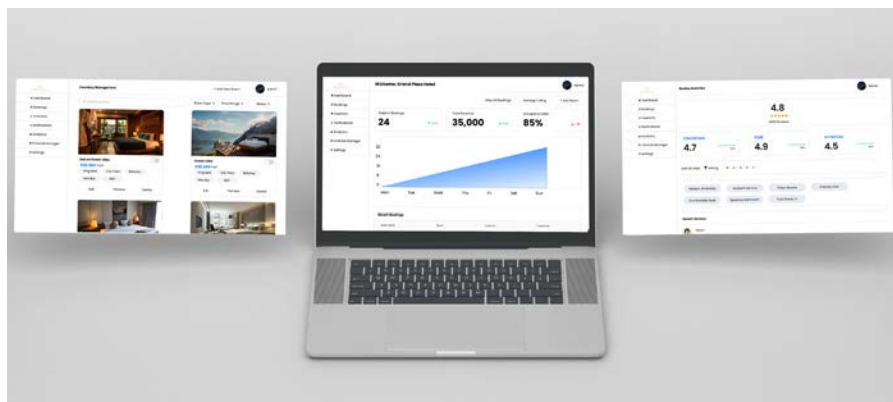
Gouru Yogeeshwara Reddy



I'm Gauru, a UX designer, drone pilot, and storyteller-in-motion. At the intersection of tech, scale, and decentralisation, I design products that empower local voices and reshape digital ecosystems. From interfaces to aerial cinematography, I craft with intent, rhythm, and a belief in impact through design.

About Project :

Nivaasa is a hotel channel management platform built for ONDC, India's open digital commerce network. It empowers small hotel owners to manage bookings, visibility, and pricing without depending on high-commission aggregators. Designed during an industry internship, Nivaasa addresses digital exclusion in hospitality through UCD methods like stakeholder mapping and multilingual prototyping. With plug-ins for social media and map-based listings, it supports both desktop and mobile workflows. At its core, Nivaasa is about restoring agency and transparency to local hoteliers. It turns booking into a fairer, decentralised experience, giving travellers choice and hotels voice. More than just an app, it's a movement toward equitable, scalable tourism design in India's digital future.





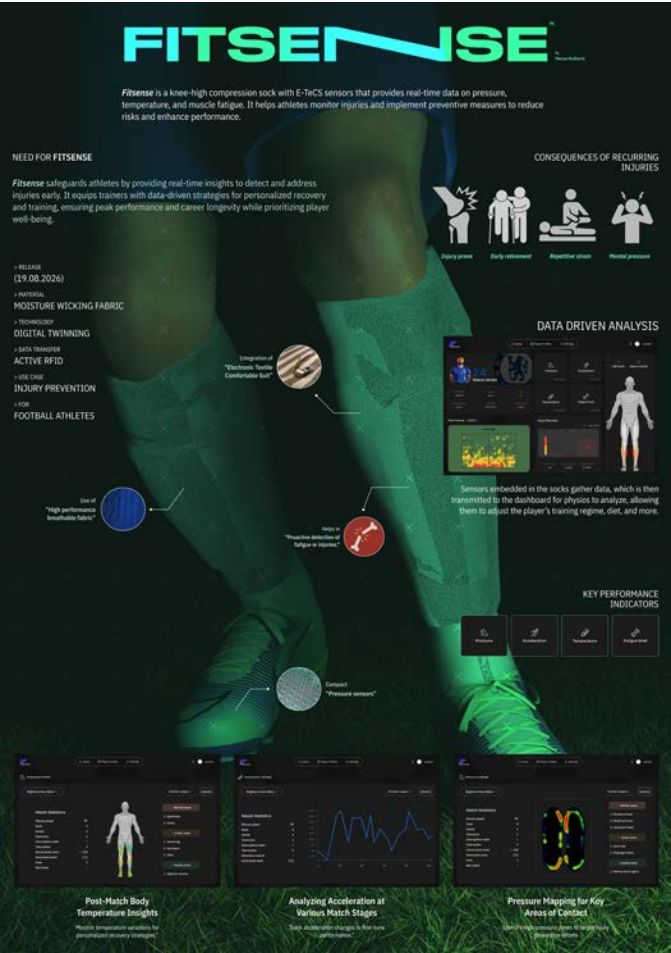
Manas Kulkarni



I'm Manas, a visual thinker, football lover, and designer obsessed with performance, prevention, and precision. I use tech to solve real-world problems with heart, humour, and high function.

About Project :

FITSENSE is a wearable tech solution aimed at preventing injuries in professional football. Built into smart compression socks, the system uses textile-based sensors to track fatigue, stress, and muscle performance. Data is visualised in a dashboard for coaches and physiotherapists, enabling proactive recovery plans. Inspired by Reece James' injury history and fan frustrations, the project flips the focus from performance to longevity. Unlike typical wearables, FITSENSE is athlete-first lightweight, discreet, and designed for real play. It's more than data, it is foresight. By detecting problems early, it helps protect careers and extend player life on and off the field. Football deserves tools that care.





Md Nashit Ameer



I'm Nashit, a visual designer and artist who thrives on boldness, balance, and a bit of chaos. I bring energy and emotion into every design, weaving tradition with trend to create work that's unexpected, memorable, and meaningful.

About Project :

This project rebrands kulfi, a nostalgic Indian dessert, into a sugar-free, health-conscious treat without losing its emotional essence. The campaign combines UX research, visual design, influencer marketing, and storytelling to make the product resonate across generations. The packaging design balances heritage with freshness, while social media content encourages guilt-free indulgence. The project isn't just about dessert, it's about preserving culture while adapting to evolving lifestyles. By shifting the narrative from "cheat day" to "treat day," the brand promotes inclusivity and joy. It's a tribute to tradition with a wellness twist design that tastes like memory but speaks to tomorrow.





Mirdula M



I'm Mirdula, an aspiring designer driven by kindness, curiosity, and a willingness to learn. Calm under pressure and quietly creative, I believe design should be useful, inclusive, and always infused with care.

About Project :

This project enhances disability cab services by improving the booking experience for senior citizens and users with mobility challenges. Trained drivers and better service awareness were central to the design, aiming to reduce anxiety and improve access. The solution focused on simplifying interfaces, clarifying service flows, and building trust in an often-overlooked sector. It's a reminder that design doesn't need to be complex, it just needs to be compassionate, thoughtful, and tuned into everyday realities.

Cab Service for Senior Citizens & Disability People

Providing a Cab service for Senior citizens & Disability people. To enhance the overall experience for the Senior citizens & Disability people while booking the Cab services.

KickStart Cabs has vehicles that are equipped to accommodate wheelchair users and help differently-abled people and senior citizens, to commute from one corner to another with least restrictions, maximum safety and comfort.

Kickstart drivers are trained to assist accessibility users who have difficulties moving around. Goal was to enhance the overall experience for the Senior citizens while booking the Disability Cab services and facilities.





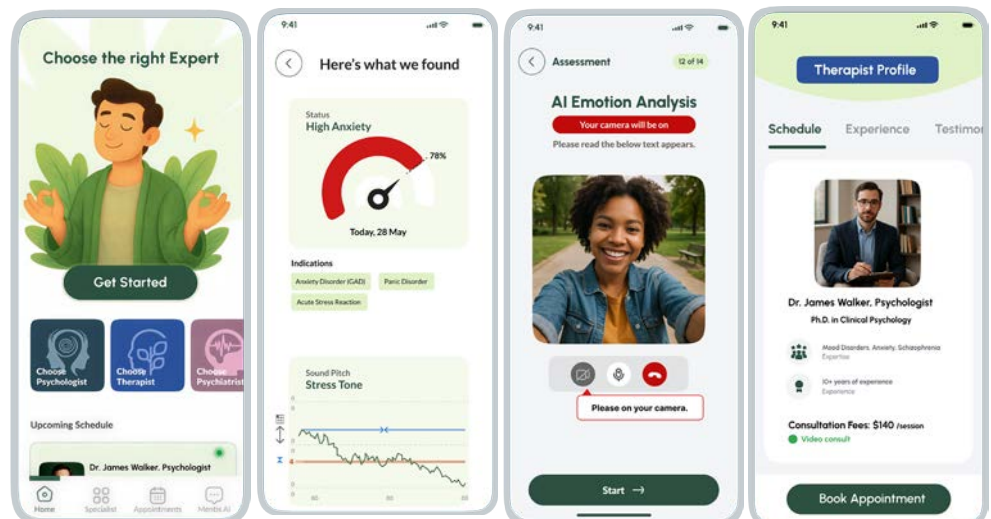
Muhammed Hayath



I'm Muhammed, a UX designer focused on healthcare and e-commerce. With hands-on experience in B2B and B2C platforms, I turn research into empathy driven solutions that help people feel seen, supported, and understood.

About Project :

Mentis is a mental health platform that uses AI to help users identify their needs and find the right support. By analysing text input, it maps emotional states and matches users to psychologists, psychiatrists, or therapists best suited to their concerns. The system simplifies confusing onboarding and breaks down specialist roles to reduce anxiety. Designed for first-time users, Mentis brings clarity and emotional intelligence into a space often clouded by overwhelm. It's not just a therapy app, it's a gentle guide toward healing, starting with understanding.





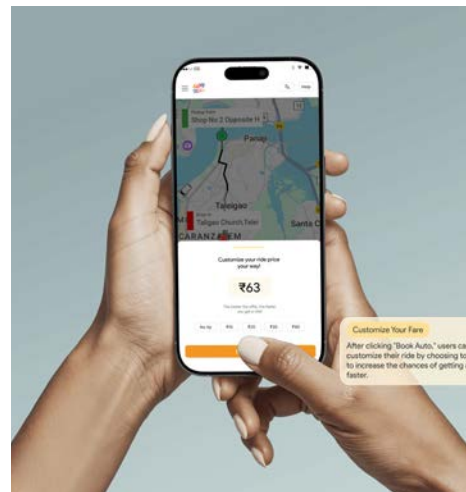
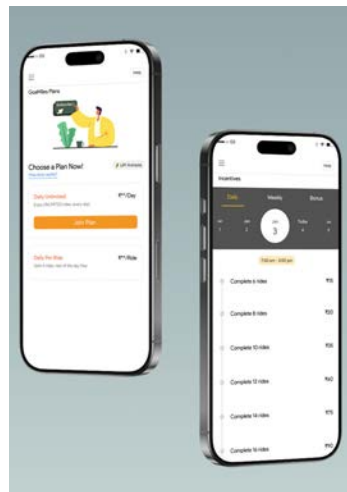
Rutu Angadi



I'm Rutu, a designer who listens first and designs second. Whether it's mobility or moments on a beach, I find meaning in the ordinary. I believe creativity flourishes with empathy and good design is born where people, stories, and systems meet with intent. Also, I love painting chaos into calm.

About Project :

This project addresses mobility gaps in Goa by rethinking the local taxi experience from a driver's perspective. Inspired by interviews with residents and GoaMiles drivers, the design focuses on delayed payments, inconsistent ride access, and lack of trust in digital platforms. By borrowing ideas from open models like Namma Yatri, the solution proposes a system where drivers regain agency, and users gain reliable access. It's not just about rides, it's about fairness, dignity, and connection. This project blends service design and social design to reimagine transport in Goa as something rooted in local needs, not just digital convenience.





Sanjana Pradeep



I'm Sanjana, UX designer, visual thinker, and street art scavenger. I design with curiosity, emotion, and metaphor. For me, design isn't just problem-solving, it's poetic, personal, and packed with meaning. I draw inspiration from food, travel, sketching, and the small joys that make life weird and wonderful.

About Project :

Suastra is an AI-powered tool that supports saree weavers by digitising and enhancing traditional pattern-making practices. Inspired by the Thanjavur weaving community, it replaces fragile hand-punched cards with digital sketch recognition, virtual visualisation, and 3D-printable punch cards. The tool preserves the artisan's role while improving efficiency and safeguarding cultural designs. Designed with long hours of creative labour in mind, Suastra features a soft-touch body, stylus interface, and ergonomic form. Rather than automate craft, it amplifies by bridging heritage and technology with sensitivity. Suastra is not just a product it's a promise: that technology can protect, not replace, tradition. It keeps creativity in the weaver's hands, while giving the loom new power.

MADE IN

INDIA

SUASTRA

Sutra (thread - Sanskrit) + Astra (tool - Sanskrit, star - Latin)

MODERNIZATION JOURNEY

Traditional Loom Work - AI-Powered Design Tool - Prototype Visualization - 3D Punch Card Creation - Final Saree Weaving

From early research and sketches to the final product as shown here, Suastra was built for artisans' real needs.

STYLUS COMPATIBILITY: A stylus for detailed, accurate drawings, with a magnetic holder.

INTUITIVE INTERFACE: A large, clear touchscreen for easy navigation and precise sketching.

ERGONOMIC DESIGN: Soft curved edges and a rubber grip for long-lasting comfort.

DURABLE BUILD: Strong, soft-touch body made for daily weaving use.

Curious about how Suastra came to life? Scan to explore the research behind it.



Sayak Sajith



I'm Sayak, a designer with a camera in one hand and Figma in the other. I blend storytelling, empathy, and structure to craft digital experiences that feel human. Every design begins with a question and I love asking better ones.

About Project :

FastAid is a mobile-first, voice-enabled emergency platform designed to reduce delays during roadside accidents. Built for low-connectivity areas, it enables bystanders to request help, map nearby resources, and guide responders all hands-free. The app includes separate UIs for victims and responders to ensure speed and clarity. Designed from personal experience, FastAid fills critical gaps in India's emergency infrastructure by empowering ordinary people to act. It's not just about faster ambulances, it's about building trust, usability, and courage into the first few minutes that matter most.





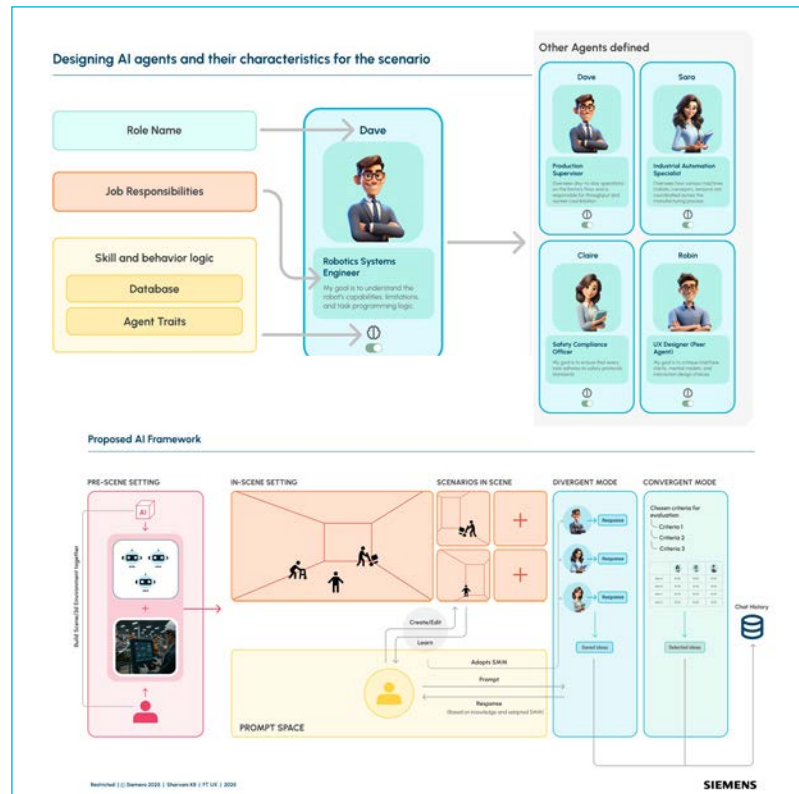
Sharvani K B



I'm Sharvani, a researcher and designer exploring the intersection of human cognition and artificial intelligence. My work investigates how designers can co-create with AI, not just efficiently, but imaginatively. I love shaping tools that challenge bias, boost creativity, and rethink human-machine collaboration in complex domains.

About Project :

Co-Form is a human-AI co-creation platform that breaks away from traditional prompt-based systems. Instead, it simulates real-world design environments through multi-agent collaboration in 3D, allowing designers to interact with virtual stakeholders, engineers, users, product leads to enhance ideation. The system embraces distributed cognition, where ideas evolve across people, tools, and scenarios, fostering deeper creative flexibility. Rather than automating creativity, Co-Form enhances it by guiding designers while preserving agency. Users can adjust scenario variables (like factory lighting or noise) to test ideas in context. Inspired by the limitations of conventional generative AI, the platform reimagines how AI can stimulate divergent thinking. Co-Form isn't just software to it's a new design mindset that blends cognition science, HCAI, and collaborative intelligence.





Tulasi Mukunda



I'm Tulasi, a UX designer drawn to people, patterns, and purpose. Working with DISQ on agricultural innovation helped me understand rural entrepreneurship and showed me how empathy and systems thinking can unlock deeper, more inclusive design impact.

About Project :

This project was part of the Agriculture Innovation Network (AIN) initiative at Digital Impact Square. It focused on strengthening communication systems for farmers across regions with varying levels of digital literacy. The solution aims to reframe farmers as entrepreneurs, business owners who innovate, take risks, and deserve equitable access to tools and knowledge. Drawing from on-ground research and system mapping, the project proposes a communication model that bridges local challenges, encourages trust, and fosters long-term engagement. It's about designing for dignity, transforming agriculture from a fragmented process into a connected ecosystem where every stakeholder feels seen, heard, and supported.





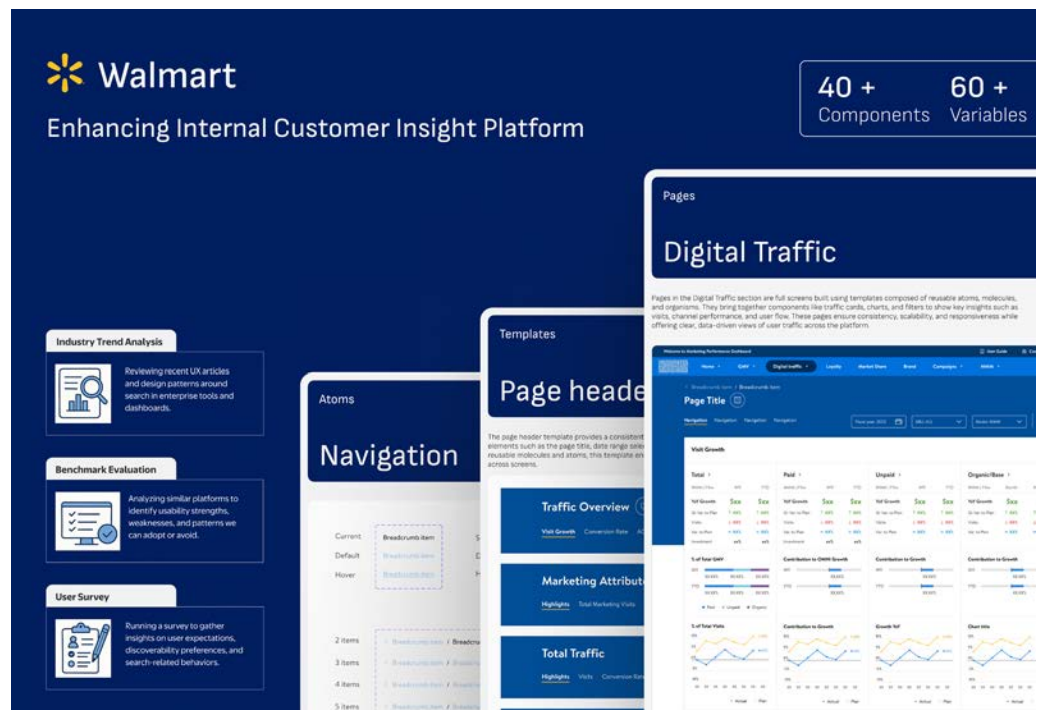
Vasudha M Katti



I'm Vasudha, an architect-turned-UX designer who thrives on complexity. From dashboards to robotics interfaces, I design with clarity and curiosity. I believe the smallest design decisions shape the biggest outcomes, especially when humans and machines meet under pressure.

About Project :

This project reimagines Walmart's internal customer insights dashboard. The aim was to enhance performance, streamline usability, and unify the interface using Atomic Design principles and the company's design system. I also conceptualised a new Global Search experience based on surveys and heuristic evaluations making it faster and smarter for leadership teams to surface key business data. The project involved visualising qualitative metrics like brand recall in intuitive ways, benchmarking industry patterns, and simplifying data discovery. It reflects how even internal tools require care, consistency, and usability. This wasn't just an interface revamp, it was a push toward more meaningful decisions, powered by better-designed systems.





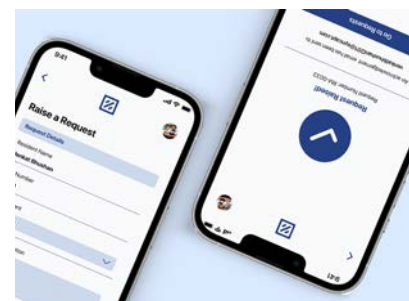
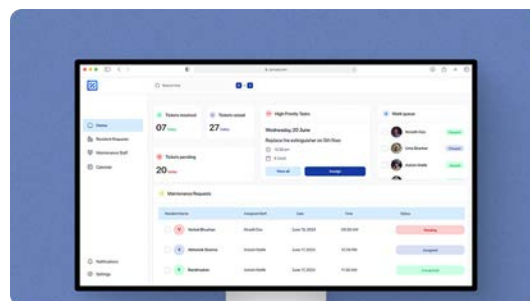
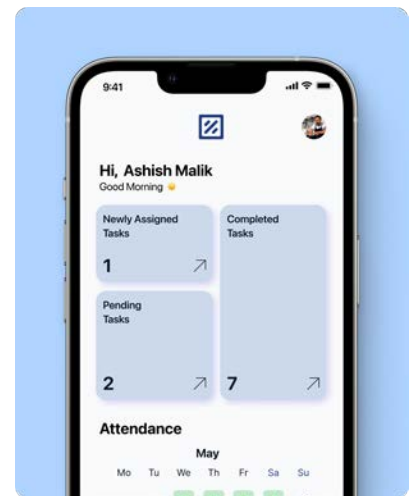
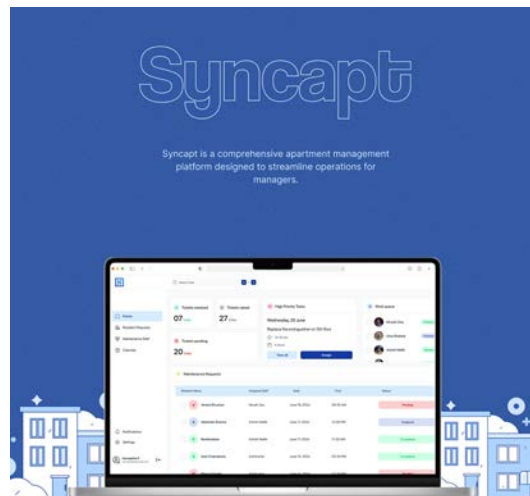
Venkat Bhushan



I'm Venkat, a realist with a dry sense of humour and a knack for simplifying messy systems. I design tools that make urban life smoother, one cheese grater day at a time.

About Project :

Syncapt is a digital platform that streamlines communication between residents, maintenance teams, and staff within housing communities. It enables task assignment, updates, and service tracking in a single system, making housing maintenance transparent, accountable, and efficient. Inspired by everyday chaos in apartment societies, Syncapt brings clarity where there was confusion. It isn't flashy, but it works and that's what people need. By simplifying task workflows, it strengthens community trust and ensures that help isn't just requested, but delivered. Reliable infrastructure begins with reliable systems.



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Shalini Kunwar, Assistant Professor

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Charitha Rao, B.Des. Communication Design 2023-27

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