

COLLEGE OF FINE ARTS: SCHOOL OF DESIGN

The College of Fine Arts is a community of nationally and internationally recognized artists and professionals organized into five schools: architecture, art, design, drama and music, and its associated centers and programs.

Carnegie Mellon's School of Design is one of the oldest and most respected programs in North America, with a rich history in Product (Industrial) Design, Communication (Graphic) Design, Interaction and Service Design. It's one of the only leading programs to offer design degrees at the undergraduate, graduate and doctoral levels within a multidisciplinary, multicultural research university.

Uniquely positioned within an internationally ranked tier-one research university, the School of Design and its students truly meet at the intersection of the arts and technology everyday. Our graduates are qualified to secure top positions today but are also poised to become the design leaders of tomorrow as organizations look for new and more responsible ways of working.

PROGRAMS

School of Design

Bachelor of Design
Products
Communications
Environments

Intercollege Degrees

Bachelor of Humanities and Arts
Bachelor of Science and Arts
Bachelor of Computer Science and Arts

GRADUATED CLASS – SPRING 2018



Design Admitted Student Averages

| SAT-ERW* | SAT-M* | ACTE | ACTM | ACTC |
|----------|---------|------|------|------|
| 670-740 | 710-780 | 33 | 31 | 32 |

*Middle 50% range

Sample of Freshman Courses

- > Studio: Survey of Design
- > Visualizing
- > Placing
- > Design Lab: Products, Communications, Environments
- > Collaborative Visualizing
- > Systems
- > Psychology
- > Interpretation and Argument
- > Photo Design

We develop and design products, artifacts, environments, systems and services that support and enhance the quality of human interactions.

FACULTY

Notable Faculty

- > **Bruce Hanington**, associate professor and director of graduate studies for the MDes, MPS and MA programs, has presented papers on human-centered design and design for human experience at national and international conferences on design. **Bruce is co-author of the book *Universal Methods of Design: 100 Ways to Research Complex Problems, Develop Innovative Ideas, and Design Effective Solutions*.**
- > **Stuart Candy**, associate professor, is an **award-winning foresight practitioner, designer, artist and educator**. He is responsible for integrating foresight/futures practice throughout the design curriculum and his experiential futures work has been featured worldwide in museums, festivals, conferences and city streets, on the Discovery Channel and in the pages of *The Economist* and *Wired*.
- > **Mark Baskinger**, associate professor and director of the Freshman Program, **won numerous design awards from *i-D* magazine and the Industrial Designers**

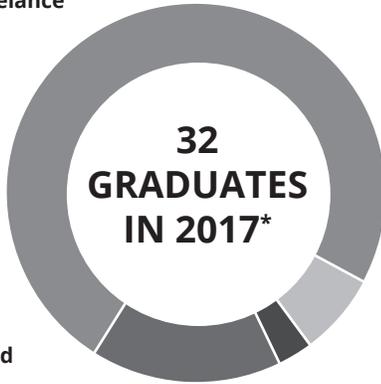
Society of America (IDSA). He recently co-authored *Drawing Ideas: A Hand-Drawn Approach for Better Design* and edited and designed *ID80: Celebrating 80 Years of Industrial Design Education at Carnegie Mellon*.

- > **Kristin Hughes**, associate professor, is founder and co-director of **Latham St. Commons**, a place that focuses on improving the health of all people living in Pittsburgh's Garfield and Friendship neighborhoods. Hughes has helped develop interdisciplinary courses that blend design with informal learning, cognitive psychology and more recently, public policy.
- > **Terry Irwin**, head of the School of Design, has been a practicing designer for more than 40 years and was **one of the founding partners of MetaDesign**. As head, Irwin oversaw the launch of a brand new design curriculum in 2014. She is also a leader in the emerging field of Transition Design, which examines the need for societal transitions to more sustainable futures and argues that design has a key role to play in these transitions.

GRADUATE SUCCESS

Employed and Freelance
72%

Plans Pending
6%



Not Reported
19%

Grad School
3%

*Percentages recorded as of January 2018

Recent Alumni Experiences

Julia Wong (BFA 2017) studied Communication Design and is a **designer at Microsoft**.

Jonathan Kim (BFA 2017) studied Industrial Design and is a **UX/UI designer at IBM**.

Gabriel Mitchell (BFA 2017) studied Industrial Design and is an **interaction designer at IDEO**.

Joseph Kim (BDes 2018) studied Design for Environments and is **product designer at Instagram**.

Christie Chong (BDes 2018) studied Design for Communications and is an **interaction designer at Google**.

Lois Kim (BDes 2018) studied Design for Products and is an **experience designer at R/GA**.

Top Employers



Student Startups

- > **Rorus, Inc.** makes portable and household water filters that work for people, rather than making them work for their water. Rorus' designs translate across languages and cultures and make water filters that break the pattern by being both cost effective and easy to use. Rorus was co-founded by Design alum Uriel Eisen and was featured by Forbes Magazine as a 30 Under 30 Company in Social Entrepreneurship.
- > **Trusst Lingerie** Laura West and Sophia Berman founded Trusst Lingerie in order to re-engineer the bra for fuller busted women. Their revolutionary products address breast weight from a physics and engineering perspective making for a bra that is infinitely more comfortable and supportive.

BRAGS



Graphic Design USA
Graphic Design USA named the School of Design a top Design School as well as naming undergrads Juan Aranda and Tiffany Lai Students to Watch for 2018.



Victor Ng
Alumnus Victor Ng was recently named senior manager of Newsroom Brand Marketing at the New

York Times after serving as web design lead for Hillary Clinton's Presidential Campaign. He recently created the Victor Ng Design Impact Award for Design undergrads whose work demonstrates a passion for how design can advance social justice, promote equality and improve the human condition.



Azure Magazine
Azure Magazine named the School of Design as one of the best programs for Interaction Design and Industrial Design in North America.

Azure notes our master's programs are forward-thinking offerings that take an immersive, research-based approach to the field within the context of services and social innovation.



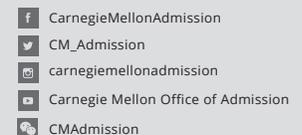
World-First Ph.D.s
In 2018, the School of Design granted the first doctorate degrees in Transition Design to Dimeji Onafuwa, Michael Arnold Mages and Deepa Butoliya.

DID YOU KNOW?

1. All design students have **24-hour access to a studio with a dedicated workspace**. We encourage our students to explore design in a collaborative and interdisciplinary context.
2. **Popular student groups** include: American Institute of Graphic Arts (AIGA), Industrial Designers Society of America (IDSA) and the Design League.
3. **All design students have one general academic advisor: the assistant head of the school**. Students are also encouraged to seek out design faculty for course specific advising.
4. Design students study how to **design products, communications and environments for transition to more sustainable futures**.
5. Design students take **30% of their courses outside of the School of Design**.
6. Twenty percent of the junior design class choose to **spend a semester abroad**.
7. Popular minors for design students include **human-computer interaction, psychology, photography, business, foreign language and IDEATe**.

Carnegie Mellon University

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