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OSU Department of Design

Application for Graduate Studies

Updated 08/11

Entry Requirements

Please review the Design Research and Development and Digital Animation and Interactive Media (DAIM) overviews for details on expectations and experience contributing to acceptance in the respective programs. The following information explains requirements for application that are mutual to each program. To gain admission for graduate studies, an applicant should hold a bachelor's degree in design, animation, or a closely allied field from an accredited college or university. Professional work experience prior to candidacy is strongly advised, although not necessarily a requirement. An analysis of the candidate's undergraduate work in design and/or animation (and any professional work) will be made to determine his or her proficiency level. Both a portfolio and four-part statement of intent are required.

Portfolio

Applicants are to submit examples of their work that will indicate the range of their experience and achievement. Such a portfolio is to be submitted online, and may take the form of electronic media, PDF documents of portfolios, research and development analysis and proposals, published papers, or any other form that demonstrates tangible results of design work. Animation movie files are required for the Digital Animation and Interactive Media application. Please do not exceed 20 examples of visual results. For the uploading process and additional information, please refer to the portfolio requirements outlined in this document.

Statement of Intent

Applicants are to describe their educational and career objectives, and their reasons for wishing to pursue graduate work in the Department of Design at The Ohio State University. The statement of intent is not merely an autobiographic statement, and it should clearly address the four topics outlined in the

instructions. Statements of Intent that do not follow the prescribed format will be rejected.

Application Procedures

Application for graduate studies in the Department of Design requires two steps for applying online:

1) Apply to the OSU Graduate School through the Graduate Admissions online application process - <http://gradadmissions.osu.edu>

All required forms and fees (including all transcripts and test scores) are submitted to the University Graduate Admissions Office via their on-line application process.

2) After completing the application requirements of the Graduate Admissions Office, the Department of Design will contact you with login information for the completion of its own online admission process. The online forms will include requests for the following information:

- Four part statement of intent with specific questions in the online form.
- Recent academic and employment experience
- Honors, awards, and other accomplishments
- Resume
- Portfolio work examples, up to 20 files as images, videos, or PDFs
- Descriptions of the portfolio work examples
- Three online references - you will submit the contact information for three references that will be automatically emailed to complete your online reference forms.
- an online application fee of \$10 USD.

The review of the applicant's materials is carried out by the Graduate Studies Committee members. The applicant will be informed by mail of the final decision of the Departmental Graduate Studies Committee and the Ohio State Graduate School.



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OSU Department of Design

Design Research + Development (m.f.a.)

Updated 08/11

Direction of Emphasis

With the increasing complexity of design problems has come the need for specialists who are knowledgeable about design processes and methods. The Department of Industrial, Interior, and Visual Communication Design at The Ohio State University seeks to fulfill this need by offering an area of emphasis in Design Development leading to the Masters of Fine Arts (m.f.a.) degree.

Concerns are not only with the traditional conceptualization and development phase of the design process, but also with research methods that ultimately give birth to new theories and concepts, and to testing and evaluation methods for assessing performance.

Techniques and tools may be those traditional to design practice, or those evolving with the computer. The Department has maintained strong computer-aided design facilities, and graduate students have concentrated on the application of the computer to the creative process. Faculty expertise with current computing technology is high.

Research Mission

The research mission of the Department is exemplified in the following specific Design Development areas of exploration:

- **Systematic processes and methods** that incorporate new information, technology, and tools are utilized in the exploration of design-related issues such as problem solving, criteria development, programming, conceptualization, detailing, and testing and evaluating.
- **Semiotics theory** as it relates to forms and images is explored as a condition for design. For example, product development may be based on theories of product semantics, the study of the symbolic qualities of man-made forms in the context of their use, and the application of this knowledge to design.



- **Human factors** knowledge is examined as a condition for design. Human factors (or ergonomics) is the study of human/machine or human/environment interaction with the aim of optimizing system performance.

Description of Emphasis

Process and conditions for design are investigated as they apply to such diverse problems as communication for special users (such as the handicapped and the elderly), transportation vehicles, international symbol systems, packaging systems, instrument panels, interior lighting systems, and color application.

Department core courses address the specific methods, theories, and practices related to the development of design solutions. Studio and laboratory courses facilitate the implementation of theory and concept. In addition to courses taken within the Department, students take selected sequences of electives in the Departments of Computer and Information Science, Psychology, and Industrial and Systems Engineering. Other electives may be selected as they relate to specific research interests.



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Master's of Fine Arts (m.f.a.)

Students majoring in Design Development in the m.f.a. program pursue a written thesis which in some cases, produces a complimentary project. The degree requires a 90 credit hour minimum for graduation. The m.f.a. is currently considered to be the terminal degree in the design professions.

Goals of Emphasis

The aim of this area of emphasis is to prepare graduates for design positions in a wide range of settings such as consulting firms, governmental agencies, consumer groups, private practice, or corporate design groups.

Ancillary Focus

The Design Development track is also supportive to those interested in *Design Management and Planning*, *Design Education*, or a joint *MA in Design and PhD. in Cognitive Engineering*. The department faculty has expertise in *Design Management and Planning* via their focus on the analysis of design-related managerial problems; the creation of manageable frameworks for the organization of design activities; the use of systematic methods in group problem-solving; the effective execution of the leadership function in a design activity; and the planning, development, and implementation of effective management policies and strategies in a wide range of business settings.

Regarding *Design Education*, faculty emphasize a process-oriented approach to education. This means that courses are structured so that the focus is on design principles and the process of problem solving, rather than on subject matter that must be memorized, and on projects that are end-product oriented and lacking in theory or methodology. This approach is concerned primarily with the processes involved in planning, developing, implementing, and evaluating collegiate-level instruction in the design fields.

With design practice becoming more interdisciplinary, the Department of Design in collaboration with the Department of Cognitive Systems Engineering offers a joint *MA in Design and PhD. in Cognitive Engineering*. This affords an opportunity for deeper exploration in the areas of analytical methods to design problem solving; empirical methods for the evaluation of product and systems designs, experimental design concepts; and advanced design concepts and methodologies.



Buddy Wall Interface, Melissa Quintanilha

For more information, please contact:

Department of Design

The Ohio State University
 100 Hayes Hall / 108 N. Oval Mall
 Columbus, Ohio 43210-1318 usa
 T: 614. 292-6746
 E: design@osu.edu



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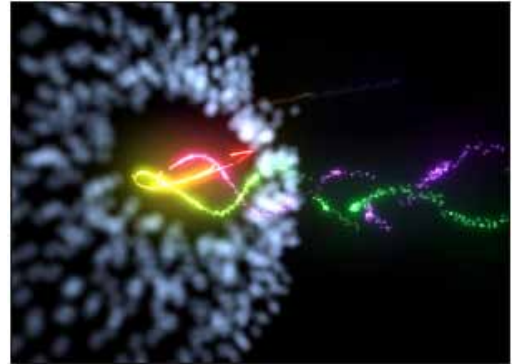
OSU Department of Design

Digital Animation + Interactive Media (m.f.a.)

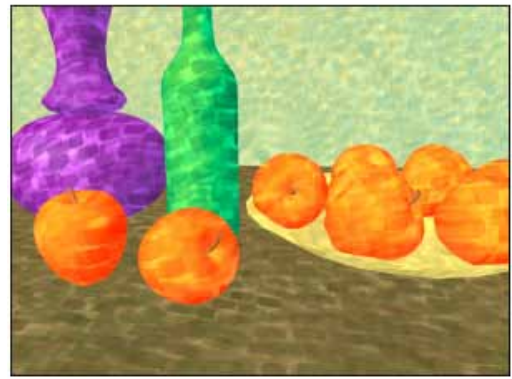
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DAIM Philosophy

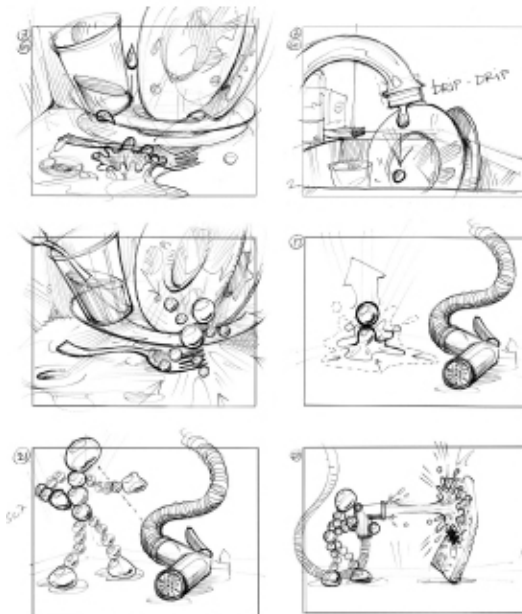
The Department of Design at The Ohio State University, in collaboration with the Advanced Computing Center for the Arts and Design (ACCAD), offers a program in **Digital Animation and Interactive Media** leading to the Master of Fine Arts (M.F.A.) degree. This M.F.A. provides opportunities for experienced animation students to develop his or her own artistic vision in a research environment for multidisciplinary and collaborative activities. Digital animation can extend beyond traditional forms to exploration of new and emerging technologies. Real time graphics and virtual environments, performance animation, game art, responsive and interactive media and installations are approaches which expand the definition and application of digital animation, providing new ground for the design and creation of meaningful content by the animation designer.



Drums Downtown IV, Matt Bain



Shader Techniques, Beth Albright



Drip Dry Storyboard, Iuri Lioi

About ACCAD

The primary location for creative work in this program is the Advanced Computing Center for the Arts and Design within Ohio State's College of the Arts and Humanities. ACCAD has been a leader in research and instruction in computer graphics, animation and emerging media for nearly three decades. ACCAD provides a collaborative research environment that fosters technical and educational innovations, encouraging students to collaborate with faculty and students from a range of fields. The networked facility offers students high-end hardware and graphics software, a motion capture laboratory, and a real-time interactivity and VR lab. Students have the opportunity to participate in ongoing research projects that may form the basis of their thesis work.



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OSU Department of Design

Digital Animation + Interactive Media (m.f.a.)

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DAIM Description

History and theory of cinema and traditional animation play an important role in conceptual development for the animation artist working in new media. A critical understanding of narrative structure and storytelling is an important tool in the animator's skill set. The DAIM curriculum is informed by the program's philosophy of learning through experimentation and practice.

- *Year One* is constructed as an *Exploration* year, in which students choose new experiences that will enhance their current understanding of new media.
- *Year Two* is a *Practice and Application* year which demands continued exercising and rehearsal of new practices.
- *Year Three* results in *Synthesis*, in which students demonstrate a deep understanding of the craft and its context.

This M.F.A. program consists of a minimum of 90 graduate credit hours. The program's three-year curricular sequence reflects the breadth of theory, production and collaborative experiences necessary to properly prepare our students. The program offers a unique blend of instruction from art, art education, art history, sound design, computer science, theatre, film studies, and the humanities, along with courses targeted at specific production techniques.

Curricular Requirements Include:

Orientation to Graduate Studies (4 credits)

Critical Analysis, Theory and History (15 credits)

Theoretical and practical analysis of cinematic structure, narrative and objective animation and interactive new media from a Humanities perspective.

Interdisciplinary Collaborative Studio

(10-15 credits)

Collaboration and interdisciplinary teamwork is a critical component of animation and technology-based production. Students are required to participate in a minimum of two studios engaging in these kinds of activities.

New Technologies and Concepts Studio

(13-18 credits)

Animation is a technology-intensive practice in continuous development and change. These courses provide new information or special topics in the form of courses based in specific technically-oriented concepts in the areas of technical skills, programming and algorithms, visual design, audio design, writing and scripting and professional development.

Advanced Studio Seminars (10 credits)

The Seminar Studio is a seminar structure, in which students independently or collaboratively develop projects. Critique is an emphasis of the seminar, in addition to resource-sharing and periodic review of milestones in productivity. In spring quarter of the second year, the Seminar Studio accommodates the review process for advancement to candidacy.

Thesis Seminar, Development, Thesis & Project Studios (33 credits)

Thesis seminars occur throughout the second and third year towards the formulation of a student's thesis through writing, directed readings and critiques. Additional thesis writing and production courses are taken independently with members of the student's thesis committee.



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OSU Department of Design

Portfolio Requirements

Updated 08/11

Requirements for Portfolios and

Supplemental Materials

Applicants will be provided with login information to upload portfolio examples and complete the online application process once an application to OSU Graduate Admissions has been completed.

Portfolio Submission - Design Development

All applicants must provide a digital portfolio of design results, to be uploaded in the online application process. Design Development applicants should include 12-18 examples that support their intended area of study. The Graduate Studies Committee will accept applicants' interior design, product design, visual communication/graphic design, interactive and time-based media, or other related design areas for review.

Portfolio Submission - DAIM

Applicants must submit video files representative of his or her experience and achievement in animation and/or interactive media. Videos may be the final work, or they may be documentation of process or installations.

All applicants will be expected to have substantial experience in 3D animation as well as a strong foundation in computing and cinematic structure. Applicants exhibiting exceptional quality in interactive media or related disciplines will be considered with advisement requiring coursework in the above foundations.

Compilations or demo reels are accepted, but if submitting complete works, please upload each individually if possible.

Do not upload high resolution (HD) videos. Use compression such as mp4 so that uploads take less time and size.

Applicants will be contacted if there are any problems with viewing uploaded files.

Supplemental Materials

Applicants may submit materials that document methodology and/or demonstrate your knowledge and other capabilities, such as research and development analysis, proposals or published papers that demonstrate tangible results of creative work. Such reports will be accepted as PDF documents uploaded in the online application process.

Portfolio Information Requirements

Each uploaded portfolio document will require the applicant to provide a short text description of the file. An additional form in the online application requests more in-depth descriptions of the research and concept development process for selected portfolio examples.

For questions, please contact:

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OSU Department of Design

Applicant's Statement of Intent

Updated 08/11

Requirements for the four-part

Statement of Intent

This addendum is to further define and clarify information in the Department's online application process regarding the statement of intent. The format of the Statement of Intent must be strictly adhered to. Those that do not follow the prescribed format will be rejected.

Statement of Intent (four parts)

Applicants are to describe their educational and career objectives, and their reasons for wishing to pursue graduate work in the Department of Industrial, Interior, and Visual Communication Design at The Ohio State University. The statement of intent is not merely an autobiographic statement, and it should clearly address the four topics outlined here and in the online instructions:

- 1) The Department's Masters programs are research-oriented degrees requiring a substantial commitment to graduate-level study and reflection. Please provide a **research statement that details the area of research you intend to pursue** in your Masters studies (up to 150 words).
- 2) Clearly define your **reasons for applying specifically to The Ohio State University's Department of Design** as the academic home for your studies. (up to 300 words)
- 3) Address specific **collaborative, multidisciplinary industry, research or curricular experiences** in which you have participated (up to 300 words).

- 4) All graduate students will be expected to show competence in problem solving, design fundamentals, general technology literacy, and skill and imagination in their areas of interest. Applicants to Digital Animation and Interactive Media will be expected to have substantial experience in 3D animation as well as a strong foundation in computing and cinematic structure. Please summarize the **specialized areas of expertise** that you bring to the Department, these should include conceptual, aesthetic, technical and community-based experiences (up to 300 words).

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Test of English as a Foreign Language

The Test of English as a Foreign Language (TOEFL), is required by the University for all foreign students. Minimum scores are 550 on the written test, and 213 on the computer-based test. The Department cannot wave this requirement for any foreign applicant, unless a degree was earned in an English-speaking country.

Two Transcripts Must be Submitted in English

Transcripts supplied in other languages will not be accepted. Also, grades given in other formats will be translated to the University's standard four point scale, by the University Graduate Admissions Office.

Financial Support

Fellowship awards are non-service appointments providing a monthly stipend and payment of resident and non-resident tuition and fees. They are regarded as the most prestigious form of support awarded to graduate students, and they are offered on a highly competitive basis. Graduate School Fellowships are awarded to those applicants who show outstanding scholarly accomplishment and the most outstanding potential for graduate study.

Associateship awards are typically a 20 hour per week service appointment providing a monthly stipend and payment of resident and non-resident tuition and fees. The awarding of associateships is determined by the Department and ACCAD, in accordance with the applicant's qualifications and the particular area's needs. Associateships are awarded under the title of:

- *Graduate Teaching Associate*
- *Graduate Administrative Associate*
- *Graduate Research Associate*

Typically, only 4–6 associateships are available to 1st-year students. The department makes every attempt to provide support for the duration of the student's study, since most are awarded for the full 2 years. Associateships are highly competitive. The amount of stipend provided is established annually by the university.

found in the *Graduate School Handbook* available via the Graduate School web-site. Briefly, each person who applies for admission to the Graduate School may apply simultaneously for a University fellowship and/or associateship in the Department. The single set of application materials, which may be obtained from the Admissions Office, will be coordinated by the Admissions Office with the Department and the Graduate School.

Graduate Record Examination

It should be noted that all prospective students who have not attained an undergraduate grade point average of 3.0 on a 4.0 scale (or B) must take the Graduate Record Examination (GRE), and have the results sent to the Admissions Office. Unless GRE scores are submitted, the application cannot be included in the Department's review. For updated GRE requirements, please see the Graduate Admissions web-page.

Autumn Admission

Because of the sequential nature of the graduate course offerings in the Department, it is strongly recommended that applicants apply only for Autumn Quarter admission. Review of applications begins in January for admission the following autumn.

The deadline for all applications to the Department of Design Graduate program is January 7 of each year.

For international students, the deadline with Graduate School Admissions is November 30.

Helpful Web-sites:

Ohio State Graduate Admissions:

www.gradapply.osu.edu

Ohio State Graduate School:

www.gradsch.ohio-state.edu

Ohio State Office of International Education:

www.oie.ohio-state.edu

TOEFL: www.toefl.org

GRE: www.gre.org

Complete information on financial aid can be