

PARSONS MFA DESIGN AND TECHNOLOGY

PARSONS MFA DESIGN AND TECHNOLOGY IS A PRESTIGIOUS GRADUATE PROGRAM THAT INTEGRATES INNOVATIVE DESIGN WITH CUTTING-EDGE TECHNOLOGY. THIS MASTER'S DEGREE FOCUSES ON EXPLORING THE INTERSECTIONS OF ART, DESIGN, AND DIGITAL TECHNOLOGY, PREPARING STUDENTS TO BECOME LEADERS IN FIELDS SUCH AS INTERACTIVE MEDIA, COMPUTATIONAL DESIGN, AND EMERGING TECHNOLOGIES. THE PROGRAM EMPHASIZES EXPERIMENTAL PRACTICE AND CRITICAL THINKING TO FOSTER CREATIVE SOLUTIONS FOR COMPLEX DESIGN PROBLEMS. STUDENTS ENGAGE WITH VARIOUS DISCIPLINES INCLUDING CODING, PHYSICAL COMPUTING, AND NEW MEDIA ART, DEVELOPING PROJECTS THAT BLUR THE BOUNDARIES BETWEEN TECHNOLOGY AND DESIGN. THIS ARTICLE PROVIDES A COMPREHENSIVE OVERVIEW OF THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM, COVERING ITS CURRICULUM, FACULTY EXPERTISE, ADMISSION REQUIREMENTS, CAREER PROSPECTS, AND UNIQUE FEATURES. THE FOLLOWING SECTIONS WILL GUIDE PROSPECTIVE STUDENTS AND INTERESTED PROFESSIONALS THROUGH THE ESSENTIAL ASPECTS OF THIS INNOVATIVE PROGRAM.

- PROGRAM OVERVIEW AND CURRICULUM
- FACULTY AND RESOURCES
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- CAREER OPPORTUNITIES AND ALUMNI SUCCESS
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PROGRAM OVERVIEW AND CURRICULUM

THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM IS DESIGNED TO CULTIVATE ADVANCED UNDERSTANDING AND SKILLS IN INTEGRATING DESIGN PRINCIPLES WITH TECHNOLOGICAL INNOVATION. THE CURRICULUM BALANCES THEORETICAL FRAMEWORKS WITH HANDS-ON PRACTICE, ENABLING STUDENTS TO DEVELOP EXPERIMENTAL PROJECTS THAT ADDRESS CONTEMPORARY CHALLENGES IN DESIGN AND TECHNOLOGY.

CORE CURRICULUM

THE CORE COURSES FOCUS ON FOUNDATIONAL KNOWLEDGE IN COMPUTATIONAL DESIGN, INTERACTIVE MEDIA, AND EMERGING TECHNOLOGIES. STUDENTS LEARN PROGRAMMING LANGUAGES, DATA VISUALIZATION, PHYSICAL COMPUTING, AND USER EXPERIENCE DESIGN. KEY COURSES OFTEN INCLUDE:

- INTERACTIVE SYSTEMS
- COMPUTATIONAL DESIGN METHODS
- PHYSICAL COMPUTING AND NEW MEDIA
- DESIGN RESEARCH AND CRITICAL THEORY
- PROTOTYPING AND FABRICATION TECHNIQUES

ELECTIVES AND SPECIALIZATIONS

BEYOND CORE COURSES, STUDENTS CAN SELECT ELECTIVES TAILORED TO THEIR INTERESTS, ALLOWING SPECIALIZATION IN AREAS SUCH AS VIRTUAL AND AUGMENTED REALITY, ARTIFICIAL INTELLIGENCE IN DESIGN, OR WEARABLE TECHNOLOGY. THIS FLEXIBILITY SUPPORTS PERSONALIZED ACADEMIC PATHS AND ENCOURAGES INTERDISCIPLINARY EXPLORATION.

FACULTY AND RESOURCES

THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM BOASTS A DISTINGUISHED FACULTY COMPRISED OF EXPERIENCED PRACTITIONERS AND SCHOLARS IN DESIGN, DIGITAL MEDIA, AND TECHNOLOGY. FACULTY MEMBERS BRING DIVERSE EXPERTISE RANGING FROM INTERACTIVE ART TO SOFTWARE DEVELOPMENT AND DESIGN THEORY.

FACULTY EXPERTISE

PROFESSORS AND INSTRUCTORS GUIDE STUDENTS THROUGH BOTH CONCEPTUAL AND TECHNICAL CHALLENGES, FOSTERING AN ENVIRONMENT OF MENTORSHIP AND COLLABORATION. THEIR BACKGROUNDS IN RESEARCH AND PROFESSIONAL PRACTICE ENSURE THAT STUDENTS RECEIVE CUTTING-EDGE INSTRUCTION AND INDUSTRY INSIGHTS.

FACILITIES AND TECHNOLOGY

STUDENTS HAVE ACCESS TO STATE-OF-THE-ART FACILITIES INCLUDING FABRICATION LABS, DIGITAL STUDIOS, AND MEDIA PRODUCTION SUITES. THESE RESOURCES SUPPORT THE CREATION OF INNOVATIVE PROJECTS USING TECHNOLOGIES SUCH AS 3D PRINTING, LASER CUTTING, VIRTUAL REALITY SETUPS, AND ADVANCED SOFTWARE TOOLS.

ADMISSION REQUIREMENTS AND APPLICATION PROCESS

APPLICANTS TO THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM MUST DEMONSTRATE A STRONG FOUNDATION IN DESIGN OR TECHNOLOGY-RELATED DISCIPLINES, ALONG WITH A CLEAR VISION FOR THEIR GRADUATE STUDY. THE ADMISSION PROCESS IS COMPETITIVE, AIMING TO SELECT CANDIDATES WITH CREATIVITY, TECHNICAL SKILL, AND CRITICAL THINKING ABILITIES.

ACADEMIC AND PORTFOLIO REQUIREMENTS

THE APPLICATION TYPICALLY REQUIRES:

- A BACHELOR'S DEGREE FROM AN ACCREDITED INSTITUTION
- A COMPREHENSIVE PORTFOLIO SHOWCASING DESIGN AND TECHNOLOGY PROJECTS
- LETTERS OF RECOMMENDATION FROM ACADEMIC OR PROFESSIONAL REFERENCES
- A STATEMENT OF PURPOSE ARTICULATING THE APPLICANT'S GOALS AND INTERESTS
- RESUME OR CV HIGHLIGHTING RELEVANT EXPERIENCE

INTERVIEW AND ADDITIONAL MATERIALS

QUALIFIED CANDIDATES MAY BE INVITED FOR AN INTERVIEW TO DISCUSS THEIR WORK AND MOTIVATIONS. SOME APPLICANTS MIGHT ALSO SUBMIT ADDITIONAL MATERIALS SUCH AS CODING SAMPLES, PROJECT DOCUMENTATION, OR RESEARCH PROPOSALS TO FURTHER DEMONSTRATE THEIR APTITUDE AND VISION.

CAREER OPPORTUNITIES AND ALUMNI SUCCESS

GRADUATES OF THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM ENTER A DYNAMIC JOB MARKET WHERE TECHNOLOGICAL EXPERTISE AND DESIGN INNOVATION ARE HIGHLY VALUED. THE PROGRAM EQUIPS STUDENTS WITH THE SKILLS NECESSARY TO EXCEL IN VARIOUS INDUSTRIES, INCLUDING MEDIA, ENTERTAINMENT, PRODUCT DESIGN, AND TECHNOLOGY DEVELOPMENT.

POTENTIAL CAREER PATHS

DEGREE HOLDERS OFTEN PURSUE ROLES SUCH AS:

- INTERACTION DESIGNER
- CREATIVE TECHNOLOGIST
- UX/UI DESIGNER
- DIGITAL MEDIA ARTIST
- TECHNOLOGY CONSULTANT
- RESEARCHER IN DESIGN INNOVATION

NOTABLE ALUMNI

ALUMNI OF THE PROGRAM HAVE GONE ON TO CONTRIBUTE TO INFLUENTIAL PROJECTS AND COMPANIES WORLDWIDE, ADVANCING BOTH ARTISTIC PRACTICE AND TECHNOLOGICAL DEVELOPMENT. THEIR SUCCESS HIGHLIGHTS THE PROGRAM'S ABILITY TO PREPARE STUDENTS FOR LEADERSHIP AND INNOVATION IN THE EVOLVING DESIGN AND TECHNOLOGY LANDSCAPE.

UNIQUE FEATURES AND LEARNING ENVIRONMENT

THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM STANDS OUT FOR ITS INTERDISCIPLINARY APPROACH, COMBINING RIGOROUS ACADEMIC STUDY WITH PRACTICAL EXPERIMENTATION. THE LEARNING ENVIRONMENT ENCOURAGES COLLABORATION ACROSS DISCIPLINES, FOSTERING CREATIVITY AND INNOVATION.

INTERDISCIPLINARY COLLABORATION

STUDENTS WORK ALONGSIDE PEERS IN RELATED FIELDS, INCLUDING FINE ARTS, ARCHITECTURE, AND ENGINEERING, PROMOTING DIVERSE PERSPECTIVES AND TEAMWORK. THIS COLLABORATIVE CULTURE ENRICHES THE LEARNING EXPERIENCE AND BROADENS STUDENTS' PROFESSIONAL NETWORKS.

EXPERIMENTAL AND CRITICAL PRACTICE

THE PROGRAM EMPHASIZES EXPERIMENTAL PROJECT DEVELOPMENT, ENCOURAGING STUDENTS TO CHALLENGE CONVENTIONAL DESIGN BOUNDARIES. CRITICAL THEORY AND RESEARCH ARE INTEGRATED INTO PRACTICE, ENABLING GRADUATES TO CREATE THOUGHTFUL, IMPACTFUL WORK THAT ADDRESSES SOCIETAL AND TECHNOLOGICAL ISSUES.

FREQUENTLY ASKED QUESTIONS

WHAT IS THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM?

THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM IS A GRADUATE-LEVEL COURSE AT PARSONS SCHOOL OF DESIGN THAT FOCUSES ON THE INTEGRATION OF DESIGN, TECHNOLOGY, AND INNOVATION, PREPARING STUDENTS TO CREATE INTERACTIVE AND EXPERIMENTAL PROJECTS ACROSS VARIOUS DIGITAL AND PHYSICAL PLATFORMS.

WHAT ARE THE CORE SKILLS TAUGHT IN THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM?

THE PROGRAM EMPHASIZES SKILLS SUCH AS CODING, INTERACTIVE MEDIA DESIGN, PHYSICAL COMPUTING, USER EXPERIENCE DESIGN, PROTOTYPING, AND CREATIVE PROBLEM-SOLVING, BLENDING ARTISTIC PRACTICE WITH TECHNOLOGICAL EXPERTISE.

WHO IS THE IDEAL CANDIDATE FOR THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM?

IDEAL CANDIDATES ARE CREATIVE INDIVIDUALS WITH A BACKGROUND OR STRONG INTEREST IN DESIGN, ART, TECHNOLOGY, OR RELATED FIELDS WHO WANT TO EXPLORE THE INTERSECTION OF THESE AREAS AND DEVELOP INNOVATIVE PROJECTS THAT LEVERAGE EMERGING TECHNOLOGIES.

WHAT CAREER OPPORTUNITIES ARE AVAILABLE TO GRADUATES OF PARSONS MFA DESIGN AND TECHNOLOGY?

GRADUATES CAN PURSUE CAREERS AS INTERACTIVE DESIGNERS, CREATIVE TECHNOLOGISTS, UX/UI DESIGNERS, DIGITAL ARTISTS, EXPERIENCE DESIGNERS, OR ENTREPRENEURS IN FIELDS LIKE MEDIA, ENTERTAINMENT, EDUCATION, AND TECHNOLOGY STARTUPS.

HOW DOES PARSONS MFA DESIGN AND TECHNOLOGY INCORPORATE EMERGING TECHNOLOGIES IN ITS CURRICULUM?

THE PROGRAM INTEGRATES EMERGING TECHNOLOGIES SUCH AS VIRTUAL REALITY, AUGMENTED REALITY, ARTIFICIAL INTELLIGENCE, WEARABLE TECH, AND INTERNET OF THINGS (IoT) INTO ITS COURSEWORK AND PROJECTS TO ENSURE STUDENTS ARE PROFICIENT IN CURRENT AND FUTURE TECH TRENDS.

WHAT KIND OF PROJECTS DO STUDENTS CREATE IN THE PARSONS MFA DESIGN AND TECHNOLOGY PROGRAM?

STUDENTS DEVELOP A WIDE RANGE OF PROJECTS INCLUDING INTERACTIVE INSTALLATIONS, DIGITAL STORYTELLING, WEARABLE DEVICES, IMMERSIVE ENVIRONMENTS, AND EXPERIMENTAL INTERFACES THAT COMBINE CREATIVE DESIGN WITH TECHNOLOGICAL INNOVATION.

ADDITIONAL RESOURCES

1. *DESIGNING INTERACTIONS*

THIS BOOK BY BILL MOGGRIDGE EXPLORES THE EVOLUTION OF INTERACTION DESIGN THROUGH INTERVIEWS WITH INFLUENTIAL DESIGNERS AND CASE STUDIES OF ICONIC PRODUCTS. IT PROVIDES INSIGHTS INTO HOW TECHNOLOGY AND DESIGN INTERSECT TO CREATE ENGAGING USER EXPERIENCES. A GREAT RESOURCE FOR STUDENTS IN DESIGN AND TECHNOLOGY TO UNDERSTAND THE PRINCIPLES BEHIND INTERACTIVE SYSTEMS.

2. *THE DESIGN OF EVERYDAY THINGS*

AUTHORED BY DON NORMAN, THIS CLASSIC BOOK DELVES INTO THE PSYCHOLOGY OF EVERYDAY OBJECT DESIGN AND USABILITY. IT EMPHASIZES HUMAN-CENTERED DESIGN PRINCIPLES, MAKING IT ESSENTIAL READING FOR ANYONE IN THE FIELD OF DESIGN AND TECHNOLOGY. THE BOOK OFFERS PRACTICAL ADVICE ON CREATING INTUITIVE AND ACCESSIBLE PRODUCTS.

3. *SPECULATIVE EVERYTHING: DESIGN, FICTION, AND SOCIAL DREAMING*

BY ANTHONY DUNNE AND FIONA RABY, THIS BOOK EXPLORES SPECULATIVE DESIGN AS A TOOL TO IMAGINE ALTERNATIVE FUTURES AND CHALLENGE CURRENT ASSUMPTIONS. IT ENCOURAGES DESIGNERS TO THINK CRITICALLY ABOUT THE SOCIAL AND ETHICAL IMPLICATIONS OF TECHNOLOGY. PARSONS MFA STUDENTS WILL FIND IT INSPIRING FOR PROJECTS THAT BLEND CREATIVITY WITH TECHNOLOGY.

4. *MADE TO BREAK: TECHNOLOGY AND OBSOLESCENCE IN AMERICA*

WRITTEN BY GILES SLADE, THIS BOOK INVESTIGATES THE CULTURE OF PLANNED OBSOLESCENCE IN TECHNOLOGY AND ITS ENVIRONMENTAL IMPACT. IT OFFERS A HISTORICAL PERSPECTIVE ON HOW DESIGN DECISIONS AFFECT PRODUCT LONGEVITY AND SUSTAINABILITY. IMPORTANT FOR DESIGN AND TECHNOLOGY STUDENTS FOCUSED ON CREATING RESPONSIBLE AND LASTING INNOVATIONS.

5. *DESIGNING MEDIA*

BILL MOGGRIDGE'S EXPLORATION OF MEDIA DESIGN COVERS THE INTERSECTION OF TECHNOLOGY, COMMUNICATION, AND USER EXPERIENCE. THE BOOK DISCUSSES THE CHALLENGES OF DESIGNING FOR MULTIPLE PLATFORMS AND MEDIA FORMS, RELEVANT TO MFA DESIGN AND TECHNOLOGY STUDENTS WORKING WITH DIGITAL CONTENT. IT PROVIDES CASE STUDIES AND FRAMEWORKS TO APPROACH MEDIA DESIGN THOUGHTFULLY.

6. *CREATIVE CODE: AESTHETICS + COMPUTATION*

THIS BOOK BY JOHN MAEDA INTRODUCES THE FUSION OF ART, DESIGN, AND PROGRAMMING, HIGHLIGHTING HOW CODE CAN BE A CREATIVE MEDIUM. IT'S PARTICULARLY USEFUL FOR STUDENTS INTERESTED IN GENERATIVE DESIGN, DIGITAL ART, AND INTERACTIVE INSTALLATIONS. THE TEXT ENCOURAGES EXPERIMENTATION WITH TECHNOLOGY AS A FORM OF ARTISTIC EXPRESSION.

7. *INTERACTION DESIGN: BEYOND HUMAN-COMPUTER INTERACTION*

BY HELEN SHARP, YVONNE ROGERS, AND JENNY PREECE, THIS COMPREHENSIVE TEXTBOOK COVERS THE PRINCIPLES AND PRACTICES OF INTERACTION DESIGN. IT INCLUDES CASE STUDIES, METHODOLOGIES, AND THE LATEST RESEARCH IN THE FIELD, MAKING IT A FOUNDATIONAL TEXT FOR DESIGN AND TECHNOLOGY GRADUATE STUDENTS. THE BOOK BALANCES THEORY WITH PRACTICAL APPLICATIONS.

8. *THE INNOVATORS: HOW A GROUP OF HACKERS, GENIUSES, AND GEEKS CREATED THE DIGITAL REVOLUTION*

WALTER ISAACSON'S NARRATIVE CHRONICLES THE COLLABORATIVE EFFORTS BEHIND KEY TECHNOLOGICAL ADVANCEMENTS. IT OFFERS VALUABLE LESSONS ON CREATIVITY, TEAMWORK, AND INNOVATION THAT RESONATE WITH DESIGN AND TECHNOLOGY STUDENTS. THE BOOK PROVIDES HISTORICAL CONTEXT THAT ENRICHES UNDERSTANDING OF TODAY'S DIGITAL LANDSCAPE.

9. *EMOTIONAL DESIGN: WHY WE LOVE (OR HATE) EVERYDAY THINGS*

DON NORMAN EXPLORES THE EMOTIONAL CONNECTIONS PEOPLE FORM WITH PRODUCTS AND HOW DESIGN INFLUENCES THESE FEELINGS. THE BOOK EMPHASIZES THE IMPORTANCE OF AESTHETICS, USABILITY, AND PLEASURE IN PRODUCT DESIGN. MFA STUDENTS AT PARSONS WILL BENEFIT FROM UNDERSTANDING HOW EMOTIONAL FACTORS IMPACT USER EXPERIENCE AND TECHNOLOGY ADOPTION.

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