



Students graduating with a Master of Arts in Design degree will know and be able to:

(relative to design practice)

- Practice fundamental approaches, methods, and tools of communication and interaction design
- Apply the foundational skills, perspectives, and working vocabulary of an interaction designer to communicate ideas effectively
- Practice skills associated with interaction design methods and processes in the context of service- and social innovation-oriented design projects
- Give visual form and meaning to complex information, concepts, processes and systems

(relative to skill building and the learning of design methods)

- Use contemporary design tools and software in the design of communications and interactions
- Conduct rudimentary desktop modeling and other forms of three-dimensional making, and prototyping
- Apply design principles and practices as fundamental elements of an iterative design process
- Provide and respond to critical feedback (critique) of design work
- Articulate and apply the basic principles of a human-centered design approach

(relative to design studies)

- Explain the difference between the practice of design and related fields
- Describe the historical emergence of design thinking
- Explain the role and impact of design in the world
- Articulate emergent issues in the research and contemporary practice of design
- Contribute to design-led societal transitions through acquired knowledge and skillsets
- Describe the importance of long-term visioning, theories of change, and the new postures and mindsets necessary to emerging design