




MA // Interdisciplinary Design Practice

Limerick School of Art and Design

 Glen O'Sullivan

 061 293 368

 glen.osullivan@lit.ie

 <https://lit.ie/courses/postgrad143>

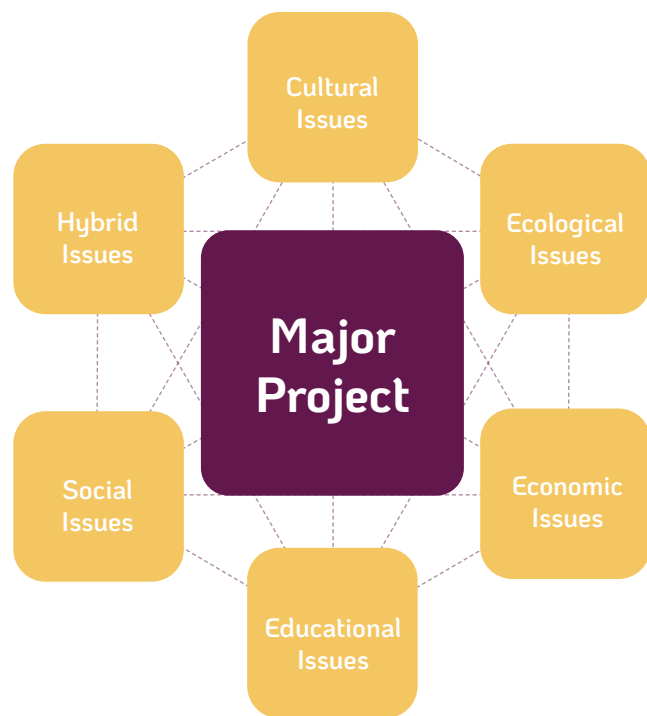
What is Interdisciplinary Design Practice?

- ◆ Interdisciplinary Design Practice is all about synergies.
- ▮ A synergy can be defined as the interaction or cooperation of two or more organizations, substances, or other agents to produce a combined effect greater than the sum of their separate effects¹.
- ▮ It encourages and promotes ideas of Design 'intersections', where the crossing-over of contrasting disciplines [with design] results in the conception and execution of impactful change.
- ◆ Through co-creation and collaboration, facilitating such design intersections allows for betterment when designing for [and tackling] ecological issues, economic issues, educational issues, cultural issues, social issues, or a hybrid of these concerns.
- ▮ As a designer, this exciting MA will empower you with a trustworthy and tactful duty to enact social change and enhance better ways of living.

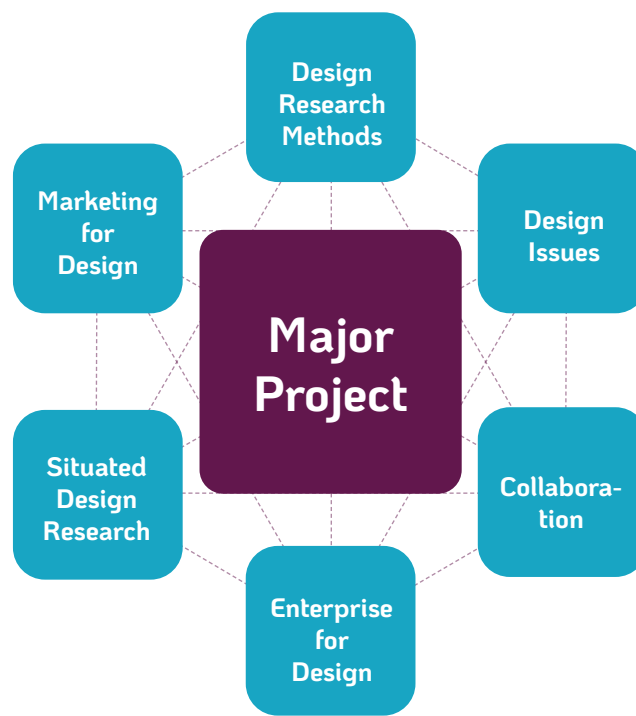
Examples of the many spheres that weave in and out of IDP:

- Performing Arts
- History
- Game Art Design
- Law
- Philosophy
- Interaction Design
- Theology
- Lighting Design
- Design Management
- Archaeology
- Motion Graphic Design
- Economics
- Communication Design
- Human Geography
- Industrial Design
- Political Science
- Printmaking
- Computer Science
- Music Production
- Landscape Architecture
- Film Production
- Photography and Video
- Mathematics
- User Experience Design
- Business/Enterprise
- Systems Design
- Engineering/Technology
- User Interface Design
- Applied Arts
- Nature-centred Design
- Service Design
- Architecture
- Biological Design
- Languages and Literature
- Costume Design
- Engineering Design
- Visual Arts
- Experience Design
- Biomimicry
- Sculpture
- Floral Design
- Graphic Design
- Music Technology
- Information Design
- Visual Effects
- Modular Design
- Design for Stage
- Instructional Design
- Product Design
- Ceramic Design
- Space Sciences
- Property Design
- Scenic Design
- Visual Communication
- Ecological Design
- Painting
- Social Design
- Information Architecture
- Spatial Design
- Chemistry
- Systems Architecture
- Automotive Design
- Broadcast Production
- Curriculum Design
- Web Design
- Chemistry
- Software Design
- Earth Science
- Strategic Design
- Physics
- Organization Design
- Educational Design
- Art Direction
- Anthropology
- Process Design
- Interior Design
- Psychology
- Systems Modeling
- Sociology
- Statistics
- Fashion Design
- Policy Making
- Social Work
- Urban Design
- Biology
- Configuration Design
- Creative Media
- Sound Design
- Animation Design
- Textile Design
- User-centred Design
- Health and Wellbeing

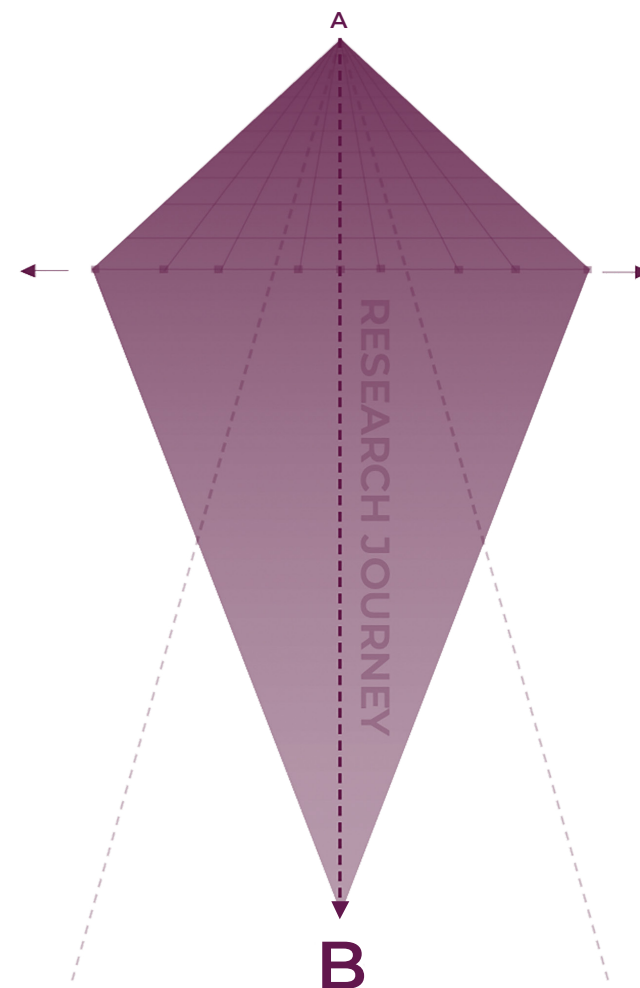
Issues Interdisciplinary Design Practice aims to combat:




MA Interdisciplinary Design Practice programme modules?






Major Project Research Journey [Getting from A to B]:



[IMPACT]

-  **Design Research Methods**
Practice-based research methodologies.
-  **Marketing for Design**
Marketing tools for successful design.
-  **Collaboration**
Collaborating effectively with others.
-  **Situated Design Research**
Carrying out research 'off-site', on location.

-  **Contemporary Design Issues**
Responding to contemporary themes and ethical issues in design.
-  **Enterprise for Design**
Business skills for designed products, services and experiences.
-  **Major Project**
Major [and final] interdisciplinary and impactful design project.