



1985



WELCOME CLASS OF 2019

Image credits: "Catalog Earth" David Al-Abraham, Saba Singh, Class of 2017

Welcome

Welcome to the Class of 2019 at MFA Interaction Design!

It's a remarkable time to be immersed in interaction design. There has been no more revolutionary a transformation than the one we've witnessed of late—a design and technology transformation in our everyday lives. It is often the role of interaction design to make sense of it, and at a time that positions us as experts in strategy, service, product, and shapers of behavior, we are leading the field at a seminal time of change and growth.

And there is no better place for us to do so than the School of Visual Arts. In its 70 years, SVA has educated and graduated some of the most provocative designers in America. From illustration to graphic design to cartooning and more, SVA has not only given designers the creative tools, aesthetic insights, and strategic background they need, but has shared with students the frameworks needed to move forward successful careers.

I look forward to seeing you in the fall to begin!

A handwritten signature in black ink, appearing to read 'Liz Danzico', with a stylized, flowing script.

Liz Danzico

Chair, MFA Interaction Design
School of Visual Arts

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About SVA

The School of Visual Arts has been a leader in the education of artists, designers, and creative professionals for more than seven decades. With a faculty of distinguished working professionals, dynamic curriculum, and an emphasis on critical thinking, SVA is a catalyst for innovation and social responsibility. Comprised of more than 6,000 students at its New York City campus and 35,000 alumni in 100 countries, SVA also represents one of the most influential artistic communities in the world.

SVA was founded in 1947 as a single-purpose trade school with 35 students and three instructors. Known as the “Cartoonist and Illustrators,” School, it has since that time seen continual growth. The advertising and graphic design departments were added first, followed in the 1960s by fine arts, photography, art history, humanities, and film. To date, there are a total of 11 undergraduate and 20 graduate programs.

The College has consistently engaged a faculty of well-known artists, critics, designers, and writers who are active and respected in their fields. Students are thereby exposed to excellence while being introduced to and challenged by the professional standards they will be expected to uphold later in life. The student body today consists of students from almost every state in the United States, as well as from Africa, Asia, Australia, Europe, Central and South America.

MFA Interaction Design

The MFA in Interaction Design program trains students to research, analyze, prototype, and design concepts in their business, social, and cultural contexts. The two-year graduate program explores the strategic role of interaction design in shaping everyday life, and intends to increase the relevancy of design to business and society so designers can make a difference.

The program seeks to cultivate interaction design as a discipline and further its visibility as a community of practice. Developing the context for these experiences requires students to intimately understand how design can affect human behavior and to think more holistically about business models for the products they're creating. With an equal emphasis on thinking and making, students study and evaluate what design means in the context of everyday interactions.

MFA Interaction Design unites the studies of interaction design and business to provide students with strategies to prepare them for building pragmatic futures. An interdisciplinary curriculum engages components central to our definition of interaction design through four lenses: systems design, business and entrepreneurship, experience design, and behavior. The program seeks to cultivate interaction design as a discipline and further its visibility as a community of practice. With an increase in design's possibility for influence, students are prepared to negotiate a whole new set of opportunities, influencing the future of products, services and systems in education, journalism, health care, finance, cities, and more.

The Studio

You have a personal studio space for your two-year residency. Your studio space includes a desk, lockable storage, and shelf. While it's a place intended for critical thinking and quiet, it's also equally intended for sketching, exploration, and play.

You are invited to move in during the fall orientation August 31, 2017. But if you'd like, you may have packages delivered ahead of time to the department at:

[Your Name]
MFA Interaction Design, SVA
136 West 21 Street
3rd Floor
New York, NY 10011

If packages are significant in size (use your best judgment), please let the department know ahead of time.

Part 2

2017-18 Calendar

All courses are required, although optional workshops and lectures will be announced throughout the semester.

2017

August 27
Check-in SVA residence halls for new students

August 28-September 1
Orientation for all new SVA students

August 30 -September 1
MFA Interaction Design Orientation

September 4
Labor Day, College closed

September 5
Fall semester classes begin

November 10
Open House

November 23-26
Thanksgiving recess; College closed

December 20
Fall semester classes end

December 21-January 1
College closed

December 21-January 8
Winter break

2018

January 8
Spring semester classes begin

January 15
Martin Luther King, Jr. Day; College closed

March 5-11
Spring break, no classes

April 30
Spring semester classes end

May 9
Class of 2018 Thesis Festival

May 10
Class of 2018 Commencement

Orientation dates

Before courses start, some dates to keep in mind.

Thursday, August 31

MFA Interaction Design Graduate Orientation (mandatory for all students)

9:00AM-2:00PM

MFA Interaction Design Studio, 136 W 21st Street, 3rd Floor

International Graduate Student Orientation (mandatory for all F-1 and J-1 students)

Thursday, August 31, 3:00PM

SVA Theatre, 333 West 23 Street

Welcome/Welcome Back: MFA Interaction Design

Opening Reception 2017 (mandatory for all students)

6:00PM-9:00PM

MFA Interaction Design Studio, 136 W 21st Street, 3rd Floor

Friday, September 1

Story Lab Bootcamp (mandatory for all students)

Friday, September 1, 9:00AM-5:00PM

MFA Interaction Design Studio, 136 W 21st Street, 3rd Floor

Friday, September 8 & Saturday, September 9

Visible Futures Lab Orientation (mandatory for all students)

Friday, September 8, 1:00-6:00PM &

Saturday, September 9, 2:00-6:00PM

Visual Futures Lab, 136 W 21st Street, 7th Floor

Academic Calendar

All courses are required* with optional workshops and lectures will be announced throughout the semester

| Monday | Tuesday | Wednesday | Thursday | Friday |
|--|--|---|---|--------|
| free | 10:00AM-12:50PM * Code Literacy , 15 weeks, starting September 5 | free | free | free |
| 2:00PM-4:50PM The Fundamentals of Physical Computing , 15 weeks, starting September 11 | free | free | Thursdays, 2:15-5:05PM Research Methods , 7 weeks, starting September 7 | free |
| 6:00-8:50PM Strategic Innovation in Product/Service Design , 15 weeks, starting September 11 | 6:00-8:50PM Service Design , 15 weeks, starting September 5 | 6:00-8:50PM Lecture Series , 15 weeks, once per month | // Thursdays, 6:00-8:50PM A History of Design , 7 weeks, starting November 2 | free |

* You may audit one course each semester outside the department (undergraduate, graduate, or continuing education courses) for a maximum of two courses per academic year (fall, spring, or summer) without additional tuition charge. You will be responsible for any applicable course fees. Review the Registration Book for more information. Additional classes held in the Visible Futures Lab are available as well. Please contact Gwen Kurtz by September 4, 2017 if you wish to audit a class as courses open to auditing are subject to availability.

** This course schedule is not confirmed and may change.

Part 3

Technology

The department provides connectivity to the Internet via dual band 802.11N WiFi with full support for your computer and mobile devices. For the fastest connectivity, there is ethernet access to the network. By connecting to the network, you have access to additional department network resources, including printing, high-resolution networked image scanning, and faxing.

Some friendly advice as you prepare:

- You should bring your own laptop computer for use during your tenure in the program. The department recommends a **Mac computer**, both for their ease of use and reliability. Our system administrator is trained in Windows and Mac, but supports Mac services more readily and completely. The department additionally has several 27" iMac workstations at your disposal in key work areas. Specific instructions on getting connected will be reviewed during orientation.

- Purchase the **AppleCare protection plan** for your Mac. While seemingly expensive, it will cover the cost of any support or service needed during your time as a graduate student.

- **CAVA**, the SVA campus computer store, can outfit you with a brand new computer at a discounted price. Apple Stores are also nearby.

- Bring a **portable hard drive** to routinely backup your entire computer. Ideally, your backup drive is solely used for backup, and shouldn't be thrown around in your bag too much.

- Bring a **USB flash drive** to save your work after using one of the department's several 27" iMac workstations. Work can not be saved to these desktops.

MySVA Account and Password

Your MySVA login credentials (username and password) were previously emailed to you at the address you registered with upon applying to SVA. They are the same as those for your SVA email account. For assistance logging in, contact the SVA help desk at 212.592.2400. To change your MySVA password visit: <https://pwchange.sva.edu>

SVA Email

When you were accepted, an @sva.edu email account was created for you. All official communications from the school and the department are sent to this address, and you are responsible for checking it regularly. Your SVA email is provided through Google's Apps for Education platform, giving you reliable access to many tools you are probably already familiar with (Gmail, Google Calendar & Docs). Many people forward their SVA email address to a personal account, and instructions for doing so will be covered at orientation. Access webmail by logging in with your MySVA credentials: my.sva.edu/

Other Services

Dropbox

You will be provided with 200 GB of Dropbox.com storage for your use while you are enrolled in the program. An invitation to join will be sent to your SVA email address during the first week of classes. Please note, following your two years of study, you will be removed from the department group. At that time, your SVA account will become a standard 2GB account, and you will be responsible for any additional storage needed should you wish to continue using your SVA dropbox account. More: <https://www.dropbox.com/>

Niice

Niice is a tool that allows you to create digital moodboards. Through a generous partnership with Niice for Education, you are given a free Niice account during your tenure as a student. Details will be covered during orientation. More: <https://niice.co/>

mural.ly

Murally is an online brainstorming, synthesis, and collaboration, tool — like digital Post-Its. Through a generous partnership with Murally, you are given a free Murally account during your tenure as a student. Details will be covered during orientation. More: <https://mural.ly/>

Slack

Slack is a messaging app for teams which brings all your communication together in one place. Details will be covered during orientation. More: <https://slack.com>

Visible Futures Lab

You have access to the Visible Futures Lab (VFL), a shared making space with the Products of Design graduate department. It exists, in part, to further the theory and practice of interaction design through structured explorations of emerging technologies, systems, and behaviors. It supports work from courses, such as Physical Computing, Prototyping User Experiences, and Smart Objects, as well as individual projects with its digital fabrication lab, a woodshop, and extensive tool sets. The department encourages you to take on explorations, research projects, and partnerships.

The VFL supports the larger college community by providing multidisciplinary expertise to those looking to bridge the gap between idea and execution, and by creating a center with visible outputs. It aims to help you make the invisible visible.

Part 4

PEOPLE

The core academic faculty is supplemented by a host of advisors, thesis advisors, and guest lecturers. Advisors at large are a consistent presence for students and alumni. The 2017-18 faculty below.

| | |
|--|---|
| Christina Xu, Breadpig (co-teacher) | Josh Musick, frog design |
| Christopher Cannon, Bloomberg Graphics (summer only) | Karen McGrane, Bond Art + Science |
| Criswell Lappin, Scrollmotion Blue | Marshall Sitten, Citi Community Development |
| Daniel Goddemeyer, OFFC | Matt Borgatti, Super-Releaser |
| Donna Lichaw, Greatnorthelectric | Michael Yap, Etsy |
| Drew Cogbill, Small Planet Digital (summer only) | Munawar Ahmed, Blueprint |
| Emily Goligoski, Membership Puzzle Project | Neil Wehrle, SmartThings |
| Eric Forman, Klank Studios | Nicole Fenton, Editor and Strategist |
| Erica Heinz, UX & Product Designer (summer only) | Paul Ford, Author, Postlight |
| Gary Chou, Orbital | Renda Morton, The New York Times |
| Jason Severs, Verizon | Roger Mader, Ampersand |
| Jeffrey Zeldman, Happy Cog | Ted Southern, Final Frontier Design |
| Jill Nussbaum, Facebook | Victor Ng, The New York Times |
| Jodi Leo, Critical Mass | |

Class of 2019

Meet the incoming class of MFA Interaction Design.



Abhinav Sircar

Abhinav is an explorer at heart with a never-quenched thirst for newer experiences in life. An industrial designer by profession, he received his Bachelor's degree from National Institute of Design in India and has spent a semester as an exchange student in Royal Melbourne Institute of Technology in Australia.

Having interned in companies like General Motors and TI Cycles of India, Abhinav later joined the design team of LG Electronics India where he got the opportunity to design mobile phones and home entertainment products. He also worked in Philips Design India as a Lead Designer for Kitchen Appliances and Male Grooming. From designing product strategies to pitching systems solutions for Neonatal Care, Abhinav has continuously pushed his boundaries as a design professional. He now wants to delve deeper into the understanding of human behavior and design meaningful digital experiences. He is also looking forward to interacting with the vibrant multicultural student community which makes for an enriching and engaging environment at SVA. In his free time, Abhinav loves to travel to new destinations to explore culture and cuisine.



Addi Hou

After graduating from the University of Illinois with a Bachelor's Degree in Industrial Design, Addi moved to New York to pursue his big city dreams. After stints at some small firms, he found his way into the world of fashion and has been working in the industry for the last 18 years, most recently as Design Director for Mens Accessories & Footwear at J Crew and prior to that, Ralph Lauren.

Currently he has his own consulting firm, 10 Feet Tall, at which he helps brands develop new products. He has always been interested in how things work and the relationship between users and the products they consume. Often utilizing the firm beliefs that were instilled in him from his I.D. training, he always believed that form and function should work hand-in-hand seamlessly in order to deliver the best end results.

Now, after years of designing physical products in a fairly traditional fashion environment, he is yearning for new challenges that run deeper in tapping into user experience and may have more of a positive social impact. Hoping to utilize his industrial design thought process and his experiences in the corporate world, he is eager to apply himself to the more vast open-ended digital world of Interaction Design.

In his free time, Addi loves to listen to podcasts, cultivate playlists on Spotify, watch his beloved Mets try haplessly to win, and introduce his favorite films to his precocious children.

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Andrea Kang

Andrea believes that all things should be designed with empathy toward the human experience and more importantly, the intention to create a positive impact.

As a journalism student at Northwestern University, she produced documentaries capturing the stories of marginalized individuals such as the LGBTQ community in Seoul, South Korea. After graduation, she learned the significance of hospitality as the events coordinator at The Little Owl, helping clients celebrate their intimate life moments.

Most recently, Andrea served as the community operations manager at Spoon University, where she re-imagined and built the processes through which Spoon student contributors are trained, create content and build local teams on campuses. She is excited to leverage both classroom and experiential learning at SVA to build upon her passion of engaging with a broad audience and creating humanistic solutions that address real-world problems.



Arielle Royston

Arielle graduated from Washington University in St. Louis where she studied business and art. After school, she moved to New York and pursued product management. She built exciting products at American Express and various top digital agencies in NYC. While her product roles proved to be quite fulfilling, she craved the opportunity to exercise her creativity on a daily basis. Thus, she decided to switch into the design field with the goal of occupying this type of position upon graduating. When Arielle is not working, you can find her running (or doing some other activity outside) or exploring art and music in NYC.



Chao Dai

As a designer, Dango tries to combine emotion and rationality. He was born and grew up in Beijing and studied Digital Media Technologies at Nanjing University of Posts and Telecommunications. After graduating, Dango started working for the government. Among other things, he was responsible for carrying out design work for a number of international conferences.

He is passionate about exchanging views with other people and trying to sharpen his understanding of human nature. In fact, when deeply engaged with a topic, he has the unfortunate habit of dragging out conversations until the wee hours of the morning! Gaining a better understanding of human nature in this way is what sparked Dango's desire to attend the School of Visual Arts and further explore the design discipline most related to the study of human nature and behavior — interaction design.

In the past few years, Dango has shot a number of documentaries in his spare time, and he looks forward to applying the interviewing and research skills he acquired therein to his upcoming studies in interaction design.

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Crystal Wang

Crystal is an interaction designer who currently resides in the Upper East Side in New York City. In 2014, she graduated with a degree in Applied Mathematics from Columbia University. Before starting at SVA, she spent more than two years working in tech in Silicon Valley. Crystal's interests lie in designing for people with disabilities and data visualization.

In her free time, she is an avid artist, calligrapher, and observer of people. She also has a deep love for Broadway shows, befriending Uber drivers, and fried chicken.



Glenda Capdeville

Glenda Capdeville is a graphic designer from Brasilia, the capital of Brazil. Her early interactions with this planned city gave her a love for design from a young age, and in college, she studied industrial design at the University of Brasilia. She went to work as a graphic designer for a major Brazilian publishing house, Editora Abril, where she did design work for several periodicals in the health, history, and women's segments. While working as a graphic designer, she became especially interested in how information can be visualized to better communicate complex ideas to the public.

Her interest in interaction design comes from a desire to apply her design skills to products and services beyond traditional print media. She hopes to learn how to improve people's interactions with a variety of experiences through technological applications—with an eye particularly to how these applications can become more humanized, more responsive to people's behaviors, and more geared toward social progress.

Glenda also enjoys running and playing sports (especially tennis), as well as cooking and exploring different cuisines. She also loves to travel to places like the Uyuni Salt flat to Veneze, meet new people, and learn.

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Jason Branch

Ever since I was young, finance always seemed like my future. I have been reading *Investors Business Daily* and *The Wall Street Journal* since I was 10, growing up in Brooklyn. This lead me to major in Economics at Rutgers University. Junior year of college I had an idea for a startup. I started skipping class to learn web design. This resulted in a small partnership with my university on an internship portal. The partnership fizzled due to my naivety, but I decided design is something I want to do for the rest of my life. I started in the tech industry doing graphic design, visual design, and then moved to UX design.

I am currently at WebMD working on digital products and freelancing as an interaction designer. I've grown to love the thought process and analytics that inform great design. I'm excited about the future and things I'll be able to create once at SVA. I would love to one day work on paradigm-shifting products and make existing products more efficient (i.e., healthcare.gov). That's the dream.

I enjoy traveling: I've covered most of Europe and plan to cover Asia soon.



Johnson Vinoth Kumar

What's my story?

Starting at the age of 12, I have spent countless hours sketching on paper. The field of Human Computer Interaction inspires me because it's the intersection of psychology, design, and technology.

I have diverse interests — architecture, design, culture, fashion — and each field is unique. Nevertheless, all of those fields have a common characteristic: the user. No matter what kind of product we are making, that product has to solve a problem for the user or improve some aspect of a user's life. The user is a significant factor when it comes to product. Therefore, I would like to concentrate my career on solving problems for users and designing solutions to enhance people's everyday lives.

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Kate Styer

With a background in the nonprofit sector and higher education, Kate's professional work is heavily empathy-driven, focusing on understanding, supporting and problem-solving for unique groups of people facing unique challenges. She is deeply interested in improving technology through better design in fields neglected by the tech world.

Kate grew up outside of Boston and has lived in Brooklyn since 2010. She holds a BA in English Writing, Creative Nonfiction from the University of Pittsburgh, and is currently excited about politics, restorative justice, and finding the best burger in NYC.



Ke Hu

Born and raised in Harbin, China, Ke Hu received his BFA degree in Design from School of Visual Arts. He learned to implement digital design skills into changing human behaviors during his time at school. He continued to design websites, services and VR product after graduation. While good design requires rational thinking and systematic workflow, he believes great design should reflect an intuition and taste. Now, he is joining MFA IxD to explore deeper which technology and design methods are most effective and sustainable for designated problem.

Ke is interested in painting, sociology, and alpine skiing.



Kinza Kasher

Kinza is a Pakistani-American visual designer and photographer based in New York. While working on web and visual identity projects, it is the “how” and “why” of the projects that drive her designs. Her attention to the “purpose” of every creative solution she works on inspired her to pursue interaction design. She is excited to explore IxD at SVA, and use it to make communication between people and their environments simple in an increasingly complex world.

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Margarita Yong

Margarita is a Peruvian-born Chinese designer. She graduated summa cum laude and obtained her BFA in Graphic Design from the Fashion Institute of Technology. Since then, she has enjoyed using design as a means of connecting people.

Prior to joining the IxD Program, she worked at Cooper Robertson, an architecture and urban design firm, where she collaborated with architects, urban designers, and marketing specialists in various projects ranging from academic and cultural institutions, to cities and gardens. This allowed her the opportunity to refine the way she communicates her design process and ideas to a diverse team of experts. At Infinito, a brand consultancy studio specializing in brand design and strategy, she received first-hand insights into how brands can generate, develop, and communicate ideas connecting users with products or services. She came to the realization that design can serve as a powerful communication tool, with complex information translated into easily understood visual messages provoking authentic emotional experiences.

At SVA, Margarita is eager to learn about the increasing role of technology within design, and the creative process involved designing interactive products that can directly improve people's lives.



Mia Darling Ibanez Risso

Mia Darling Ibanez Risso was born in San Francisco, California. She went to primary school in England and traveled throughout Europe as a young girl. Surrounded by languages, cultures, and people of all walks of life at an early age, she cultivated a deep love for the world.

In California, Risso practiced many disciplines in the arts. She sang in an all-children's choir, played the trombone in a jazz band, danced in local workshops, painted independently, and played principal roles in theater performances. Whether it be music, dancing, painting, or theater, she has always found a natural sense of expression in the arts. Later Mia graduated from Principia College with a Bachelor of Arts in English Literature and Studio Art. Her adjudicated senior capstone explored the relationship between Frank O'Hara's Beat Poetry and Abstract Expressionist paintings in the 1940's and 50's. She also studied Digital Media Production and The Language of Drawing in Greece and Turkey. As an environmental activist, Mia participated in a Leatherback Sea Turtle expedition in Trinidad, where she conducted scientific research with her classmates. One summer, she also cycled clockwise 1000+ miles around the Republic of Ireland and Northern Ireland. With the National Outdoor Leadership School, Mia journeyed throughout Baja Mexico on foot, in a sea kayak, and under sail. After graduation from Principia, Mia lived in Uruguay for four years where she ran her own web design company. She has created thousands of transformational online experiences for businesses worldwide. It is her core philosophy that people have the infinite potential to manifest their dreams, and the creation of websites acts as a key stepping stone in their pathway towards success. As an MFA Interaction Design student, Mia feels inspired to intertwine a holistic approach in solving issues related to technology. She is ignited by an imaginative and curious desire to blend her multidisciplinary background in the arts with the optimization of digital interfaces.

On her free time, Mia can be found rollerblading, writing poetry, or visiting art museums. She is fluent in Spanish, and speaks French and Portuguese.

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Angie Ngoc Tran

Being born and raised in Vietnam, early acquainting herself with art in America, Angie has interwoven the two cultures together in not only her design philosophy but also her life attitude.

Angie comes from a background of Product/Interior Design. She is often curious about how people act, or react, in specific ways, to certain objects, and found herself trying to improve their experiences. She believes a meaningful interaction between people and objects connects them at a profound level, and thus, enhances people's lives. Her dream is to make social innovations through human-centered design. That brought her to IxD at SVA.

Angie is a true multipotentialite. She is also a TED Talk advocate, a food enthusiast, an Escape Game addict, a big appreciator of cultural diversity, and a firm believer of the power of habits.



Rachel Balma

Rachel is a designer and occasional photographer and writer living and working in New York City. All her life, she has been fascinated by human communication in all its forms — emotional, physical, verbal, and visual. Her pursuit of these interests has led her through work experiences in the United Nations, higher education, and the fine and performing arts. Ultimately, she developed a passion for Interaction Design, a discipline into which she is thrilled to be delving more deeply during her graduate study.

Even in formidable circumstances, we are offered the opportunity for profound change through our interactions with our environments, fellow humans, or the technology entwined in our daily lives. Rachel is especially fascinated with the power inherent in these moments and plans to spend her time working to improve the lives and experiences of others, especially the most vulnerable in our society.

In her spare time, Rachel loves making music with friends, contemplating the wonders of the universe, and discovering amazing food and people in this remarkable city.



Jennifer Wei

After graduating from Parsons School of Design with a BFA in Product Design, Jennifer works as an industrial and interior designer in New York City and Shanghai. With interest in user-centric design, she decided to pursue interaction design at SVA to expand her design thinking and techniques. She believes good design is simple and useful, which would make little differences in everyday life and experience.

During her free time, Jennifer enjoys traveling, scuba diving, doodling, watching movies, cooking, and eating. She loves animals and has a schnauzer as a pet.

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Xiaoxi Yuan

Xiaoxi Yuan, from Beijing China, began studying painting since she was 6 years old. When she was in high school her art teacher did a set of posters for the World Wildlife Fund about protecting wild elephants, which moved many people, including her, his design was the first trigger for Xiaoxi to become a designer. So she found design is creative, humanized, and conducive to the social developments. Since then she made up her mind to study in this direction.

Therefore, she chose graphic design as her major in undergraduate stage. After graduated from Central Academy of Fine Arts, she had mastered the basic design theory, graph theory, design logic, etc. She starts to have new thinking about her professional direction and wants to further study the man-machine interaction and people's interaction. Now the world is an interconnected network, in which interaction plays an important role. In addition, she hopes to continue to explore more diverse media concerning design methods.

At undergraduate period, because of professional knowledge and cultural study enthusiasm, Xiaoxi had a good opportunity with partners to found the design team, and built a creative brand. After graduation, Xiaoxi began to work in the design studio of the University professor, and accumulated experience in the projects. After one year's work, she hope to continue learning interaction design in SVA.



Yumeng Ji

Yumeng is a diligent thinker sensitive to human behavior and the psychology behind it. User experience design for Yumeng is a process of finding and solving problems, also a game of optimizing and innovating. She enjoys designing experiences that simplify and bring more delight into people's lives.

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Disability Services

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Financial Aid

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Health Services

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International Student Office

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iso@sva.edu

Residence Life

Tel: 212.592.2140
Fax: 212.592.2086
reslife@sva.edu

Student Accounts

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Fax: 212.592.2088
studentaccounts@sva.edu

Social

Twitter: @svaixd

SVA IXD Twitter community: <https://twitter.com/svaixd/lists/sva-ixd>

Vimeo: <https://vimeo.com/svaixd>

Facebook: <https://www.facebook.com/svaixd>

Flickr: <https://www.flickr.com/photos/svaixd>

**Even a great idea is only an idea
until you make it real.”**

—SILAS RHODES, SCHOOL OF VISUAL ARTS CO-FOUNDER