Master of Professional Studies (MPS)

**MDes/MPS Seminar I: Interaction and Service Design Concepts**
A survey of the history, present and future of interaction design and its methods, from analogue affordances through skeuomorphic interfaces to tangible interactions. This course locates Interaction Design in a broader history of design, at the nexus of Human Computer Interaction, the Internet and the emergence of Knowledge and Service Economies. It also explores the psychology and philosophy of interaction design, and changing infrastructures, technologies and business models behind the practice.

**MDes/MPS Studio I: Designing for Interactions**
Multiple introductory projects in interaction design, capitalizing on student diversity of past design experience and utilizing skills being developed in parallel ixd lab and cd studio, targeted at designing for services with a business emphasis, and designing for social innovation with a policy emphasis.

**Interaction Design Lab**
Fundamentals of interaction design through application of theory and iterative design methods, including specs, wireframes, storyboards, video, and simulations/demonstrations; emphasis on screen based design for mobile, tablet, and web; levels of scale from controls and applications to environments; technical skilling for prototyping, programming/coding, and computational thinking.

**Communication Design Studio: Theory and Practice**
Learn how the form of communication impacts the way people perceive and process messages by investigating communication theories and applying them to the design of messages; learn how to approach communication challenges—pose questions, observe and capture information through sketching and photographing, develop and iterate concepts, and evaluate their effectiveness.

**Colloquium (Optional)**
Exposure to faculty research interests and expertise through a series of short, informal lectures, each faculty member presenting work and inviting class discussion; geared toward both broadened design exposure and selection of possible thesis advisors for MDes students.

**MDes/MPS/MA Seminar II: Transition Design**
A survey of the history, present and future of sustainable design, design for service and social innovation, and an examination of design-enabled mechanisms of social change (whether political or entrepreneurial) and how they interface with social psychology, economics, and technological change.
MDes/MPS Studio II: Research Based Design for Interactions
Client-sponsored team projects taken through intensive, 15-week integrated human-centered research and design process, emphasis on quality of interaction design solutions and how they are communicated, responsive to needs and desires of people in context of service and/or social innovation propositions for business or policy.

Research Methods for Design
Introduction to research methods integrated in the process of design for interactions, sequenced through territory definition, exploratory methods, generative-participatory methods, and evaluative/testing methods; learned in lectures "just in time" for direct application in the Studio II projects.

Elective
Opportunities for students to broaden knowledge and skills in interaction or communication design, professional writing, or key areas of design intersecting with business, policy, service, or social innovation, from offerings within and outside the School of Design.