

## The Master Program in Design

### ■ Program Overview

This master program specializes in fusing major innovation, training high-end designers, building integrated design and research platform. We focus on preparing students to shape a sustainable future by helping our students develop a process for innovative solutions we call design thinking. It includes creative and analytical approaches and cross-disciplinary collaborations. The process will utilize a variety of inputs from different areas: methods from engineering and design, ideas from art, tools from social science and insights from business.

Students will be taught the basic method, then personalize their own way, internalize it and apply to their own challenges with the help of our experienced faculties.

With our strong reputation, our program has maintained close collaborations with many great companies, which enables us to practice many product development projects. We also cooperate with various outstanding international design schools, working together in academic research and education area to shape a better future for our students. Specifically designed for international students, the program aims at cultivating high-end art and design professionals in the following areas: new product and services design, interaction design, visual communication design, landscape design, interior design, public art design. This is a full-time master's program with the normal length of 2 years.

### ■ Main Courses

Required/Selective	Courses	Credits	Terms
Required	Introduction to Chinese Culture	2	Spring/Fall
	Chinese	2	Spring/Fall
	Scholarly Writing	1	Fall
	History of Design	3	Fall
	Principles of Design	3	Fall
	Human Factors	2	Fall
	Design Research Methods	3	Fall
Selective	Design Management and Strategy	3	Spring
	Design Psychology	3	Spring
	Design Axiology	3	Spring
	Design Knowledge and	3	Spring

	User Study		
	Computer-Aided Design and Manufacturing	3	Fall
	Architecture and Urban Design	3	Spring
	Ecology Planning	3	Spring
	Environmental Design Research	3	Spring
	Interaction Design	3	Spring