HUMAN CENTERED DESIGN
College of Human Ecology

Graduate Study in Design + Environmental Analysis

Master of Arts in DESIGN
Two-Year Graduate Program

CONCENTRATION: Emerging Technology for Design

The MA in Emerging Technology for Design (ETD) challenges students to consider innovative approaches to emerging technologies as creative and expressive media. Current study areas include, but are not limited to: design computing and cognition, architectural robotics, design process and design visualization using Virtual Reality (VR) and Augmented Reality (AR), advanced visualization technologies for environment-behavior simulation, generative and parametric design and fabrication, Building Information Modeling (BIM) and simulation, and human-computer interaction as related to emerging technology for design. The culmination of the degree is a design / research thesis project that contributes to design knowledge. Typically, this is manifested as a prototype (advancing or employing an emerging technology) along with the written thesis reporting its design process and evaluation.

CAREERS

Students who complete the ETD concentration within the MA in Design will be well positioned for careers in industry, research institutes, and academic settings employing virtual reality, augmented reality and other technologies for UX design.

M.A. REQUIREMENTS/SUGGESTED COURSEWORK

A. Required Core DEA Field Courses:

DEA 6100	Studies in Design Thinking	3 credits
DEA 6200	Studies in Human-Environment Relations	3 credits
DEA 7100	DEA Graduate Pro Seminar (1 credit / semester x 4 semesters)	4 credits

B. Required Foundational Courses for Concentration:

| DEA 5520 | Virtual Experience of Designed Environments | 3 credits |

C. Research Methods: ONE (1) 3-4 credit (5000-level or higher) course

| Various | Research Methods [i] | 3-4 credits |

D. Statistics: ONE (1) 3-4 credit (5000-level or higher) course

| Various | Statistics [ii] | 3-4 credits |

E. DEA Breadth: Choose THREE (3) of the following courses

DEA 5304	Design Accountability: Evaluation of the Physical Environment	3 credits
DEA 5305	Health and Healing Studio	4 credits
DEA 5540	Workplace Strategy Studio	4 credits
DEA 5560	Health Impact Assessment	3 credits
DEA 6040	Future Body Craft	3 credits
DEA 6210	Architectural Robotics	3 credits
DEA 6406	Generative Design Studio	4 credits
DEA 6500	Problem-Seeking through Programming	3 credits
DEA 6510	Human Factors and Inclusive Design	3 credits
DEA 6520	The Ambient Environment	3 credits
DEA 6610	Environments and Health	3 credits
DEA 6650	Poverty, Children and the Environment	3 credits
DEA 6700	Applied Ergonomic Methods	3 credits

F. Studio Courses:

DEA 5210	Interaction Design Studio	4 credits

G. Thesis Courses:

DEA 8990	Master's Thesis [iii]	8-12 credits

H. Minor Courses:

Various	Courses for minor varies: typically 2 or 3, 3-or 4-credit courses	6-12 credits

Summary of Curriculum	Number of Courses	Course Credits
A. Required DEA Field Courses	3 [iv]	10
B. Required Foundational Courses for Concentration	1	3
C. Research Methods	1	3-4
D. Statistics	1	3-4
E. DEA Breadth	3	9-12
F. Studio Courses	1	4
G. Thesis Courses	1-2	8-12
H. Minor Field Courses	3	6-12
	Total Courses: 14-15	**Total Course Credits: 46-61**

[i] A list of grad-level methods courses can be found at: https://socialsciences.cornell.edu/methods-courses
[ii] e.g: BTRY 6010, BTRY 7180, ILRST 5100, ILRST 6100, PSYCH 6750, HD 6750.
[iii] Thesis credits determined at the discretion of thesis committee; the number of courses and credits listed merely indicate typical range.
[iv] Includes DEA 7100 as 1 course (but is required to be taken 4 times (1 credit each))

NOTE: A minimum grade of B- will be required for courses taken within the major. If a grade lower than a B- is received on a course taken within the major, the student will be required to retake the course.

Course offerings may change year to year. Consult the Courses of Study for current offerings.