S V A School of VISUAL ARTS

MFA INTERACTION DESIGN DEPARTMENT FACT SHEET

The MFA in Interaction Design is an inventive two-year program that requires students to understand how design can affect human behavior and to think holistically about the products and services they're creating. Students study concepts central to interaction design, including design research, human-computer interaction, interface design, graphic design, information architecture and ubiquitous computing. The program explores the strategic role of interaction design in shaping everyday life, and intends to increase the relevance of design to business and society.

Interaction design facilitates the experience between people and the interactive products and services they use. The two-year, 60-credit program provides an environment where students can explore designing a range of experiences that cross visual, conceptual and technical boundaries. Grouped in interdisciplinary teams, students work in the field and in the studio to develop practical design solutions to real-world problems. The faculty comprises leading practitioners in interaction design, whose materials range from sensors and screens to the urban environment.

2011 – 2012 student population
28 matriculated students

Department chair
Liz Danzico, user experience consultant

Faculty members
Rachel Abrams, creative director, Turnstone Consulting LLC; Jake Barton, founder and principal, Local Projects; Nate Bolt, President, Bolt | Peters; Frank Chimero, graphic designer, author, illustrator; Ian Curry, senior interaction designer, Local Projects; Carla Diana, senior interaction design, Smart Design; Robert Fabricant, executive creative director, frog design; Christopher Fahey, founding partner, Behavior LLC; Rob Faludi, collaborative strategy leader in R&D for Digi International; Paul Ford, content strategist; Chloe Gottlieb, vice president, EVP, R/GA; Jeff Hoefs, interaction designer, developer, The Rockwell Group; Phi-Hong D. Ha, service design lead, Fjord; Roger Mader, partner, growth strategy, Ljoma; Karen McGrane, founding partner, Bond Art + Science; Josh Musick, principal designer, frog design; Kate Muth, senior interaction designer, Martha Stewart; Jill Nussbaum, executive director of product and interaction design, The Barbarian Group; Paul Pangaro, PhD, co-founder and CTO, Cybernetic Lifestyles; Jason Santa Maria, founder, Mighty; Clay Wiedemann, associate creative director, frog design; David Womack, creative director of interaction design, R/GA; Alex Wright, director of user experience and product research, *The New York Times*; John Zapolski, director, Strategos; and Jeffrey Zeldman, founder and executive creative director, Happy Cog Studios

Alumni - Class of 2011
Stephanie Aaron; Clint Beharry, The Harmony Institute; Derek Chan, R/GA; Carmen Dukes and John Finley, The Barbarian Group; Kristin Graefe and Angela Huang, Wieden + Kennedy; Michael Katayama and Jeffrey Kirsch, Urbanscale; Katie Koch; Chia-Wei Liu; Gene Lu, R/GA; Russ Maschmeyer, Facebook; Colleen Miller, The Food Network; Evinn Quinn, R/GA; Eric St. Onge and Beatriz Vizcaino, Moment Design

For further information, please visit our web site at interactiondesign.sva.edu.

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