Master of Fine Arts in Graphic Design
+
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 - tlkayser@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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Session</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArtGr 511</td>
<td>Fall</td>
<td>Graphic Design Graduate Studio I</td>
<td>3cr*</td>
</tr>
<tr>
<td>ArtGr 512</td>
<td>Fall</td>
<td>Audience &amp; Perception</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 531</td>
<td>Fall</td>
<td>Thesis Preparation</td>
<td>1cr</td>
</tr>
<tr>
<td>ArtGr 510</td>
<td>Fall</td>
<td>Graphic Design Theory</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 521</td>
<td>Spring</td>
<td>Graphic Design Graduate Studio II</td>
<td>3cr*</td>
</tr>
<tr>
<td>ArtGr 522</td>
<td>Spring</td>
<td>Critical Media</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 620</td>
<td>Fall</td>
<td>Graduate Thesis Studio I</td>
<td>3cr*</td>
</tr>
<tr>
<td>ArtGr 630</td>
<td>Spring</td>
<td>Graduate Thesis Studio II</td>
<td>3cr*</td>
</tr>
<tr>
<td>DsnS 501x</td>
<td>Fall</td>
<td>Introduction to Research Design</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 520</td>
<td>Spring</td>
<td>Design &amp; Cultural Semiotics</td>
<td>3cr</td>
</tr>
</tbody>
</table>

**Art/Design History, Theory, Criticism**

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)

6cr

* required sequence

### [2] Shared credits used towards both degrees

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Session</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArtGr/HCI 699</td>
<td>Fall/Spring/Summer</td>
<td>3cr [Required]</td>
<td></td>
</tr>
</tbody>
</table>

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).

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Session</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArtGr 530</td>
<td>Fall</td>
<td>User Engagement</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 540</td>
<td>Spring</td>
<td>Graphic Design for Behavioral Change</td>
<td>3cr</td>
</tr>
<tr>
<td>ArtGr 589</td>
<td>Fall/Spring</td>
<td>Design and Ethics</td>
<td>3cr</td>
</tr>
<tr>
<td>IND D 560</td>
<td>Fall</td>
<td>Change by Design: Disruptive Innovation</td>
<td>3cr</td>
</tr>
<tr>
<td>IND D 570</td>
<td>Fall</td>
<td>Systems Thinking in Design</td>
<td>3cr</td>
</tr>
</tbody>
</table>
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
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