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, and 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 Computer Science and Arts
- Bachelor of Humanities and Arts
- Bachelor of Science and Arts

### FACULTY

**Notable Faculty**

- **Bruce Hanington** was appointed head of the School of Design in 2019. Hanington has dedicated his teaching and research to methods and practices for human-centered design, with an emphasis on design ethnography, participatory design and the meaning of form in context. He 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*.

- **Dan Lockton**, Assistant Professor of Design, is an interaction designer and researcher. His research centers on people’s interactions with technology and the designed world, and how these interactions affect the way we think, act and understand. He is also director of the Imaginaries Lab in the School of Design.

- **Stacie Rohrbach** is an associate professor and Director of Graduate Studies in the School of Design. She teaches studio- and seminar-based design courses at all levels of the undergraduate, master’s and doctoral curriculum and regularly advises thesis projects. Her research stems from the study of communication, information, interaction design and a keen interest in perception and cognition.

- **Terry Irwin**, former head of the School of Design, is the Director of the Transition Design Institute. She is 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. Irwin has been a practicing designer for more than 40 years and was one of the founding partners of MetaDesign.

### GRADUATED CLASS – SPRING 2020

<table>
<thead>
<tr>
<th>Design Admitted Student Averages</th>
<th>SAT-ERW</th>
<th>SAT-M</th>
<th>ACTE</th>
<th>ACTM</th>
<th>ACTC</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>690-730</td>
<td>740-770</td>
<td>35</td>
<td>32-34</td>
<td>34</td>
</tr>
</tbody>
</table>

Middle 50% ranges

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

**Jenny Hu** (BDes 2019) studied Design for Products and was a hardware interaction design intern at Google Inc. She currently works as a research intern at U-Tokyo DLX Design Lab.

**Marisa Lu** (BDes 2019) studied Design for Environments and was an experimental design prototyper at Apple. She currently works as a design prototyper for Applebee’s.

**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.

**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 more comfortable and supportive.

**DID YOU KNOW?**

1. 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.

**BRAGS**

Xiangyang Xin, an alumnus from Carnegie Mellon University’s School of Design (MDes 2002, Ph.D. 2007), was named one of China’s Forty Designers in Forty Years of Chinese Reform and Opening by the Dragon Design Foundation, the only organization that gives national design awards for individuals in China.

Deloitte hosted its first ever Undergraduate Case Competition at Carnegie Mellon University in 2019. They received over 184 applications from all backgrounds and disciplines, and 64 students forming 16 teams were chosen to compete in a 3-day event. While the competition is traditionally dominated by business expertise, the all-design team comprised of undergraduate students took the prize for first place.

L. Arthi Krishnaswami, an alumna (MDes 2006) and current adjunct of practice at Carnegie Mellon University’s School of Design, was awarded a U.S. Patent for “RyeCatcher.” Officially founded in 2014, RyeCatcher is a web-based application that supports child development by bringing schools, parents, students and service providers together around actionable data. RyeCatcher enables school districts to identify student and family needs, connect them to resources, design whole-child intervention plans, track intervention data, and adapt in real-time.

Liana Kong and Keith Joseph, two alumni from Carnegie Mellon University’s School of Design (ID ‘15) were granted a U.S. Patent for abiliLife, a biomedical device company built on a mission to improve the quality of life for the elderly and neuro-degenerative patients. It gives patients the ability to move through life with more ease and dignity.