

DESIGN, MA

Contact

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Faculty

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Description

The master of arts (MA) in Design is a graduate design program that allows students to complete their studies on a truncated '+1' timescale. Students will take one or two graduate-level classes in their senior year alongside their undergraduate major requirements and will then complete the remaining credits toward the MA in one additional year after graduation. The program is primarily targeted at students who are currently studying an undergraduate design major at Syracuse University, though students from other relevant programs (Newhouse, iSchool) may also be considered.

The MA provides students the opportunity to develop mastery in their chosen design field, while at the same time working and learning in a multidisciplinary environment that mirrors the reality of contemporary design practice. The curriculum is founded on research and hands-on iterative exploration, allowing students to gain unique perspectives within project-based design experiences that enable students to gain confidence and be competitive as they enter the design profession.

Housed in the School of Design at Syracuse University, the program provides students with the opportunity to work in a multidisciplinary learning environment alongside other graduate students (MFA in Design and MA in Museum Studies) and enjoying access to newly refurbished world class studios and facilities. The School of Design houses five undergraduate programs and three graduate programs as well as a number of minors all under one roof located in the heart of Syracuse's business district. The building has dedicated 2D and 3D prototyping facilities for both analogue and digital creation, CAD labs, rapid manufacture, and MR capabilities.

The MA complements the excellence of our undergraduate design majors and leverages faculty expertise across the entire school. The program faculty have well-established collaborative relationships across the university's Schools and Colleges as well as various research centers, the Blackstone launchpad for entrepreneurial practice, and the SUNY College of Environmental Science & Forestry.

Student Learning Outcomes

1. Demonstrate their research and design development skills in the creation of a cogent and comprehensive body of design work that is current and relevant for entry into the professional arena.
2. Demonstrate effective communication skills utilizing a range of appropriate media.
3. Present themselves as a design professional with the skills and abilities to address complex and multilayered issues.

Program Requirements

Code	Title	Credits
Required Courses		
DES 547	Research Methods and Design	3
DES 601	Design Thinking and Strategies	3
DES 625	Graduate Seminar	3
DES 627	Professional Practice	3
DES 629	Advanced Problems	3
DES 699	Thesis	6
Studio Electives		6
Internship		3
Total Credits		30

Degree Awarded: MA in Design