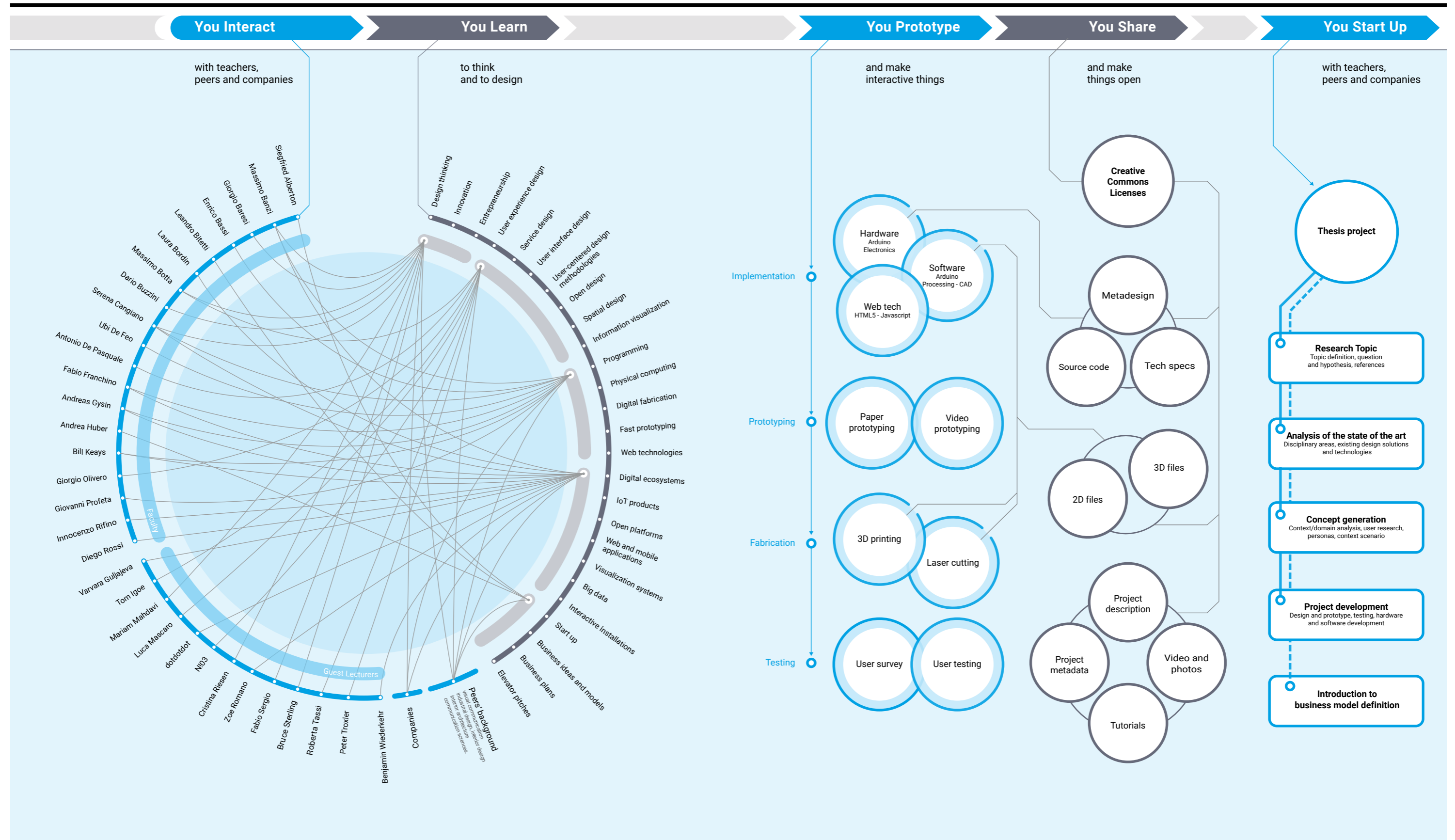


Master of Advanced Studies in Interaction Design

Educational model

Top Schools of
Interaction Design
According to Domus Magazine

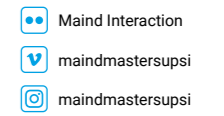
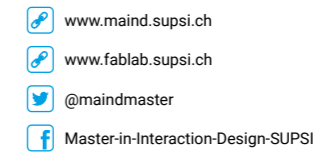
Interaction Award
Toot by Federico Lameri
IUVO by Matteo Loglio



Designing Advanced Artifacts, Environments and Services

The Master of Advanced Studies (MAS) in Interaction Design combines design thinking, prototyping techniques, digital fabrication, programming, and physical computing in one study program addressing the realization of projects in which the interaction between the design culture and the technological development allows to generate design-driven innovations.

The MAS in Interaction Design offers to students specialized knowledge and skills of Interaction Design. A pragmatic problem-solving approach to design is applied in a laboratory environment. Peer to peer learning, iterative processes and the rapid prototyping of various solutions qualify the students to pursue careers in industry, research centers and design practices, wherever technological innovation and design meet.



The MAS program covers two semesters and it is structured in four modules scheduling several courses. Each module awards a Certificate of Advanced Studies (CAS) worth 15 ECTS, for a total amount of 60 ECTS. Students can also apply for one module to obtain a Certificate of Advanced Studies (CAS).

Module CAS1 Interaction Design Fundamentals

The first module is composed of a series of workshops and courses that provide the technical, methodological and practical skills of the Interaction Design discipline.

Modules CAS2 - CAS3 Designing Advanced Artifacts and Designing Advanced Environments and Services

The second and the third modules are project-driven and give students the opportunity to face a particular area of interaction design through the development of projects on different scales and centered on specific design topics such as the design of interactive artifacts, environment, and services. CAS2 and CAS3 schedule theoretical, methodological and technical courses that give students the necessary knowledge to support the design activity.

Thesis Project module

The thesis project represents the fourth module of the MAS and it is focused on the development of the thesis project. During the module the students carry out a design research to generate innovative products and potential opportunities of entrepreneurship.

Goals

The goal of the MAS is to train skilled professionals who are able to work in interdisciplinary design team within the most innovative industrial and design fields. Students have the opportunity to acquire Human Centred Design methods for the analysis and the solution of design problems and to autonomously practice research methods. The ability to use existing methods and to develop new ones is one of the main goals of the MAS Program that qualifies the students for careers in companies where innovation crosses the interaction design area.

Contents

During the MAS courses, students will cover many topics such as user experience design, service design, user interface design, user-centered design methodologies (UCD), open design, spatial design, and information visualization. These topics are taught through design-driven courses that allow students to develop digital ecosystems, IoT products, web and mobile applications, data visualization systems, interactive installations, and exhibitions. Original courses held by interaction designers, computational designer and creative technologists allow the students to learn programming and physical computing, digital fabrication techniques, the use of web technologies and tools to deliver working prototypes.

The MAS gives to students the basic knowledge required to set up a business plan and sustain a pitch to investors in the event that they want to launch a startup.

Target students

The MAS is addressed to students with a creative talent combined with a strong interest in topics and activities concerning the technological, social, and cultural context within which the future will be designed.

Admission requirements

The requirement for the acceptance to the MAS program is a bachelor degree in an appropriate field such as visual communication, industrial design, interior design, architecture, communication sciences and computer sciences. Equivalent studies and professional experiences may be evaluated on a portfolio basis.

Careers

Students who complete the MAS program will find professional opportunities in Interaction design, communication design, industrial design and exhibition design. Following the graduation, students pursue careers at design agencies, industries and startups that offer innovative products and services where innovation is a key competitive advantage such as the sectors of media and web communication, ICT and e-commerce, consumer electronics, telecommunications, finance and the public sector.

<p>Certificate Master of Advanced Studies in Interaction Design SUPSI (60 ECTS).</p>	<p>Scholarships Partial scholarships are available upon the evaluation of portfolios and CVs. Winners of the scholarships are entitled to a reduction in the tuition fees (15.000.- CHF), worth 3'000.- CHF each.</p>		<p>Module CAS1 15 ECTS - 8 weeks</p>	<p>Module CAS2 15 ECTS - 8 weeks</p>	<p>Module CAS3 15 ECTS - 8 weeks</p>	<p>Thesis Project Module 15 ECTS - 16 weeks</p>
<p>Duration Two full-time semesters.</p>			<p>Interaction Design Fundamentals</p>	<p>Designing Advanced Artifacts</p>	<p>Designing Advanced Environments</p>	<p>Thesis Project Development</p>
<p>Teaching language Courses are held in English.</p>				<p>Th/Meth/Tec courses</p>	<p>Designing Advanced Services</p>	
<p>Tuition fees 15'000.- CHF: One year program (MAS) 6'000.- CHF: Single module (CAS)</p>					<p>Th/Meth/Tec courses</p>	