

Master of Fine Arts in Graphic Design

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Master of Science in Human Computer Interaction

HCI and Graphic Design have teamed up to provide a path for students interested in pursuing double degrees in both programs.

Working with Tiffany Kayser in HCI and Alex Braidwood in Graphic Design, students can craft an educational experience like what is outlined in the pages that follow. In the end, students will have earned an MFA in Graphic Design and an MS in HCI.

It is important to note that interested students should contact either Tiffany (HCI) and/or Alex (Graphic Design) to begin the process that students need to go through to register for the double degrees as outlined below.

Tiffany Kayser - HCI - tkayser@iastate.edu
Alex Braidwood - Graphic Design - abr@iastate.edu

Double Degree Program Information

Minimum total credits: 70

34 credits for Master of Fine Arts in Graphic Design (MFA)

12 shared credits used toward both degrees

24 credits for Human Computer Interaction (MS in HCI)

[1] MFA Degree Requirements

34cr required on POS

ArtGr 511	Fall	Graphic Design Graduate Studio I	3cr*
ArtGr 512	Fall	Audience & Perception	3cr
ArtGr 531	Fall	Thesis Preparation	1cr
ArtGr 510	Fall	Graphic Design Theory	3cr
ArtGr 521	Spring	Graphic Design Graduate Studio II	3cr*
ArtGr 522	Spring	Critical Media	3cr
ArtGr 620	Fall	Graduate Thesis Studio I	3cr*
ArtGr 630	Spring	Graduate Thesis Studio II	3cr*
DsnS 501x	Fall	Introduction to Research Design	3cr
ArtGr 520	Spring	Design & Cultural Semiotics	3cr

Art/Design History, Theory, Criticism 6cr
 Grad-level art/design history, theory, criticism seminars in the College of Design.
 Options vary by semester. Make selections with support from advisor/major professor(s)

* required sequence

[2] Shared credits used towards both degrees

12cr required on POS

ArtGr/HCI 699	Fall/Spring/Summer	3cr [Required]
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Required : 9 credits not included in 34 MFA credits above or 24 MS credits below

This is a list of some options. These 9 credits can be any graduate courses at Iowa State that are not chosen above or below. Make selections with support from advisor/major professor(s).

ArtGr 530	Fall	User Engagement	3cr
ArtGr 540	Spring	Graphic Design for Behavioral Change	3cr
ArtGr 589	Fall/Spring	Design and Ethics	3cr
IND D 560	Fall	Change by Design: Disruptive Innovation	3cr
IND D 570	Fall	Systems Thinking in Design	3cr

Choose any four courses, one from each of the categories below 12cr

>> Design Category - 3cr

HCI 521	Fall	Cognitive Psychology of HCI
HCI 595	Summer	Visual Design for HCI
ArtGR 530	Fall	User Engagement
I E 572	Spring	Design and Evaluation of Human Computer Interaction

>> Implementation Category - 3 cr

HCI 575	Spring	Computational Perception
HCI 580	Spring	Virtual Worlds and Applications
ME 557	Fall	Computer Graphics and Geometric Modeling
HCI 584X	Summer	Python Application Development in HCI

>> Phenomena Category - 3 cr

HCI 655	Fall	Organizational and Social Implications of HCI
JL MC 474	Summer	Communication Technology and Social Change
WLC 584	Fall	Technology, Globalization and Culture
HCI 530X	Varies	Perspectives in HCI
ArtGr 540	Spring	Graphic Design for Behavioral Change
ArtGr 589	Fall/Spring	Design and Ethics

>> Evaluation Category - 3 cr

STAT 332	Varies	Visual Communication of Quantitative Information
HCI 504	Fall	Evaluating Digital Learning Environments
PSYCH 501	Spring	Foundations of Behavioral Research
STAT 586	Spring	Introduction to Statistical Computing
HCI 522	Spring	Scientific Methods in HCI
HCI 523X	Varies	Qualitative Research Methods in HCI

Four other 3cr courses can be any from the ISU Course Catalog. 12cr

However, recommended electives are listed below.

ArtIS 508	Spring	Computer Aided Visualization
EDUC 511	Summer	Technology Diffusion, Leadership, and Change
HCI 510	Spring	Foundations of Game-Based Learning
HCI 525	Fall	Optimization Methods for Complex Designs
HCI 574	Spring, even yrs	Computational Implementation and Prototyping
HCI 587	Summer	Models and Theories in Human Computer Interaction
HCI 596	Fall	Emerging Practices in Human Computer Interaction
HCI 603	Spring	Advanced Learning Environments Design
HCI 681	Fall	Cognitive Engineering

IE 577	Fall	Human Factors
STAT 587	Fall & Spring	Statistical Methods for Research Workers
IE 576	Fall	Human Factors in Product Design

Final Project for Double Degree in MFA and HCI

For the double degrees, the final thesis must integrate subject areas from both fields and the POS committee must contain faculty from both programs. The major professor can either represent both majors or two co-major professors can represent each major.

For more information on the MFA/HCI double degree program, please contact:

Alex Braidwood
Graphic Design Director of Graduate Education
abr@iastate.edu

Tiffany Kayser
HCI Graduate Program Coordinator
tlkayser@iastate.edu