

# MTID

Master of Tangible Interaction Design (Four Semester Track)



## 1 Fall 1<sup>st</sup> Year (36 units)

**Core:** (10~12 units)

### Skill Building

Introduction to Physical Computing or Electronic Media Studio or Decoding Media or Introduction to Computing for Creative Practice or Principles of Computing or Fundamentals of Programming and Computer Science

**Research Practice:** (12 units)

### Work Plan

Masters Seminar & Independent Study

**Electives:** (14 units)

## 2 Spring 1<sup>st</sup> Year (36 units)

**Core:** (12 units)

### Prototyping

Making Things Interactive

**Research Practice:** (6 units)

### Portfolio & Exhibition

Independent Study

**Electives:** (18 units)

## 3 Fall 2<sup>nd</sup> Year (36 units)

**Thesis:** (18 units)

### MTID Thesis Prep

Thesis Studio

**Research Practice:** (6 units)

### Literature Review

Independent Study

**Electives:** (12 units)

## 4 Spring 2<sup>nd</sup> Year (36 units)

**Thesis:** (18 units)

### MTID Thesis Project

Thesis Studio

**Electives:** (18 units)

## Program Description:

The Master of Tangible Interaction Design (MTID) degree program provides an integrated education that prepares its graduates for careers as hybrid practitioners and collaborators in the field of emerging media. Combining design, engineering, robotics, computer science, psychology, physiology, mathematics, and more, students in the MTID program engage in critical making and strive to solve complex issues of tangibility at the intersection of art and technology. MTID students are provided a rigorous environment for self-directed research at the intersection of computation, material and culture.

MTID's home laboratory, the Code Lab, is a facility for studying the integrative rela-

tionship between people, matter, machines and computational processes. Previous MTID research includes speculative design tools, musical and audiovisual systems, materials studies, electrical and mechanical engineering, information visualization, architectural robotics and tactical media. The Code Lab functions in close collaboration with a network of university laboratories that give students 24-7 access to advanced prototyping, fabrication and exhibition facilities.

MTID's highly flexible and individualized curriculum is led by a core faculty from Architecture, Art and Drama with affiliated faculty from Design and Music. The curriculum includes graduate seminars, advanced hands-on studios,

and a thesis project centered around new computational technologies in making. The program serves two distinct groups: those with significant engineering and/or computer science knowledge who wish to master design or artistic skills, and those with significant design, art, or architecture experience who wish to master technological means of making

Admitted students may apply for advanced standing based on previous coursework or professional experience, eliminating the first semester. Advanced standing is also available to qualified CMU students within the B.Arch program through the Accelerated Master's Program (AMP).

## Program Requirements:

In addition to the standard requirements for all graduate students in the School of Architecture, students in the MTID program must satisfy the following:

- Students must complete a minimum of 144 units of course work for graduation.
- Students must complete a minimum residency of three (3) academic semesters.
- Full-time status (minimum 36 units per semester) is required during the residency period.
- All course substitutions must be approved by the program Track Chair.