Learning Outcomes for Degree Programs
Carnegie Mellon University, School of Design

MPS

Students graduating with a Master of Professional Studies 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

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

- Practice fundamentals of interaction and communication design through the application of design theories and iterative design methods
- Prototype concepts through computational thinking, coding, wireframes, video, and other 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