

# DESIGN + INNOVATION, M.S.

## REQUIREMENTS

### MINIMUM GRADUATE SCHOOL REQUIREMENTS

Review the Graduate School minimum academic progress and degree requirements (<http://guide.wisc.edu/graduate/#policiesandrequirements>), in addition to the program requirements listed below.

### MAJOR REQUIREMENTS

#### MODE OF INSTRUCTION

Face to Face	Evening/ Weekend	Online	Hybrid	Accelerated
Yes	No	No	No	Yes

**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.

**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.

### CURRICULAR REQUIREMENTS

Requirements Detail	
Minimum Credit Requirement	30 credits
Minimum Residence Credit Requirement	16 credits
Minimum Graduate Coursework Requirement	At least half of degree coursework (15 out of 30 total credits) must be in graduate-level coursework; courses with the Graduate Level Coursework attribute are identified and searchable in the university's Course Guide ( <a href="https://registrar.wisc.edu/course-guide">https://registrar.wisc.edu/course-guide</a> ).
Overall Graduate GPA Requirement	3.00 GPA required
Other Grade Requirements	Students must earn a C or above in all coursework. Students may not have any more than two incompletes on their record at any one time.

Assessments and Examinations None

Language Requirements No language requirements.

### REQUIRED COURSES

Code	Title	Credits
<b>Core Courses - required of all students (18 credits)</b>		
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
One of the following:		
L I S 707	Data Visualization and Communication for Decision Making	3
or DS 620	Visual Thinking for Problem Solving	

### Specializations <sup>1</sup> 12

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
M E 549	Product Design
I SY E/COMP SCI/ DS 518	Wearable Technology
I SY E 552	Human Factors Engineering Design and Evaluation
M H R 734	Venture Creation
M H R 741	Technology Entrepreneurship
MARKETNG 737	New Product Innovation
ART 346	Basic Graphic Design
ART 409	Digital Fabrication Studio
ART 428	Digital Imaging Studio
ART 429	3D Digital Studio I
DS 527	Global Artisans
CNSR SCI 657	Consumer Behavior

#### UI/UX Design

L I S/ COMP SCI 611	User Experience Design 1
L I S/ COMP SCI 612	User Experience Design 2
L I S/ COMP SCI 613	User Experience Design 3
L I S 646	Introduction to Info Architecture and Interaction Design for the Web
L I S 661	Information Ethics and Policy

DS/ COMP SCI 579	Virtual Reality
I SY E/PSYCH 349	Introduction to Human Factors
I SY E/COMP SCI/ DS 518	Wearable Technology
I SY E/PSYCH 549	Human Factors Engineering
M H R 734	Venture Creation
M H R 741	Technology Entrepreneurship
ART 346	Basic Graphic Design
ART 428	Digital Imaging Studio
ART 438	History of Graphic Design and Typography
ART 528	Digital Interactive Studio
ART 529	3D Digital Studio II

*Communication Design*

ART 318	Introduction to Video, Performance & Installation Art
ART 346	Basic Graphic Design
ART 409	Digital Fabrication Studio
ART 428	Digital Imaging Studio
ART 429	3D Digital Studio I
ART 438	History of Graphic Design and Typography
ART 528	Digital Interactive Studio
ART 529	3D Digital Studio II
DS/ COMP SCI 579	Virtual Reality
DS/ LAND ARC 639	Culture and Built Environment
DS 620	Visual Thinking for Problem Solving 2
L I S 707	Data Visualization and Communication for Decision Making <sup>3</sup>

*Design Strategy*

CSCS 335	Communicating with Key Audiences
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
M E 549	Product Design
M H R 715	Strategic Management of Innovation
M H R 723	Business Strategy
M H R 734	Venture Creation
M H R 741	Technology Entrepreneurship

MARKETNG 737	New Product Innovation
ART 318	Introduction to Video, Performance & Installation Art
<b>Total Credits</b>	<b>30</b>

- <sup>1</sup> These tracks are internal to the program and represent different pathways a student can follow to earn this degree. Track names do not appear in the Graduate School admissions application, and they will not appear on the transcript.
- <sup>2</sup> 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.
- <sup>3</sup> L I 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 I S 707 for the Core Requirement and the Specialization.