

Discover the **Master of Design**
at Concordia University
Montréal Québec Canada

Martin Racine, Graduate Program Director
Department of Design and Computation Arts

Why do a **Master of Design?**

1 To develop a Research-Creation project in the areas of

Visual communication

Built environment

Material Futures

Interaction / Game design

Why do a **Master of Design?**

2 To focus your research on design issues aiming at environmental, cultural, economic and social sustainability and to question preconceived ideas related to complex issues (such as education, health, inequalities, etc.)

“Science is concerned with how things are, whereas design is concerned with how things ought to be”

Herbert Simon, The Sciences of the Artificial (1968)

Why do a **Master of Design?**

3 To develop your expertise in **design research**

*In the MDes, you will learn design research methods such as **participatory design, cultural probes, mind mapping, prototyping, storyboards, etc. and develop a rigorous design thinking process.***

Why do a **Master of Design?**

4 To open new professional opportunities

With a Master of Design, you will enhance your design practice and you can aspire to become a **design educator, a researcher in a governmental agency or institute, a design writer/journalist, you can also continue your studies at the PhD level.**

*In the MDes, we are an inclusive program
and welcome cultural, social and gender diversity.*

Examples of Research-Creation projects

Indigenous futures - typography

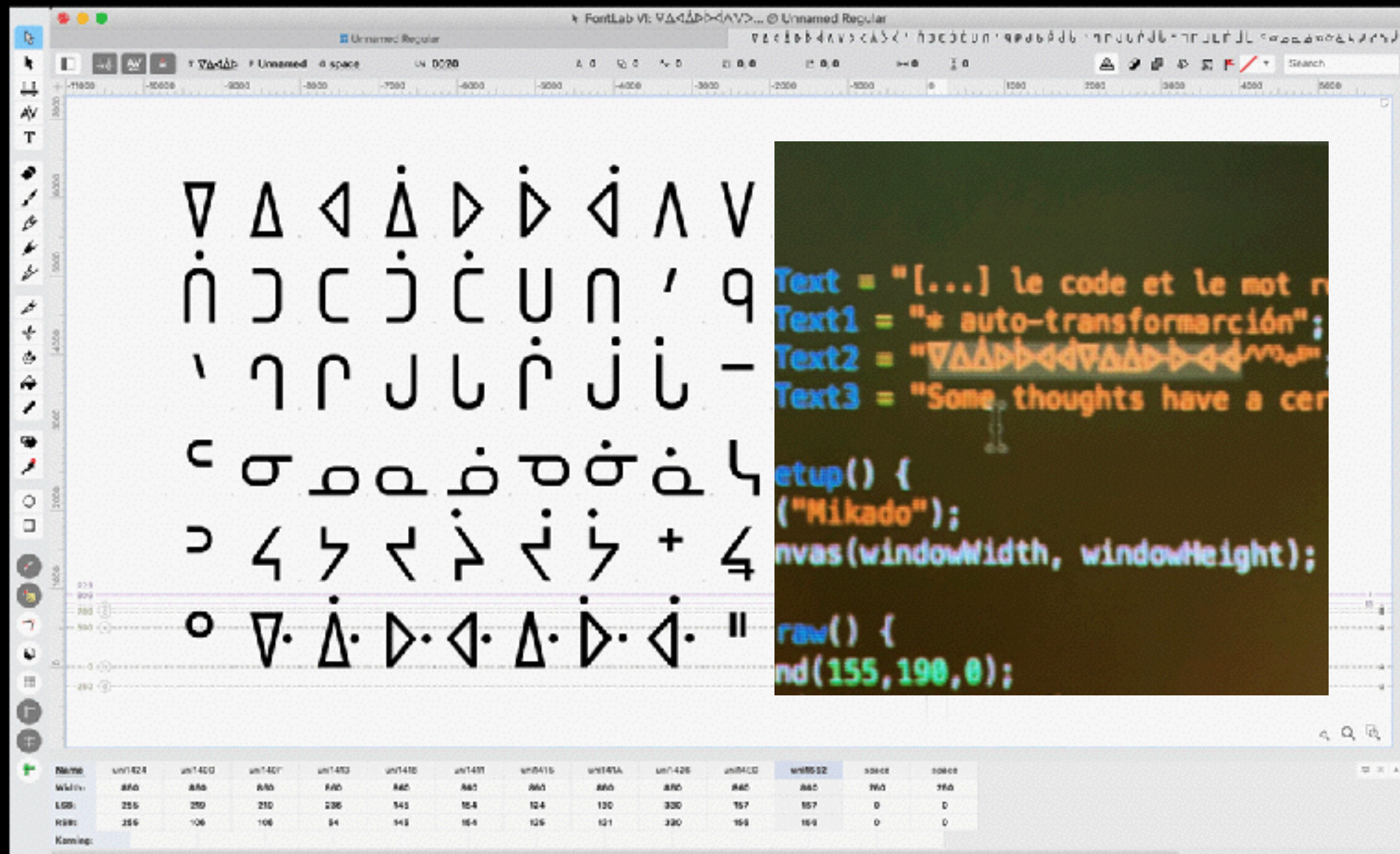
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Visual communication / Indigenous futures - typography



Sebastien Aubin Mdes Project: A Cree Voice - dialogue with the machine

Visual communication / Augmented Reality



Visual communication / Augmented Reality



Built environment

>> timeline of the plastic in the Maracaibo coast



Built environment



Stefania Hernandez MDes project: Regaining the Shore Agency of Maracaibo. Coastal Waste Narratives.

Visual communication / Interaction



Aboozar Behesti MDes project: Design takes revenge on what politics did with the cultures!

Visual communication / Interaction



The identity **we wear** VS The identity that **covers us**

Aboozar Behesti MDes project: Design takes revenge on what politics did with the cultures!

Material Futures



Theo Chauvirey MDes project: Biomaterials (Mycelium) for the design of metro seats and wall panels.

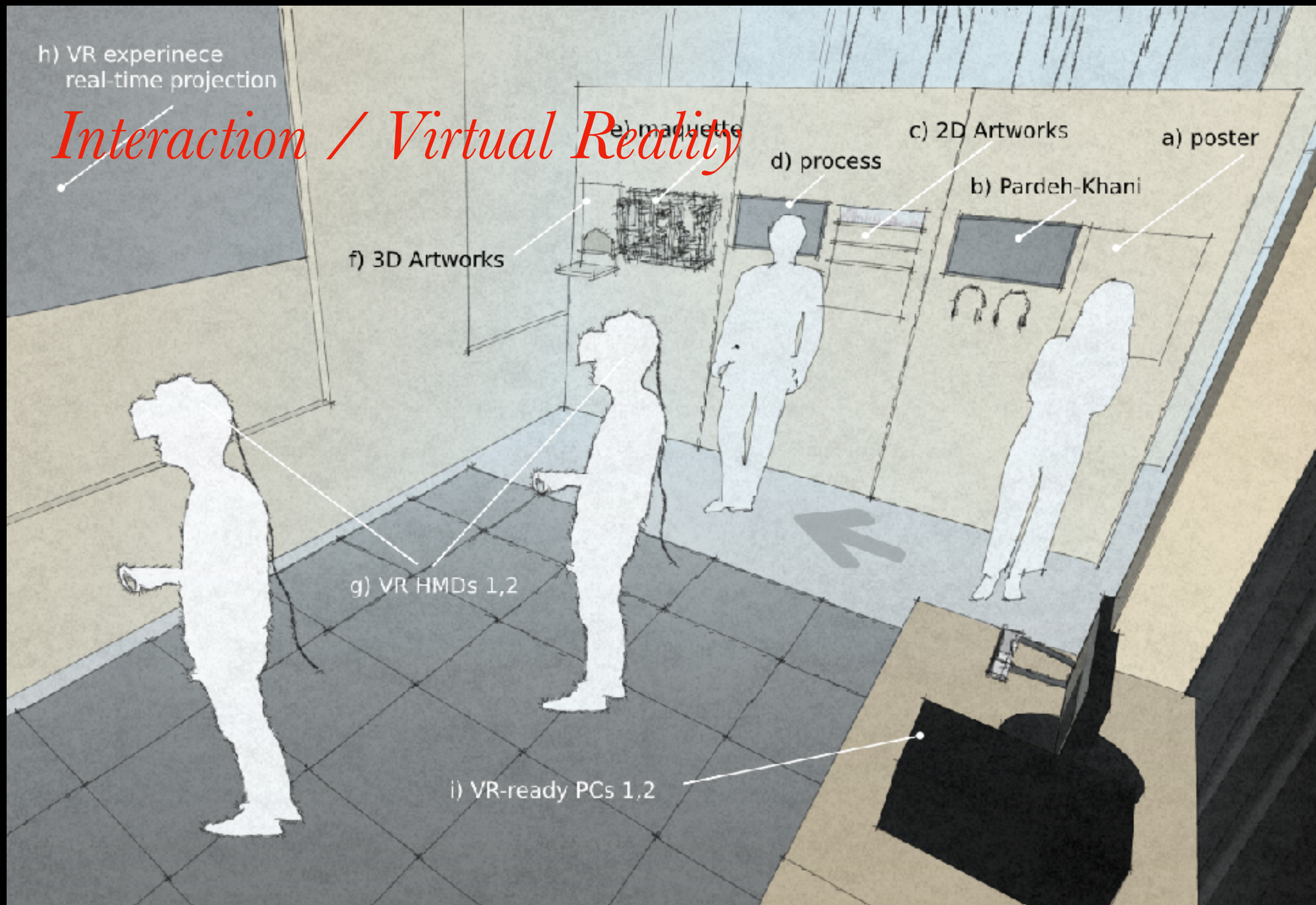
Material Futures



Theo Chauvirey MDes project: Biomaterials (Mycelium) for the design of metro seats and wall panels.

Interaction / Virtual Reality





MDes curriculum

Each candidate is required to complete 45 credits over 2 years.

- 7 seminars (21 credits)
- Thesis and Research-Creation project (24 credits)

MDes curriculum Year 1

Fall semester

Students take 3 seminars (9 credits)

Dart 600 Design Theory/Practice I (3 cr.)

Dart 601 Research Methods in Design (3 cr.)

Dart 631 Special Topics (3 cr.) choose to do a seminar on sustainability, visual communication or interaction design or do a directed study, a field school, a residency or an internship.

Winter semester

Students take three (3) seminars (9 credits)

Dart 610 Design Theory/Practice II (3 cr.)

Dart 611 Interdisciplinary Practices in Design (3 cr.)

Dart 631 Special Topics (3cr.) see previous course selection.

MDes curriculum Year 2

Fall –Winter

In their second year, students take 1 seminar
DART 620 Graduate Colloquium (3 cr.) and concentrate
on their Research-Creation project.

Year 2 ends with the preparation of a **Public research-
creation exhibition presented in early May.**



Interstice - Student research-creation virtual expo 2019

POOYAN ALIZADEH
SEBASTIEN AUBIN
ABOOZAR BEHESHTI
KATRINA JURJANS
ANNA MINZHULINA
FIRDOUS NIZAR
SEYED M. TABATABAEI
RODRIGO VELASCO
BIA WOLANSKI
WAYLON WILSON

FR
FOREWORD
INSTAGRAM

INTERSTICE

Considered in both its temporal and spatial terms, we view interstice as both an active space between things as well as an interval of time. Spatially, our work is positioned as the gap, or interstice, of many different parts. From this position, the discipline of design is brought into dialogue with a diverse range of social, cultural, philosophical and political perspectives. These conversations move design away from conventional, limiting and insular definitions and towards a more pluralistic understanding of design research and creation. Temporally, we acknowledge that each project is a continuation of ideas that resonate across a trajectory much longer than the span of a Master's degree. Our work is neither all-encompassing nor final, but rather something molded and shaped within the specific duration of the program.

The process is ongoing.



Facilities

Mdes Studio

Sensor Lab

Visual Communication Lab

Computation Lab

Core Technical Center CTC

Fabrication Labs – wood, metal,
plastics, 3D printers, CNC, Laser cutting

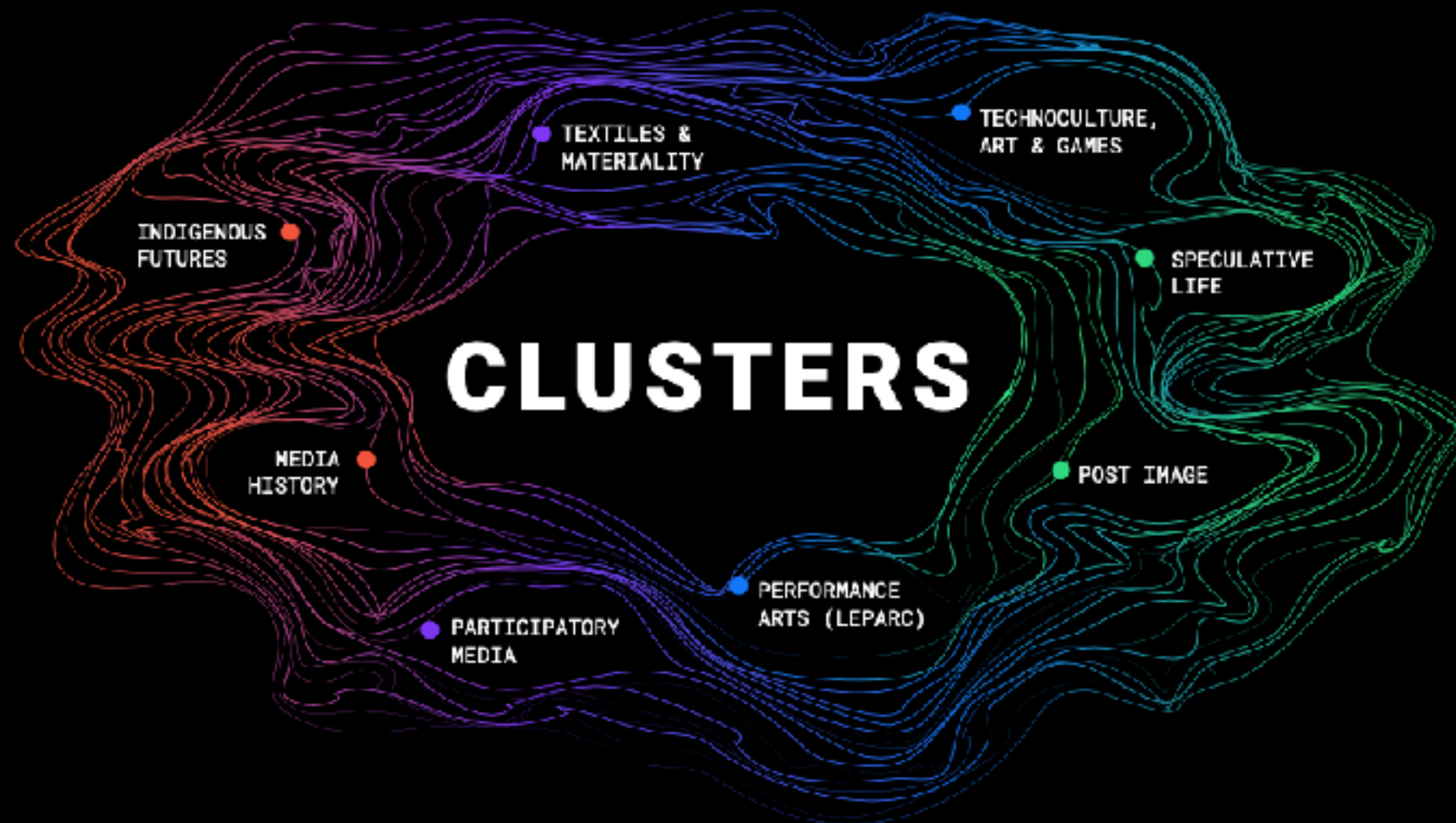
Research Institutes

Milieux

Hexagram

Next-Generation Cities

Milieux Institute



STUDENT RESEARCH, WORKSHOPS

MycoSculpture Workshop Part II

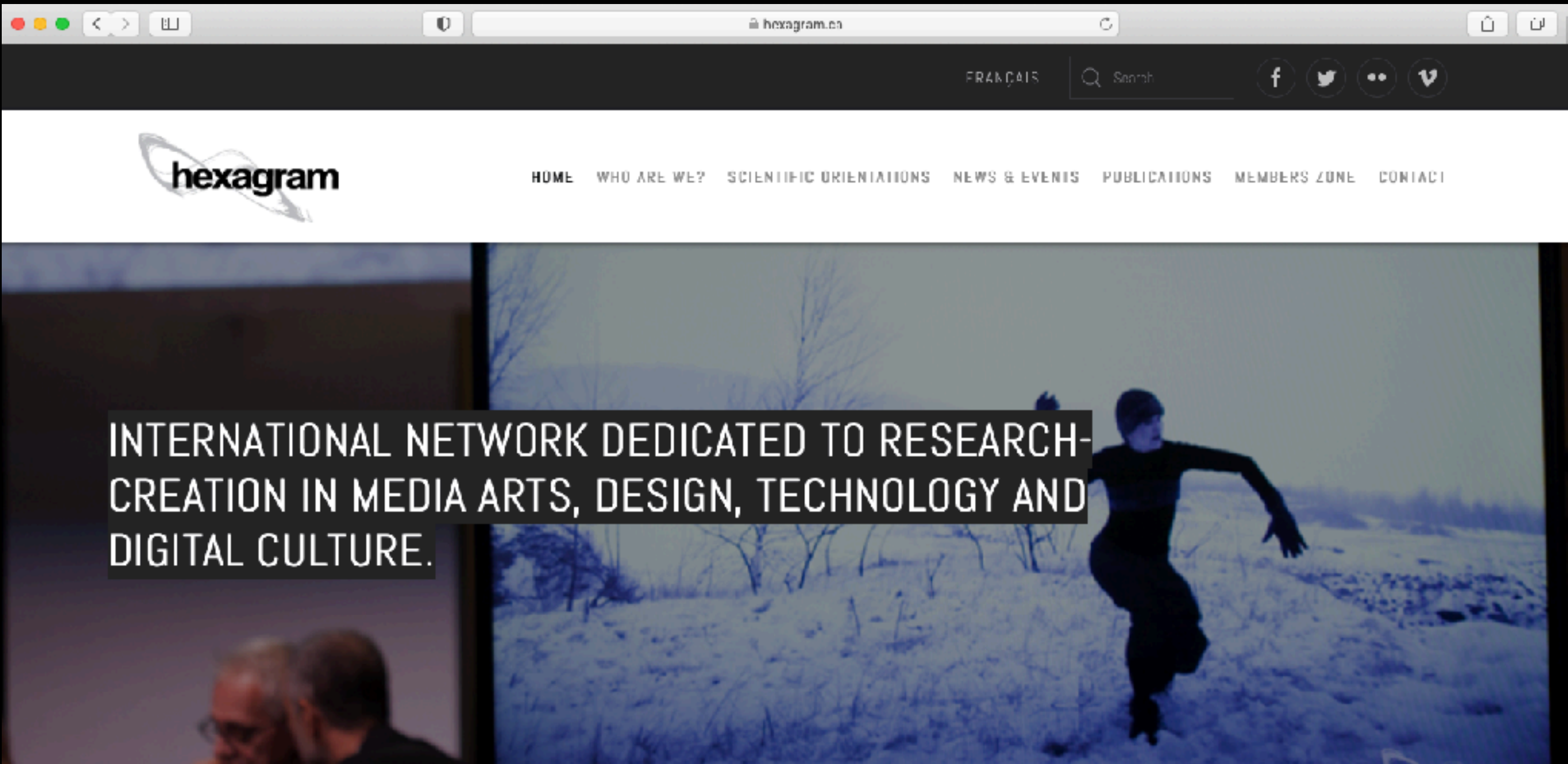
JANUARY 31, 2020



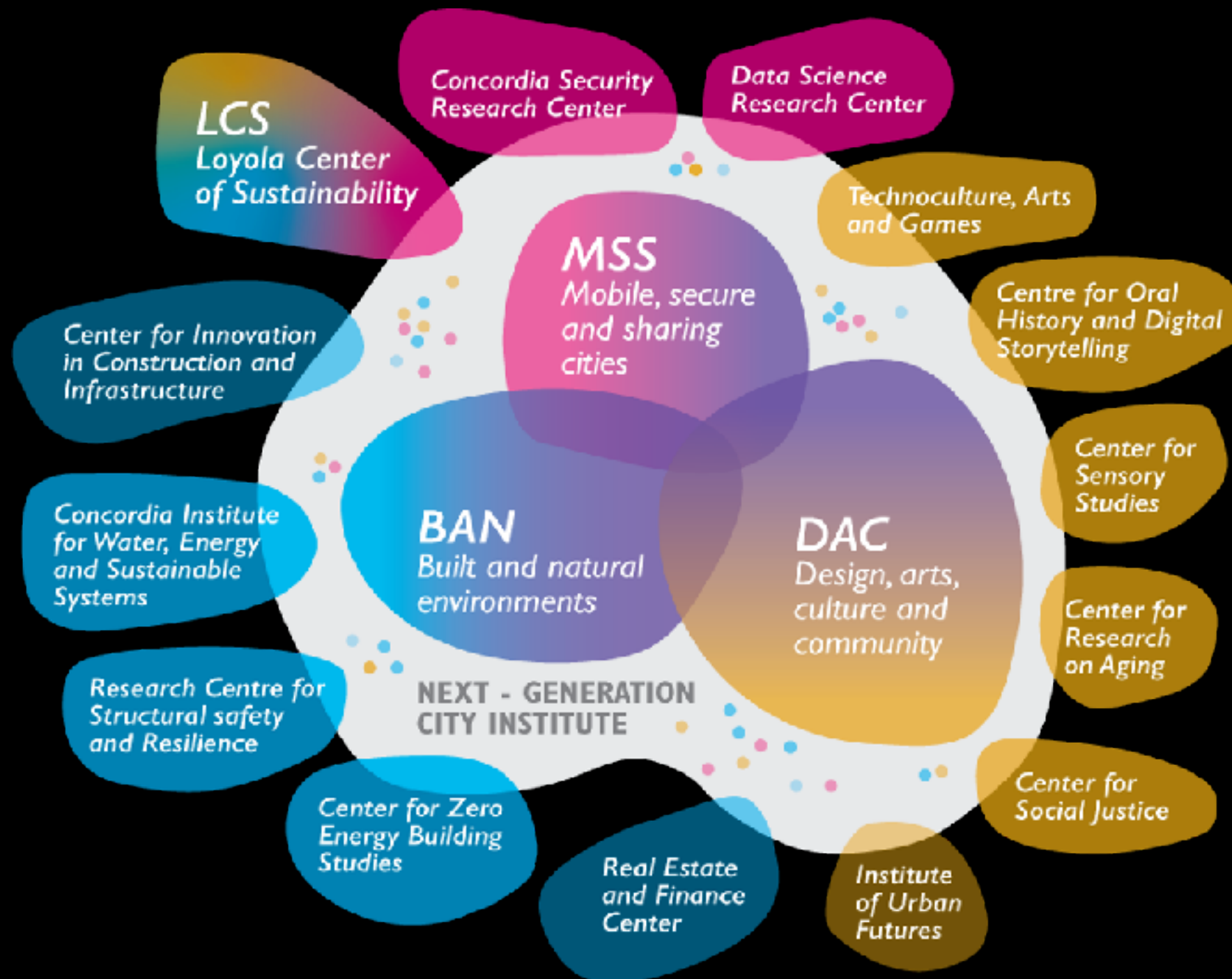
It's Inoculation day! In today's MycoSculpture workshop, we spent the afternoon learning how to inoculate our sculptures from last week with liquid mycelium. The liquid mycelium has been growing for a couple of weeks in preparation for today.



Hexagram Institute



Next-Generation City Institute



Faculty

The faculty members in the program have backgrounds in architecture, industrial design, exhibition design, interior design, graphic design, illustration, fashion and textile design, critical materiality, game design, interaction design, sound, installations, poetry, fine arts.

They have a multidisciplinary research practice, publish books and present their work in local and international events.

Faculty

-we are a multidisciplinary team

consult our profiles on our web site!

concordia.ca/finearts/design/about/faculty

Pk Langshaw

Jonathan Lessard

Jason Lewis

Alice Jarry

Christopher Moore

Christopher Salter

Pippin Barr

Martin Racine

Carmela Cucuzzella

Rilla Khaled

Miranda Smitheram

M. Wright

Joanna Berzowska

Rhona Richman Kenneally

Built Environment

Fashion and textiles

Game

Materials Futures

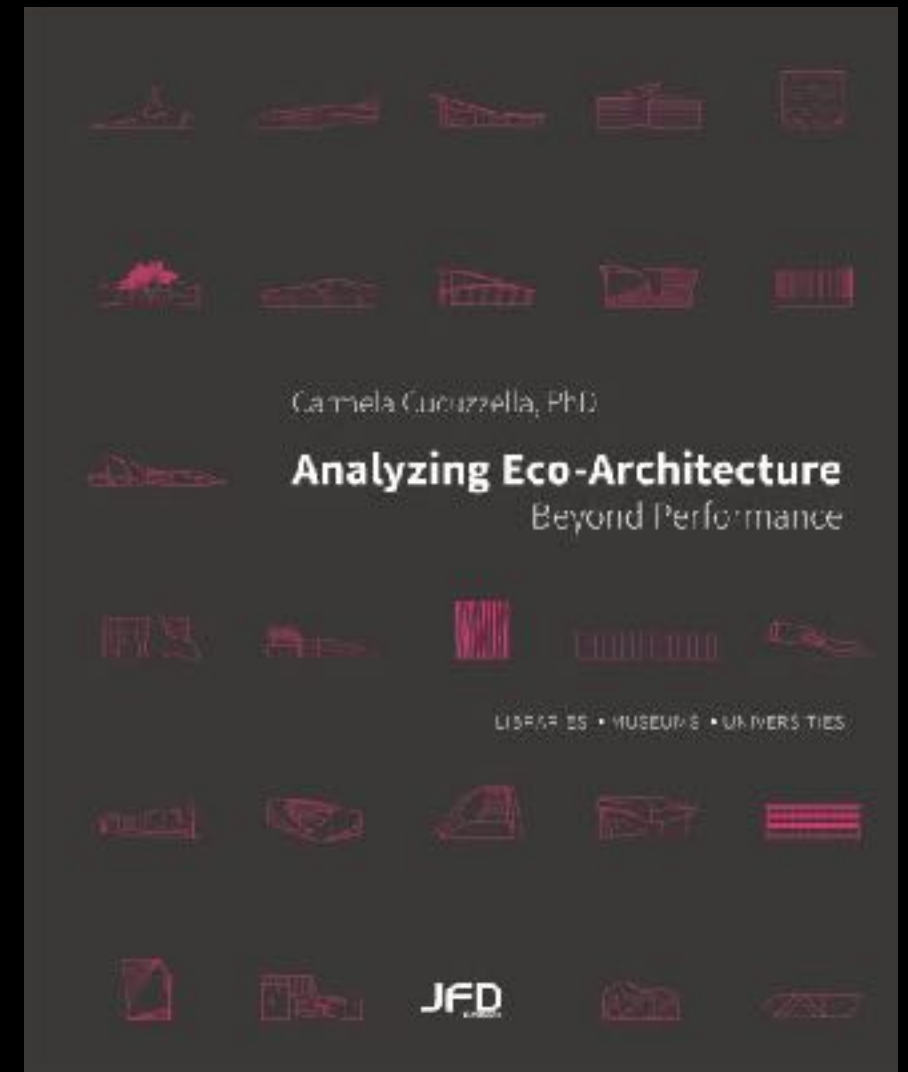
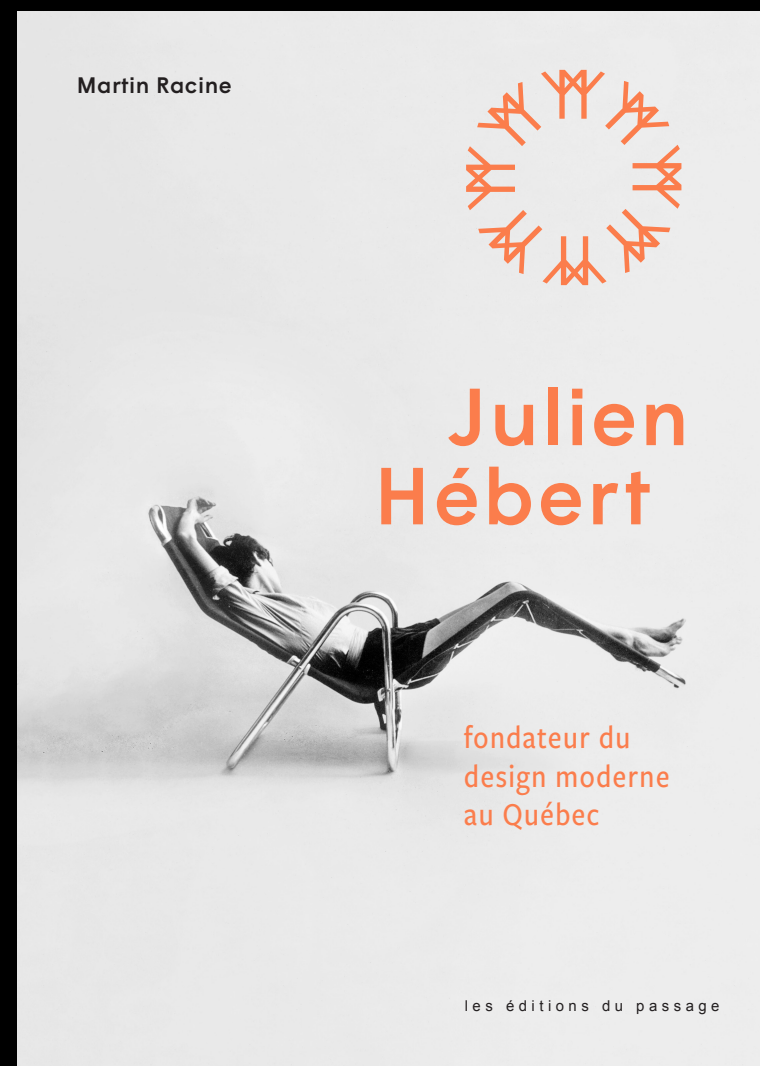
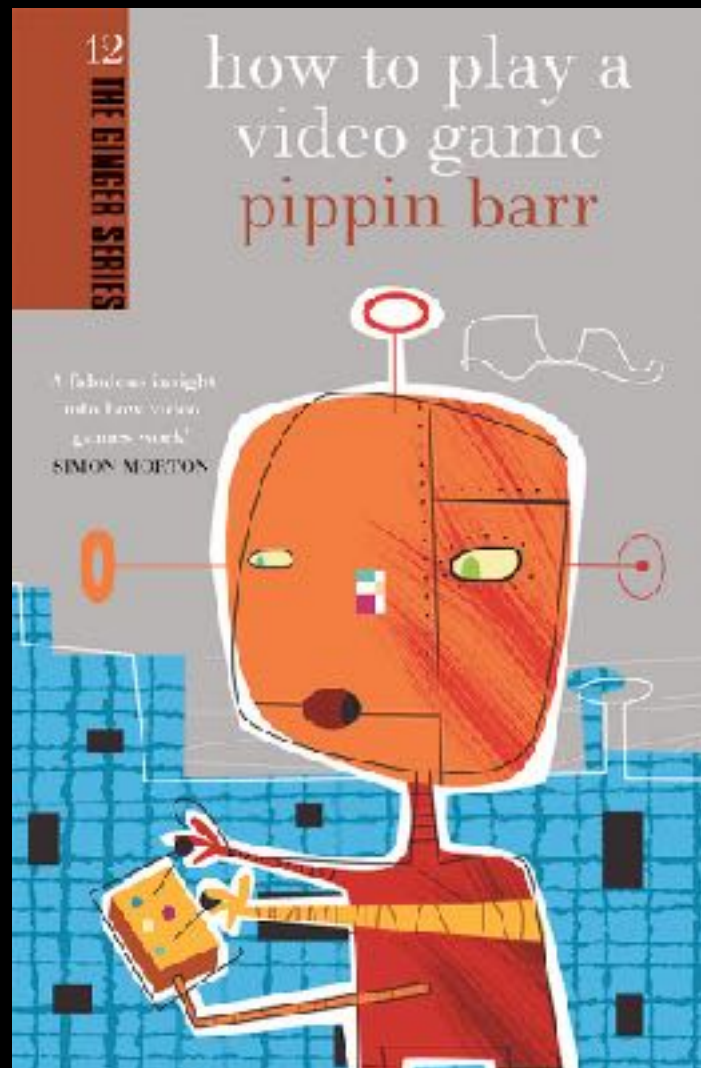
Visual Communication

Interaction



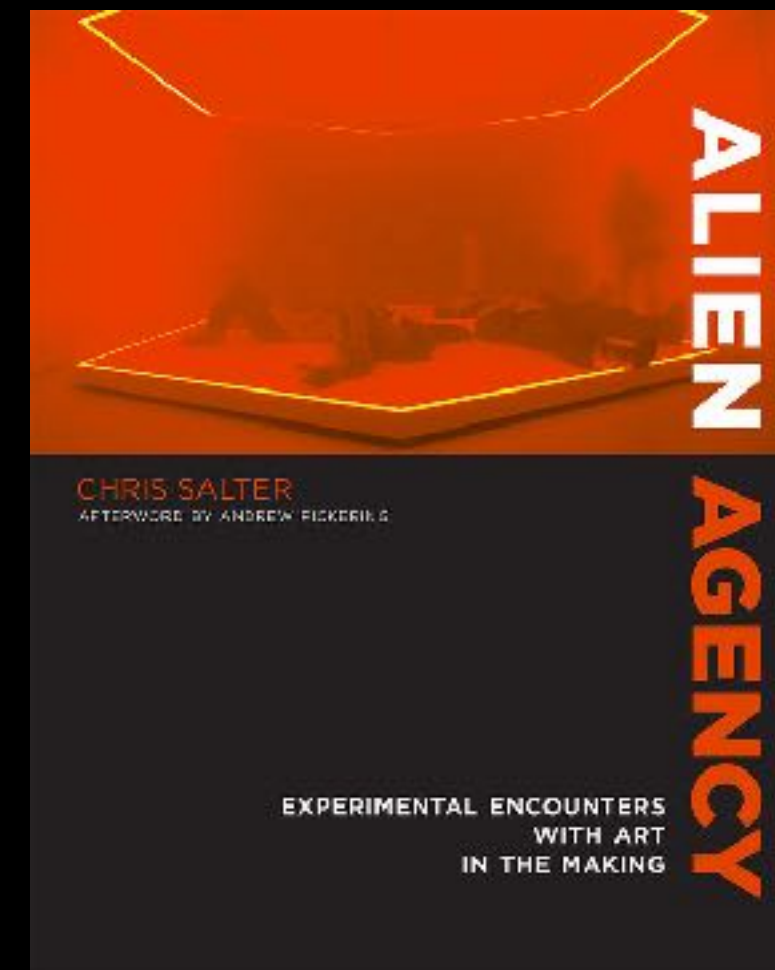
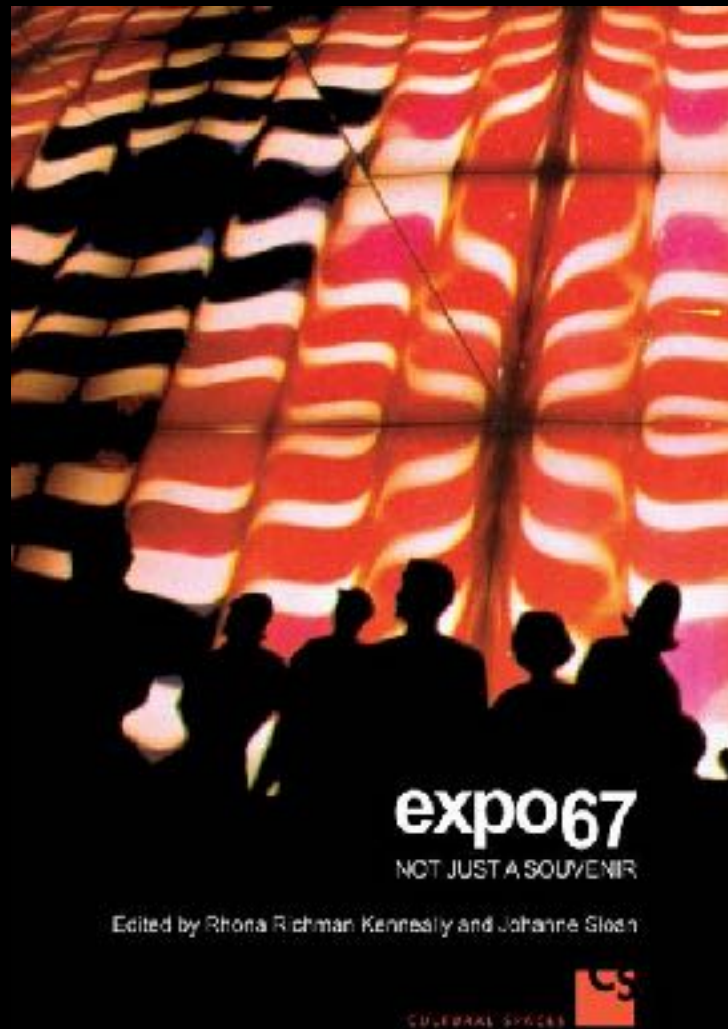
Faculty

Selected publications



Faculty

Selected publications



Funding opportunities

As a Master of design student, you have the opportunity to be hired as

Teaching Assistant and/or
Research Assistant

Special Project/Field schools

Explore field school opportunities

Earn credits through hands-on experiential learning in a real world context



Detroit: Re-Think, Re-Align, Re-Make - The Future Of The City

CANCELLED

August 5 – August 28, 2020

This 3-credit, hands-on program explores the role of design in imagining the future of Detroit.

[Learn more >](#)



Make in Japan 2020: Short-term Design Field School

CANCELLED

May 8-24, 2020

Spend 17 days in Japan during this 3-credit, short-term Design field school.

[Learn more >](#)



Concordia in China

CANCELLED

May 10 – June 20, 2020

Join students from around the world on this educational and cultural immersion program in Beijing – and earn 9 credits.

[Learn more >](#)



ISEA 2020 Electronic Arts Symposium in Montreal

CANCELLED

May 15-25, 2020

Develop a research-creation project connected to the symposium by reporting on in-class discussions and ISEA 2020 activities.

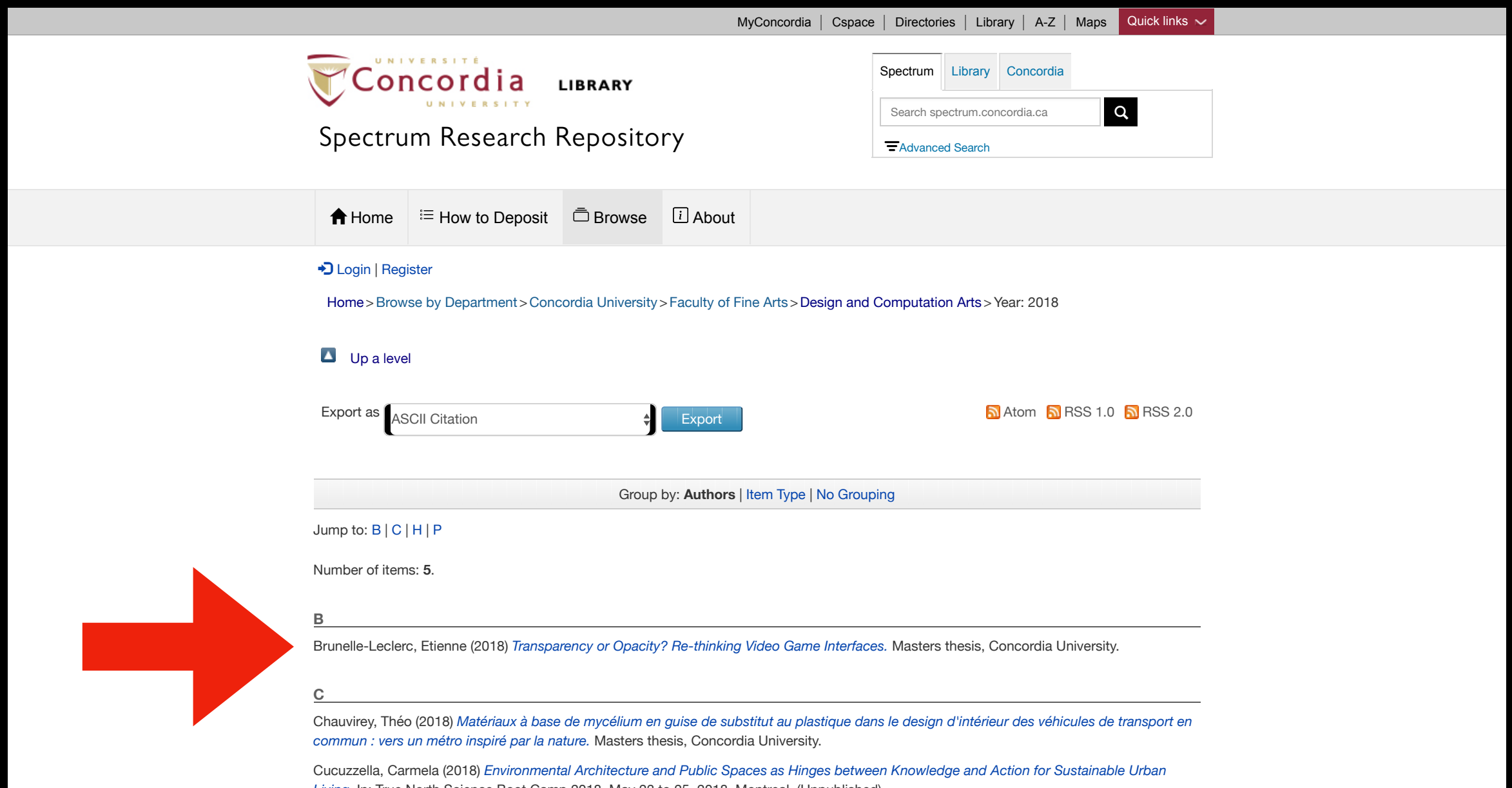
[Learn more >](#)

Looking forward to re-initiate field school initiatives after the pandemic!


Interested in reading an MDes thesis?

Consult **Spectrum**

spectrum.library.concordia.ca







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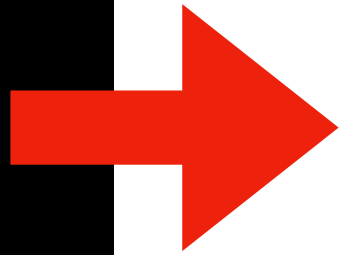
B

Brunelle-Leclerc, Etienne (2018) [Transparency or Opacity? Re-thinking Video Game Interfaces](#). Masters thesis, Concordia University.

C

Chauvirey, Théo (2018) [Matériaux à base de mycélium en guise de substitut au plastique dans le design d'intérieur des véhicules de transport en commun : vers un métro inspiré par la nature](#). Masters thesis, Concordia University.

Cucuzzella, Carmela (2018) [Environmental Architecture and Public Spaces as Hinges between Knowledge and Action for Sustainable Urban Living](#). In: [True North Science Best Camp 2018](#), May 22 to 25, 2018, Montreal. (Unpublished)



Transparency or Opacity? Re-thinking Video Game Interfaces

Etienne Brunelle-Leclerc

A Thesis
in
The Department
of
Design and Computation Arts

Presented in Partial Fulfillment of the Requirements
for the Degree of Master of Design at
Concordia University Montreal, Quebec, Canada

October 2018

© Brunelle-Leclerc, 2018

Consult student profiles

Concordia.ca/mdes



Abouzar Beheshti

Abouzar Beheshti is a multidisciplinary designer and artist. He studied graphic design at the school of visual arts and Fine Arts Faculty of Tehran University. He also has a bachelor's degree in painting from University of Art of IRAN. He started his professional work as a graphic designer since 2001 in the most prestigious journal in the field of architecture in Iran, called *Mohmar*, and then he continued his works in many printed medias as an art director, executive director and editorial chief for about seven years. After that, Abouzar continued his work as an Art Director, Creative Director and Advertising Advisor in cooperation with advertising agencies and creative start-ups in the field of game and E-commerce in Iran. After

ten years of professional experience, Abouzar established the first holding company of professional artists called *Genuine MA* in Iran in 2012. The activities of *Genuine MA* was in the fields of education, exhibitions and projects in 10 different artistic subcategories. Over than six hundred of professional artists joined the holding in the first four months since it was established. After more than 16 years of professional experience, he decided to improve his abilities as a researcher in the field of Design and started studying Master of Design at Concordia university. Since his attitude toward the art is not limited to visual arts, he also experienced as an Artistic Director in music ensembles, Music Composer for Theater, poet and sculptor. The critical theory which he presented in the context of art economics followed by many controversial discussions in the artistic society of Iran. His current approach is to study about multiculturalism, and to raise the people's awareness about cultural diversities.

www.linkedin.com/in/abouzarbeheshti/

www.instagram.com/abouzarbeheshti/pro/

Rebecca Goodine

Rebecca Goodine is an artist and game designer interested in studying emotion, meaning, and learning in digital games. Originally from Fredericton, New Brunswick, she completed her Media Arts and Cultures undergraduate degree in 2016 from the University of New Brunswick where she was also a founding member of UNB's Games and Cultures Research Group. Following her graduation she acted as a researcher in residence at the Zurich University of the Arts in Switzerland, where she studied emotional embodiment in virtual reality. Rebecca has also been directly involved with the games industry with the design of numerous educational titles for Endergonic's "Lost Media Education" (her most ambitious independent game design project, *Guide*, aims to promote awareness of social anxiety among children and youth. It will be the first title to be released under her co-owned game development studio "Refractive Games."

<https://webcragoodine.com/>



Consult student profiles

Concordia.ca/mdes



MDes Cohort 2016-2017

Scholarships

Scholarships are offered to incoming students

Allocation of approximately 80 k per cohort

- Concordia Fine Arts Scholarships 30k
- Peter Thompson Graduate Scholarship 20k
- Out-of Province fee remissions
- Hitting the High Notes fellowship 10k
- Concordia merit scholarship 10k
- Dora & Avi Morrow Fellowship Award 4k

Students do not need to apply for funding before applying, the highly ranked students receive a funding offer in their letter of acceptance.

Admission process

The admission deadline for entrance in September is **January 15**

Application Dossier includes:

1. **Statement of purpose**
2. **Research project proposal**
3. **Portfolio**
4. **Undergraduate Transcript (degree in a design related field or other discipline with evidence of design practice)**
5. **Letters of reference**

We receive an average of 60 applications and admit 12 students.

Admission process

Applicants with non-fine arts degrees must demonstrate technical and artistic/scholarly competence in their desired research area and must exhibit a strong foundation in design practices from an interdisciplinary perspective.

Qualified applicants requiring prerequisite courses may be required to take such courses in addition to their regular graduate program.

Admission process

Applicants are invited to suggest a potential supervisor who best suits their research interests in their Statement of Purpose after reviewing the Full-Time Faculty profile webpage.

To consult the faculty profiles

<https://www.concordia.ca/finearts/design/about/faculty>

Admission process

Language requirements

Applicants whose first language is other than English must demonstrate proficiency in the English language by writing one of the approved language tests. The provisional minimum acceptance score for the Internet-based Test of English as a Foreign Language (TOEFL iBT) for admission into a graduate program for international students **whose first language is not English or French** is 90. The IELTS (International English Language Testing System) requires **a minimum Band score of 6.5.**

Les étudiant-es francophones peuvent rédiger leur mémoire de maîtrise en français.

Tuition Fees

Consult Concordia's tuition fee calculator

<https://www.concordia.ca/admissions/tuition-fees/calculator.html>

For additional information consult

[Concordia.ca/mdes](https://concordia.ca/mdes)

Inquiries

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Angela Enea, Graduate Program Assistant

mdes.concordia.ca

Thank you!

Merci!