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Department of Art and Design

Master's

Master of Arts

Interaction Design (MA)

Provide a brief summary of the proposed program changes and describe the rationale for the change(s):\*

The Master of Arts in Interaction Design (IxD) graduate program was originally designed with an internship requirement in the summer after the one-year curriculum. After significant research and professional advising, it has become clear that graduates need to understand the dynamic and multifarious landscape of interaction design as part of the on-campus experience, allowing for a wider array of visiting professionals, artists, designers and educators to influence their thinking prior to setting off into the profession. Further, the experience-based learning opportunities of this proposed course will allow program faculty to engage students in socially-engaged and community-based approaches to interaction design - something an internship may not.

Requirements:

Description

The 30 graduate credit hours required for the IxD degree are distributed in the following manner:

Courses

ART 606 Artist's Machine (3cr.)

ART 612 IxD Studio 1 (6cr.)

ART 613 IxD Studio 2 (6cr.)

ENTR 601 Modeling, Prototyping & Testing (3cr.)

ENTR 602 Industrial Design (3cr.)

ENTR 616 Applied Creativity (3cr.)

ENTR 617 Design Thinking and Innovation (3cr.)

ART 619 IxD Professional Practices

Last Revised 2019-2020 Academic Year

Description

ART - 606 - Artist's Machine (3cr.)

ART - 612 - IxD Studio 1 (6cr.)

ART - 613 - IxD Studio 2 (6cr.)

ART - 618 - IxD Internship (3cr.)

ART - 619 - IxD Professional Practices

ENTR - 601 - Modeling, Prototyping & Testing (3cr.)

ENTR - 602 - Industrial Design (3cr.)

ENTR - 616 - Applied Creativity (3cr.)

ENTR - 617 - Design Thinking and Innovation (3cr.)