



Illinois Institute of Technology Institute of Design

March 2021

	Science / Engineering	Design	Humanities / Art
<i>Phenomenon of study</i>	The natural world	The man-made world	The human experience
<i>Central methods</i>	Controlled experiment, classification, analysis	Modeling, pattern-formation, synthesis	Analogy, metaphor, criticism, evaluation
<i>Values</i>	Objectivity, rationality, neutrality, and a concern for 'truth'	Practicality, ingenuity, empathy, and a concern for 'appropriateness'	Subjectivity, imagination, commitment, and a concern for 'justice'



Types of Design

Design is

an... -

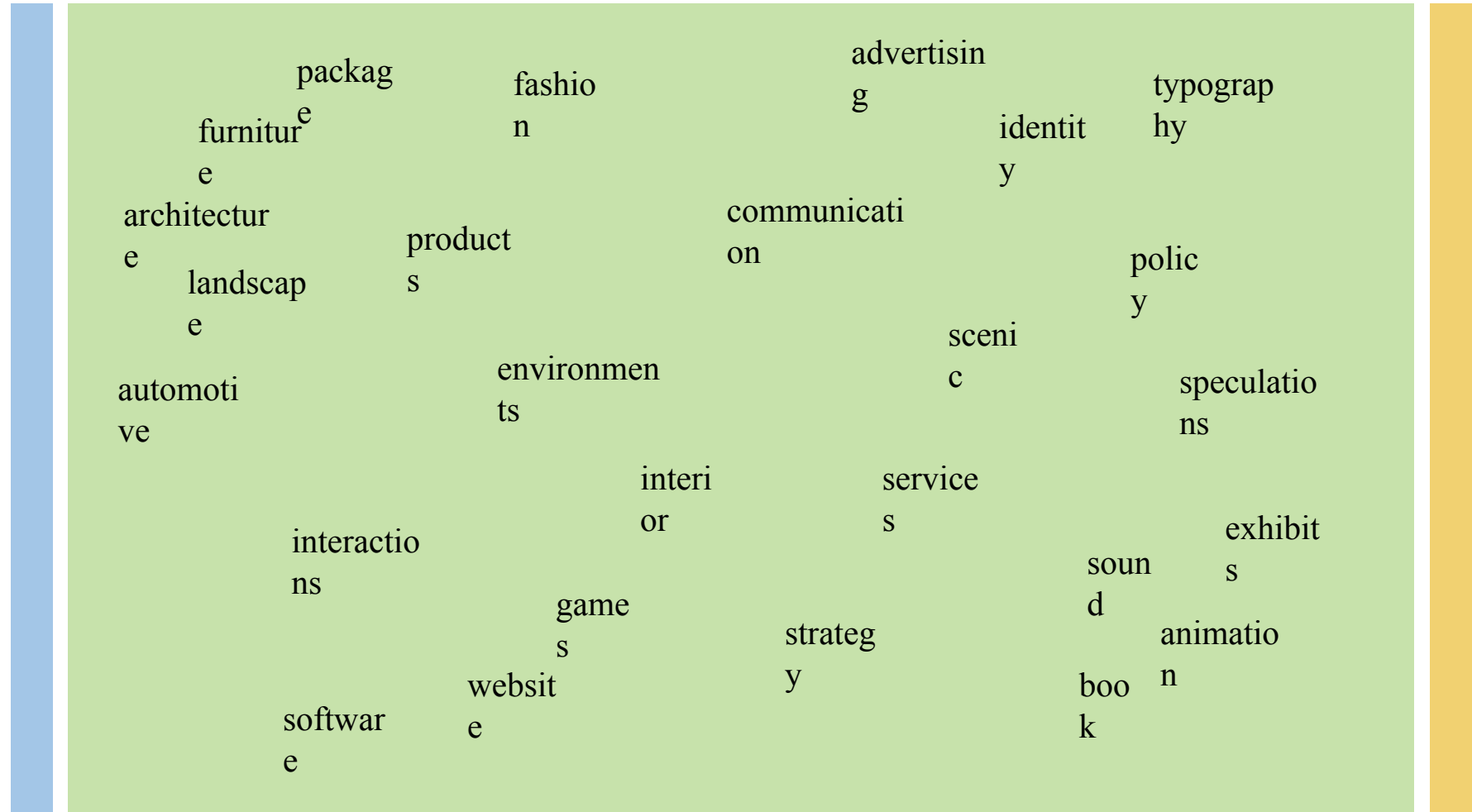
attribute

- outcome

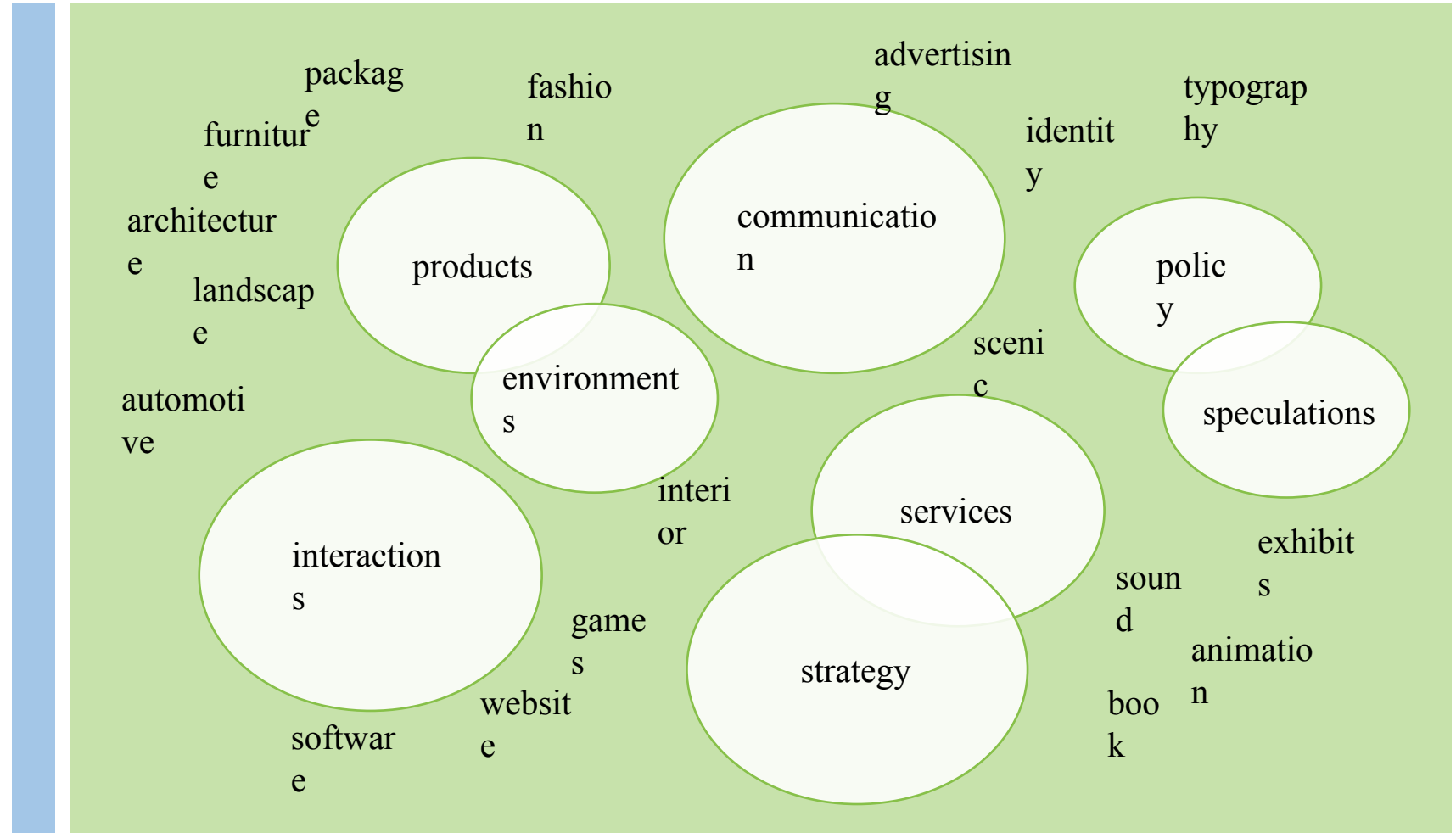
- artifact

- activity

- profession

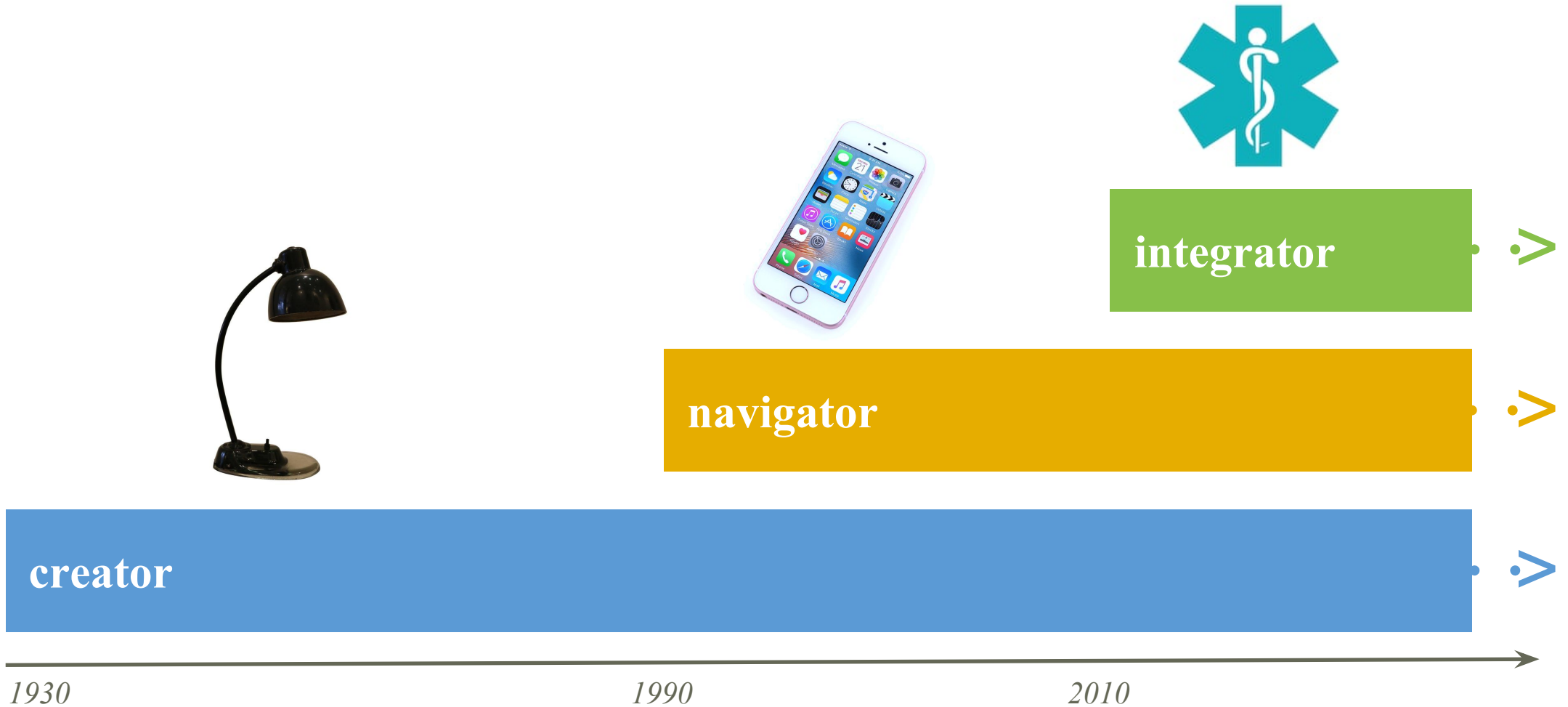


From artifacts and objects to forms of human interaction

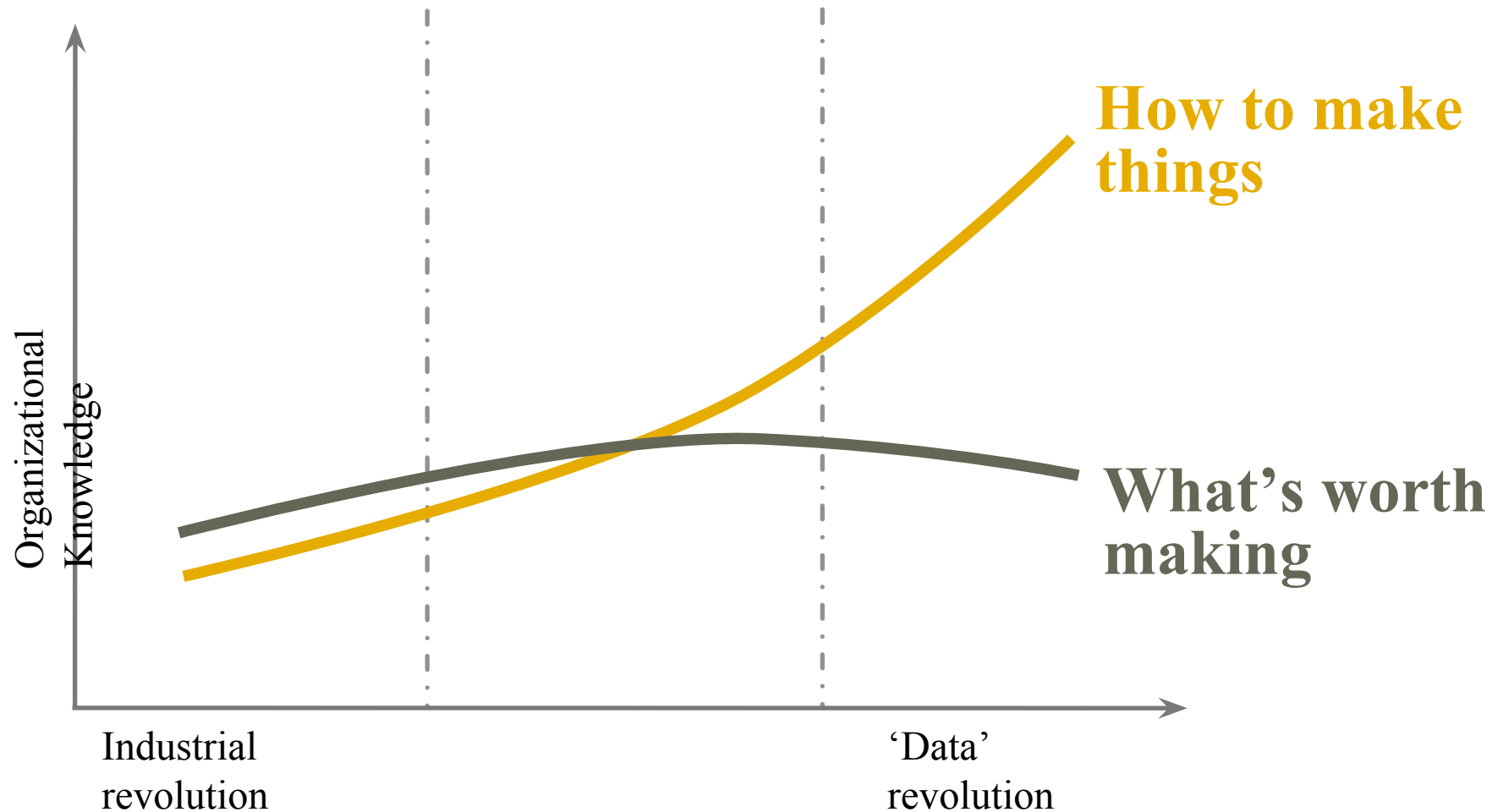


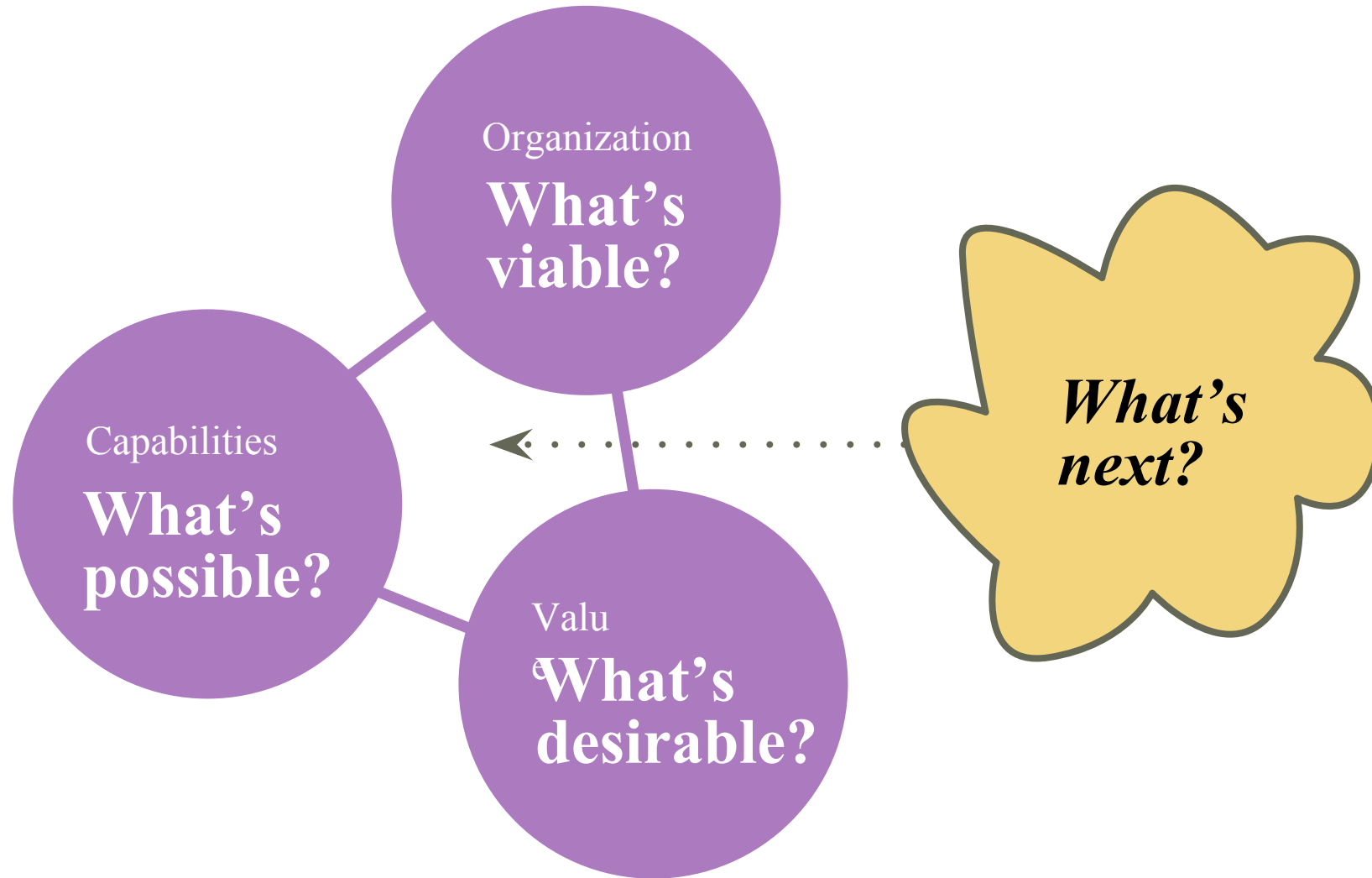


The Expanding Role of Designers



ID The Innovation Gap





Founded as The New Bauhaus in 1937

Graduate school of Illinois Institute of Technology (IIT)

Largest graduate-only design program in US

First PhD in Design in the US

Master of Design – *4 semesters (5 with Foundation)*

Master of Design / MBA – *5 semesters*

Master of Design / Master Public Policy – *5 semesters*

Master of Design Methods – *2 semesters (full-time)*

PhD in Design – *6 semesters*

ID MDes Structure

ENTRY (ORIENTATION)

- Foundation
- Fundamentals

CORE (BASE THEORY)

- Insight Development
- Human Advocacy
- Prototyping
- Critique & Assessment
- Systems Thinking
- Leadership & Mediation

- Stakeholder Research
- Communication &

CONCENTRATION (APPLICATION)

- Interaction Design
- Physical + Digital UX
- Physical Design
- Systems & Innovation
- Services Design
- Enterprise Management
- Collaborative Design
- Emerging Technology

ADVANCED

- Faculty Research
- Independent Projects
- Externships
- Practicums

Human-centered Design
 Fundamental philosophy and principles of modern user-centered design practice



Product Management

Cross-functional Collaboration
 Methods and practices of interdisciplinary collaboration and innovation



Business Management and Leadership
 Design's contribution to both established organization and entrepreneurial contexts

Experience Planning

Service + Systems Innovation
 Best practices and techniques to foster innovation within teams and organizations



Data + Design
 An introduction to data-oriented issues and emerging techniques in design

Social Innovation

Civic Systems
 Emerging design practices targeted at addressing socially oriented challenges



Business Management and Leadership
 Design's contribution to both established organization and entrepreneurial contexts



Capstone Independent project

enabling child engagement

3 Read the signs

GREEN ZONE
Go play
Children are encouraged to play in the green zone. This area is safe and fun for children to play in. It is located near the playground and is a great place for children to play.

YELLOW ZONE
Call doctor
Children are encouraged to call their doctor if they have any symptoms of asthma. This area is located near the doctor's office and is a great place for children to call their doctor.

RED ZONE
Get help
Children are encouraged to get help if they are having trouble. This area is located near the nurse's office and is a great place for children to get help.

"She knows how to take her medicine on her own. If I am not right here she says 'Mom, I just took a treatment.'" - Mother of 9 year old girl

- ▶ illustration
- ▶ individual
- ▶ visual pres
- ▶ asthma sy
- ▶ showing p
- ▶ caregivers
- ▶ friendly st
- ▶ education



Explore the amazing world of animals!

Hannah

Noah

THE BETTERAT/SCHOOL INTERFACE WILL EMPOWER STUDENTS TO:

- What if Paul had a way to view student work in progress so he could guide students when they need it most? What if he had a way to evaluate his students' learning process in addition to their mastery of concepts?

CONCEPTS
The BetterAt/School Interface and Apps
Making process assessment easy

Unlike MOOCs (massive open online courses) and online textbooks, BetterAt/School uses easily change the mode of content delivery—it will make it easier for teachers (and students themselves) to assess the learning process in real time. BetterAt/School will make it easier for students to plan, review, and, most importantly, document their learning activities, both inside and outside of school. BetterAt/School apps will make it easy for students to capture this learning whenever they are, and automatically save their work with their timeline. Teachers will be able to view student timelines remotely, making it easier to provide feedback at any point in the process, thus enabling students to make each learning activity as productive as possible and simultaneously enabling teachers to clearly see how well each student is working through the learning process—and how effectively they apply what they are learning.

BETTERAT/SCHOOL INTERFACE
The BetterAt/School Interface is the record of what students have done, and what they will be next.

THE STEP
The step is the basic unit of activity within a step.

SEARCH
Find other BetterAt/School challenges or users.

STUDENT-CREATED CONTENT
Users that create student work or activities are automatically given visual identification in the timeline.

HOW
The interface logs records the steps and what they are doing.

HELP WANTED
Students can give questions and requests to their internal network.

SUGGESTIONS
Users, teachers, and experts suggest additional resources they think will be helpful.

SUBSCRIBERS
Users, teachers, and experts from internet networks made up of resources who participate in a particular challenge.

DISCUSSION
Users, teachers, and experts provide feedback about a specific piece of student work. The discussion discussion can be helpful when assessing the student's learning process.

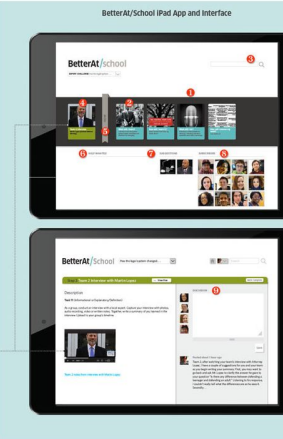
BETTERAT/SCHOOL APPS
With BetterAt/School apps, students can capture their work anywhere, anytime, and instantly sync it with their timeline.

BETTERAT/SCHOOL PHONE
Lets students capture their work with a simple research framework.

BETTERAT/SCHOOL TABLET
Lets students capture their work with a simple research framework.

BETTERAT/SCHOOL SMARTPHONE
Lets students capture their work with a simple research framework.

BETTERAT/SCHOOL IPAD
Lets students capture their work with a simple research framework.



<https://id.iit.edu/projects/>



URBAN TECHNOLOGY

Cities have always been supported through complex technological infrastructure—from water systems, to electric grids, and transportation networks. However, in the last several decades, cities have become increasingly embedded with digital technologies that are dynamically changing, widely deployed, and connected to the internet in real time.

Urban technology can be defined as the use of digital technologies in urban environments. It includes the use of digital technologies to improve the quality of life in urban environments. This includes the use of digital technologies to improve the efficiency of urban infrastructure, to improve the safety and security of urban environments, and to improve the quality of life in urban environments.

Our appreciation and use of digital technologies in urban environments has led to the development of digital urban infrastructure. This infrastructure is primarily composed of digital technologies that are widely deployed and connected to the internet in real time. This infrastructure allows cities to become more efficient, more secure, and more resilient.

With, buildings, streets, and services—all connected—we can build and feel—the smart city. The concept of digital urban infrastructure is primarily composed of digital technologies that are widely deployed and connected to the internet in real time. This infrastructure allows cities to become more efficient, more secure, and more resilient.

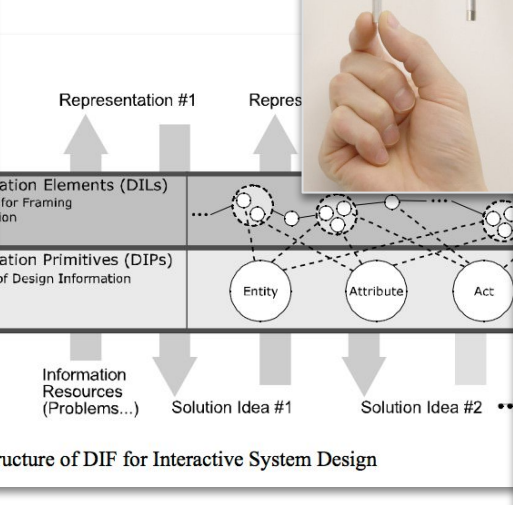
Urban technologies are embedded with socio-political values. City governments often focus on efficiency and productivity, innovation and economic growth, and safety and security along with improvements in urban infrastructure. On the other hand, hackers and technologists working for the public good often focus on the privacy of personal information, transparency and access to city data, and democracy and citizen engagement. It is necessary to consider a much wider set of concerns in order to create quality experiences in urban life.

DESIGN VALUES IN DESIGN

VALUES IN DESIGN

represent by visual output type

level	output	visual output type	representations	real maps	students	through	digital maps	visual specialized
One hour	One hour	One hour	One hour	One hour	One hour	One hour	One hour	One hour
One hour	One hour	One hour	One hour	One hour	One hour	One hour	One hour	One hour



ID Beyond Classes...

Professional/Academic conferences

Action Lab, Faculty research projects

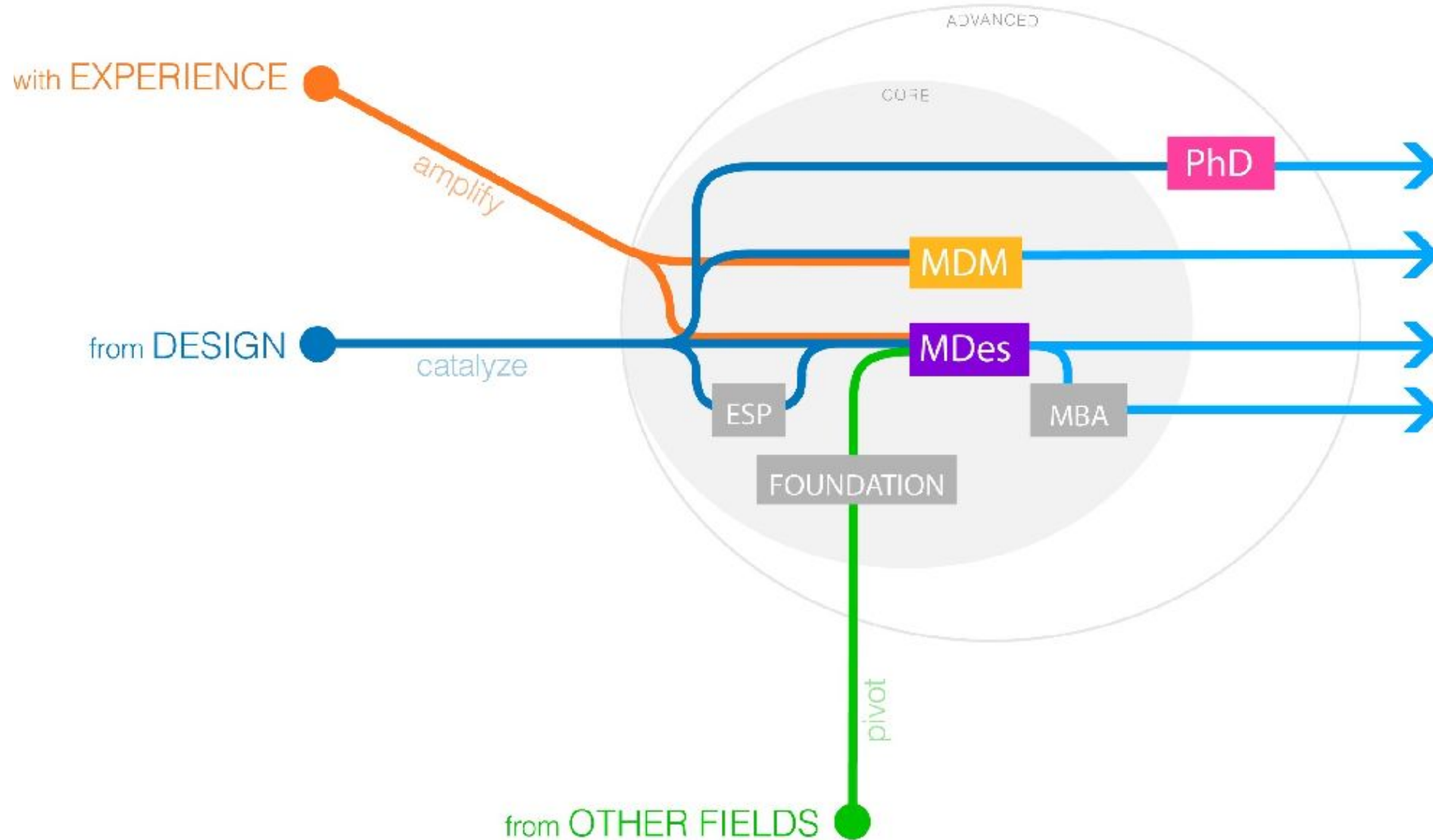
Corporate-sponsored projects

Student activity groups (IDSA)

CareerID, Internships, Externships

End-of-Year show

ID Pathways and Programs



ID Why Study Design at ID

IIT Institute of Design – March 2021

Design sits naturally at a nexus point. That's why at ID, we integrate other disciplines and domains—**psychology, sociology, economics, computer science, architecture, engineering**—into our studies. And that's why we encourage a vast array of professionals to pursue graduate study in design.



Diverse and Mature Students

Background

S

- Mechanical Engineering
- Philosophy
- Humanities
- Fine Arts
- English Literature
- Economics and Finance
- Architecture
- Business Consulting
- Non-for-profit Management
- Industrial Design
- Interaction Design
- Communication Design
- Marketing
- Education
- Computer Science

Nationalities

S

- China
- India
- Korea
- Japan
- Canada
- Brazil
- Mexico
- Taiwan
- Colombia
- Australia
- Sweden
- Ghana
- Poland
- United States

Paths/Passion

S

- Social policy / innovation
- Corporate strategy
- Product development
- Healthcare experiences
- Venture capitalism
- Brand storytelling
- Social media services
- Entrepreneurship
- Information services
- User research
- Innovation development
- Interaction strategies
- Service designs
- Educational tools
- Communication design

Learning through **making**

Comfort with ambiguity through **experience**

Rigor & discipline through **methods**

Empathy through inspired **curiosity**

Insight & leadership through **collaboration**

ID Graduate Outcomes

Our graduates create ideas, products, solutions that are not only new and original, but also effective and scalable in a variety of industries. And our humanistic approach makes social innovation and civic design a natural fit for our graduates, whose placement in the public and nonprofit sector increases every year.

2,400+
Alumni → **32+**
Countries

95% Placement Rate
within three months of graduation



For more information, please
contact Krista Roble
(kroble@id.iit.edu)
or visit id.iit.edu

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