

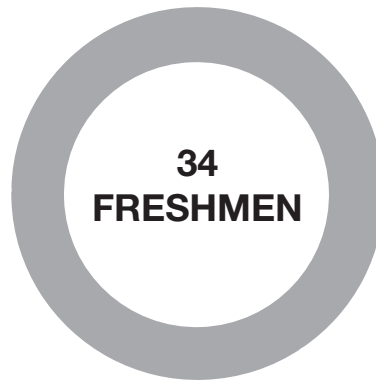
COLLEGE OF FINE ARTS: SCHOOL OF DESIGN

The College of Fine Arts is a community of nationally and internationally recognized artists and professionals organized into five schools: architecture, art, design, drama and music, and its associated centers and programs.

The College of Fine Arts enhances and integrates the excellence and distinction of its top-ranked schools with the strengths of the university to establish a position of international leadership in preparing students to engage successfully with local and international communities and in transforming the professions through critical inquiry and creative production.

Uniquely positioned within an internationally ranked tier-one research university, the College of Fine Arts and its students truly meet at the intersection of the arts and technology every day. We educate brilliant artists, designers, actors, singers, musicians, architects and urban designers who, upon graduation, bring innovative solutions to their fields.

FIRST-YEAR STUDENTS



Includes one first-year transfer

Design Admitted Student Statistics

SATCR	SATM	SATWR	ACTE	ACTM	ACTC
620-700	660-740	640-730	30	30	29

Rank 16% GPA 3.6

**50% range*

Sample of First-Year Courses

- Studio: Survey of Design
- Visualizing
- Placing
- Design Lab: Products, Communications, Environments
- Collaborative Visualizing
- Systems
- Psychology
- Global Histories
- Photo Design

We develop and design products, artifacts, environments, systems and services that support and enhance the quality of human interactions.

PROGRAMS

School of Design

Bachelor of Design

Products

Communications

Environments

Intercollege Degrees

Bachelor of Humanities and Arts

Bachelor of Science and Arts

Bachelor of Computer Science and Arts

FACULTY

Notable Faculty

- Eric Anderson, associate professor of industrial design, is also the associate dean of the College of Fine Arts and a chairman emeritus of the board of directors of the Industrial Designers Society of America (IDSA).
- Mark Baskinger, associate professor, won numerous design awards from *ID Magazine* and the Industrial Designers Society of America (IDSA), personally holds multiple product patents and has exhibited in galleries and museums including the Museum of Modern Art (New York), I-Space Gallery (Chicago), the Krannert Museum (Illinois) and the Regina Gouger Miller Gallery (Pittsburgh).
- Dan Boyarski, professor and director of alumni relations, has conducted research for organizations like Samsung Electronics, IBM, Nortel Networks, Carnegie Museum of Art and Microsoft. He was one of three co-organizers of the first national conference on interaction design in China.
- Kristin Hughes, associate professor, is working on Fitwits, a collaborative research project of the School of Design and UPMC Saint Margaret Family Health Centers. The Fitwits program is an easy-to-use educational tool that bridges the gaps in health literacy, education and advocacy.
- Terry Irwin, head of the School of Design, has been a practicing designer for more than 40 years and was one of the founding partners of MetaDesign, an international design firm with offices in Berlin, London, San Francisco and Zurich.

Carnegie Mellon

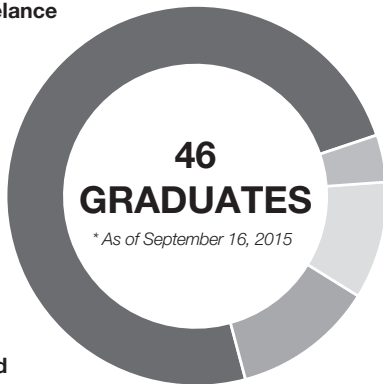
GRADUATE SUCCESS

Employed
and Freelance
74%

Grad
School
4%

Not
Reported
12%

Plans
Pending
10%



Recent Alumni Experiences

Maggie Bignell (A 2014) studied communication design and human computer interaction at CMU. She interned at Apple as an interaction designer in the summer of her junior year, and is now pursuing an accelerated master's degree in human-computer interaction, also at CMU.

Eden Weingart (A 2014) studied communication design and motion graphics at CMU. In the summer of her junior year she landed an internship as a motion designer at Wieden+Kennedy. Upon graduating, Eden returned to Wieden+Kennedy as a full-time designer in NYC.

Charlie Barber (A 2014) studied industrial design at CMU. In the summer of his junior year he worked as an industrial design intern at Industry (PDX) in Portland. Now Charlie is a full-time experience designer at SapientNitro in Boston.

Top Employers



Microsoft

facebook

Google

Pinterest

RESEARCH



Project Aura

The brainchild of Ethan Frier and Jonathan Ota, industrial design students, addressed the issue of nighttime cycling accidents with an idea and a Small Undergraduate Research Grant (SURG). Project Aura is a bike safety lighting system. The self-powered, rim-mounted LEDs change colors based on how fast you ride.



Design Students Win Microsoft Firenze Competition

Four undergraduate Design students won Microsoft's Firenze BXT (Business, Experience, Technology) competition. The competition centered around working in multidisciplinary teams asked to innovate around a prompt.

Student Startups

- **Paytango**, a payment system that identifies users by their fingerprints. It takes 20 seconds to register and at subsequent visits, users can simply touch the screen to call up their card. Information Systems 2013 grads Brian Groudau, Umang Patel, Christian Reyes and Design 2013 grad Kelly Lau-Kee co-founded PayTango, which was named by *Inc. Magazine* as one of American's 12 "Coolest College Startups" for 2013.

Among the top 75 designers in the U.S.:

- Albert Yih (A 2011) Wieden+Kennedy
- Vivian Wang (A 2011) Facebook
- Justin Edmund (A 2011) Pinterest
- Julius Tarrn (A 2011) Branch
- David Yen (A 2011) Yore
- Sabrina Majeed (A 2010) Venmo

DID YOU KNOW?

1. All design students have **24 hour access to a studio** with a dedicated workspace. We encourage our students to explore design in a collaborative and interdisciplinary context.
2. **Popular student groups include:** American Institute of Graphic Arts (AIGA), Industrial Designers Society of America (IDSA) and the Design League.
3. All design students have **one general academic advisor**, the assistant head of the school. Students are also encouraged to seek out design faculty for course specific advising.
4. Design students study how to design products, communications and environments for **transition to more sustainable futures**.
5. Design students take **30% of their courses** outside of the School of Design.
6. 20% of the junior design class choose to spend a **semester abroad**.
7. **Popular minors for design students** include human-computer interaction, psychology, photography, business, foreign language and IDEATe.

Carnegie Mellon University

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