1 **Bartlett**

The Bartlett aims to develop a creative, diverse and rigorous approach to design from the outset. The program is based in the studio and the workshop, with 70% of the program taught and assessed through the Design portfolio. Most of the Design teaching is on a one-to-one tutorial basis with frequent review sessions; nearly all Design tutors are practicing architects or design specialists who bring innovative design ideas to the School. History & Theory and Technology core courses support the Design work in each year and are assessed through a combination of coursework, essays and examination. Year 1, centered on the design studio, offers a sequence of projects which develop the central skills of observation, design and representation, with emphasis on the inventive and intelligent expression of ideas. Year 2, students choose to join one of up to eight Design units, in which they remain for the year, taught together with Year 3 students. Each unit declares a clear architectural position; the range of units allows each student to begin to develop personal architectural interests within a strong academic framework. It is expected in this degree year that students develop one of their Design projects to a high degree of architectural and intellectual resolution.

2 **CalArts**

Cal arts could be described as the more “artsy” of the schools researched in that the students are taught a certain aesthetic. The school is small and therefore its departments (theater, arts, etc) overlap and influence each other. Because of this, Cal Arts produces unique artistic community. Cal Arts had its heyday in the 80’s producing a number of famous artists but has since lost some of its steam. Nevertheless Cal Arts still remains one of the leading art schools in the country.

3 **Columbia**

The Master of Architecture program is a 3 year professional degree program that examines the importance of architectural design concepts in relation to historic and contemporary issues in an evolving culture. The program situated near a major metropolis, is able to attract a large and diverse community of architects, teachers, theorists, practitioners, and scholars in New York. The program seeks to provide an orderly system for integrating the various aspects of architectural study. Therefore the curriculum is broadly divided into the study of history and theory, technology, methods, visual studies, and design. They believe that Learning architecture involves, on the one hand, examining those historical, social, cultural, technical, and economic forces that shape buildings; on the other hand it means mastering these forces with means traditionally available to the architect.
DAE
DAE anticipates and invites change. Students are encouraged to think for themselves and to act responsively. In both undergraduate and graduate studies, the focus is on design’s interaction with human beings and social contexts. While the focal point is the individual, large open spaces at the DAE encourage students to interact and react, facilitating exchange of ideas and mutual inspiration.

Harvard
This program addresses the need of design professionals to expand their design knowledge and become leaders in shaping the future of their fields. The program is very intense, allowing mid-career professionals to take a leave from practice or academia. The Master of Design Studies program is one year long and suits those who want to study a particular design area in depth. The areas of focus range from modeling and architecture, experimental web environment, information linkages to urban, landscape planning and management.

IVREA
Ivrea is the opposite of a media arts program. The level of obtuseness in their work is at a minimum. This is not to say that their focus is not a progressive one, only that they aim mainly at the consumer market. They call themselves an “Interaction Design School,” but this doesn’t just refer to their approach to form—the idea that every design be intimately linked to the user—but also to their target audience. Ivrea wants to design the “right” products and interfaces, the ones that are needed socially and economically.

Cranbrook Academy of Art offers programs in 2D Design, Print/Media, 3D Design, Architecture, Photography, Ceramics, Fiber Arts, Painting and Metalsmithing, but boundaries are invisible. Students have the opportunity to work in any department/facility outside of their focus. Cranbrook’s program focuses on the individual, offering no formal course structure. Rather, they offer the critiques of fellow students and in-house artists. Students develop their own individual critical reading and writing assignments and individual projects. At the end of a two year period, graduates have the option of producing installations for facility review, reflecting themselves and the core values of the individual artist that they have become.
8 RISD

The Road Island School of Design offers topic specific undergraduate degrees including apparel design, architecture, film/animation/video, furniture design, graphic design, and industrial design. The Graphic Design Department educates in the art and science of visual communication, stressing the professional practice of design, including a combination of the human factors and technology with aesthetics in the production of typographics, signage, publications, identity systems, packaging, film graphics, posters, computer interface design, and other forms of communication. Upper division classes include studies in theory, content, methods applications, visual communication and visual culture, as well as the option of independent study. The program is based on a four year BFA degree.

The MFA degree in Graphic Design offered at RISD offers students an opportunity to work closely with faculty members, at the aim of becoming a leader in the field. Students develop their own body of work with the guidance of the department. RISD also offers a Graduate degree in Digital Media, offering interdisciplinary studies in media arts (two year program). Study areas include: interactive media, virtual environments, motion graphics, digital audio, internet, architectural/media hybrids, experimental games, wearable computing, literary media, installation art, and new forms of computer related exploration.

9 St. Martin

Central Saint Martins offers one of the widest ranges of undergraduate courses in arts and design in the UK. The college has long-standing relationships with the art, design and performance industries, giving students the benefits of many projects with outside clients, external projects and placements. Each course has dedicated accommodation, facilities and technical support, and there are more than fifty workshops, including workshops for wood, metal and plastics; for pre-press and print production; for printing using silkscreen, lithographic, etching, letterpress and photographic processes; for weave, knit and garment making; and for glass, ceramics and plaster.
10 **UCSD**

The Interdisciplinary Computing and the Arts major in the Music and Visual Arts Departments draws upon, and aims to bring together, ideas and paradigms from computer science, art and cultural theory. The goals of the program are to prepare the next generation of artists who will be functioning in a computer-mediated culture; to give students necessary technical, theoretical and historical backgrounds so they can contribute to the development of new aesthetics for computer media; to prepare students to mediate between the worlds of computer science and technology, the arts, and the culture; and to give students sufficient understanding of the trajectories of development in computing so they can anticipate and work with the emerging trends, rather than being locked in particular software currently available on the market.

11 **Yale**

Yale School of Art’s Masters degree in Graphic Design is concentrated in the creation of graphics in studio classes. The program focuses on the development of a thesis, a cumulative process through which each student builds up a coherent, investigative and experimental body of work. Studio projects are led by faculty as well as external advisors and critics, and each student is given designated work space as well as computer labs, bookbinding studio and silkscreen facility.