60 CREDIT HOURS
The 60-credit hour M.F.A. in Design is completed in two academic years. 42 of the 60 hours must be earned in Design courses. The remaining 18 credits may be earned in any unit at the university; 6 hours must be earned in a single external department.

Graduate cohorts in Design range between 6-8 students, providing agency and independence within the program as well as substantial faculty support.

2 FIELDS OF STUDY
Each design MFA student will enjoy a formal curricular partnership with another discipline on campus, developing a thesis that thoughtfully intersects design with another field such as business, anthropology, engineering, technology, or art.

1 FOR JOBS & PLACES TO LIVE
Austin is ranked #1 in the nation for jobs and places to live, according to U.S. News & World Report.

The University is located in the center of Austin, a hub for creative jobs in the aptly named Silicon Hills. We leverage the creative and technology ecosystems in Austin to give our students hands-on experiences with real-world scenarios in their classes, internships and co-curricular activities.

A multidisciplinary MFA from The University of Texas at Austin combines rigorous coursework in design with exploratory, curricular study in a discipline tangential to design.

M.F.A. IN DESIGN
The University of Texas at Austin
School of Design and Creative Technologies
College of Fine Arts

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The MFA in Design is a full-time, 2-year program suitable for forward-thinking, multidisciplinary designers who wish to make use of the extensive resources of one of the world’s best research institutions as they explore the ever-changing field of design.

Facilities

Design graduate students share a studio space, and have access to many other departmental and university resources including computer labs, large-format printers, a letterpress studio, digital fabrication labs, and a wood shop.

Faculty

The Design Department celebrates a diverse, multidisciplinary faculty of makers and thinkers, representing a range of disciplines from graphic design, industrial/product design, interaction design, design research, engineering, architecture, design history, and social change.

Faculty members continue to contribute to the discipline through active studio practices, self-initiated work, exhibitions, research, and writing.