MDes

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

(relative to design practice)

- Design for meaningful interactions among people, the built world, and the natural world by utilizing past design experiences and newly acquired skills
- Conduct research-based design for services with a business focus and social innovation with a policy focus that catalyze transition to more sustainable futures
- Describe how communication has an impact on the way people perceive and process messages and apply theories to design practice
- Perform research, strategic thinking, and an iterative design process that leads to the planning and development of interactive systems and services
- Demonstrate mastery in the integrated process of research and design
- Envision preferred futures by giving form to the behaviors and interactions of products, services and systems
- Formulate, scope, iterate upon, and define good research questions to define parameters of an independent design thesis project
- Carry out the reading, analysis, creative exploration, and testing required to research and deliver an independent design thesis project
- Develop creative design concepts and solutions connected to research questions and findings
- Present and defend creative decisions in the context of an iterative research and design process

(relative to skill building/design methods)

- Practice fundamentals of interaction and communication design through the application of design theories and iterative design methods
- Prototype concepts through contemporary design tools
- Evaluate the effectiveness of various design approaches
- Move with agility between levels of scale in the development of design concepts
- Practice exploratory and ethnographic research methods
- Conduct participatory and generative design research methods
- Perform testing and evaluation of design concepts
- Articulate and apply the basic principles of a human-centered design approach
- Synthesize and apply research findings to design outcomes
- Navigate team collaboration and client interactions as critical functions of the design process
- Present design projects for peer, public, and client review and critique
- Provide and respond to critical feedback (critique) of design work

(relative to design studies)

- Explain the history, current state, and future of interaction design practice and research
- Describe the philosophy and psychology of interaction 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
- Explain trends in design innovation in the context of philosophies of technology, histories of management, and cultural theories

DDes

Students graduating with a Doctor of Design degree will know and be able to:

(relative to practice)

- Critically reflect upon personal design practice
- Use readings, writings, and design projects to articulate, synthesize, and develop new modes of practice
- Evaluate modes of practice in critical writing
- Conduct contextual research
- Analyze and synthesize research in a public-facing manner
- Demonstrate expertise in design practice, evidenced through outward-facing writing and the crafting of design projects
- Evaluate the quality of design research projects
- Present design projects and/or design practice in ways that share significant new knowledge to other practitioners and/or design academics

(relative to coursework)

- conduct research into the nature of expert design processes
- articulate research-derived findings about the nature of expert design processes
- articulate a history of the establishment of the research-based discipline of design
- conduct sharable, critical reflections on design projects and being a practitioner
- articulate the role of tacit knowing and intuition in expert design processes
- conduct observation-based design research and creative visual data analyses
- articulate the epistemologies deployed by observational qualitative research and visual studies
- conduct interview-based design research and qualitative verbal data analyses
- articulate the epistemologies deployed by various qualitative verbal research approaches such as ethnography, ethnomethodology, and grounded theory
- generate shareable significant new knowledge through the material, visual and interactional practices of designing
- articulate the distinctive sociomaterial epistemologies of practice-based design research
- articulate a history of post-positivist research methods related to design, especially the discourses around Technology Studies
- articulate a history of the discourse and practice of ‘research through design’ especially within Human Computer Interaction
- articulate a history of the establishment of para-functional design movements such as ‘critical design,’ ‘speculative design,’ ‘discursive design,’ ‘design fiction,’ etc
- articulate a history of the discourses and practices of sustainable design
- critically evaluate a sustainable design in terms of its capacity to effect sociotechnical transitions in social practices toward more sustainable futures
- articulate the rationale for the Transition Design model: Posture & Mindset; Theories of Change; Visions; New Ways of Designing
- develop multi-level multi-stage strategies for transitioning a current social practice toward more sustainable ones