The Master of Science in Design + Innovation program is an interdisciplinary degree combining engineering, business, human ecology, user experience, and art. It is a collaboration between the College of Engineering, School of Human Ecology, School of Business, the Art Department within the School of Education, and the Information School in the College of Letters & Science. The degree will prepare students to solve complex problems by providing them with a robust set of design thinking strategies and tools from multiple perspectives. Graduates will be equipped to work across disciplines and innovate in their respective field. Coursework will include hands-on learning opportunities and is intended to be completed in 12 months.

The Master of Science in Design + Innovation program is not a STEM-OPT program, CIP code: 30.9999 Multi-/Interdisciplinary Studies, Other.

**ADMISSIONS**

Please consult the table below for key information about this degree program’s admissions requirements. The program may have more detailed admissions requirements, which can be found below the table or on the program’s website.

Graduate admissions is a two-step process between academic programs and the Graduate School. **Applicants must meet** the minimum requirements (https://grad.wisc.edu/apply/requirements/) of the Graduate School as well as the program(s). Once you have researched the graduate program(s) you are interested in, apply online (https://grad.wisc.edu/apply/).

<table>
<thead>
<tr>
<th>Requirements</th>
<th>Detail</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall Deadline</td>
<td>February 1*</td>
</tr>
<tr>
<td>Spring Deadline</td>
<td>This program does not admit in the spring.</td>
</tr>
<tr>
<td>Summer Deadline</td>
<td>This program does not admit in the summer.</td>
</tr>
<tr>
<td>GRE (Graduate Record Examinations)</td>
<td>Not required.</td>
</tr>
<tr>
<td>English Proficiency Test</td>
<td>Every applicant whose native language is not English or whose undergraduate instruction was not in English must provide an English proficiency test score and meet the Graduate School minimum requirements (<a href="https://grad.wisc.edu/apply/requirements/#english-proficiency">https://grad.wisc.edu/apply/requirements/#english-proficiency</a>).</td>
</tr>
<tr>
<td>Other Test(s) (e.g., GMAT, MCAT)</td>
<td>n/a</td>
</tr>
<tr>
<td>Letters of Recommendation</td>
<td>Required</td>
</tr>
<tr>
<td>*</td>
<td>Rolling admission will begin after October 1, with a final application deadline of February 1.</td>
</tr>
</tbody>
</table>

All application materials must be submitted online through the Graduate School’s application portal (https://grad.wisc.edu/apply/). Applications will open approximately one calendar year prior to the start of the program. Do NOT send any paper copies of documents by mail (email or paper mail) unless specifically requested to do so by the Graduate Admissions Team. Applications must be complete to be reviewed by the Graduate Admissions Team.

1. Online application: https://grad.wisc.edu/apply/.
2. Resume or Curriculum Vitae (CV)
3. Creative Brief: We require submission of a creative brief that includes three parts: a) a Statement of Purpose, b) a short Design Prompt, and c) a Portfolio of Past Work. This creative brief must be uploaded in the online application "Statement" tab as one PDF document and cannot exceed 4 MB. We do not accept links to web portfolios.
   a. Statement of Purpose: In 250-500 words, please respond to the following question: “Why are you interested in the Master of Science in Design + Innovation program and what do you hope to get out of the program?”
   b. Design Prompt: In 250-500 words, please answer the following prompt: “If you could redesign anything (think broadly: product, process, service, brand, experience, etc.), what would it be? Why? What are the first three things you would do to get started?”
   c. Portfolio of Work: In no more than 10 pages/slides, please tell the story of 2-3 recent projects of which you are proud. Be as visual as possible, including project images and sketches. Make sure to explain project context, key insights, and the design and innovation process you used. The Portfolio of Work must be uploaded as part of the Creative Brief. We do not accept links to web portfolios.

Note: The MDI admissions committee recognizes that students from different disciplines will have different portfolios of work. The goal of this submission is to demonstrate your ability to think through a project conceptually and concretely, as well as your ability to tell the story about your work.

4. Unofficial transcripts: All applicants must upload a copy of their transcript from their undergraduate institution and other previous higher education institutions, including other graduate studies. An official transcript is not part of the online application process unless specifically requested in writing by the Admissions Team.
5. Two (2) letters of recommendation: Enter the recommender email contact information into the online application. Recommenders will receive an email with instructions for the survey and recommendation letter upload process. We do not accept recommendation letters via email, paper format, or online portfolios.
6. English Proficiency Scores (TOEFL/IELTS) – required for those whose native language is not English, or whose undergraduate instruction was not in English. See Graduate School Requirements for Admission (https://grad.wisc.edu/admissions/requirements/) for more information and exemption policies. Scores are accepted if they are within two years of the start of the admissions term for which applicants are applying. TOEFL scores should be electronically sent directly from Educational Testing Service (ETS) to institution code 1846 (no department code is needed). IELTS scores should be electronically sent directly from IELTS to UW-Madison, Graduate Studies.
7. Application Fee
8. Personal Interview (if necessary) - A personal interview with MDI program staff (in the form of a telephone call or video chat) may be required.
FUNDING

GRADUATE SCHOOL RESOURCES
Resources to help you afford graduate study might include assistantships, fellowships, traineeships, and financial aid. Further funding information (https://grad.wisc.edu/funding/) is available from the Graduate School. Be sure to check with your program for individual policies and restrictions related to funding.

PROGRAM RESOURCES
Students enrolled in this program are not eligible to receive tuition remission from graduate assistantship appointments at this institution.

FEDERAL LOANS
Students who are U.S. citizens or permanent residents may be eligible to receive some level of funding through the federal direct loan program. These loans are available to qualified graduate students who are taking at least 4 credits during the fall and spring semesters, and 2 credits during summer. Private loans are also available. Learn more about financial aid at their website (https://financialaid.wisc.edu/).

INTERNATIONAL STUDENT SERVICES FUNDING AND SCHOLARSHIPS
For information on International Student Funding and Scholarships visit the ISS website (https://iss.wisc.edu/students/new-students/funding-scholarships/).

REQUIREMENTS

MINIMUM GRADUATE SCHOOL REQUIREMENTS
Review the Graduate School minimum academic progress and degree requirements (http://guide.wisc.edu/graduate/#policiesandrequirementstext), in addition to the program requirements listed below.

MAJOR REQUIREMENTS

MODE OF INSTRUCTION

<table>
<thead>
<tr>
<th>Mode</th>
<th>Evening/Weekend</th>
<th>Online</th>
<th>Hybrid</th>
<th>Accelerated</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face to Face</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Online</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Accelerated</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Accelerated: Accelerated programs are offered at a fast pace that condenses the time to completion. Students are able to complete a program with minimal disruptions to careers and other commitments.

Evening/Weekend: Courses meet on the UW–Madison campus only in evenings and/or on weekends to accommodate typical business schedules. Students have the advantages of face-to-face courses with the flexibility to keep work and other life commitments.

Face-to-Face: Courses typically meet during weekdays on the UW-Madison Campus.

Hybrid: These programs combine face-to-face and online learning formats. Contact the program for more specific information.

Curricular Requirements

Requirements Detail

Minimum Credit Requirement

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum</td>
<td>30</td>
</tr>
<tr>
<td>Residence</td>
<td>16</td>
</tr>
<tr>
<td>Graduate</td>
<td>15</td>
</tr>
<tr>
<td>Coursework</td>
<td>15</td>
</tr>
</tbody>
</table>

Overall GPA: 3.00 GPA required.

Other Grade Requirements

Assessments and Examinations

None.

Language Requirements

None.

REQUIRED COURSES

Code | Title | Credits
---|-------|-------
DS 641 Advanced Design Thinking for Transformation | 3
INTEREGR 477 Tools for Prototyping and Manufacturing | 3
OTM 760 Managing by Design | 3
INTER-HE 940 Collaborative Capstone I | 3
INTEREGR 941 Collaborative Capstone II | 3
L I S 707 Data Visualization and Communication for Decision Making | 3
or DS 620 Visual Thinking for Problem Solving | 3

Specializations

Students select one specialization in addition to the Core Courses. Students may select courses across the specialization lists with approval of their faculty advisor. 12 credits minimum required.

Product Design

I SY E/PSYCH 349 Introduction to Human Factors
I SY E/PSYCH 549 Human Factors Engineering
M E/E C E 439 Introduction to Robotics
M E 449 Redesign and Prototype Fabrication

Online: These programs are offered 100% online. Some programs may require an on-campus orientation or residency experience, but the courses will be facilitated in an online format.
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ME 549</td>
<td>Product Design</td>
</tr>
<tr>
<td>ISYE/COMP SCI/DS 518</td>
<td>Wearable Technology</td>
</tr>
<tr>
<td>ISYE 552</td>
<td>Human Factors Engineering Design and Evaluation</td>
</tr>
<tr>
<td>MHR 734</td>
<td>Venture Creation</td>
</tr>
<tr>
<td>MHR 741</td>
<td>Technology Entrepreneurship</td>
</tr>
<tr>
<td>Marketng 737</td>
<td>New Product Innovation</td>
</tr>
<tr>
<td>ART 346</td>
<td>Basic Graphic Design</td>
</tr>
<tr>
<td>ART 409</td>
<td>Digital Fabrication Studio</td>
</tr>
<tr>
<td>ART 428</td>
<td>Digital Imaging Studio</td>
</tr>
<tr>
<td>ART 429</td>
<td>3D Digital Studio I</td>
</tr>
<tr>
<td>DS 527</td>
<td>Global Artisans</td>
</tr>
<tr>
<td>CNSR SCI 657</td>
<td>Consumer Behavior</td>
</tr>
<tr>
<td>L/S/COMP SCI 611</td>
<td>User Experience Design 1</td>
</tr>
<tr>
<td>L/S/COMP SCI 612</td>
<td>User Experience Design 2</td>
</tr>
<tr>
<td>L/S/COMP SCI 613</td>
<td>User Experience Design 3</td>
</tr>
<tr>
<td>L/S 646</td>
<td>Introduction to Info Architecture and Interaction for the Web</td>
</tr>
<tr>
<td>L/S 661</td>
<td>Information Ethics and Policy</td>
</tr>
<tr>
<td>DS/COMP SCI 579</td>
<td>Virtual Reality</td>
</tr>
<tr>
<td>ISYE/PSYCH 349</td>
<td>Introduction to Human Factors</td>
</tr>
<tr>
<td>ISYE/COMP SCI/DS 518</td>
<td>Wearable Technology</td>
</tr>
<tr>
<td>ISYE/PSYCH 549</td>
<td>Human Factors Engineering</td>
</tr>
<tr>
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<td>Basic Graphic Design</td>
</tr>
<tr>
<td>ART 428</td>
<td>Digital Imaging Studio</td>
</tr>
<tr>
<td>ART 438</td>
<td>History of Graphic Design and Typography</td>
</tr>
<tr>
<td>ART 528</td>
<td>Digital Interactive Studio</td>
</tr>
<tr>
<td>ART 529</td>
<td>3D Digital Studio II</td>
</tr>
<tr>
<td>Communication Design</td>
<td></td>
</tr>
<tr>
<td>ART 318</td>
<td>Introduction to Video, Performance &amp; Installation Art</td>
</tr>
<tr>
<td>ART 346</td>
<td>Basic Graphic Design</td>
</tr>
<tr>
<td>ART 409</td>
<td>Digital Fabrication Studio</td>
</tr>
<tr>
<td>ART 428</td>
<td>Digital Imaging Studio</td>
</tr>
<tr>
<td>ART 429</td>
<td>3D Digital Studio I</td>
</tr>
<tr>
<td>ART 438</td>
<td>History of Graphic Design and Typography</td>
</tr>
<tr>
<td>ART 528</td>
<td>Digital Interactive Studio</td>
</tr>
<tr>
<td>ART 529</td>
<td>3D Digital Studio II</td>
</tr>
<tr>
<td>DS/COMP SCI 579</td>
<td>Virtual Reality</td>
</tr>
<tr>
<td>DS/LAND ARC 639</td>
<td>Culture and Built Environment</td>
</tr>
<tr>
<td>DS 620</td>
<td>Visual Thinking for Problem Solving 2</td>
</tr>
<tr>
<td>L/S 707</td>
<td>Data Visualization and Communication for Decision Making 3</td>
</tr>
</tbody>
</table>

**Design Strategy**

- CSCS 335 Communicating with Key Audiences
- CSCS 455 Entrepreneurialism and Society
- CNSR SCI 555 Consumer Design Strategies & Evaluation
- CNSR SCI 561 Consumer Engagement Strategies
- CNSR SCI 562 The Global Consumer
- CNSR SCI 567 Product Development Strategies in Retailing
- CNSR SCI 657 Consumer Behavior
- HDFS 872 Bridging the Gap Between Research and Action
- DS 527 Global Artisans
- DS/LAND ARC 639 Culture and Built Environment
- DSE 611 User Experience Design 1
- DSE 612 User Experience Design 2
- DSE 613 User Experience Design 3
- DS/LAND ARC 639 Introduction to Video, Performance & Installation Art
- Total Credits 30

1. These pathways are internal to the program and represent different curricular paths a student can follow to earn this degree. Pathway names do not appear in the Graduate School admissions application, and they will not appear on the transcript.

2. DS 620 may be counted as credit in the specialization area only if it was not taken as a Core Requirement. Students may NOT double count DS 620 for the Core Requirement and the Specialization.

3. L/S 707 may be counted as credit in the specialization area only if it was not taken as a Core Requirement. Students may NOT double count L/S 707 for the Core Requirement and the Specialization.

Students in this program may not take courses outside the prescribed curriculum without faculty advisor and program director approval. Students in this program cannot enroll concurrently in other undergraduate, graduate or certificate programs.

**POLICIES**

**GRADUATE SCHOOL POLICIES**

The Graduate School's Academic Policies and Procedures (https://grad.wisc.edu/acadpolicy/) provide essential information regarding general university policies. Program authority to set degree policies...
beyond the minimum required by the Graduate School lies with the degree program faculty. Policies set by the academic degree program can be found below.

**MAJOR-SPECIFIC POLICIES**

**PRIOR COURSEWORK**

**Graduate Work from Other Institutions**

Students will not be permitted to use credits from previously earned graduate coursework.

**UW–Madison Undergraduate**

With advisor approval, up to 6 credits numbered 300 or above may be counted toward the degree specialization areas (not the core degree requirements). These credits may be counted toward the minimum graduate coursework (50%) requirement if they are in courses numbered 700 or above. No credits may be counted toward the minimum graduate residence credit requirement. Coursework earned five or more years prior to admission to a master’s degree is not allowed to satisfy requirements.

**UW–Madison University Special**

This program follows the Graduate School’s policy for Transfer from UW–Madison University Special Student Career at UW–Madison. (https://policy.wisc.edu/library/UW-1216/)

**PROBATION**

This program follows the Graduate School's Probation policy. (https://policy.wisc.edu/library/UW-1217/)

1. Good standing (progressing according to standards; any funding guarantee remains in place).
2. Probation (not progressing according to standards but permitted to enroll; loss of funding guarantee; specific plan with dates and deadlines in place in regard to removal of probationary status).
3. Unsatisfactory progress (not progressing according to standards; not permitted to enroll, dismissal, leave of absence or change of advisor or program).

**ADVISOR**

All students will be assigned an advisor who assists them in planning a course sequence that meets degree requirements and who will discuss career objectives with the students.

**CREDITS PER TERM ALLOWED**

15 credits

**TIME LIMITS**

This program follows the Graduate School's Time Limits policy. (https://policy.wisc.edu/library/UW-1221/)

**GRIEVANCES AND APPEALS**

These resources may be helpful in addressing your concerns:

- Bias or Hate Reporting (https://doso.students.wisc.edu/bias-or-hate-reporting/)
- Graduate Assistantship Policies and Procedures (https://hr.wisc.edu/policies/gapp/#grievance-procedure)
- Hostile and Intimidating Behavior Policies and Procedures (https://hr.wisc.edu/hib/)
- Office of the Provost for Faculty and Staff Affairs (https://facstaff.provost.wisc.edu/)
- Dean of Students Office (https://doso.students.wisc.edu/) (for all students to seek grievance assistance and support)
- Employee Assistance (http://www.eao.wisc.edu/) (for personal counseling and workplace consultation around communication and conflict involving graduate assistants and other employees, post-doctoral students, faculty and staff)
- Employee Disability Resource Office (https://employeedisabilities.wisc.edu/) (for qualified employees or applicants with disabilities to have equal employment opportunities)
- Graduate School (https://grad.wisc.edu/) (for informal advice at any level of review and for official appeals of program/departmental or school/college grievance decisions)
- Office of Compliance (https://compliance.wisc.edu/) (for class harassment and discrimination, including sexual harassment and sexual violence)
- Office of Student Conduct and Community Standards (https://conduct.students.wisc.edu/) (for conflicts involving students)
- Ombuds Office for Faculty and Staff (http://www.ombuds.wisc.edu/) (for employed graduate students and post-docs, as well as faculty and staff)
- Title IX (https://compliance.wisc.edu/titleix/) (for concerns about discrimination)

Students should contact the department chair or program director with questions about grievances.

**OTHER**

Additional Prior Coursework Policies (these policies are in addition to the prior coursework policies listed above):

1. **Graduate Program Credits earned in other UW-Madison Graduate Programs:** With advisor approval: a) Students with an earned UW-Madison MS degree may be permitted to use up to 7 credits toward the MS in Design + Innovation program. b) Students without an earned MS degree, but who have completed MS credits, may be permitted to use up to 12 credits in the MS in Design + Innovation program. c) Students with PhD credits or an earned PhD degree may be permitted to use up to 12 credits in the MS in Design + Innovation program.

2. **Undergraduate credits from other institutions:** Undergraduate credits from other institutions are not permitted to be used in the MS in Design + Innovation program.

3. **MAD-UX Certificate Credits:** With program approval, and payment of the difference in tuition, students are allowed to count up to 9 credits. Courses must be 300 level or above, earned “B” or better grade, and earned less than 5 years prior to the start of the MS in Design + Innovation program.

Students are strongly discouraged to pursue positions as Project Assistants, Teaching Assistants or Research Assistants during their time in this program, as the rigor and accelerated nature of this program may not accommodate those work time commitments. Students in this program will not receive the tuition remission that is typically part of the compensation package for a graduate Assistantship.
PROFESSIONAL DEVELOPMENT

GRADUATE SCHOOL RESOURCES
Take advantage of the Graduate School's professional development resources (https://grad.wisc.edu/pd/) to build skills, thrive academically, and launch your career.

LEARNING OUTCOMES
1. Demonstrate creative, independent problem solving skills and entrepreneurial thinking.
2. Apply design tools and strategies on interdisciplinary teams and projects.
3. Communicate effectively both visually and orally.
4. Implement an iterative design thinking process.
5. Demonstrate a hands-on, iterative process that includes making, creating and designing.
6. Gain depth in a field of study that can be applied in a social, global and design context.
7. Apply principles of ethical and professional conduct in a field experience.

PEOPLE
Carly Benish, College of Engineering, Shop Manager
Lee DeBaillie, College of Engineering, Program Director
Kristin R. Eschenfelder, Information School (iSchool), College of Letters and Science, Professor and Director
Jenny Grieber, Academic Program Manager, MS Information & Capstone Certificates
Sara Hladilek, College of Engineering, Graduate Student Services Coordinator
John Hitchcock, Art, School of Education, Professor, Associate Dean for the Arts
Meghan Marie Mitchell, Art, School of Education, Associate Professor
Lennon P. Rodgers, College of Engineering, Director of Grainger Engineering Design Innovation Lab
Lesley H. Sager, Design Studies, School of Human Ecology, Faculty Associate
John Surdyk, Management and Human Resources, School of Business, Director of the Initiative for Studies in Transformational Entrepreneurship and Faculty Director of the Entrepreneurial Residential Learning Community

ACCREDITATION

National Association of Schools of Art and Design (https://nasad.arts-accredit.org/)