



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 consists of leading practitioners in interaction design, including web design, design writers, and design researchers.

2009 – 2010 Student population (inaugural year)

17 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; Jennifer Bove, principal, Kicker Studio; Ian Curry, senior interaction designer, Local Projects; Steve Duenes, graphics director, NYTimes.com; Robert Fabricant, executive creative director, frog design; Christopher Fahey, founding partner, Behavior LLC; Rob Faludi, Device & strategy consultant, GroundedPower, Inc.; Paul Ford, associate editor, *Harper's Magazine*; Tamara Giltsoff, independent sustainability strategist; Chloe Gottlieb, executive creative director of interaction design, R/GA; Phi-Hong D. Ha, interaction design and strategy consultant; Rebekah Hodgson, visual and interaction design consultant; Karen McGrane, founding partner, Bond Art + Science; Josh Musick, principal designer, frog design; Jill Nussbaum, creative director, R/GA; Matt Owens, principal, Volumeone LLC; Paul Pangaro, PhD, co-founder and CTO, Cybernetic Lifestyles; Jason Santa Maria, creative director, Happy Cog Studios; Khoi Vinh, design director, NYTimes.com; Clay Wiedemann, associate creative director, frog design; David Womack, writer, editor, digital strategist; Alex Wright, director of user experience research, The New York Times; John Zapolski, director, Strategos; and Jeffrey Zeldman, founder, Happy Cog Studios.

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